**New Jersey Youth Baseball**

**SPRING & SUMMER RULES**

**2014**

1. ***PLAYING RULES - AS STATED IN THE 2014 AABC OFFICIAL HANDBOOK***
2. **Balks –** Balks will be enforced. **(SEE SECTION D BELOW FOR MLB’s BALK RULES)**

**10u -15u Balks will be called**

**8u & 9u Balks will not be called through regular season play.**

1. **Baseballs -** Medium compression baseballs required.

8u - 12u Diamond’s DLL-1 is recommended.

 13u-15 the preferred ball to use is the Diamond MVP or DOL-A

1. **Bases - 8u will use 40ft pitching mound and 60 feet bases**

 **9 & 10u will use a 46 feet pitching mound and 65 feet bases**

 **11u & 12u will use a 50 feet pitching mound and 70 feet bases**

 **13u-15u 9**0 feet apart, with 1st and 3rd base measured from the back of home plate to the back of the base. 60 feet from the back of home plate to the front of the pitching rubber.

1. **Bats: 7u-13u Bats must have the BPF 1.15 Stamp on all bats. If the stamp is on the bat it is approved for League, Season and Tournament play in the 2014 season.**

**Size: 8u unlimited weight restriction but barrels can not exceed 2 ¼ in DIA**

 **9u-12 unlimited weight restriction but barrels cannot not exceed 2 ¾ in NJ we recommend no bigger then 2 5/8 in DIA**

 **13u unlimited weight restriction but barrels can only be 2 5/8 in DIA**

**14u The bat must be a BBCOR bat and have the BBCOR 0.50 stamp on it regardless if its composite or non-composite it is approved for the 2014 season**

**Size: Weight is restricted to minus 3 ( -3) and barrels must only be 2 5/8**

**15u and up All teams will use Wood Bats ( 1 Wood Stick or the Baum Bat) Please see the link on our web site for the AABC White Book and go to page 30 for approved bats**

**AABC White book can be found on our link or at AABC.us**

1. **Dropped 3rd Strike:**

 **8u There is no dropped 3rd Rule**

 **9u - 15u** Dropped third strike rules apply, meaning that, upon a 3rd strike that is not caught directly by the catcher (e.g., on a bounce or off his equipment into his glove is not considered ‘directly’), the batter is permitted to run to 1st base if (i) 1st base is not occupied or (ii) there are 2 outs. If the catcher attempts to throw the batter-runner out, the play at first base is a force play.

1. **Infield Fly - 8u This rule will not apply for seasonal play**

 **9u-15u** Infield fly rule applies, with less than 2 outs and runners on at least 1st and 2nd base. When the umpire declares a pop-up to be an infield fly, the batter is out, and base runners can no longer be forced out at the next base, only tagged out. If the pop-up is caught and the runner does not return to the base in time, the play at their original base can be a force or tag play. **(SEE SECTION D BELOW FOR MLB’s INFIELD FLY RULES)**

1. **Scoring - 8u will use a limited of runs per inning. There will be a max of 6 runs per inning ( once 6 runs have been scored a team will forgo the rest of the outs and switch sides allowing the other team to then bat)**

 **9u - 15u** Unlimited scoring per inning.

1. **Sliding** –**NEW RULE 2014** .

The rule now states that all plays must slide into a base when there is a play to be made. ( ***THERE IS NO MORE SLIDE TO AVAID RULE*** ) Head first sliding is allowed at all bases for all 9u – 16u teams. .

1. **Bunting** - Faking a bunt and taking the pitch is permitted. Faking a bunt followed by a full swing (on the same pitch) is not permitted. Any batter that does so will be automatically called out and ejected from the game– **NO WARNINGS ARE REQUIRED BY THE UMPIRE.**

**B. NJYB MODIFIED PLAYING RULES:**

1. **Hit Batsmen -** No specified limit per pitcher, but coaches should exercise judgment with all players’ safety being the first priority.
2. **Intentional Walks -** Permitted, although the pitcher must throw all four balls, with the catcher positioned behind home plate at least until the ball is thrown.
3. **Game Length –** 8u - 10u will play 6 inning

 11u-15u will play 7innings.

