



East Valley Baseball

RULES AND REGULATIONS

Last Revised

9/1/2016

Rookie AAA

After these EVBB Rules & Regulations, refer to the current...
“Triumph Books – Official Rules of Major League Baseball”

SECTION 3 - Rules and regulations applying to ALL divisions.

3.0 - Players

3.0.0 – Score cards will be filled out for Rookie and above divisions with Players First and Last name, number, and batting order and submitted to the umpire (Rookie - Major).

3.0.1 - A game may not begin or continue with fewer than...

T-Ball – **N/A**

Rookie – **six (6) players**

Farm, Minor & Major – **eight (8) players**

A coach who is not able to field a team of players at game time shall be given a ten-minute grace period to field his team. If he is unable to do so, the umpire or league representative shall declare a forfeit.

3.0.2 - If, due to an ejection, a team is reduced to less than the number of above players, and the coach is unable to field the number of above players from his/her current East Valley Roster, the umpire shall declare a forfeit.

3.0.3 - An injured player may not re-enter a game from which he was removed due to injury under any circumstances.

3.0.4 - An ejected player may not re-enter a game from which he was ejected under any circumstances.

3.0.5 - An ejected player who is serving his one game suspension may not enter that game under any circumstances.

3.0.6 – A batting order (line-up) will be established before the start of the game. The line-up will include the players first and last name and the player's jersey number. The line-up is to provide a reference to maintain the batting order. If a name was misspelled or a number was incorrectly submitted on the line-up card, it shall be corrected when noticed and the game shall continue. Clarification: the actual player (person) in the line-up shall be the proper batter. There will be no penalty for wearing an incorrect jersey or inadvertently submitting the wrong number.

3.0.6.1 – An "umpire" card with the above information will be submitted to the umpire before the start of the game. This card will be the official line-up of the game.

3.0.7 – Due to the competitive nature of baseball and for safety concerns, the coaches of each individual team will decide what players play in game situations and where they will play.

3.0.7.1 – Tball, Rookie A, and Rookie AA divisions will play all players on offense and defense. These are the only divisions that do not have players "sitting on the bench."

3.1 - Equipment

3.1.0 – Bats – Any bat used must be a manufactured bat that includes usage specifications. The maximum diameter shall not exceed two and three fourths (2 3/4) inches and the maximum length shall not exceed thirty-six (36) inches. The bat shall be constructed of wood, aluminum, or any other material or combination of materials unless such materials or combinations of materials are specifically disapproved by EVBB. Such disapproval shall be the sole discretion of EVBB and may be made without notice. Any material to improve the grip may be used for a distance not to exceed eighteen (18) inches from the handle end. Any such material or substance, which extends past the eighteen (18) inch limitation, shall cause the bat to be removed from the game.

3.1.0.1 - All bats that exceed the 1.15 BPF (Bat Performance Factor) as defined for baseball bats by ASTM Standards, may be disapproved by EVBB at the Rookie level. Such disapproval shall be the sole discretion of the League President or EVBB Board members and may be made without notice.

3.1.0.2 – Bats with the words "**Coach Pitch**" are mostly designed for use with R.I.F. balls, which are not used in the Coach Pitch division, and will **NOT** be allowed to be used in EVBB **UNLESS** it has one or more of the following:

1. "Approved for play in Little League, Babe Ruth Baseball, Dixie Baseball, Pony Baseball, AABC"
2. If it is an official bat of Major League Baseball and has the MLB logo on it,
3. Says "Official Baseball" on it,
4. It has the BPF of 1.15 or less on it.

3.1.1 – Cleats - **NO** metal cleats in T-Ball, Rookie, Farm, and Minor divisions.

3.1.1.0 – Metal cleats are allowed in all of the Major divisions

3.1.1.0 – **NO metal cleats** are allowed on the portable pitching mounds in any division.

3.1.2 – Catchers Gear - A throat guard must be used on all catchers' masks. The extended part of a hockey-style mask shall be considered a throat guard.

3.1.2.0 - The skullcap type catcher's helmets used with a mask are not permitted.

