

Franklin County Baseball Inc. Baseball Rules

- (1) All Sub-district and district tournaments shall be under the jurisdiction of the Tournament Director. The Director has the authority for conducting all aspects of the tournament play, including the discipline of players, coaches, and managers for unsportsmanlike conduct.
- (2) All local tournaments shall be under the direction of the Tournament Director.
- (3) All artificial or manufactured noisemakers shall be banned at all tournament and local ball games.

Franklin County Baseball Official Playing Rules

The objective of each team is to win by scoring more runs than the opponent.

The winner of the game shall be that team which shall have scored, in accordance with these rules, the greater number of runs at the conclusion of a regulation game.

Note: The official playing rules, with the exceptions and variations contained in this book, shall be the Official Playing Rules, completely revised as released through the office of the Commissioner of the Baseball. "The Sporting News" edition.

The playing field shall be laid out according to the instructions below, supplemented by Diagrams and legends available from the Franklin County Baseball Inc.

DEFINITIONS OF TERMS

ADJUDGED APPEAL: A judgment decision made by the umpire.

APPEAL: The act of a fielder in claiming violation of the rules by the offensive team.

BALK: An illegal act by the pitcher with a runner or runners on base, entitling all runners to advance one base.

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

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

BASE: One of four points, which must be touched by a runner in order to score a run.

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

BASE ON BALLS: Award of first base granted to a batter who, during his time at bat, receives four pitches outside the strike zone.

BATTER: An offensive player who takes his position in the batter's box.

BATTER/RUNNER: 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.

BATTER'S BOX: Area that the batter shall stand in during his time at bat.

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

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

CALLED GAME: A game in which, for any reason, the umpire-in-chief terminates play.

CATCH: 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.

a) 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.

b) 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.

c) 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.

d) 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.

e) Runners may leave their bases the instant the first fielder touches the ball.

CATCHER: The fielder who takes his position in back of the home plate.

CATCHER'S BOX: Area within which the catcher shall stand until the pitcher delivers the ball.

COACH: 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.

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

DEFENSE: The team, or any player of the team, in the field.

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

FAIR BALL: A batted ball that settles on fair ground between home plate and first base or between home plate and third base, or that is on or over fair territory when bouncing to the outfield past first or third base, or that touches first, second, 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 goes out of the playing field in flight.

a) 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.

FAIR TERRITORY: Part of the playing field within, and including the first base and third base lines, from home plate to the bottom of the playing field fence and perpendicularly upwards. All foul lines are in fair territory.

FIELDER: Any defensive player.

FIELDER'S CHOICE: An 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 attempt to put out a preceding runner.

FLAGRANT PLAYER OBSTRUCTION: A defensive fielder shall not at anytime flagrantly, and with excessive force, impede the batter/runner or base runner.

*PENALTY: Immediate ejection of the defensive player.

FLY BALL: A batted ball that goes high in the air in flight.

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

FORFEITED GAME: A game declared ended by the umpire-in-chief in favor of the offended team by the score of 7-0, for violation of the rules.

FOUL BALL: 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.

a) 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 fielder is on foul or fair territory at the time he touches the ball.

FOUL TERRITORY: Part of the playing field outside the first and third base lines extended to the fence and perpendicularly upwards.

FOUL TIP: 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.

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

ILLEGAL PITCH: A pitch delivered to the batter when the pitcher does not have his pivot foot in contact with the pitching rubber, or a quick return pitch. An illegal pitch when runners are on base is a balk.

INFIELDER: A fielder who occupies a position in the infield.

INFIELD FLY RULE: A fair fly ball (not including a line drive nor an attempted bunt) that can be caught by an infielder with ordinary effort, when first and second, or first, second and third bases are occupied, before two are out.

*NOTE: The pitcher, catcher, and any outfielder who stations himself in the infield on the play shall be considered infielders for the purpose of this rule.

a) When it's 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".

b) 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.

c) On the infield fly rule, the umpire is to rule whether the ball could ordinarily have been handled by an infielder and not by some arbitrary limitation such as the grass, or the base lines.

d) The umpire must rule also that a ball is an infield fly, even if handled by an outfielder, if, in the umpire's judgment, the ball could have been as easily handled by an infielder.

e) The infield fly is in no sense to be considered an appeal play. The umpire's judgment must govern, and the decision should be made immediately.

f) If on an infield fly rule, the infielder intentionally drops a fair ball, the ball remains in play despite the provisions of Rule 7, Section 8(p). The infield fly rule takes precedence.