1. **Leading** **and Stealing (base running)** -

 8u- teams may steal bases 3 times per inning once the ball crosses the plate but no player may advance home unless it’s a batted ball, dead ball  or a walk.

 Players may not come home on a over throw,

 9u -15u 10u -15u No restrictions and permitted by AABC and NJABC. Runners can advance at any time at their own risk including passed balls, wild pitches, errant throws back to the pitcher or errors made during the course of attempting to throw out a base runner who is already stealing. Stealing home is permitted.

1. **Substitutions (Re-Entry) –** For NJABC/NJYB Summer regular season games, teams must have nine players in the field and at least nine players in the batting order throughout the duration of the game. Any of the starting players may be withdrawn and re-entered once, provided such player occupies the same batting position whenever in the lineup. A substitute who is withdrawn may not re-enter the game. In the event that a team can not put nine players in the field at any point during the game, the game is stopped and considered a forfeit.The following **exceptions** will be allowed during the NJYB regular season but **NOT** in the state tournament:

* 1. **Batting Order -** Teams can, if they choose, include **all available players** in their start-of-game batting order or hit nine in the batting order. The decision to either include all available players or nine players must be finalized for each team (and not necessarily the same for both teams) before the start of the game. The beginning-of-game batting order shall be followed throughout the game, except for players entering the order as substitutes.
	2. **Substitutions** – Teams that choose to include 9 in their starting batting order 1) must follow the Substitution (Re-Entry) rules described in Rule 14 above, 2) are allowed to use pinch hitters and pinch runners, but once a player starts the game or enters a spot in the batting order, they can not bat in any other spot in the order, 3) will forfeit a game in the event that no eligible substitutes remain available to replace an ejected or injured player. Teams that choose to include all players in their starting batting order 1) can freely make defensive substitutions for the duration of the game but the batting order must remain the same for the duration of the game, 2) will be charged an out in cases where a player that was in the original batting order is unable to play or is not at the field upon their turn to bat (no automatic out is charged to a team when it would be the last out of the game).
	3. **Pitching -** A pitcher must be removed from pitching upon the second visit to the mound during an inning by his team’s manager and/or coaches. Upon any removal of a pitcher, he may stay on or return to the field in another position, but is ineligible to pitch during the remainder of that game. At AABC tournaments, the pitcher can return to the mound provided that the player was not taken out of the game and was not removed from pitching after the second trip to the mound by a coach.
1. **Courtesy Runner** - Not permitted by AABC and in NJABC state tournament. For NJYB regular season games, courtesy runner will be permitted for the catcher when he is on base with 2 outs or, at the discretion of the umpire and managers, for an injured player on base. Courtesy runners can also be used to speed the game up but at the discretion of the umpire and managers. In either case, the courtesy runner is the player who made the last batted out, whether as a batter or as a runner. If that player is unable to pinch run due to absence or injury, the pinch runner will be the player who made the previous out. This pinch running appearance is ignored when applying the “Substitution” rules described in Rule 14 above.
2. **Dugout** - Only the team’s players, manager, two coaches, and one scorekeeper are allowed in the dugout or dugout area and, if not on the field, players must remain in the dugout throughout the game unless temporarily allowed elsewhere by their coaches (with supervision). Aside from 1st and 3rd base coaches, all must be in the dugout or in dead ball area during play. Home teams have first choice of dugouts. Managers, coaches, and players of both teams are responsible for cleaning up garbage and personal items left in their dugout area after their game.
3. **Extra Innings** – For NJYB regular season games, tie games should go into extra innings but is contingent upon the discretion of the umpire considering darkness and playing conditions are adequate. For NJABC state tournament games, extra innings will be required in order to determine a winner but the umpire must confirm that playing conditions are adequate. State tournament games that are unable to go into extra innings due to conditions must be extended into another day when conditions are adequate. The tournament commissioner should be notified immediately of any games that need to be extended into another day.
4. **Field Dimensions** - The home team is responsible for ensuring that the field meets the requirements summarized in these rules

 8u- 40ft x 60 ft

 9u-10u 46ft x 65 ft

 11u-12u 50.6ft x 70 ft

 13u -15u 60.6ft x 90ft

(i.e.for 13u -15u: 60-foot pitching rubber, 90-foot bases, etc.). If it does not, the game must be moved to a field that meets these requirements.