3.1.2.1 - Catchers are **required** to wear an approved mask with proper head protection, a chest protector, shin guards, a protective athletic supporter and cup.

3.1.2.2 - A player may not warm up a pitcher without an approved mask with proper head protection, a protective athletic supporter and cup.

3.2 - Fields

3.2.0 - Dimensions

3.2.0.0 - T-Ball – 50' base path

3.2.0.1 – Rookie - 27.5' min. pitching distance/60' bases

3.2.0.2 – Farm A – 44' pitching mound/60' bases

3.2.0.3 – Farm AA – 46' pitching mound/65' bases

3.2.0.3 – Farm AAA – 46' pitching mound/65' bases

3.2.0.4 – Minor A - 50' pitching mound/70' bases

3.2.0.5 – Minor AA - 50' pitching mound/70' bases

3.2.0.6 – Minor AAA - 50' pitching mound/70' bases

3.2.0.7 – Major A – 50' pitching mound/70' bases

3.2.0.8 – Major AA – 54' pitching mound/80' bases

3.2.0.9 – Major AAA – 60' 6" pitching mound/90' bases

3.2.1 – **The third base side/dugout shall be designated as the HOME team dugout. The first base side/dugout shall be designated as the VISITOR dugout.** If a team is playing a **doubleheader** on the same field, they may elect to stay in the same dugout for the second game.

3.2.2 - The **HOME** team is responsible for putting away field equipment after the last game. This includes the portable mound (upper divisions) or cones (rookie divisions) and bases. Equipment goes to the storage container behind field 1 if your games are at Espee Park. If your games are at Pima Park, use the mound transport (if there is a mound) pick up the bases and put the equipment in the container located on the far end of the water tower wall. Both teams are responsible for picking up the trash in their dugout!

3.5 - Games

3.5.0 - A game shall be ruled as official and complete if it is called by an umpire due to rain, inclement weather, lighting limitations, lighting failures or other reasons beyond their control, provided at least half the game has been played.

If the game is less than half complete, it shall be suspended or cancelled and may begin again from that point when safe play can be resumed.

3.5.1 – Any scheduled game that cannot be played due to rain, inclement weather, lighting limitations, lighting failures or other reasons beyond their control will try to be rescheduled. If the game cannot be rescheduled, the game will dissolve and the team standings will be based on the winning percentage as calculated by wins, losses, and ties.

3.5.2 – Any protests of a game must be made within 24 hours and submitted in writing to a league official not more than seven days after the game. To protest a game, a rule, a situation, etc. the protesting manager must submit a signed letter including the protest in detail, what should have resulted and a \$250 cash deposit at which time a protest board will be assigned including four peer coaches not in the protesting manager's division and at least one league official and the league President. If the results rule in favor of the protesting manager, the \$250 deposit will be returned and the results will be changed. If the results do not rule in favor of the protesting manager, the results will not be changed and the \$250 will be deposited into the league account.

3.5.4 - No players shall be allowed in the doorway of any dugout during game play.

3.5.4.0 –If there are dugout gates, please keep them closed for safety reasons.

3.5.5 - No glass containers shall be allowed in the dugout or on the field.

3.5.6 - Teams are expected to clean their dugout and the stands before they exit the park.

3.5.7 - The use of drugs, alcohol and tobacco products are strictly forbidden during games played under the East Valley Baseball charter. This includes all fans observing the game as well.

3.5.8 - Any manager, coach or parent ejected from a game must leave the park immediately unless he/she is the only parent attending while his/her son/daughter is playing. In that event, he/she must stay in the parking lot until the game is over. **That manager, coach or parent may be suspended from participating and/or attending the team's next game. Any manager, coach, or parent ejected from a 2nd game of a season may be suspended 3 additional games. Any manager, coach, or parent ejected from 3 games may be banned from the league.**

3.5.9 - Any player ejected from a game must either leave the park with their parents, or remove their game jersey and sit with their parents in the stands. That player shall be suspended from participating and/or attending the team's next game.