IN FLIGHT: A batted, thrown, or pitched ball, which has not yet touched the ground or some object other than a fielder.

IN JEOPARDY: Indicates that the ball is in play and an offensive player may be put out.

INNING: 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.

*NOTE: A new inning begins when a third (3rd) out at the bottom of an inning is recorded.

INTERFERENCE: An act by the team at bat which interferes with, obstructs, impedes, hinders, or confuses any fielder attempting to make a play.

a) 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.

b) In the event the batter-runner has not reached first base, all runners shall return to the base last occupied at the time of the pitch.

c) Umpire's interference occurs when an umpire hinders, impedes, or prevents a catcher's throw attempting to prevent a stolen base, or when a fair ball touches an umpire on fair territory before passing a fielder.

d) Spectator interference occurs when a spectator reaches out of the stands, or goes on the playing field, and touches a live ball.

*NOTE: On any interference the ball is dead.

LIVE BALL: A ball that is in play.

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

OBSTRUCTION:

a) 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.

b) A defensive player or team member that hinders or prevents a batter from striking or hitting a pitched ball.

*NOTE: It is entirely up to the judgment of the umpire as to whether a fielder is in the act of fielding a ball.

OFFENSE: The team, or any player of that team, at bat.

OUT: One of the three required retirements of an offensive team during its time at bat.

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

OVERSLIDE: Act of an offensive player when he slides to a base, other than when advancing from home to first base, is with such momentum that he loses contact with the base.

PENALTY: The application of these rules following an illegal act.

PITCH: A ball delivered to the batter by the pitcher.

PITCHER: The fielder designated to deliver the pitch to the batter.

PIVOT FOOT: That foot which is in contact with the pitcher's rubber as he delivers the pitch.

PLAY: The umpire's order to start the game or to resume action following any dead ball.

QUICK PITCH: The pitch is one made with obvious intent to catch a batter off balance. It is an illegal pitch.

RETOUCH: The act of a runner in returning to a base as legally required.

RUN: The score made by an offensive player who advances from batter to runner and touches first, second, third and home plate in that order.

RUN-DOWN: The act of the defense in an attempt to put out a runner between bases.

RUNNER: An offensive player who is advancing toward, or touching, or returning to any base.

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

SET POSITION: One of the two legal pitching positions: 1) windup and 2) set positions.

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

STRIKE: A legal pitch when so called by the umpire, which:

- a) Is struck at by the batter and is missed.
- b) Is not struck at, if any part of the ball passes through any part of the strike zone.
- c) Is fouled by the batter when he has less than two strikes.
- d) Is bunted foul.
- e) Touches the batter as he strikes at it.
- f) Touches the batter in flight in the strike zone.
- g) Becomes a foul tip.

STRIKE ZONE: That area over home plate the upper limit of which is a horizontal line at the midpoint between the top of the shoulder and the top of the uniform pants, and the lower level is a line at the top of the knees. The strike zone shall be determined from the batter's stance as the batter is prepared to swing at a pitched ball. (See Insert)

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

TAG: 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

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

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.

TRIPLE PLAY: 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.

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

WIND-UP POSITION: One of the two legal pitching positions: 1) wind-up and 2) the set positions.

Instructional League

- (a) Baselines shall be 60 feet.
- (b) The distance from the front side of the pitching slab the point of home plate shall be 42 feet.
- (c) The batters box shall be rectangular, 3 feet by 6 feet centered to the home plate, the inside line being 4 inches from the side of home plate. The coaches' box shall be 10 feet by 20 feet and located 10 feet from the foul lines.
- (d) Home plate, the pitchers rubber and the bases shall be the official size used in regulation baseball.
- (e) The pitchers mound shall be flat.

- (f) All lines on the playing field shall be marked with a material which is not injurious to the eyes or skin.

Minor League

- (a) Base path will be the same distance as instructional.
 (b) The pitching distance shall be 46 feet.
 (c) Same as instructional.
 (d) Same in all leagues.
 (e) The pitchers mound shall be 6 inches when on fields where mound is available.
 (f) Same in all leagues.

Major League

- (a) Base lines shall be 70 feet.
 (b) The pitching distance shall be 50 feet.
 (c) The batters box shall be 4 feet by 6 feet and the inside line shall be 6 inches from the side of home plate.
 (d) Same in all leagues
 (e) The pitchers mound shall be 8 inches.
 (f) Same in all leagues.