1. **Ground Rules** - The umpire and one manager or coach from each team will discuss ground rules, any applicable curfews, and the league rules summarized in this document prior to the start of each game. Do not assume that any umpire, even familiar ones, will know all of this league’s rules, such as fake bunts (in place for the fielders’ safety). Have a copy of this document and the 2011 AABC Official Handbook (the “white book”) with you at each game. During discussion of ground rules before the game, both teams’ managers and the umpire must discuss any applicable rules, such as mandatory ending time (due to subsequent games and/or town curfews) and, specifically, when any half-inning or full inning is no longer permitted to start.
2. **Mercy Rule** - 8u & 9u will use a 10 run mercy rule for all season games

 10u -15u - The white book will be followed which states a game other than one in which a tournament champion may be determined, shall be legally completed after five innings if the visiting team is ahead by at least **eight** runs and after four and a half innings if the home team is ahead by at least **eight** runs.

1. **Official Game** - **8u -10u** If the home team is ahead: 3½ innings. If the visiting team is ahead: 4 full innings.

 **11u -15u** If the home team is ahead: 4½ innings. If the visiting team is ahead: 5 full innings.

1. **Pitching** **Limits** – See White Book

 8u - **RULE 1302**

(a) For the safety and well-being of the players, a player may

pitch no more than three (3) innings in one (1) day. A player may

pitch on two (2) consecutive days with a maximum of three (3)

innings per day.

(b) If a pitcher’s allowance expires under Rule 1302 (a), or he

pitches any number of innings or appears on two (2) consecutive

days, he may not pitch at all the next day. ***Please note the***

***throwing of one pitch constitutes an appearance.***

(c) Please see Rule 201 (h), page 16 for calculation of innings and

penalties for violation.

 9u & 10- **RULE 1202**

(a) For the safety and well-being of the players, no player may

pitch more than a total of six (6) innings within a period of two (2)

consecutive days.

(b) If a pitcher’s allowance expires under Rule 1202 (a), or he

pitches any number of innings in two (2) consecutive days, he

may not pitch at all the next day. ***Please note the throwing of one***

***pitch constitutes an appearance.***

(c) Please see Rule 201 (h), page 16 for calculation of innings

and penalties for violation.

 11u & 12u - **RULE 1102**

(a) For the safety and well-being of the players, no player may

pitch more than a total of seven (7) innings within a period of two

(2) consecutive days.

(b) If a pitcher’s allowance expires under Rule 1102 (a), or he

pitches any number of innings in two (2) consecutive days, he

may not pitch at all the next day. ***Please note the throwing of one***

***pitch constitutes an appearance.***

(c) Please see Rule 201 (h), page 16 for calculation of innings and

penalties for violation.

 **13u & 14u - RULE 1003**

(a) For the safety and well-being of the players, no player may

pitch more than a total of ten (10) innings within a period of two

(2) consecutive days, **UNLESS** he is pitching at a time when the

game goes into extra innings; in which case he may continue to

pitch until the conclusion of the game or until relieved.

(b) When a pitcher “appears” on two (2) consecutive days as a

pitcher, he may not pitch on the third consecutive day. ***Please***

***note the throwing of one pitch constitutes an appearance.***

(c) Please see Rule 201 (h), page 16 for calculation of innings

and penalties for violation.

 15u - **RULE 903**

(a) For the safety and well-being of the players, no player may

pitch more than a total of twelve (12) innings within a period of

two (2) consecutive days, **UNLESS** he is pitching at a time when

the game goes into extra innings; in which case, he may continue

to pitch until the conclusion of the game or until relieved.

(b) When a pitcher “appears” on two (2) consecutive days as a

pitcher, he may not pitch on the third consecutive day, **UNLESS**

he pitched no more than three (3) innings on each of the first two

(2) days; in which case he may pitch no more than three (3)

innings on day three. ***Please note that (i) a pitcher may not pitch***

***any number of pitches past three (3) innings in any of the three***

***days, and (ii) the throwing of one pitch constitutes an***

***appearance.***

(c) A pitcher relying upon Rule 903 (b) may not pitch on day four.

