



## Exeter Babe Ruth League



# Local Playing Rules

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## 1. Pitch Count Rules

- 1.1. During the regular season, pitch count tracking is under the honor system. Teams are encouraged to keep pitch counts for both team's pitchers and verify total pitches between every inning. Deliberate mis-statement of pitch counts will result in forfeiture
- 1.2. During playoffs, pitch count totals are more important and shall also be kept by both teams. Pitch totals shall be validated between innings. The winning coach is responsible for reporting total pitch count of the winning team's pitchers immediately following the game. Deliberate mis-statement of pitch counts will result in forfeiture
- 1.3. All pitchers will have a **95 pitch limit per day**, however, if they reach their 95th pitch in the middle of an at-bat, they may continue to pitch to that batter until that batter is either out or reaches base. Once that at-bat is complete, the pitcher must then be removed from the game.
- 1.4. Days rest, as noted below, are full **calendar days** off. No pitcher may appear in three (3) consecutive games on three consecutive calendar days no matter how many pitches they have thrown during the first or second game.
- 1.5. **Example:** If a pitcher throws 16 pitches in a game, they can pitch the next day because they do not require any days off. If a pitcher throws 48 pitches in a game on Monday night, they would need Tuesday and Wednesday as mandatory rest days, but would be eligible to pitch again on Thursday.

### 1.6. 13/14yo players

- 1.6.1.Pitches 1-20 = 0 days rest
- 1.6.2.Pitches 21-35 = 1 day rest
- 1.6.3.Pitches 36-50 = 2 days rest
- 1.6.4.Pitches 51-65 = 3 days rest
- 1.6.5.Pitches 66-95 = 4 days rest

### 1.7. 15yo players

- 1.7.1.Pitches 0-30 = 0 days rest
- 1.7.2.Pitches 31-45 = 1 day rest
- 1.7.3.Pitches 46-60 = 2 days rest
- 1.7.4.Pitches 61-75 = 3 days rest
- 1.7.5.Pitches 76-95 = 4 days rest

## 2. Start Times & Length of Games:

- 2.1. **Prior to Memorial Day**, all games will start at 5:45pm and have a 2-hour time limit. 4 full innings will count as a complete legal game
- 2.2. This means that a new inning may NOT start once the 2-hour mark from first pitch has been reached (7:45pm). It DOES NOT mean that a game promptly ends at the 2-hour mark unless the AWAY team is batting, and they are ahead. If that is the case, the game is called and the final score reverts back to the score at the end of the previous completed inning.
- 2.3. Once that 2-hour mark has been reached, that half inning shall only be completed if the home team is at-bat and is behind in the game.
- 2.4. If a game is “suspended” prior to completing 4 full innings, the game must be rescheduled from the start. Pitches thrown will count against a pitcher’s total for that week, and calendar days rest are required (see pitch count rules).
- 2.5. **Starting on Memorial Day**, all games will start at 6:00pm, but there WILL NOT be a 2-hour time limit. Rather, 4 and a half innings must be completed for it to be counted as a complete legal game. A new inning may NOT start after 8:00pm.
- 2.6. If a game is “suspended” prior to completing 4 and a half innings, the game must be rescheduled from the start. Pitches thrown will count against a pitcher’s total for that week, and calendar days rest are required (see pitch count rules).
- 2.7. **Night Games:** Night game start time is ideally 7:00pm, but may not exceed 7:30pm on school nights.
- 2.8. Night games shall have a two-hour time limit, therefore a new inning may not begin after 1:45 minute after the start time. See 2.2 above

## 3. Umpires

- 3.1. Umpires are in charge of the field of play once they arrive. They can determine if a field is unplayable due to water, mud or other unsafe conditions. They can also call a game for darkness at anytime they feel it is unsafe to play.
- 3.2. At no time shall an umpire request payment for the game. Our umpire scheduler pays the umpires directly; this is \*not\* the responsibility of EBRL coaches at game-time. All umpires are aware of this policy.
- 3.3. During the umpire meeting, please notify the umpires of local playing rules, such as 2 hour playing time, the lack of a mercy rule, etc.
- 3.4. While EBRL does \*not\* have a mercy rule policy – that is, teams can elect to play regardless of the score differential – some umpires may elect to leave after a mercy has been reached, seeing that their commitment to officiate a regulation game has been met. While this is the exception, not the rule, some umpires may opt to leave the game. If this happens, (it is the umpires decision) please let the EBRL director know after the game. EBRL will take note of that umpire and attempt to avoid having that umpire assigned to future EBRL games.