Junior League

- (a) Baselines shall be 80 feet.
 (b) The pitching distance shall be 54 feet.
 (c) Same as major league.
 (d) Same in all leagues
 (e) The pitchers mound shall be 10 inches however 8 inches shall be acceptable.
 (f) Same in all league

Baseballs

1:09 The ball must meet the full manufacturing specifications of Franklin County Baseball Inc. The ball shall weigh not less than five ounces (5 oz.) or more than five and one-fourth ounces (5 ¼ oz.) avoirdupois. It shall measure not less than nine inches (9”) nor more than nine and one fourth inches (9 ¼ “) in circumference. Leather covered balls will be approved for all levels of play. Balls with other covers will be restricted to approval of local league officials. Balls must meet Franklin County Baseball Inc. and Franklin County Recreation Dept. approval

- (a) Instructional League shall use a RIF baseball.
- (b) Minors and Majors shall use a Wilson 1062 or equivalent baseball.
- (c) Juniors shall use a Wilson 1066 or equivalent baseball.

Bats

1:10 Bats must be manufactured meeting specifications of high school, college or professional baseball

- (a) Instructional League may use any bat so long as the maximum barrel size does not exceed 2-1/4 inches.
 - (b) Minors shall not exceed 2-1/4 inches nor may they use bats designed for tee-ball
 - (c) Majors must use a bat with a minimum barrel diameter of 2-1/4 inches not to exceed 2-3/4 inches.
 - (d) Juniors shall use bats with a barrel diameter greater than 2-1/4 inches not to exceed 2-3/4 inches.
 - (e) There shall be no length to weight restrictions in any league.
 - (f) The bat handle may be covered or treated with any material or substance to improve grip so long as such material or substance does not exceed 18 inches from the end. Any material or substance beyond 18 inches shall cause the bat to be removed from the game.
- (Note) If the umpire discovers that the bat does not conform to 1.10 above until a time during or after which the bat has been used in play, it shall not be grounds for declaring the batter out, or ejected from the game.

Clothing and Personal Equipment

All Leagues

- (a) It is suggested that all players be dressed in matching uniforms composed of shirt, pants, cap and socks.
- (b) All cleats shall be rubber, however interchangeable cleats shall be allowed as long as the rubber cleats are in place and they are of the female type. No male type interchangeable or steel cleats shall be allowed.
- (c) All players (in minors and up) are required to wear a protective cup or in the case of female players the equivalent thereof, any player found not

wearing such protection shall be removed for the game. He or she shall not be allowed to participate again until such protection has been acquired.

- (d) All batters, on deck batters, base runners and player coaches shall wear a pressure type batters helmet or a helmet with chin straps and approved facial protection device at all times on the field. Said helmets shall not be removed until player returns to the dugout. Umpires shall warn players not adhering to this rule for the 1st offense. For the second offense the player shall be called out and for the third offense the player shall be removed from the game. Player coaches shall not be allowed to coach after the second offense. This is a per game rule.
- (e) It is mandatory for catchers to wear a protective helmet with a throat protector providing the up most in protection. Throat protectors may be manufactured on the mask or securely fastened to the mask.
- (f) Players shall not be permitted to wear any type of hard cast on any part of his/her body. Soft cast, bandages and braces that do not contain metal in them shall be allowed.
- (g) The catcher may wear a catcher's mitt of any shape, size or weight consistent with protecting the hand.
- (h) Any player warming up a pitcher **MUST** wear an appropriate face mask.
- (i) There will be no jewelry allowed except newly pierced studs (which must be covered by athletic tape) and Medical ID jewelry.

. Player Eligibility

- (a) Instructional league – League age (7-8) A player must be at least 7 years old prior to May 1st and may not turn 9 on or before May 1st.
- (b) Minor league – League age (9-10) A player must be at least 9 years old prior to May 1st and may not turn 11 on or before May 1st.
- (c) Major league – League age (11-12) A player must be at least 11 years old prior to May 1st and may not turn 13 on or before May 1st.
- (b) Junior league – League age (13-14) A player must be at least 13 years old prior to May 1st and may not turn 15 on or before May 1st.
- (c) Exceptions: If a child is within one year of moving to the next age group and has played two seasons for the current age league then they will be eligible to move to the next league provided written permission from the parent/guardian accompanies the registration. Likewise a child wishing to remain in the same league and is no more than one year over

the age limit must have a medical condition and the registration form must be accompanied by a sign note from the child's doctor.