(d) Please see Rule 201 (h) page 16 for calculation of innings and

penalties for violation of this rule.

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1. **Pitching Rubber** - 8u - 40 feet

 9u - 10 u - 46 feet

 11u - 12u - 50 feet

 13u - 15u - 60 feet

 Measure from the back of home plate to the front of the pitching rubber. Home team fields must provide a pitching rubber. If it does not, the game must be moved to a field that meets these requirements.

1. **Postponements/Rainouts/Suspended Games** - In the event of inclement weather, if fields are not already closed by the host town, the teams’ managers may decide to reschedule the game for a later date. Rescheduled games must be reported to the league commissioner. Prior to the game’s first pitch, the home team has discretion as to the playability of the field. Afterwards, the umpire has discretion. During any occurrence of lightning or thunder, games must be suspended and all children and adults must retreat to their cars or a nearby building until the umpire determines that playing conditions are appropriate. Safety should always be considered first. In the event a game is not played to completion, the two teams’ managers should decide how to proceed, if at all, and there is no requirement that the game be continued at a later date. However, see “Official Game” (Rule 22 above) and “State Tournament Eligibility” (Rule 41 below) regarding incomplete game implications on state tournament eligibility.
2. **Pre-Game Practice** - Host teams should allow visiting teams ample time (at least 15 minutes) and space for fielding practice before the start of the game. Visiting teams hoping to take batting and fielding practice should contact the host team in advance to confirm field availability.

1. **Shoes** - Players must wear cleats or sneakers. 8 u -12u No metal Cleats are permitted

 13u - 15u Metal spikes are permitted 13u and up.

1. **Umpires** - Assigned by each home team. UMPIRES NEED TO BE CARDED –

 8u - 10u ONE ( 1) Umpire is required

 11u - 15u TWO ( 2) Umpires are required.

 If no umpire arrives by game time, both managers must agree for the game to be played with a substitute umpire, in which case the game will be considered a regular season game. Under no circumstances should the umpire be a relative of a child playing in that game. Home team is responsible for getting the umpires but fees will be split between both teams.

2 Umpires per game will be arranged by the home team and both teams will split the fees.

1. **Conduct / Warnings / Ejections** - Managers are responsible for themselves and their coaches, players on the field, players in the dugout area, and all spectators. For example, if any player deliberately throws a bat or helmet, that player and their entire team will receive a warning from the umpire. Warnings will also be issued if the batter accidentally flings the bat after swinging at the ball. At the umpire’s discretion, subsequent incidents can lead to ejection. Umpires and coaches have jurisdiction over spectators, who must yield to their authority or risk removal from the field and its immediate surroundings. Umpires have jurisdiction over managers, coaches, players, and spectators, who must yield to their authority or risk removal from the game, the field, and its immediate surroundings. Again, head coaches are responsible for their assistant coaches, players and parents’ conduct. Ejections are generally preceded by warnings, except in extreme cases.

***It is expected that all players, coaches, and parents will demonstrate good sportsmanship. Managers are responsible for their coaches, players and parents.  Actions by parents, coaches and players that are construed by umpires and the NJYB as demonstrating poor sportsmanship will result in certain disciplinary action that may include but not limited to game forfeiture, ejection and a future ban from participating in all NJYB leagues.***

**Cheering**: Positive cheering and chanting for one’s own team and youth baseball players is always acceptable and part of the game.  However, team cheering and chanting especially when ramped up at the point of the pitcher's delivery or the batter’s swing to intimidate youth baseball players will not be tolerated.  Team cheering/chanting (or coach yelling) in the middle of an opposing pitcher’s windup or at the time of a swing by the opposing batter with the intention of intimidating a youth baseball player will be viewed as poor sportsmanship, is not acceptable and will not be tolerated.  It is the umpire’s discretion to determine if the chanting is considered intimidating.  The umpire will warn the coach for the first infraction.  Continued infractions will result in the pitch being either called a strike for intimidating a pitcher and a ball for intimidating the batter.

