

# SPECIAL RULES FOR BJLBA Cal Ripken Division Baseball

All Babe Ruth Cal Ripken Division games shall be played according to the **BABE RUTH LEAGUE, INC. BASEBALL RULES AND REGULATIONS AND OFFICIAL PLAYING RULES** except as noted below

Official Baseball Rules NOT APPLICABLE to the CAL RIPKEN DIVISION (see page 19)  
Designated Hitter – Rule 6.10 does not apply. The designated hitter rule is not permitted.  
Base Running – Rules 5.09(h), 6.09(b), 7.04(d), and 7.07 do not apply.

Special Notes:

Pitching Circumference – Official Baseball Rule 8.02(a)(1) – The number “18” is replaced by “10”

Third Strike – Official Baseball Rule 6.05(c) – The batter is out when a third strike is caught or not caught by the catcher.

Quick Pitch – Add, “Deliver a quick return pitch.” If the pitcher does the ball is dead.

## 0.06 PITCHING LIMITATIONS

1. Any player on the team roster may pitch.
2. If a player pitches in less than three (3) innings no calendar day of rest is required. If a player pitches in three (3) innings, one (1) calendar day of rest is required. If a player pitches in four (4) innings, two (2) calendar days of rest are required. If a players pitches in five (5) or more innings, three (3) calendar days of rest must be observed.

EXAMPLE–

|  |   |   |   |
|--|---|---|---|
| If a player pitched in <i>less than three innings</i> on | and is still eligible, that player can pitch again on | If a player pitched in <i>four innings</i> on         | and is still eligible, that player can pitch again on |
| Monday   | Tuesday   | Monday  | Thursday  |
| Tuesday  | Wednesday   | Tuesday   | Friday  |
| Wednesday  | Thursday  | Wednesday   | Saturday  |
| Thursday   | Friday  | Thursday  | Sunday  |
| Friday   | Saturday  | Friday  | Monday  |
| Saturday   | Sunday  | Saturday  | Tuesday   |
| Sunday   | Monday  | Sunday  | Wednesday   |
| If a player pitched in <i>three innings</i> on           | and is still eligible, that player can pitch again on | If a player pitched in <i>five or more innings</i> on | and is still eligible, that player can pitch again on |
| Monday   | Wednesday   | Monday  | Friday  |
| Tuesday  | Thursday  | Tuesday   | Saturday  |
| Wednesday  | Friday  | Wednesday   | Sunday  |
| Thursday   | Saturday  | Thursday  | Monday  |
| Friday   | Sunday  | Friday  | Tuesday   |
| Saturday   | Monday  | Saturday  | Wednesday   |
| Sunday   | Tuesday   | Sunday  | Thursday  |

3. A player may pitch in a maximum of six (6) innings in a calendar week, Monday through Sunday. Delivery of a single pitch constitutes having pitched in an inning.

## 0.06 PITCHING LIMITATIONS (Continued)

4. A player once removed as a pitcher may not pitch again in the same game.
5. Not more than six (6) pitchers per team shall be used in one game.  
EXCEPTION: In case of injury to a sixth (6<sup>th</sup>) pitcher an additional pitcher may be used. If a game goes extra innings then a seventh (7<sup>th</sup>) pitcher may be used.

**NOTES:**

- (1) The withdrawal of an ineligible pitcher after that pitcher is announced, but before a ball is pitched, shall not be considered a violation. Managers and program officials are urged to take precautions to prevent protests. When a protest situation is imminent, the potential offender should be notified immediately.
- (2) Innings pitched in games declared "no game" [see Rule 4.10 (e)] shall be charged against pitcher's eligibility for that week.
- (3) Minor Division: No player may pitch more than six innings per week or more than three innings per appearance.
- (4) Penalty: A game must be forfeited if a pitcher exceeds his/her specific pitching limitations, regardless of when the infraction occurred or is discovered. The only exception to this rule shall be when the **OFFICERS** have granted prior approval to exceed pitching limitations.