- (d) All players must have participated in at least ½ of his teams' games in order to play in tournaments unless illness has prevented him from doing so. In order for him to play otherwise a doctor's excuse must be presented stating the nature of illness that prevented him from participating

3.00- GAME PRELIMINARIES

3.01 Before the game begins the umpires shall:

- (a) Umpires shall meet with opposing coaches at home plate prior to each game to go over the ground rules and to instruct coaches that only players of their team, coaches and 1 scorekeeper shall be allowed in their dugout during a game. The exception to this is in a medical emergency. All players must remain in their respective dugout unless given permission to go to the restroom or is instructed by the coach/manager to obtain something for him or the team.
- (b) The strike zone will be explained by the umpire to coaches from both teams prior to the start of the game. This zone is to be from the bottom of the armpits to the bottom of the knee; however each umpire's strike zone may vary. Coaches are not allowed to argue balls, strikes or any judgment call. Any confrontation with an umpire for this is cause for ejection.
- (c) A player or players may be substituted during a game at any time the ball is dead, except as covered herein. A substitute shall bat in the replaced player's position in the teams batting order but may be used in any fielding position. Managers or coaches shall see that substitutions are properly called to the attention of the official scorekeeper. Any starting player who has been removed from the game may reenter 1 time providing that he occupies the same position in the batting order. A pitcher shall not return to the mound. A substitute may not reenter the game. However in the event a manager has used all of his eligible players and a player becomes ill, is injured and cannot continue or is ejected or removed from the game by and umpire the opposing manager shall select a player from the bench to replace the affected player.
- (d) Any pitcher that claims injury or illness prior to pitching to the first batter shall be removed from the mound and charged with an inning pitched.

- (e) Bleeding injury- If a player is injured on the field of play and has an open wound with bleeding he must be removed from the field immediately. Bleeding must be stopped and open wound be bandaged or covered. If blood is on any part of the uniform that article must be replaced before reentering the game.
- f) If a player is injured, but not bleeding and the umpire believes that an undue delay would result or if the injury requires extensive treatment, the player injured must leave the game. The re-entry rule applies to starters
- g) A player rendered unconscious during the game shall not be permitted to resume participation that day without written authorization from a physician.
- (f) Receive from the league a supply of baseballs which meet the Franklin County Baseball Association and Recreation Dept. specifications and standards;
The umpire shall be the sole judge of the fitness of the balls to be used in the game.
- (g) Be assured by the league that additional balls are immediately available for use if required.

Participation Rule

- (a) Instructional league – Prior to the first game of the season each team shall turn in a complete batting order to the Executive Committee of Franklin County baseball. This batting order will be posted and can only be changed with approval from the Executive Committee. There will be continuous batting which means all players bat in a continuous order. Fielding will alternate in that the first 10 players will play the first inning and when the second inning starts the rest of the players will play with the first ever how many staying on the bench. This rotation will continue throughout the game. The next game the players that were on the bench at the end of the previous game start and the batting starts from where it ended the prior game. Coaches remember that this is **Instructional Baseball and not Competition Baseball.**

Instructional League Rules and Guidelines

1. This is a coed league for 7 and 8 year olds.
2. Games will be 6 complete innings or 1 ½ hrs in time duration
3. One umpire will be provided to officiate games in this league.
4. Coaches and players need to be at the field at least 30 minutes before game time.
5. There will normally be 10 players in the field, but a team may play with a minimum of 8 players in the field otherwise the game is forfeited.
6. No stealing of bases is permitted. The base runner may not advance on missed pitch by the catcher.
7. There will be no advancing of bases once the ball is in control of any infielder; i.e. a ball thrown from one infielder to a baseman or one thrown in from the outfield to any infielder.
8. If a base runner slides it must be feet first. No head first sliding is permitted. This rule is in effect whether advancing to the next base or retreating to a previous base.
9. The base runner must attempt to avoid contact with the defensive player unless sliding into a base. The base runner should slide in the base line and not attempt to slide in to a defensive player who is outside the base line.
10. 2 coaches will be allowed in the outfield while their team is on defense. They will be able to instruct their players but may not interfere with the ball.
11. The 6 run or 3 out rule will apply in this league. Except for the last inning when there will be unlimited runs.