**Any ejection of a manager, coach, or player leads to their suspension from the remainder of that game. An ejected coach or manager must leave the field altogether and must not be within viewing distance of the playing field. Ejection from a second game in the same season for the same individual results in suspension for the remainder of that game and the entire next game (regardless of whether it is a regular season or tournament game) and a one-year probation with the NJYB, with the subsequent game suspension subject to a review of the circumstances of the ejection by the league commissioner. Ejection from a third game can lead to suspension for the remainder of the season (including tournament games) and, if warranted, permanent suspension from the NJYB, also subject to review by league and state commissioners. Any ejections from a NJYB regular season or tournament game must be reported and explained in writing by the head coach of the team whose coach, manager, player or parent was ejected from the game to the league commissioner no later than one day after the ejection.**

***C. OTHER RULES:***

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**Eligibility – Town Teams All players must come from one town either Residence or School to be a town team, the NJYB will grant teams 3 players from outside their town to fill teams but these players can not come from a town who has a team in the league if so that player will need to get a waiver from his home town. If a Wavier is not granted that player will not be eligible to play.**

**Club teams that play in the NJYB/ RBA/ WBA Lower Hudson Valley League may draw players from any town with in a 50 mile radius of the team residencey**

**A player may play on a Town teams and a Club team at the same time but the player must DECLARE WHAT TEAM HE CHOSES TO PLAY FOR PRIOR TO THE STATE TOURNAMENT. NO PLAYER IS ALLOWED TO PLAY ON 2 TEAMS DURING THE STATE TOURNAMENT. DECLARATION OF THE TEAM MUST BE DONE!!**

**AGE CUT OFF DATE**

**MAY 1st dated is used for Cut-off ( No player can turn the previous age before 1 May)**

16u May 1st 1998 may 16 on or after May 1st

15u May 1st 1999 may 15 on or after May 1st

14u May 1st 2000 may 14 on or after May 1st

13u May 1st 2001 may 13 on or after May 1st

12u May 1st 2002 may 12 on or after May 1st

11u May 1st 2003 may 11 on or after May 1st

10u May 1st 2004 may 10 on or after May 1st

9u May 1st 2005 may 9 on or after May 1st

8u May 1st 2006 may 8 on or after May 1st

7u May 1st 2007 may 7 on or after May 1st.

1. **Birth Certificates/Team Rosters** - Legible copies (not originals) of valid birth certificates and copies of team rosters must be present and in the possession of the Manger
2. **Schedules –** The league will have schedules posted on the web site NJYB.net
3. **Home Team -** Established by the schedule distributed by the league commissioner prior to the season, regardless of the eventual site of the game. The home team is responsible (i) for timely distribution of directions to their field, (ii) for the field’s condition, (iii) to supply umpires, and (iv) to supply at least two new baseballs. Home teams are also responsible for notifying visiting teams in advance of any unusual circumstances regarding their fields (e.g., the absence of nearby bathrooms, grandstands, etc.). **DIRECTIONS TO YOUR FIELDS SHOULD BE FORWARDED TO THE LEAGUE COMMISSIONER (IF THEY HAVE CHANGED SINCE THE PRIOR YEAR) SO THAT THEY CAN BE POSTED TO THE WEBSITE.**
4. **Expenses -** During the regular season home teams supply baseballs and umpires. .
5. **Game Scores / Website -** Retained strictly by each team’s scorekeeper. The winning team is responsible for reporting the game results. Game results should be reported by email to newjerseyyouthbaseball@yahoo.com
6. **Insurance -** Teams must provide insurance coverage for there teams.. Copies (not originals) of confirmation of team insurance coverage must be provided prior to participation in the NJABC state tournament and should be available at any NJABC regular season or tournament games.

TEAMS MUST NAME NEW JERSEY YOUTH BASEBALL ( NJYB) PO Box 5044 South Hackensack, NJ 07606 as additionally / secondary insured on their Team insurance. A copy must be submitted to NJYB before your first game.