**BJLBA SPECIAL PLAYING RULES****0. All Divisions**

- a. Forfeit with Less than Eight: A game shall be ruled a forfeit if at the "official" start of the game: (a) a team cannot field eight players at the start, or (b) within a ten (10) minute "grace period" after the start. The start of the game shall not be delayed, waiting for players to arrive. "Field" means that the team's players must be on the playing field.

With eight or more players present, play shall occur and be ruled an "official game". If the number of available players drops below eight after the game has begun (e.g., illness, injury, parental removal, etc.) the game will be played to completion and will not be considered a forfeit. **Reference: 1.01.**

When the game is ruled a forfeit because a team has less than eight players present at the start of the game or within the ten minute grace period, the team manager can elect to play a scrimmage game. BJLBA strongly encourages each team to show up for play, regardless of their number of available players, and play a scrimmage game.

When neither team has eight (8) players at the start of the game or within the ten minute grace period, the game on that date is declared a NO GAME (i.e., neither team wins nor loses). A scrimmage game between the available players is highly encouraged. The game is rescheduled ONLY if (1) the game affects the outcome of the League's championship OR (2) there is time and both managers want to play. **Reference: 1.01.**

NOTE: Historically, BJBLA has had managers who, when they didn't have the required eight (8) players present to qualify as an official game, packed up their equipment and went home without any attempt to play a scrimmage game and give those children who were

## BJLBA SPECIAL PLAYING RULES

0. **All Divisions** (Continued)

- present an opportunity to play. Furthermore, BJLBA has had managers who when they knew they couldn't come up with eight (8) players told their children to stay home. The primary purpose of our program is to encourage children to PLAY baseball, regardless of whether they win or lose, and children present for their game should be given the opportunity to play.
- b. Batting Lineup Length Equals Players in Attendance: The batting lineup will be as lengthy as the number of team players in attendance. If players arrive late, they shall be inserted at the bottom of the submitted batting order, upon their arrival. If a player leaves before the end of the game because of ejection, injury, parent removal, etc., then the batting order will skip over the departed players slot without any penalty to the offensive team (i.e., no automatic out). If during a "plate appearance" a player, while at bat is injured such that the player cannot complete the turn at bat, then the last batter who did not to reach first base safety, shall complete that players "plate appearance". *Reference: 1.01, 3.03.*
- c. Submission of Lineup: Before the game begins, each manager shall exchange lineups with a copy to the official scorer (except for the novice division where lineups are exchanged only between managers since there is no official scorer). Each team will bat according to the submitted lineup.

1. **Major and Minor Divisions**

- a. In any inning except the sixth inning or an extra inning, a team that is tied or ahead may not increase its score by more than seven (7) runs during their time at bat. A team that is behind in an inning may not go ahead of its opponent by more than seven (7) runs during their time at bat. *Exception:* If the seventh run scores because the batter has hit a ball over the fence in fair territory on the fly (i.e., a home run), then all runners on base at the time of the home run may score.
- b. After a pitch has been delivered and the catcher catches it cleanly, all base runners must return immediately to the base occupied at the time of the pitch or break for the next succeeding base. "Dancing" off of the base is not acceptable and only serves to slow the game. Violation of this rule will result in the runner being declared out.
- c. Defensive players may be substituted freely, except for the pitcher (see pitching rules above), and subject to the Player Participation rules in the By-Laws.

2. **Minor Division**

Minor Division Plays Ten: Each minor division team will field ten players on defense provided ten or more players are present during the game. Four of the ten players must be outfielders. *Reference: 1.01, 3.03.*