12. The defensive team will place a player in each defensive position with 4 outfielders. This will allow for 10 players on defense. A child will be positioned at the pitcher position for defense. No coach shall field a batted ball, if this happens interference will be called on the coach and all runners shall advance one base. The pitcher position must wear a helmet.
 13. Coaches will pitch unless they have player that want to pitch.
 14. The batter will receive a maximum of (6) pitches or (3) swinging strikes. No extra pitches for foul balls. There are no walks in this league.
- (b) Minor League – Each player will play a minimum of 6 outs in the field and there will be a continuous batting order used. If the game ends by the Slaughter Rule or by time limit before all requirements are met then the players that did not get their allotted time should start the next game. Penalty for intentional violation of this rule by a coach shall be determined by the Franklin County Recreation Dept. It is the suggestion of the rules committee that a 1 game suspension be imposed.
- (c) Major and Junior league – Each player shall play a minimum of 6 outs in the field and have at least 1 turn at bat in each game. Other than that the same conditions apply as does in the Major leagues.

Extra Player (EP)

(Major and Junior Boys League)

- a) The extra player can play defense.
- b) An extra player is optional, but if one is used, it must be made known prior to the start of the game, and be listed on the lineup sheet or score sheet.
- c) If the extra player is used, he must be used for the entire game.
- d) The extra player must remain in the same position in the batting order for the entire game.
- e) If an extra player is used, all ten (10) players must bat and any nine (9) players can play defense. Defensive positions can be changed, but the batting order must remain the same.

f) The extra player may be substituted for at any time, either by a pinch hitter or a pinch runner, who then becomes the extra player. The substitute may be a player who has not yet been in the game.

*NOTE: The Extra Player (EP) can re-enter once

- (d) If coaches are caught not abiding by the Participation Rule they will be suspended for the next game.
- (e) If repeated more than twice in a season they will be suspended for season.

Field Maintenance

- (a) The Franklin County Recreation Department shall determine fitness of the fields for play during regular season. No coach shall do any work on the field once a game has been cancelled by the Recreation Department without their approval.
- (b) During Tournament play since the Recreation Department has no representatives there the Officers and Directors of Franklin County Baseball will have the final say as to whether a field can be gotten ready for play. Once a game is called if the coaches mess with the field they will be suspended for the next game. If it happens to be the final game of the tournament then their team will be disqualified and all awards forfeited.
- (c) Any umpire that umpires a game that has been called by Franklin County Baseball or Franklin County Recreation Department will not be paid for that game and will also not umpire their next scheduled game.

Regulation Games

- (a) Instructional– The regulation game length for this age group shall be 6 innings or 1 ½ hrs long. Games shortened by acts of nature shall be considered complete after 4 innings of play if the visiting team is ahead or the home team is ahead after 3-1/2 innings. If these requirements are not met the game will resume from the point it was stopped at a later date.
- (b) Minors and Majors The regulation game length for this age group shall be 6 innings or 2 hrs. The same conditions apply for games shortened by acts of nature.

- (c) Junior league – The regulation game length for this age group shall be 7 innings or 2-1/2 hrs. The same conditions apply for games shortened by acts of nature except the visiting team must be ahead after 5 complete innings or the home team after 4-1/2 innings.

If after the time limit is called the teams are tied the game will end tied. If this has an effect on the end of season standings the game will be resumed from the point of stoppage if time allows before the tournaments start. If time does not allow for this to happen then a coin flip will decide the outcome of the game. The same is true for the end of season provided it does not affect more than 2 teams. Present for these coin flips will be a coach from each affected team, the League Representative, the President of Franklin County Baseball or his/her appointed Representative and the CEO of Franklin County Baseball or his/her appointed Representative.

Mercy Rule

1. The last inning of a game shall be constituted according to the league standard or by an umpiring announcing that this will be the last inning if time is running out. This must be done prior to the visiting team coming to bat and not during that time at bat.

- (a) Instructional and Minor Leagues – There will be a 6 run limit rule for the first 5 innings of a game. During the last inning (6) there is no limit rule in effect.

In the Minor league the mercy rule shall be:

15 runs after 3 innings or 2 ½ innings if the home team is ahead
 10 runs after 4 innings or 3 ½ innings if the home team is ahead
 8 runs after 5 innings or 4 ½ innings if the home team is ahead

In the Major and Junior Boys leagues the rule shall be:

15 runs after 3 innings or 2 ½ innings if the home team is ahead
 12 runs after 4 innings or 3 ½ innings if the home team is ahead

8 runs after 5 innings or 4 ½ innings if the home team is ahead
In all leagues it shall be 20 runs after 2 complete innings

(d) A team failing to field at least (8) eligible uniformed players within fifteen (15) minutes after the scheduled game time shall forfeit the game. A team shall be allowed to complete a game in the case where sickness, injury or ejection of a player or players after the start of a game in league play causes a team to have fewer than (8) eligible, uniformed players with which to continue.