## 4. Rescheduling / Forfeit Policy

- 4.1 In an attempt to mitigate rosters where there are too few players
  - 4.1.1 If Team "A" cannot field a team of 8 players (minimum required), they must give Team "B" no less than 24hrs notice, otherwise Team "B" has the right to accept this game as a forfeit.
  - 4.1.2 If Team "A" does give adequate notice (>24hrs) to Team "B", the two head coaches MUST agree on a make-up date and submit it to the League Scheduler for finalization within 5 days of the postponement. If the teams do NOT submit a make-up date within 5 days, the rescheduling/forfeiture process is turned over to the Competition Committee to render a decision (Note: coaches then no longer have any say in the rescheduling process). Once the director has approved the make-up date/time/field, the League's Scheduler will then enter this new game into the master schedule on our website in a timely manner (<24 hours).
  - 4.1.3 When this newly rescheduled game is approaching, Team "A" now learns that again they will not be able to field an 8-player line-up, Team "A" must forfeit and there will be no second attempt at rescheduling.
  - 4.1.4 When this newly rescheduled game is approaching, Team "B" now learns that they will not be able to field an 8-player line-up, Team "B" must give Team "A" no less than 24hrs notice, otherwise Team "B" must forfeit. If adequate notice (>24hrs) was provided to Team "A", the two head coaches MUST agree on a second make-up date and submit it to the League Scheduler for finalization per the aforementioned parameters. Once the Scheduler has approved the make-up date/time/field, the League's Scheduler will then enter this new game into the master schedule on our website in a timely manner (<24 hours).
  - 4.1.5 If a team cannot field the 8 players for this second rescheduling, that team will forfeit.
  - 4.1.6 If, upon this second rescheduled attempt, neither team can field an 8-player line-up, the game is ruled as "unplayed", NOT a tie, and each team is given a loss as a penalty (in essence, by doing this, their winning percentages will drop and could affect playoff seedings).
- 4.2 This policy is NOT to be used for weather related issues; only when a team can't field a team of at least 8 players.
- 4.3 In summary, this policy gives each team the ability to reschedule any postponed game **one time** without forfeiting if they cannot field an 8-player line-up, so as long as they have given the opposing team adequate notice (>24hrs).
- 4.4 All teams must have a "result" for all scheduled games. A "forfeit" is a "result".
- 4.5 Any team that does not have a "result" for a scheduled game by the end of the regular season (including "rainout week"), noted to be midnight on the day before the first playoff game, will be given a LOSS for those games. This is to promote playing all games on the schedule, knowing that there are penalties for not doing so which could affect playoff seedings.



## 5 Notification of PPD Games:

- 5.1 The Director, League's Scheduler, and the Away team's Head Coach must all be notified by the Home team's Head Coach via email of all PPD games.
- 5.2 All replies must be REPLY ALL. This is to keep the lines of communication concise and time-stamped.

## 6 Weather / Rainout Related Procedures

- 6.1 The HOME team's head coach has full authority to determine whether field conditions are playable until the game begins, but should do so in consultation with the visiting team's coach when possible. Once a game begins the umpire is the sole judge as to the playability of field conditions.
- 6.2 The HOME team head coach must call the game umpire and visiting team head coach to cancel the game within 1 hour of the scheduled game's start time.
- 6.3 The league must still pay any and all umpires that are NOT given at least one hour's notice of a cancellation. If the League is assessed an umpire fee for a game when the home team did NOT give the proper amount of notice, that town will be responsible for paying this at season's end when the League Director invoices each town.
  - 6.3.1 After a game has started, if the umpire determines the field conditions are unplayable, the league still must pay full umpire fees.
- 6.4 **Rainouts:** All PPD games due to weather are to be rescheduled to the best of the teams' ability during the regular season. If this cannot be done, the home team for the PPD game can file a written (emailed) petition with the Director to schedule the game during the week between the time the regular season ends and the first game of the playoffs, otherwise known as "rainout week".