3.5.10 - Any threats of any kind to an umpire or league official will be grounds for immediately calling the police and a banning from the league for the rest of the season. **This applies to managers, coaches, players, parents, relatives and fans.**

3.5.11 - Any physical contact (e.g. pushing, shoving, wrestling, kicking or punching) from a player, manager, coach, parent, relative, fan, etc., with the intent to harm, threaten, bully, etc., another person, shall be grounds for **immediate and indefinite suspension and a possible banning from the league for life.** This includes activities before, during, and after the game while representing the East Valley Baseball League.

3.5.12 - No razzing, heckling, chanting or making disparaging remarks of any kind are allowed. This applies to managers, coaches, players, parents, relatives and fans.

3.5.13 – Games shall only be played with players on the original roster as of 'opening day' of the season with current player applications on file with the league. There shall be no illegal substitutions or "pick-up" players playing with the team, on the field, or in the dugout. This will result in a forfeit of the game and the coach will incur a 2 game suspension.

SECTION 4 – Individual Players / Team Players / Club Teams

4.0 – An individual player is a player that registered as an individual, unattached to any team. The league will either have a try-out and a draft or the individual player will be placed on a team at the leagues discretion.

4.1 – A “club team” is a team that registers as a complete team. The club team registration fee is based on a 12 player roster. However, the team roster is NOT required to have “12” players on the roster. They must however have enough to field a team. The fee is a pre-determined cost based on when the club team registers. This cost does not include uniforms or any kind of uniform rebate.

4.1.1 – The ‘per player amount’ is the total paid at registration divided by 12.

4.1.2 – If a club team who has registered with the league, acquires a league player who has already registered and paid the league as an individual player, the league will ‘credit’ the club team based on the ‘per player amount.’

4.1.2.1 – The league will credit the club team a pre-determined league uniform allowance in addition to the ‘per player amount’ from the acquired player’s registration payment.

4.1.2.2 – The league has a no-refund policy and the acquired player will forfeit any amount over the credited amount they already paid with their registration. This amount will be applied to the general non-profit fund and administrative costs of the league.

4.2 – Players may be added to a club team roster before their first game of the current season. After the start of the season, additional players may be added for a \$50 administrative fee for the first add and \$100 for the second add. This may only happen twice per season and must happen before the teams’ seventh (7th) game. Exceptions may be made if a team does not have the minimum number of players to take the field.

4.2.1 – Any players being released from a team roster may not return to the team’s roster for that season.

4.3 – Players may only play on one East Valley Baseball team during a season.

SECTION 5 - Description of divisions

5.0 – Each division will have the age cut-off date for the current season under the specific division description.

5.1 - Divisions and ages

5.1.0 - The T-ball division shall consist of 3, 4 and 5 year olds.

5.1.1 - The Advanced T-ball division shall consist of 4 and 5 year olds.

5.1.2 - The Rookie division shall consist of 5-7 year olds.

(This division is intended for players and teams just moving into coach pitch from T-ball. There are 2 age divisions 5-6 yr. olds (A) and 6-7 yr. olds (AA).)

5.1.3 - The Rookie AAA division shall consist of players under 7 years old.

(This division is intended for advanced players and teams with 1 or more seasons experience in coach pitch and still meet the age requirements.)

5.1.4 - The Rookie/Farm division shall consist of players under 8 years old.

(This division is intended for players and teams transitioning into kid pitch from coach pitch.)

5.1.5 - The Farm division shall consist of players under 9 years old.

(This division is intended for players and teams moving into ‘kid pitch only’ from Rookie or Rookie/Farm.)

5.1.6 - The Farm AA & AAA division shall consist of players under 10 years old.

(This division is intended for players and teams with 1 or more seasons experience in kid pitch and still meet the age requirements.)

5.1.7 - The Minor A division shall consist of players under years old 11

5.1.8 - The Minor AA & Minor AAA divisions shall consist of players under 12 years old.

5.1.9 - The Major A division shall consist of players under 13 years old.

5.1.10 - The Major AA division shall consist of players under 14 years old.

5.1.11 - The Major AAA division shall consist of players under 16 years old.

SECTION 9 - Rookie AAA Specific

9.0 - Games

9.0.1 - Players - ages 6-7

9.0.1.2 - Rookie AAA Players shall not turn 8 years old before Oct. 29th of the current year.