(e) Forfeited games shall be so recorded in the scorebook and the book signed by the umpire-in chief. A written report stating the reason for the forfeiture shall be sent to the League's office/Recreation Dept. within 24 hours, but failure of the umpire to file this report shall not affect the forfeiture.

(f) If a manager or coach, during an offensive time out, leaves his position in the coaching box or dugout to talk to the same batter (or batter goes to the dugout, bench, or coaching box to talk to the manager) more than once during his time at bat, the batter shall be called out. The exception to this rule is in the case of injury or if time is called by the opposing team or umpire. The intent of this rule is to help eliminate unnecessary delays or intentional "stalling tactics."

8:00 THE PITCHER

(a) Instructional league – No pitcher shall pitch more than 35 pitches per game.

- (1) A pitcher will pitch to a batter no more than 4 pitches. If after 4 pitches the batter has not made and out or reached base safely a coach pitcher from the offensive team will come in and pitch up to two pitches to the batter.
- (2) Strikes are cumulative from the player pitcher and coach pitcher.
- (3) There are no walks.
- (4) Coach pitchers may not interfere with a hit ball in any way, except to prevent being struck by the ball. If a coach

fields a ball, the play is dead and the batter is out. If a coach pitches touches the ball while trying to avoid it the ball is still fair and play continues.

- (5) A coach pitcher is not allowed to coach the players while inside fair territory of the playing field.
- (6) If a player pitcher hits 3 batters, then he/she must be removed from the pitching position. (**Instructional League Only**)

Pitch Count

Pitch count per pitcher- This is (RECOMMENDED) that player be allowed to throw no more than (50) pitches per game in Minors, (60-65) in Majors and (70-80) pitches in Boys 13-14.

- (b) Minor league – No pitcher shall pitch more than 2 innings per game.
- (c) Major league – Any pitcher that pitches 3 or more innings in a game shall be required to have 36 hours of rest before he is allowed to pitch again. A starting pitcher may pitch 7 innings in a game if the game is tied at the end of 6 innings. All pitchers are limited to 10 innings per calendar week.
- (d) Junior League – Any pitcher that pitches 4 or more innings in a game shall be required to have 36 hours of rest before he is allowed to pitch again. A starting pitcher may pitch 8 innings in a game if the game is tied at the end of 7 innings. All pitchers are limited to 14 innings per calendar week.
- (e) The calendar week shall start at 12:01 A.M. on Monday and end at 12:00 Midnight on Sunday.

All leagues –: Any player picks ball up off mound or field and makes a pitch from mound toward home plate is declared pitcher and will be charged (1) inning pitched. Previous pitcher cannot return to pitcher mound.

- (f) Minor league – A coach may make 3 trips to the mound per inning to the same pitcher, at the third trip the pitcher must be replaced on the mound.
- (g) Majors and junior leagues – Trips shall be the same as in the Major League Rulebook. A pitcher must be replaced at the second visit in any inning or at the third trip during the game to the same pitcher.
- (h) No game shall be forfeited because of the violation of one of Franklin County Baseball Inc. pitching rules because it is the manager's

responsibility to both know the pitching rules and to ascertain the eligibility of opposing pitchers prior to each of his team's games. If an ineligible pitcher is used during the course of a game, he shall, upon protest of the opposing manager be immediately replaced on the mound by an eligible pitcher and all plays prior shall become official. The ineligible pitcher shall remain ineligible to pitch in the next game that he would have been eligible to pitch in.

- (i) An eligible pitcher shall pitch to the first batter until he is retired or has reached base, unless he becomes ill or is injured.
- (j) Any coach/manager that violates any of these rules will be removed from the game and not allowed to coach in the next game.
- (k) Pitching affidavits must be kept at all times and signed by the opposing coach at the conclusion of each game.
- (l) If a game is interrupted for any reason before becoming official, and is suspended, the same pitcher may continue when play is resumed, provided he has not used up his total allotted innings per calendar week, and has had at least (36) hours rest since he last pitched the most allowable innings in his league.
- (n) Entering the ball game as a pitcher shall constitute having pitched one inning.
- (o) A manager shall be allowed to change pitchers in local league play as many times as is desired as long as the Substitution Rule in this book is not violated. Any pitcher being replaced on the mound by another pitcher cannot return to the mound.
- (p) The starting pitcher will be credited with a win when he has pitched three (3) innings and his team is in the lead the remainder of the game. All other credit remains the same as outlined as official scoring within a game.
- (q) Mound conferences, not to exceed thirty seconds and will be limited to the infielders, catcher, pitcher and one coach. The umpire will have the power to call "Play Ball" after a reasonable amount of time.