3. **Junior and Novice Divisions**

- a. Adults Pitch: A manager/coach will pitch or will designate an adult person to pitch to his/her own team.
- b. Adult Pitcher Cannot Field: A manager/coach or his/her designee cannot field the ball. A manager/coach or his/her designee cannot help or hinder the fielding team. In fact, when a ball is batted into fair territory, the adult must leave the field toward home plate in the opposite direction that the ball was struck into play; however, if the batted ball goes only a short distance from home plate, the adult pitcher cannot interfere with a fielding play being made by the catcher or pitcher's helper. If the adult pitcher interferes, then interference will be called. Furthermore, the adult pitcher should get the bat out of the way and remain in foul territory until the umpire signifies the play is dead. If a pitching person is struck by a batted ball, then (a) the ball is dead, (b) runners, if any, return to the base they started from, and © the pitch is thrown over again (i.e., will not count against the seven pitch limit).
- c. Pitcher's Circle: A circle (16 feet radius from the center of the pitching rubber) shall be constructed around the pitching mound. All "*pitcher's helpers*" must have one foot clearly within the circle and behind or to the side of the pitcher and remain so placed until a pitched ball is struck.
- d. PITCHER'S HELPER: Each junior division defensive team will have ONE "*pitcher's helper*"--TWO helpers in the novice division. The "*pitcher's helper*" fields the pitcher's position. The "*pitcher's helper*" must be behind or to the side of the pitcher (manager/coach/designee) until the ball is struck. If the helper violates this rule and the ball is not struck into fair territory, the batter will be awarded first base and all runners will advance if forced. If the ball is struck into fair territory, then the batter will be allowed the result of his/her hit and/or any advancement due to error(s). In essence, if the batter at least reaches first base safely, then the violation will be forgotten and the ultimate outcome of the play will stand including the batter being out at a subsequent base or home. If the ball is struck into fair territory and the batter is out at first or reaches first base as a result of a fielder's choice, then the batter is awarded first base and all runners are allowed to advance one base.
- e. Runner's Base Position Determined When Ball Dead: The runner's base position shall be determined by the umpire(s) at the time the ball is declared dead. To be awarded the next base, a runner must have progressed **more** than three-fourths of the way to that base when time is called. Three-Fourths hash marks will be constructed between bases to help the umpire.
- f. No base stealing allowed: No runners may advance because of a wild pitch or passed ball. Violators will return to their original base.
- g. No Hit-By-Pitch: No batter can reach base because he/she was struck with a pitched ball. If a batter cannot continue, the next batter will bat. If a batter is struck with a pitched ball that pitch shall be counted as one of the seven pitches. **Reference: 6.08 (b)**.

## BJJBA SPECIAL PLAYING RULES

3. **Junior and Novice Divisions** (Continued)
  - h. No Bunting: No bunting is allowed. Violators shall be called out. **Reference: 2.00.**
  - I. No Infield Fly Rule: The infield fly rule shall not be used. **Reference: 2.00.**
  - j. No Ten Run Rule: No ten (10) run rule shall exist.
  - k. All Players Field: The defensive team will field all players in attendance. All players other than the catcher, "*pitcher's helper(s)*", and four infielders will be stationed in the outfield. **Reference: 3.03.**
  - l. Adult Coaches on Field: The defensive team can position adult coaches on the field to give instructions and help the defensive team make good decisions. See **Junior Division** and **Novice Division** sections below for division specific rules.
  
4. **Junior Division**
  - a. Pitchers: The ball must be pitched overhand and from a distance of at least twenty (20) feet.
  - b. Seven Pitches Per Batter: Each batter will be allowed a maximum of seven pitches (including foul balls) to hit the ball fair or strikeout. If a batter fouls the seventh pitch, pitching will continue until the batter swings and misses, hits the ball into fair territory, or watches a pitch go by. Balls and strikes will not be called; however, swinging strikes will be counted. On the third strike the batter is out. If after seven pitches, except as noted above, a batter has not hit the ball fair or struck out, the batter will be out automatically.
  - c. Scoring Limitations: One half inning is defined as three outs or five runs, whichever comes first. However, in the sixth inning or an extra inning, there is no limit to the number of runs that a team can score before three outs are made.
  - d. Lead Runner: The **Lead Runner** is the active base runner closest to home plate.
  - e. Ball Dead When Leader Runner Stopped: When the ball has been hit into fair territory play can only be stopped when
    - (1) The umpire deems the play as dead and calls time.
    - (2) In order to stop the **Lead Runner** a defensive player must be in possession of the ball and positioned between the **Lead Runner** and the next advancing base. At that time the defensive player must ask for time. When the umpire calls time all other runners on the bases must stop and can no longer advance.
  - f. Ball Dead Inside Pitcher's Circle: The ball is dead and time is automatically called when any defensive player has control of the ball within the pitching circle.