9.0.1.3 - Age verification will be done via birth certificate.

9.0.1.4 - All players will be included in the batting rotation. Only ten (10) players will play defense. Additional players will remain on the bench until they are rotated in.

9.0.2 - Seasons

9.0.2.0 - 8-10 game spring season (Mar-June)

9.0.2.1 - 8-10 game fall season (Sept-Dec)

9.1.0 - Teams shall play one or two games per week consisting of **four innings** or **1 hour 45 minutes** drop dead whichever comes first.

9.1.1 - If after 3 ½ innings the home team has officially and technically won the game, that will be the FINAL score, ALTHOUGH, play will continue as it is our goal to play a complete game for the players to develop and learn the game of baseball, it is our intent to have the teams play four complete innings. The game will "Drop Dead" at 1 hour 45 minutes.

9.2.0 - A lineup card shall be submitted to the opposing team's scorekeeper prior to the start of every game.

9.2.1 - A lineup card shall include batting order with players first and last name and jersey number.

9.2.2 - Late arrivers shall be added to the end of the lineup. A late arriver may be added to the end of the lineup until the game is over. The late player should be allowed to start playing as soon as they are ready to play. Let the other team know so they can update their scorebook.

9.3.0 - Score will be kept (All runs will count even if 3 outs are made.) Runs will **NOT** be scored and recorded in the home teams' last at-bats if the home team has technically and officially already won.

9.3.0.1 - If time runs out after the home team has scored the 'go-ahead' run, the game will stand and the home team will win, the game will NOT revert back to the last inning.

9.3.0.2 - If time runs and the home team has not won, the score will revert back to the last complete inning.

9.4.0 - Home team will be the official scorekeeper.

9.4.1 - Visiting team scorekeeper should verify the score after each half inning.

9.5.0 - Each team shall bat their entire roster.

9.5.1 - Teams will switch sides after the last batter in the line-up has batted.

9.5.2 - Scoring will be based on the number of batters on the team with the fewer amount of players. The team with more players will only count runs up until the number of players on the opposing team. i.e. If *Team A* has 10 players and *Team B* has 12 players, *Team B* will only count runs up to the 10th batter. Batters 11 and 12 will still have an at-bat but any runs or RBI's from those batters will not count as a score.

9.5.3 - If the batting line-up is reduced due to a player leaving, the batters counting on the opposing teams lineup will remain the same. This is an established lineup from the beginning of the game. Players leaving the lineup will be considered an "out" for the remainder of the game.

9.5.4 - The last batter shall be played as if there were "two outs." When the number of scoring players is determined, the player in that position on the team with more players will be designated as the "two-out batter."

9.6.0 - There is a maximum of **five** coaches allowed in the dugout.

9.6.1 - There is a maximum of 2 adult defensive coaches allowed in the outfield.

9.6.2 - There is a maximum of 4 adult offensive coaches allowed on the field.

9.6.2.1 - Offensive base coaches must remain in their respective coaches boxes.

9.6.2.2 - The only other offensive coach allowed on the field is the pitcher. An offensive person may back up the opposing teams' catcher if the pitcher desires (this person is intended to keep the game moving along, this is **not** a coaching position.)

9.6.3 - Any other coaches (if applicable) must remain inside the dugout

9.0.7 - Four innings shall be played time permitting. There is a drop dead time limit on all games. -
-If the game is incomplete after the time limit has expired, the score shall revert back to the last completed inning.

-If after your allotted innings the game is tied, you may play additional innings if time permits to break the tie. If time runs out, the tie will stand. Clarification: If time runs out during a tie-breaking inning after the home team has gone ahead, the home team will win.

-If after 4 innings, the game is complete and there is time to play additional innings. Teams may do so, but the game result will be complete at 4 innings.

9.0.8 – Base coaches are prohibited from touching (pulling or pushing) a base runner, the runner may be declared out.

9.0.9 – The outfield cones will be ~70 feet from the bases. From Home to First to the cones in right field is a total of ~130 ft. From Home to Third to the cones in left field is a total of ~130 ft. From Home to second base to center field is a total of ~154 ft.