*PENALTY: Players and coaches are not back in their positions within one minute will receive a warning for the first offense, batter will automatically walk on second offense, and game forfeited on the third offense.

Catcher

The catcher shall station himself directly at the back of the plate. Failure to do this is a balk, however he may leave his position at any time to catch a pitch or make a play.

Batter

A batter is out for illegal action when:

a) He hits a ball with one or both feet on the ground entirely outside the batter's box.

*NOTE: If a batter hits a fair or foul ball while out of the batter's box, he shall be called out.

b) He steps from one batter's box to the other while the pitcher is in position ready to pitch.

c) He interferes with the catcher's fielding or throwing by stepping out of the batter box or making any other movement that hinders the catcher's play at home plate.

*EXCEPTION: Batter is not out if any runner attempting to advance is put out, or if the runner trying to score is called out for batter's interference

d) If the batter interferes with the catcher, the plate umpire shall call interference.

*PENALTY: The batter is out and the ball dead. No player may advance on the offensive interference, and all runners must return to the last base that was, in the judgment of the umpire, legally touched at the time of the interference.

*EXCEPTION: If the catcher makes a play and a runner attempting to advance is put out, it is assumed that there was no interference and that runner is out and not the batter.

e) If a batter strikes at a ball and misses and swings so hard he carries the bat all the way around, and, in the umpire's judgment, unintentionally hits the catcher or the ball in back of him on the back swing before the catcher has securely held the ball, it shall be called a strike only (not interference). The ball will be dead, and no runner may advance on the play.

Batting out of turn

- a) A batter shall be called out, on appeal, when he fails to bat in his proper turn, and another batter completes a time at bat in his place.
- b) If the error is discovered while the incorrect batter is at bat, the correct batter takes his place and legally assumes any ball and strikes.
- c) 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, the player who should have batted is out. Any advance or score made because of a batted ball by

the improper batter or because of the improper batter's advance to first base on a hit, error, base on balls, a hit batter or otherwise, shall be nullified.

*NOTE: If a runner advances while the improper batter is at bat, on a stolen base, balk, wild pitch or passed ball, such advancement is legal.

- d) If the error is discovered after the first pitch to the next batter, the turn at bat of the incorrect batter is legal; all runs scored and bases run are legal and the next batter shall be the one whose name follows that of the incorrect batter. Players who have not batted and who have not been called out have lost their turn at bat until reached again in the regular batting order.

*NOTE: Keep in mind, when a player bats out of turn, the proper batter is the player called out. If an improper batter bats and reaches base or is out and no appeal is made before a pitch to the next batter, or before any play or attempted play, that improper batter is considered to have batted in proper turn and establishes the order that is to follow.

- e) A batter shall not show the intent to bunt and then swing at the same pitch. If this occurs the batter will be called out.

f) If injury or illness occurs during the game and the team doesn't have a replacement player for the injured or ill player his place in the batting order shall be skipped over and no out shall be recorded. If however he leaves the game voluntarily or is ejected from the game then an out will be recorded if there is no player to replace him.

*NOTE: Automatic Out. The opposing team with two outs cannot intentionally or unintentionally walk, intentionally or unintentionally hit a batter with a pitched ball, in order to get to the Automatic Out that was created by the vacant spot in the batting order. If the previous

batter is walked or hit by a legal or illegally pitched ball, the vacant spot is skipped, the Automatic Out is waived, and the next batter is the player whose name follows the vacant spot in the batting order. This only applies when there are two (2) outs.

g) If all players have been used during the game and an injury or illness occurs the opposing coach/manager shall pick a player from the bench to replace the ill or injured player. He however has the right to let the afflicted team chose if he so desires.

If a player that has become ill gets to feeling better he may return to the game and resume his place in the batting order, if he has not been replaced by another player. If however he has been replaced then he may not return to the game.

Dropped Third strike

(Minor league) – A dropped third strike shall become a dead ball if 1st base is occupied with less than 2 outs. No runners other than the batter-runner may advance on any dropped third strike with less than 2 outs with 1st base open. The only time runners may advance is when bases are loaded and there are 2 outs.

(Majors and juniors) – In these leagues runners may advance at any time with the risk of being put out.