## BJLBA SPECIAL PLAYING RULES

3. **Junior Division** (Continued)

- g. Adult Coaches off Field: The defensive team can position up to two adult coaches in foul territory to give instructions and help the defensive team make good decisions. Each coach must be positioned and remain in the grass along the foul line and in the outfield portion of the playing field.

5. **Novice Division**

- a. No score in Novice Division: In the NOVICE DIVISION, the scoreboards will not be used, and no official score will be kept. *Reference: 4.11.*
- b. Five Pitches Per Batter: Each batter will be allowed a maximum of five pitches (including foul balls) to hit the ball fair. Balls and strikes will not be called and strikes will not be counted. If a batter does not hit the fifth pitch fair, a ball will be placed on a batting tee and the batter will swing until the batter hits the ball into fair territory.
- c. Novice Division plays fifty-five minutes: Novice division games will end at the completion of fifty-five minutes. The only exception to this rule occurs when not all players in attendance have batted as of the end of the game. If fifty-five minutes transpire and not all players have batted, the players who have not batted should immediately take their turn at bat, and the game will be over when all players have batted. No player should play the same position during the game and when possible each player should be rotated between the infield and outfield. One half inning is defined as: (a) three outs or (b) when the team at bat has batted the entire roster in attendance, whichever come first. *Reference: 4.10.*
- d. Ball Dead Inside Pitcher's Circle: The ball is dead and time is automatically called when any defensive player has control of the ball within the pitching circle.
- e. Adult Coaches in Field: The defensive team can position up to three adult coaches in fair territory to give instructions and help the defensive team make good decisions. For example, a coach can be position along each foul line. In addition, one coach can be positioned between second base and centerfield. All coaches must be positioned and remain in the grass outside in the outfield portion of the playing field.

# OFFICIAL BASEBALL RULES

(Rules Needing Emphasis or Modified for BJLBA Cal Ripken Division)

## 1.00 – OBJECTIVES OF THE GAME.

- 1.10 The bat shall not be more than 33 inches in length, nor have a bat barrel in excess of 2.25 inches.
- 1.11
- (g) No player shall attach anything to the heel or toe of his shoe other than the ordinary shoe plate or toe plate. SHOES with metal cleats or spikes are not permitted by any player, coach, or manager.
  - (h) No part of the uniform shall include patches or designs relating to commercial advertisements
  - (I) No player may wear a uniform in a regular season or city tournament game that contains on the uniform any part of the player's name unless the player's last name coincides with the team's sponsor.
  - (j) Players must not wear watches, rings, pins, jewelry, or other metallic items
  - (k) Casts-Plaster may not be worn during the game.
- 1.12 The catcher *{Major and Minor Divisions}* must wear a catcher's mitt (not a first baseman's mitt or fielder's glove) of any shape, size, or weight consistent with protecting the hand.
- 1.15 (a) 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. (b) No pitcher shall attach to his glove any foreign material of a color different from the glove. © No pitcher shall wear sweat bands on wrists.
- 1.16 PROTECTIVE GEAR
- (a) Batting Helmets: To minimize the potential for injury, protective headgear shall be worn by all offensive players at all times (except as noted below) while on deck, at bat, on base, or while a base runner advancing from one base to the next, and by players in the coaches box, during practice and all games. Such headgear must cover the top of the head and have extended ear flaps which cover both ears and properly fits the player wearing it. Protective batting helmets must meet NOCSAE specifications and standards and bear the NOCSAE stamp as well as an exterior warning label on the helmet that is visible and easy to read. **PENALTY** -- A player who intentionally removes his/her helmet (except as noted below) shall be called out after all play has come to rest. Play will resume with one additional out charged against the offensive team. If a player refuses to wear headgear, he shall be removed from the game.
- Exceptions: No out shall be charged if a helmet unintentionally comes off due to wind, motion, or improper fit while a player is running between bases. In addition, no out shall be called when: (a) the ball is dead, (b) a player is advancing as a result of a home run, © a batter is adjusting his/her helmet between pitches, (d) a runner is adjusting his/her helmet while on base between pitches, or (e) a player is advancing because of a walk and