1. **Rosters -** Rosters must be submitted prior to their first game and a team may have up to 20 players on their roster.  . Rosters will be submitted will all players information and players signatures to the league director prior to the first game. ONLY the NJYB/AABC Rosters are to be accepted.
2. **Standings –** Standings will be maintained during the regular season. The top 4 teams will qualify for the NJYB Spring Play-offs. The Play-offs will be a single elimination tournament

1. Points 3 Points will be awarded for a win 2 points for a tie, 1 point for a lose and (-1) point for a game not played on the schedule.

***D. ADDENDUM – CERTAIN IMPORTANT MAJOR LEAGUE RULES***

1. **Balk – (Rule 5.09)** – The ball becomes dead and runners advance one base when a balk is committed. **(Rule 8.05)** – If there is a runner, or runners, it is a balk when (a) the pitcher while touching his plate (rubber), makes any motion naturally associated with his pitch and fails to make such delivery; (b) the pitcher, while touching his plate, feints (fakes) a throw to first 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; (d) the pitcher, while touching his plate, throw or feints (fakes) a throw to an unoccupied base, except for the purpose of making a play; (e) the pitcher makes an illegal pitch; (f) the pitcher delivers the ball to the batter while 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 (fakes) 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 drops the ball; (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 the Set Position without coming to a stop.
2. **Infield Fly Rule - (Rule 2.00) –** An Infield Fly is a fair fly ball (not including a line drive or an attempted bunt) , which can be caught by an infielder with ordinary effort, when first and second, or first, second and third 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 base lines, the umpire should 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 a fly ball. If the hit becomes a foul ball, it is treated the same as any fly ball. **Rule 6.05 (e) -**.The batter is out when an Infield Fly is declared. **Rule 6.05 (l) –** The batter is out when an infielder intentionally drops a fair fly ball or line drive, with first, first and second, first and second and third base occupied before two are out. The ball is dead and runner or runners shall return to their original bases. 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.
3. **Offensive Inteference – (Rule 2.00)** 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 6.05(m)** - A preceding runner , in the umpire’s judgment, intentionally interferes with a fielder who is attempting to catch a thrown ball or to throw a ball in an attempt to complete any play (for double plays at second). **Rule 7.08 (b)** – Any runner is out when he intentionally interferes with a thrown ball or hinders a fielder attempting to make a play on a batted ball. **Rule 7.09** – It is interference by a batter or a runner when a) after a third strike he hinders the catcher in his attempt to field the ball, b) he intentionally deflects the course of a foul ball in any manner, c) before two are out, with a runner on third base, the batter hinders a fielder in making a play at home, the runner is out, d) any member or members of the offensive team stand or gather around any base to which a runner is advancing to confuse, hinder or add to the difficulty of the fielders. Such runner shall be declared out for the interference of his teammate or teammates, e) any batter or runner who has just been put out hinders or impedes any following play being made on a runner. Such runner shall be declared out for the interference of his teammate, f) if, in the judgment of the umpire, a base runner willfully and deliberately interferes with a batted ball or a fielder in the act of fielding a batted ball, with the obvious intent of breaking up a double play, the ball is dead. The umpire shall call the runner out for interference and also call the batter-runner out because of the action of his teammate. In no event may bases be run or runs scored because of such action of a runner, g) if, in the judgment of the umpire, a batter-runner willfully and deliberately interferes with a batted ball or a fielder in the act of fielding a batted ball, with the obvious intent of breaking up a double play, the ball is dead; the umpire shall call the batter-runner out for interference and shall also call the runner who had Advanced closest to the home plate regardless where the double play might have been possible. In no event may bases be run because of such interference, h) in the judgment of the umpire, the base coach at third base or first base, by touching or holding the runner, physically assists him in returning to or leaving first base or third base, i) with a runner on third base, the base coach leaves his box and acts in any manner to draw a throw by a fielder, j) in running the last half of the distance from home base to the first base while the ball is being fielded to the first base, he runs outside (to the right of) the 3 ft line, or inside (to the left of) the foul line and, in the umpire’s judgment, interferes with the fielder taking the throw at first base or attempting to field a batted ball, k) he fails to avoid a fielder who is attempting to field a batted ball, or intentionally interferes with a thrown ball, provided that if two or more fielders attempt to field a batted ball, and the runner comes in contact with one or more of them, the umpire shall determine which fielder is entitled to the benefit of this rule, and shall not declare the runner out for coming into contact with a fielder other than the one the umpire determines to be entitled to field such a ball, (l) a fair ball touches him on fair territory before touching a fielder. If a fair ball goes through, or by, an infielder, and touches a runner immediately back of him, or touches the runner after having been deflected by a fielder, the umpire shall not declare the runner out for being touched by a batted ball. In making such decision the umpire must be convinced that the ball passed through, or by, the fielder, and that no other infielder had the chance to make a play on the ball. If, in the judgment of the umpire, the runner deliberately and intentionally kicks such a batted ball on which the infielder has missed the play, then the runner shall be called out for interference. **PENALLY FOR INTERFERENCE: the runner is out and the ball is dead.**
4. **Obstruction – Rule 7.06** – when obstruction occurs, the umpire shall call or signal “Obstruction”. A) If a play is being made on the obstructed runner, or if the batter-runner is obstructed before he touches first base, the ball is dead and all runners shall advance, without liability to be put out, to the bases they would have reached, in the umpire’s judgment, if there had been no obstruction. The obstructed runner shall be awarded at least one base beyond the base he had last legally touched before the obstruction. Any preceding runners, forced to advance by the award of bases as the penalty for obstruction, shall advance without liability to be put out, b) if no play is being made on the obstructed runner, the play shall proceed until no further action is possible. The umpire shall then call time and impose such penalties, if any, as in his judgment will nullify the act of obstruction. (Rule 7.06(b) – when the ball is not dead on obstruction and an obstructed runner advances beyond the base which, in the umpires judgment, he would have been awarded because of being obstructed, he does so at his own peril and may be tagged out. This is a judgment call. **NOTE: the catcher, without the ball in his possession has no right to block the pathway of the runner attempting to score. The base line belongs to the runner, and the catcher should be there only when he is fielding or when he already has the ball in his hand.**