9.0.10 – An injured player may re-enter a game if able to do so. The player must play both the field and bat after re-entering.

9.0.11 - The coach may recruit his entire roster.

9.1 - Pitching

9.1.0 - Coaches shall pitch no closer than 27 1/2 feet, and all pitches must be overhand.

9.1.0.1 - The coach may pitch from the kneeling position (all pitches must be overhand.)

9.2.0 – The ‘coach pitcher’ shall not field the ball after it has been hit.

9.3.0 – The ball shall be declared a ‘dead ball’ once it has been thrown back to the coach pitcher.

9.4.0 – The ‘coach pitcher’ shall attempt to get out of the way of a hit ball, if the pitcher is hit by the ball, deflects the ball, or interferes in any way with the hit ball, it shall be ruled a ‘do over’ all situations will return to the point before the last pitch. (i.e. pitch count)

9.2 - Runners

9.2.0 - On a ball hit to the outfield that is stopped by a fielder or remains inside the cones, runners may advance until the ball is thrown toward the infield. If a fielder holds the ball, runners may advance. As soon as the ball is thrown (released) toward the infield, runners can only advance to the base they are already headed toward. All advances are at the runner’s risk.

9.2.1 – A ball that rolls past the cones will result in a “max base” scenario and negates any “when the ball is released” situation.

9.2.2 - A runner may not leave his base until the pitched ball reaches the plate. If the runner does leave early, he must return to the base from which he started.

Abuse of this may result in the runner being called out.

9.2.3 - A runner may not advance when an infielder has possession of the baseball.

9.2.3.1 – Once possession is secured by the infielder, a runner standing on second or third base may not advance.

9.2.3.1 – An infielder has possession of the ball once it is fielded or picked up. If the ball is kicked, swatted, or deflected the runner(s) may advance.

9.2.3.2 – If an infielder runs to the outfield to retrieve the ball, he becomes an outfielder thus allowing the runner(s) to advance bases until the ball is released.

9.2.4 - A runner on third base may advance ONLY when the ball is hit.

9.2.5 - Runners can advance only one base on an overthrow. If a play is made on the initial overthrow, additional advances are not permitted. A runner on third base, however, may advance only when the ball is hit.

9.2.6 - Runners leaving the baseline to avoid a tag shall be declared out. (~3 feet on each side)

9.2.7 - Runners on base may not advance if a fly ball is caught by an infielder.

9.2.8 – Runners may NOT intentionally collide with a defensive player even if they have “the right to the base path’ etc. The runner will be called out and possibly ejected from the game.

9.3 - Fielders

9.3.0 – A **Rookie AAA** team shall have a maximum of six infielders and four outfielders (10 players on the field. Only 6 players may be in the infield. A maximum of 4 outfielders must line up in the outfield grass.

9.3.1 – **Rookie AAA** – A catcher must be used unless a team has 8 or less players. If a team has 8 or less players, then the catching position is optional and the game may be played without a catcher. Clarification: If a team has 9 or more players, a catcher must be used.

9.3.2 – Infield players should be taught proper defensive positioning with base runners to avoid interference with a runner... i.e. (one foot on the edge of the base instead of standing on it and standing in front of or behind the base path, instead of standing in the base path.)

Interference by a defensive player may result in the runner being awarded the base.

An offensive player intentionally colliding with a defensive player will be called out and possibly ejected from the game.

9.3.3 – Proper infield player positions should be emphasized. The “pitcher” should be in the pitcher position (to the right, left, or behind the coach pitching the ball.)

9.4 - Batters

9.4 – Three strikes are an out. A batter has six pitches to hit the ball into play. A strike is only called on a swing and a miss. If the sixth pitch (and any subsequent pitch) is fouled off, another pitch is thrown. If the sixth pitch is NOT swung on, the batter shall be declared out.

9.4.0 - A ball hit in the air that lands past the cones shall be ruled a home run.

9.4.1 - A ball hit in the air that lands between the infield/outfield grass and the cones, and rolls past the cones, shall be a maximum of a triple; however, any advances are at the runner’s risk.