**1.00 – OBJECTIVES OF THE GAME.** (Continued)

no play is being made on the player or the walk does not occur simultaneous with a passed ball or wild pitch.

Any player removing his/her helmet legally within the provisions set forth above who uses his/her helmet to gesture in a manner which is unsportsmanlike shall be given a warning.

A second offense within the same game constitutes grounds for the players removal from the game.

- (b) **Catcher's Gear:** Any player warming up a pitcher at home plate shall wear a mask with integrated metal throat protection and it is recommended any player warming up a pitcher at any location shall wear a mask. In addition, protective headgear, which covers the top of the head and properly fits the player wearing it, a protective supporter, and cup must be worn by the catcher during practice and all games. **PENALTY** -- Refusal to wear this equipment will cause the player's removal from the game.
- © Bat and ball boys/girls are not permitted.

**2.00 -- DEFINITIONS OF TERMS.**

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

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

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

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

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

When an infield fly rule is called, runners may advance at their own risk. If on an infield fly rule call, the infielder intentionally drops a fair ball, the ball remains in play despite the provisions of Rule 6.05 (1). The infield fly rule takes precedence.

**INTERFERENCE**

- (a) Offensive interference is an act by the team at bat which interferes with, obstructs, impedes, hinders, or confuses any fielder attempting to make a play. If the umpire declares the batter, batter-runner, or a runner out for interference, all other runners shall return to the last base that was, in the judgment of the umpire, legally touched at the time

**2.00 -- DEFINITIONS OF TERMS.** (Continued)

of the interference, unless otherwise provided by these rules.

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.

- (b) Defensive interference is an act by a fielder which hinders or prevents a batter from hitting a pitch.
- © Umpire's interference occurs (1) When an umpire hinders, impedes or prevents a catcher's throw attempting to prevent a stolen base, or (2) When a fair ball touches an umpire on fair territory before passing a fielder.
- (d) Spectator interference occurs when a spectator reaches out of the stands, or goes on the playing field, and touches a live ball.  
On any interference the ball is dead.

**OBSTRUCTION** is the act of a fielder who, while not in possession of the ball and not in the act of fielding the ball, impedes the progress of any runner.

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

**THE STRIKE ZONE** is that area over home plate the upper limit of which is a horizontal line at the batter's armpits 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.

**3.00 – GAME PRELIMINARIES.**

- 3.03 A player, or players, may be substituted during a game at any time the ball is dead. {Note: the remainder of this rule is not applicable.}
- 3.04 No substitute/courtesy runners are permitted. A player whose name is on his team's batting order must run the bases for him/herself except in the case of injury.  
This rule is intended to eliminate the practice of using so-called courtesy runners. No player in the game shall be permitted to act as a courtesy runner for a teammate.

**4.00 – STARTING AND ENDING A GAME.**

- 4.10 (a) A **REGULATION GAME** consists of six innings, unless extended because of a tie score, or shortened (1) because the home team needs none of its half of the sixth inning or only a fraction of it, or (2) because the umpire call the game.
- (b) If the score is tied after six completed innings, play shall continue until (1) the visiting team has scored more total runs than the home team at the end of a completed inning, or (2) the home team scores the winning run in an uncompleted inning.
- © If a game is called, it is a regulation game
  - (1) if four innings have been completed;
  - (2) if the home team has scored more runs in four or three and a half innings than the visiting team has scored in four completed half innings;