## 7 Legal Bats - Illegal Bat Penalty

- 7.1 All bats must be **BBCOR (-3) or USA Baseball**. If the illegal bat is discovered prior to a batter completing his "at bat" the bat is simply removed from play and the "at bat" continues.
- 7.2 A player who uses an illegal bat or non-conforming barrel dimension and hits a fair ball during their at-bat will be ruled out. No advancement on the bases will be allowed, and any outs during the play shall stand. This is an appeal play. The "at bat" will be considered legal once a pitch is thrown to the next batter.
- 7.3 Any bat discovered prior to the game that does not conform to the above rule shall be directed to be removed immediately and not be allowed for use during the game.

## 8 Roster / Line-up Policy

- 8.1 This policy was born out of trying to create some fairness between teams when there is a significant roster size discrepancy for any given game, but also gives the head coaches of opposing teams some flexibility on a game by game basis.
- 8.2 Coaches can agree just prior to the game to bat their full complement of players that are in attendance, or agree to a 12-player max for the team that has the greater number of players present (see Option 1 below) , thereby requiring that team to follow a substitution policy for their additional players (not in the starting line-up), whereby each of these non-starting players must enter the game as a line-up substitution and get at least one at-bat in that game as well as play two defensive innings in the field. After that player has met these two requirements, they may be removed from the line-up and replaced with another player from the bench, and removed from the field defensively if desired. Once removed from the line-up, they cannot be placed back into the line-up again later in the game. And no other player, once removed from the line-up, may re-enter the line-up at any time.
- 8.3 In an instance whereby BOTH teams have >12 players, the two coaches can agree to either bat their entire complement of attending players (option 2 below), OR cap their line-ups at 12 players per team, thus kicking in the aforementioned substitution policy for both teams (option 3 below). All non-starting line-up players must get one at bat and play two defensive innings in the field.
- 8.4 Any team, no matter how many players that are in attendance or used in the starting line-up that does NOT get all uniformed players attending a game into that game for at least one at-bat and 2 defensive innings in the field, is subject to potential forfeit.
- 8.5 This forfeiture result only applies to full regulation games of at least 6 and one-half innings.
- 8.6 The EBRL Director and Competition Committee reserves the right to alter, waive, or amend this policy on a game by game basis.

### 8.7 Roster Options

- 8.7.1 **Option 1:** If one team has <12 players, and the other team has 12 or more players, coaches can agree to allow the team with 12 or more players to bat a 12-player line-up and follow the substitution rules for their remaining players. This essentially helps the team with 12 or more players in attendance to turn over their line-up more frequently, thus creating some fairness
- 8.7.2 **Option 2:** Both teams bat every player that shows up (no offensive line-up substitutions necessary). **This is the most often used option.** Every player must still play 6 defensive outs.
- 8.7.3 **Option 3:** Both teams agree to bat 12 players even if 12 or more players are in attendance and uniformed. The substitution policy and rules then apply to both teams.