9.4.2 - A ball hit on the ground (infield dirt) that rolls past the cones shall be a maximum of a double; however, any advances are at the runner’s risk.

9.4.3 - Any ball hit that rolls past the cones earns the batter a chance to try and make it to a “max determined base” at their own risk which negates the “release point” of the outfielders throw in.

9.4.4 - A ball hit, whether in the air or on the ground, that does not roll past the cones, shall be a live ball with the runner taking as many bases as possible.

9.4.5 – Bunting is **not** permitted.

9.4.6 - The last batter shall be played as if there were “two outs.”

9.4.6.1 – All runs scored before the out is made, will count (if it’s a tag-out situation.)

Clarification - If there are two outs with runners at 2nd and 3rd and the batter hits a ball that results in the runner at 2nd base being tagged out at 3rd, yet the runner at 3rd base made it home before the actual out was made, the run would count. If on the other hand, the runner made it home after the out was actually made, the run would not count. If the out occurred on a force-out situation, the run at home would not count, even if it was achieved before the out was made.

9.4.7 - The last batter on a team with more players will be determined by the number of players on the team with lesser players. That batter will be designated as the “two-out” batter.

9.5 – Equipment

9.5.0 - Bats – Any bat used must be an unaltered, manufactured bat that includes usage specifications. Big Barrel (2 3/4) inch bats may be used.

9.5.0.1 - All bats that exceed the 1.15 BPF (Bat Performance Factor) as defined for baseball bats by ASTM Standards, may be disapproved by EVBB. Such disapproval shall be the sole discretion of the League President or EVBB Board members and may be made without notice.

9.5.0.2 – Bats with the words “**Coach Pitch**” will **NOT** be allowed to be used in EVBB **UNLESS** it has one or more of the following:

1. “Approved for play in Little League, Babe Ruth Baseball, Dixie Baseball, Pony Baseball, AABC”
2. If it is an official bat of Major League Baseball and has the MLB logo on it,
3. Says “Official Baseball” on it,
4. It has a BPF of 1.15 indicated on it.

9.5.1 – Catchers are required to wear an approved full coverage catchers mask with proper head protection, a chest protector, shin guards, a protective athletic supporter and cup.

9.5.1 – Please return all league equipment at the end of the season.

SECTION 15 – Umpires

15.0.1 - The league president shall supply appropriate umpires to officiate league games as needed. The umpires shall be responsible for the conduct of the game in accordance with these official rules and for maintaining discipline and order on the playing field during the game.

15.0.1.1 – If an umpire has not arrived by game time, a league representative should be notified. The game clock starts at the discretion of the umpire or league official if an umpire is not present. The game may get started without an official umpire.

15.0.2 - Each umpire is a representative of the league and of professional baseball, and is authorized and required to enforce all of these rules. Each umpire has authority to order a player, coach, manager, or fan(s) to do or refrain from doing anything which affects the administering of these rules or the game being played, and to enforce the prescribed penalties.

15.0.3 - Each umpire has authority to rule on any point not specifically covered in these rules.

15.0.4 - Each umpire has authority to disqualify any player, coach, manager or substitute for objecting to decisions or for unsportsmanlike conduct or language, and to eject such disqualified person from the playing field. If an umpire disqualifies a player while a play is in progress, the disqualification shall not take effect until no further action is possible in that play.

15.0.5 - Each umpire has authority at their discretion to eject from the playing field any spectator or other person not authorized to be on the playing field.

15.0.6 – Umpires Decisions

15.0.6.1 – Any umpire’s decision which involves judgment, such as, but not limited to, whether a batted ball is fair or foul, whether a pitch is a strike or a ball, or whether a runner is safe or out, is final. No player, manager, coach or substitute shall object to any such judgment decisions.

15.0.6.2 Comment: Players leaving their position (in the field or on base,) or managers or coaches leaving the bench or coaches box, to argue on BALLS AND STRIKES will not be permitted. They should be warned if they start for the plate to protest the call. If they continue, they may be ejected from the game.