**4.00 – STARTING AND ENDING A GAME.** (Continued)

- (3) if the home team scores one or more runs in its half of the fourth inning to tie the score.
  - (d) If each team has the same number of runs when the game ends, the umpire shall declare it a "*Tie Game*". See **BY-LAWS FOR BJLBA - CAL RIPKEN DIVISION**, Article V, Section 3. c. concerning *Tie Games*.
  - (e) If a game is called before it has become a regulation game, the umpire shall declare it "*No Game*". If it is declared "*No Game*" by the umpire, then all innings pitched shall be charged against each pitcher's eligibility for that week; see **0.06 PITCHING LIMITATIONS, NOTE (2)** above.
  - (f) *Not applicable!*
- 4.11 *Change ninth inning to sixth inning!*

**10 RUN RULE**

The ten rule shall apply. Once becoming a regulation game, if one team is ahead by 10 or more runs and has equal times at bat or the home team is leading, the game shall be CALLED by the umpire.

**5.00 – PUTTING THE BALL IN PLAY. LIVE BALL.**

5.09 The ball becomes dead and runners advance one base, or return to their bases, without liability to be put out when–

- (f) A fair ball touches a runner or an umpire on fair territory before it touches an infielder including the pitcher, or touches an umpire before it has passed an infielder other than the pitcher.

If a fair ball touches an umpire working in the infield after it has bounded past, or over, the pitcher, it is a dead ball *{the batter advances to first base; all other runners advance one base if forced–see Rule 6.08 (d)}*. If a batted ball is deflected by a fielder in fair territory and hits a runner or an umpire while still in flight and then caught by an infielder it shall not be a catch, but the ball shall remain in play.

If a fair ball goes through, or by, an infielder, and touches a runner immediately back of him, or touches a runner after being deflected by an infielder, the ball is in play and the umpire shall not declare the runner out. In making such decisions the umpire must be convinced that the ball passed through, or by, the infielder and that no other infielder had the chance to make a play on the ball; runners advance, if forced;

**6.00 – THE BATTER.**

6.07 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.
  - (1) The proper batter may take his place in the batter's box at any time before the improper batter becomes a runner or is put out, and any balls and strikes shall be counted in the proper batter's time at bat.
- (b) When an improper batter becomes a runner or is put out, and the defensive team appeals to the umpire before the first pitch to the next batter of either team, or before any play or attempted play, the umpire shall (1) declare the proper batter out; and (2) nullify any

**6.00 – THE BATTER.** (Continued)

advance or score made because of a ball batted by the improper batter or because of the improper batter's advance to first base on a hit, an error, a base on balls, a hit batter, or otherwise.

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

© When an improper batter becomes a runner or is put out, and a pitch is made to the next batter of either team before an appeal is made, the improper batter thereby becomes the proper batter, and the results of his time at bat becomes legal.

(d) (1) When the proper batter is called out because he has failed to bat in turn, the next batter shall be the batter whose name follows that of the proper batter thus called out;

(2) When an improper batter becomes a proper batter because no appeal is made before the next pitch, the next batter shall be the batter whose name follows that of such legalized improper batter. The instant an improper batter's actions are legalized, the batting order picks up with the name following that of the legalized improper batter.

The umpire shall not direct the attention of any person to the presence in the batter's box of an improper batter. This rule is designed to require constant vigilance by the players and managers of both teams.

There are two fundamentals to keep in mind: When a player bats out of turn, the proper batter is the player called out. If an improper batter bats and reaches the 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.

6.08 The batter becomes a runner and is entitled to first base without liability to be put out (provided he advances to and touches first base) when:

(a) Four "balls" have been called by the umpire;

Runner Who WALKED Cannot Advance Past First Base: No batter who becomes a runner because of a Base On Balls (i.e., Walk) may advance past first base until the pitcher delivers a pitch to the next batter.

Exceptions: the batter-runner may advance at his/her own risk if (1) a defensive player throws the ball to home plate or any base after the walk and prior to the next pitch, or (2) no runners were on base prior to the walk.