## 9 Miscellaneous

- 9.1 Tie games are allowed so long as length of game requirements have been met.
- 9.2 If a player starts a game and he is on the official line-up card (in the batting order) as exchanged in the pregame, and that player needs to leave the game for any reason, an automatic out will be assigned to their next at-bat only (not subsequent at-bats).
- 9.3 If a player arrives at a game late, and was not included in the pregame batting line-up as exchanged between coaches/teams during the pregame, that player can be inserted at the bottom of the batting order and shall bat in the spot for the remainder of the game.
- 9.4 You may legally play a game to completion with only 8 players in defensive positions and in the batting order, however, the unoccupied "9<sup>th</sup>" spot in the batting order will be recorded as an out each time the 9<sup>th</sup> spot comes around, unless a player arrives late and can be inserted into that spot (see above – rule 9.3). That 9<sup>th</sup> spot is no longer recorded as an out.
- 9.5 All regular season rules apply to post season games, except ties will not be allowed.
- 9.6 If not specifically noted in these local playing rules, all Babe Ruth League rules apply
- 9.7** It is the responsibility for the both coaches to email game results to the EBRL Director or Assistant ***the night the game was played***
- 9.8 **Balks:** Balk "warnings" will be in effect for the first 2 weeks of the season. Afterward, balks shall be called normal.
- 9.9 There is no "mercy rule" in EBRL. However, please note the following
  - 9.9.1 A coach may elect to call the game in the case they have fallen behind by 15 runs after 3 innings or 10 runs after 4 or more innings
  - 9.9.2 Umpires may elect to call the game after a mercy has been reached, citing that their obligation has been met. While this is not common, it does happen.
  - 9.9.3 While EBRL has argued to the league's Umpire Scheduler that – if both teams would like to continue to play despite the run differential – that umpires continue to call the game. However, an umpire *\*may\** consider his obligation is fulfilled after a mercy has been reached and can depart if he/she so chooses. This occurred once in 2021 season and is the exception, not the rule. However, we are at the mercy of the Umpire's discretion here. Our recourse is that the EBRL director will report the offending umpire to the Umpire Scheduler and request that the particular umpire not be assigned to future EBRL games (Note: this is often difficult to do, given the shortage of umpires nationwide.)

## 10 Call-up Policy

- 10.1 Towns which field more than one (1) team may elect to use a call-up process in the event of h having too few players
- 10.2 Exeter, who typically fields multiple teams, may borrow players from other Exeter teams in the event that they cannot field an appropriate number of players
- 10.3 Call-up players first priority is to their original team and they cannot play on a call-up team if they have a game for their originally rostered team
- 10.4 Although it should not need to be stated, players can only play for the town from which they represent. A player who is on an Exeter team can *\*not\** be called up and play for a Stratham team, etc.
- 10.5 A 15yo player within EBRL may NOT be called-up to participate in any Senior League game composed of 16-18yo players because they are technically in a completely different league.

## 11 Playoff Guidelines (from 2020).

- 11.1 There will be no ties.
- 11.2 No inning (if no lights) will start after 8:00pm
- 11.3 If a game is tied when an umpire "calls the game" due to darkness or weather or other safety concern, so as long as 4.5 innings have been completed, the game reverts back to the last known point when a team could've been declared a winner since 4.5 innings had been completed.
  - 11.3.1 For example; you have just completed the bottom of the 6th inning and the teams are tied 8 to 8, but it's 8:10pm so you can't start a new inning. The game was 5-4 at the conclusion of the bottom of the 5th inning (a legal game), so the team that was ahead 5-4 at that point in the game is declared the winner.
  - 11.3.2 Another example: The away team was down 2-1 after 6 full innings, but has just scored 2 runs in the top of the 7th inning to take the lead 3-2, however, thunder and lightning rolls in at 7:50pm so the ump stops the game for a 30min delay and it can't be resumed. The final score defaults back to the bottom of the 6th when the home team was ahead 2-1 and thus, is declared the winner.
  - 11.3.3 Final examples: The game is 0-0 through 5 full innings and the umpire halts the game due to weather. That game will resume the following night exactly where it was left off (no team was ever ahead after 4.5 innings).
  - 11.3.4 Or, let's say the teams exchange leads several times through the first 4 innings and it's 15-13 but only 4 innings have been completed. This game also needs to be resumed the following night where it was left off.
- 11.4 Immediately following each game, all coaches must provide the EBRL Director and Assistant with the name and uniform number of each of their pitchers who pitched in their playoff game, as well as their quantity of pitches.
- 11.5 This pitch count should be verified by the opposing coach. It's recommended to validate pitch counts between every half inning - just as is done in CR/BR Tournament play.
- 11.6 This information will be forwarded to all coaches.

## 12 STANDINGS

- 12.1 Standings will be calculated as such:
  - 2 points are awarded for each win
  - 1 point is awarded for each tie
  - 0 point is awarded for each loss
- 12.2 Tie Breaker: (based on SI Play algorithm)
  - Head-to-head
  - Run differential (runs scored minus runs allowed = run differential)

## 13 Babe Ruth League Rule Book Excerpts

### 2.00 — Definition of Terms

An **INFIELD FLY** is a fair fly ball (not including a line drive nor an attempted bunt) which can be caught by an infielder with ordinary effort, when first and second, or first, second and third bases are occupied, before two are out. The pitcher, catcher and any outfielder 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.