Infield fly rule

There will be no infield fly rule in the Minor or Instructional leagues

Runners

- (a) Runners will not be required to slide at any base however contact must be avoided with a fielder. If contact is made and the runner is not sliding it shall be the umpires' judgment call as to whether or not it could have been avoided. Incidental contact that could have been avoided will result in the runner being called out. Malicious contact is cause for ejection from the game.
- (b) Minor league – Base runners may take a 3 foot lead off of any base with the risk of being put out. However they may not advance any farther until the ball is either thrown away in a pick-off attempt, hit by the batter, batter is walked forcing the runner to advance or is past home plate.

- (c) All leagues – Runners will be called out for moving 3 foot out of the base path on either side to avoid a tag. The base path is the direct line from where the runner is to the base that he is either advancing to or the base that he is retreating to.

Courtesy Runner

A courtesy runner may be used for the catcher at anytime during the inning.

- b) The runner must be a player not in the lineup, **unless all players are in the lineup, then the last batted out shall be used as the courtesy runner.**
- c) No appearance or removal will be charged against either player.
- d) Coaches are encouraged to use this rule to speed up the game and increase participation.

Umpires

- (a) Franklin County Recreation Department / Franklin County Baseball Inc. shall appoint one or more umpires to officiate at each game. The umpires shall be responsible for the conduct of the game in accordance with the rule within and for maintaining discipline and order on the playing field during the game
- (b) Each umpire is a representative of Franklin County Recreation Department and Franklin County Baseball Inc. and is authorized and required to enforce all of these rules. Each umpire has the authority to order a player, coach or manager to refrain from doing anything which affects the administration of these rules and to enforce the prescribed penalties.
- (c) The umpire has the authority to eject any player, coach or manager for continuous and/or flagrant objections to an umpire's decision or for conduct considered to be unsportsmanship. The umpire must give both teams a warning at the start of the game that all rules constituting unsportsmanlike conduct will result in player ejection. These actions will not be tolerated. Upon ejection coaches must leave the area of play; however a player may remain in the stands if he chooses as long as he/she can maintain control of him/her self and not cause any more problems.
- (d) The following shall constitute unsportsmanship conduct;
- (1) Deliberately throwing a bat or helmet.

- (2) A fielder making a fake tag.
 - (3) A runner maliciously running into a fielder.
 - (4) A fielder maliciously tagging a runner.
 - (5) Cursing or abusing an umpire, player, coach or anyone else while on the field of play or in the dugout.
 - (6) Continuously failure to hold on to the bat while batting although unintentional. This is a safety concern mainly for the protection of the umpire and or catcher as well as anyone else that may be on the field of play at the time.
- (e) Umpires are to turn in a report of the ejection of a player, coach or manager to The Franklin County Recreation Department along with one to the Executive Committee of Franklin County Baseball. Once said report is received the affected person shall meet with both parties described above to explain their actions and why penalties should not be imposed. The Franklin County Recreation Department will have the final say as to the penalties imposed on any affected person.

Other Rules

- (a) Tournament Rules will be the same as regular season rule with the exception that there will be no time limit on championship game and no game will end in a tie.
- (b) Fall Ball is for player who wants to play baseball only for Franklin County Recreation Department/Franklin County Baseball Inc. Players that play on traveling teams will only be eligible to start a game if they attended the previous game.
- (c) Teams wishing to travel to other localities to play ball or to have teams from outside the county to come in to play must first get notify an officer or director of Franklin County Baseball and get the approval of the Executive Committee.
- (d) Coaches and assistant coaches will coach in their home school district, unless asked by FCB Inc. to move to another school district. If a coach is asked to move he/she can remain in that school district until his/her child moves into the next age group. Coaches caught falsifying information to coach in another school district will be suspended for a period of (1) year. This will only affect coaches in the Major's and under leagues.

- (e) Only the child of a head coach is guaranteed a spot on the roster. Children of assistant coaches and/or sponsors are not guaranteed placement on a particular team.
- (f) Only one coach will be allowed on the field to discuss a play.
- (g) No manager, player, substitute, coach, trainer or batboy shall at any time, whether from the bench, the coach's box or on the playing field or elsewhere, do any of the following:
 - Call "Time" or employ any other word or phrase or commit any act while the ball is alive and in play for the obvious purpose of trying to make the pitcher commit a balk.
 - *PENALTY: The offender or offenders shall be removed from the game, and shall leave the playing field and, if a balk is made, it shall be nullified.
- (h) 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.
- *NOTE: If the coach interferes with a thrown ball, the runner is out.