**7.00 – THE RUNNER.**

7.08 ANY RUNNER IS OUT WHEN--

(a) (3) Any runner is out when -- the runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag

**PURPOSE:** The intent of this rule is to prevent incidents in which a runner, going full speed, attempts to dislodge the ball from the catcher/fielder and/or break-up the play. The potential for injury is too great to permit this situation at these age groups.

**A fielder cannot block the plate/base without the ball.**

If the defense player is blocking the base without the ball, then the defensive player is guilty of obstruction [see Rules 7.06 (a) and (b)].

**7.00 – THE RUNNER.** (Continued)

**General Principal:**

THE FIELDER (E.G., CATCHER) MUST BE **AT** THE PLATE/BASE FOR THE SLIDING REQUIREMENT TO APPLY. As a guideline, allow a one-step tolerance, in any direction from the plate/base when interpreting the key word "AT". The timing of the catcher's/fielder's positioning is, of course, the judgment of the umpire.

When the catcher/fielder is up the line from the plate/base, the runner must attempt to go around the catcher/fielder within his/her allowed three foot tolerance [i.e., see Rule 7.08 (a) (1)]. The runner is not permitted to deliberately "*hit / bump / unload / etc.*" on the catcher/fielder; see ARTICLE VII, SECTION 2.B. of the **BY-LAWS FOR THE B JLBA - CAL RIPKEN DIVISION.**

Managers: **DO NOT** teach your players to deliberately stand in the base path when a throw is coming, either for an approaching runner or when a runner is off base between pitches. You may get an out today, but you may get a child injured tomorrow!

**This Rule Applies At All Bases--Not Just Home Plate!**

The general principal discussed above applies at all bases with the exception of a batter-runner who is trying to reach first base, in which case, the batter-runner never has to slide.

- 7.13 **NO LEAD-OFFS:** (a) When a pitcher is in contact with the pitcher's plate and in possession of the ball and the catcher is in the catcher's box, base runners shall not leave their bases until the ball has been delivered and has reached the batter.
- (b) **Runner Observed Leaving Base Early:** Any runner observed by an umpire leaving his/her base prior to the ball reaching home plate, shall be out. The ball shall be considered dead and the pitch shall be considered to not have occurred (i.e., count shall remain the same, neither the batter nor other runners may advance).

**8.00 – THE PITCHER.**

- 8.06 B JLBA has adopted the following rule pertaining to the visit of the manager or coach to the pitcher.
- (a) This rule limits the number of trips a manager or coach may make to any one pitcher in any one inning;
  - (b) A third trip to the same pitcher in the same inning shall automatically result in the removal of that pitcher from the game **as a pitcher only**;
  - © The manager or coach is prohibited from making a second visit to the mound while the same batter is at bat;
  - (d) **NOT APPLICABLE TO B JLBA CAL RIPKEN DIVISION BASEBALL!**
  - (e) A manager or coach may not enter fair territory or confer with any other defensive player except the catcher.

**8.00 – THE PITCHER.** (Continued)

If the manager or coach goes to the catcher or infielder and that player then goes to the mound or the pitcher comes to him at his position before there is an intervening play (a pitch or other play) that will be the same as the manager or coach visiting the pitcher.

An attempt to evade or circumvent this rule by the manager or coach going to the catcher or an infielder and then that player going to the mound to confer with the pitcher shall constitute a visit to the pitcher.

If the coach goes to the mound and removes a pitcher and then the manager goes to the foul line to talk with the new pitcher, that will constitute one trip to that new pitcher that inning.

In a case where a manager has made his first visit to the pitcher and then returns the second time to the visit the pitcher in the same inning with the same pitcher in the game and the same batter at bat, after being warned by the umpire that he cannot return to visit the pitcher, the manager shall be removed from the game and the pitcher required to pitch to the batter until he is retired or gets on base. After the batter is retired, or becomes a base runner, the this pitcher must be removed from the game. The manager should be notified that his pitcher will be removed from the game after he pitches to one hitter, so he can have a substitute pitcher warmed up.

The substitute pitcher will be allowed eight preparatory pitches or more if in the umpire's judgment circumstances justify.