**Rule 2.00 (Infield Fly) Comments:** 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, 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. If interference is called during an infield fly, the ball remains alive until it is determined whether the ball is fair or foul. If fair, both the runner who interfered with the fielder and the batter are out. If foul, even if caught, the runner is out and the batter returns to bat.

### 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 of the interference, unless otherwise provided by these rules.

**Rule 2.00 (Interference (a)) Comment:** 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; provided, however, if during an intervening play at the plate with less than two outs a runner scores, and then the batter-runner is called out for interference outside the three-foot lane, the runner is safe and the run shall count.

(b) Defensive interference is an act by a fielder which hinders or prevents a batter from hitting a pitch.

(c) Umpire's interference occurs (1) When a plate 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 and over the playing field, or goes on the playing field, and touches a live ball.

**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, 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.

#### **6.05 A batter is out when —**

(a) His fair or foul fly ball (other than a foul tip) is legally caught by a fielder;

**Rule 6.05(a) Comment:** A fielder may reach into, but not step into, a dugout to make a catch, and if he holds the ball, the catch shall be allowed. A fielder, in order to make a catch on a foul ball nearing a dugout or other out-of-play area (such as the stands), must have one or both feet on or over the playing surface (including the lip of the dugout) and neither foot on the ground inside the dugout or in any other out-of-play area. Ball is in play, unless the fielder, after making a legal catch, falls into a dugout or other out-of-play area, in which case the ball is dead. Status of runners shall be as described in Rule 7.04(c) Comment.

(b) A third strike is legally caught by the catcher.

**"Legally caught"** means in the catcher's glove before the ball touches the ground. It is not legal if the ball lodges in his clothing or paraphernalia; or if it touches the umpire and is caught by the catcher on the rebound.

If a foul-tip first strikes the catcher's glove and then goes on through and is caught by both hands against his body or protector, before the ball touches the ground, it is a strike, and if third strike, batter is out. If smothered against his body or protector, it is a catch provided the ball struck the catcher's glove or hand first.

(c) A third strike is not caught by the catcher when first base is occupied before two are out;

(d) He bunts foul on third strike;

(e) An Infield fly is declared;

(f) He attempts to hit a third strike and the ball touches him;

(g) His fair ball touches him before touching a fielder. If the batter is in a legal position in the batter's box, see Rule 6.03, and, in the umpire's judgment, there was no intention to interfere with the course of the ball, a batted ball that strikes the batter or his bat shall be ruled a foul ball;

(h) After hitting or bunting a fair ball, his bat hits the ball a second time in fair territory. The ball is dead and no runners may advance. If the batter-runner drops his bat and the ball rolls against the bat in fair territory and, in the umpire's judgment, there was no intention to interfere with the course



of the ball, the ball is alive and in play. If the batter is in a legal position in the batter's box, see Rule 6.03, and, in the umpire's judgment, there was no intention to interfere with the course of the ball, a batted ball that strikes the batter or his bat shall be ruled a foul ball;

If a bat breaks and part of it is in fair territory and is hit by a batted ball or part of it hits a runner or fielder, play shall continue and no interference be called. If batted ball hits part of broken bat in foul territory, it is a foul ball.

If a whole bat is thrown into fair or foul territory and interferes with a defensive player at-tempting to make a play, interference shall be called, whether intentional or not.

In cases where the batting helmet is accidentally hit with a batted or thrown ball, the ball remains in play the same as if it has not hit the helmet.

If a batted ball strikes a batting helmet or any other object foreign to the natural ground while in foul territory, it is a foul ball and the ball is dead.

If, in the umpire's judgment, there is intent on the part of a baserunner to interfere with a batted or thrown ball by dropping the helmet or throwing it at the ball, then the runner would be out, the ball is dead and runners would return to last base legally touched.

(i) After hitting or bunting a foul ball, he intentionally deflects the course of the ball in any manner while running to first base. The ball is dead and no runners may advance.