.If coaches have used all their substitution and a player gets hurt a coach may re-insert a sub so the game does not end on forfeit.  If a coach used all his players and a player is ejected and the team has no more subs that team will forfeit regardless of the score. .

1. Player ejection: If a player is ejected that player may remain on the bench unless the umpire declares that player is a distraction to the team then that player will be removed from the bench. If a coach is ejected from a game he must remove his self from the field

**43** If a team forfeits' a game with-in 24hrs or does not show up to a game scheduled the team forfeiting will play the entire umpire fees. The team forfeiting the game will pay or arrange to have umpires fees within 24 hours if the fee or fees is not paid that team will not play any games until  the fee or fees are paid.

**44. PROTESTS RULE 219**

Protests resulting from Tournament competition shall be decided by the governing Tournament committee. An appeal may be filed with the designated Tournament committee and/or the President

of the AABC, but only if the appeal is made at the time of the original ruling and is based upon a matter of eligibility. Such appeal must be accompanied by a fee of one hundred dollars

($100.00). If the appeal is upheld, the $100 fee will be returned. A protest filed on a game ending play must be filed within 30 minutes of the official ending time of the game.

**47. INSURANCE REQUIREMENTS RULE 104**

All teams in National Tournament play must provide proof to the tournament committee of AABC / K&K Insurance to include $1,000,000.00 in liability limits ($100.00 deductible). The AABC has reviewed and pre-approved the AABC insurance coverage provided by K&K Insurance. The cost to purchase an K&K policy is as follows for each Division.

T-Ball.............................................................................$

Roberto Clemente .........................................................$

Willie Mays & Jackie Robinson ...................................$

Pee Wee Reese & Gil Hodges ......................................$

Sandy Koufax & Sandy Koufax 13s...........................$

Mickey Mantle & Ken Griffey Jr. ..............................$

Connie Mack & Don Mattingly..................................$

Stan Musial .................................................................$

**NOTE: Certain discounts are available for those leagues**

**registering all of their teams. Please check with K&K**

**Insurance Company for details.**