15.0.6.2 – If there is reasonable doubt that any umpire’s decision may be in conflict with the rules, the manager may appeal the decision and ask that a correct ruling be made. Such appeal shall be made only to the umpire who made the protested decision.

15.0.6.3 – If a decision is appealed, the umpire making the decision may ask another umpire for information or a league representative before making a final decision. No umpire shall criticize, seek to reverse or interfere with another umpire’s decision unless asked to do so by the umpire making it.

15.0.6.4 Comment: The manager or the catcher may request the plate umpire to ask his partner (if there are 2 umpires) for help on a half swing when the plate umpire calls the pitch a ball, but not when the pitch is called a strike. The manager may not complain that the umpire made an improper call, but only that he did not ask his partner for help. Field umpires must be alerted to the request from the plate umpire and quickly respond. Managers may not protest the call of a ball or strike on the pretense they are asking for information about a half swing. Appeals on a half swing may be made only on the call of ball and when asked to appeal, the home plate umpire must refer to a base umpire for his judgment on the half swing. Should the base umpire call the pitch a strike, the strike call shall prevail. Baserunners must be alert to the possibility that the base umpire on appeal from the plate umpire may reverse the call of a ball to the call of a strike, in which event the runner is in jeopardy of being out by the catcher’s throw. Also, a catcher must be alert in a base stealing situation if a ball call is reversed to a strike by the base umpire upon appeal from the plate umpire. The ball is in play on appeal on a half swing. On a half swing, if the manager comes out to argue with first or third base umpire and if after being warned he persists in arguing, he may be ejected as he is now arguing over a called ball or strike.

15.0.6.5 – No umpire may be replaced during a game unless he is injured, becomes ill, or for reasons approved by the league president.

15.0.7 – Umpire-in-Chief

15.0.7.1 – If there is only one umpire, he/she shall have complete jurisdiction in administering the rules. He/She may take any position on the playing field which will enable him/her to discharge his/her duties (usually behind the catcher, but sometimes behind the pitcher if there are runners).

15.0.7.2 – If there are two or more umpires, one shall be designated umpire-in-chief (Plate) and the other, field umpire (Bases.)

15.0.8 – Umpire Duties

15.0.8.1 – The umpire-in-chief shall stand behind the catcher. (usually called the “Plate” umpire.) Duties shall be to:

- (1) Take full charge of, and be responsible for, the proper conduct of the game;
- (2) Call and count balls and strikes;
- (3) Call and declare fair balls and fouls except those commonly called by field umpires;
- (4) Make all decisions on the batter;
- (5) Make all decisions except those commonly reserved for the field umpires;
- (6) Decide when a game shall be forfeited;
- (7) If a time limit has been set, announce the fact and the time set before the game starts;
- (8) Inform the official scorer of the official batting order, and any changes in the lineups and batting order, on request;
- (9) Announce any special ground rules, at their discretion.

15.0.8.2 – Field umpires may take any position on the playing field they think best suited to make impending decisions on the bases.

Duties shall be to:

- (1) Make all decisions on the bases except those specifically reserved to the umpire-in-chief;
- (2) Take concurrent jurisdiction with the umpire-in-chief in calling “Time,” balks, illegal pitches, or defacement of the ball by any player.
- (3) Aid the umpire-in-chief in every manner in enforcing the rules, and excepting the power to forfeit the game, shall have equal authority with the umpire-in-chief in administering and enforcing the rules and maintaining discipline.

15.0.9 - Reprimands

15.0.9.1 - The umpire shall report to the league representative after the end of a game all violations of rules and other incidents worthy of comment, including the disqualification of any manager, coach or player, and the reasons therefore.

15.0.9.2 - When any manager, coach or player is disqualified for a flagrant offense such as the use of obscene or indecent language, or an assault upon an umpire, manager, coach or player, the umpire shall inform a league representative of all particulars after the end of the game.

15.0.9.3 - After receiving the umpire’s report that a manager, coach or player has been disqualified, the league representative shall notify the league president who shall impose such penalty as he deems justified, and shall notify the person penalized and the manager of the team of which the penalized person is a member.