(j) After a third strike or after he hits a fair ball, he or first base is tagged before he touches first base;

(k) In running the last half of the distance from home base to first base, while the ball is being fielded to first base, he runs outside (to the right of) the three-foot line, or inside (to the left of) the foul line and the umpire's judgment in so doing interferes with the fielder taking the throw at first base; except that he may run outside (to the right of) the three-foot line or inside (to the left of) the foul line to avoid a fielder attempting to field a batted ball.

**Rule 6.05(k) Comment:** The lines marking the three-foot lane are a part of that lane and a batter-runner is required to have both feet within the three-foot lane or on the lines marking the lane. The batter-runner is permitted to exit the three-foot lane by means of a step, stride, reach or slide in the immediate vicinity of first base for the sole purpose of touching first base.

(l) An infielder intentionally drops a fair fly or line drive, with first, first and second, first and third, or first, second and third base occupied before two are out. The ball is dead and runner or runners shall return to their original base or bases.

**APPROVED RULING:** In this situation, the batter is not out if the infielder permits the ball to drop untouched to the ground, except when the Infield Fly rule applies.

(m) A preceding runner shall, in the umpire's judgment, intentionally interfere with a fielder who is attempting to catch a thrown ball or to throw a ball in an attempt to complete any play;

The objective of this rule is to penalize the offensive team for deliberate, unwarranted, unsportsmanlike action by the runner in leaving the baseline for the obvious purpose of crashing the pivot man on a double play, rather than trying to reach the base. Obviously this is an umpire's judgment play.



(n) With two out, a runner on third base, and two strikes on the batter, the runner attempts to steal home base on a legal pitch and the ball touches the runner in the batter's strike zone. The umpire shall call "Strike Three," the batter is out and the run shall not count; before two are out, the umpire shall call "Strike Three," the ball is dead, and the run counts.

### **Balk Rule**

**8.05** If there is a runner, or runners, it is a balk when —

(a) The pitcher, while touching his plate, makes any motion naturally associated with his pitch and fails to make such delivery;

If a lefthanded or righthanded 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.

(b) The pitcher, while touching his plate, feints a throw to first or third base and fails to complete the throw;

(c) The pitcher, while touching his plate, fails to step directly toward a base before throwing to that base.

**Rule 8.05(c) Comment:** Requires the pitcher, while touching his plate, to step directly toward a base before throwing to that base. If a pitcher turns or spins off of his free foot without actually stepping or if he turns his body and throws before stepping, it is a balk.

A pitcher is to step directly toward a base before throwing to that base, and is required to throw (except to second base) because he steps. It is a balk if, with runners on first and third, the pitcher steps toward third and does not throw, merely to bluff the runner back to third; then seeing the runner on first start for second, turn and step toward and throw to first base. It is legal for a pitcher to feint a throw to second base.

(d) The pitcher, while touching his plate, throws, or feints a throw to an unoccupied base, except for the purpose of making a play;

(e) The pitcher makes an illegal pitch;

**A quick pitch is an illegal pitch.** Umpires will judge a quick pitch as one delivered before the batter is reasonably set in the batter's box, with runners on base the penalty is a balk; with no runners on base, it is a ball. The quick pitch is dangerous and should not be permitted.

(f) The pitcher delivers the ball to the batter while he is not facing the batter;

(g) The pitcher makes any motion naturally associated with his pitch while he is not touching the pitcher's plate;

(h) The pitcher unnecessarily delays the game;

(i) The pitcher, without having the ball, stands on or astride the pitcher's plate or while off the plate, he feints a pitch;

(j) The pitcher, after coming to a legal pitching position, removes one hand from the ball other than in an actual pitch, or in throwing to a base;

(k) The pitcher, while touching his plate, accidentally or intentionally has the ball, slip or fall out of his hand or glove;



(l) The pitcher, while giving an intentional base on balls, pitches when the catcher is not in the catcher's box;

(m) The pitcher delivers the pitch from Set Position without coming to a stop.

**PENALTY:** The ball is dead, and each runner shall advance one base without liability to be put out, unless the batter reaches first on a hit, an error, a base on balls, a hit batter, or otherwise, and all other runners advance at least one base, in which case the play proceeds without reference to the balk