

Winter Rules - Stillwater: B/C League (rev 10/12/20)

Pitching:

- 1) Pitching rubber 50 feet from back tip of home plate
- 2) Screen 12 feet in front of rubber
- 3) Pitched ball must go over the screen
- 4) Pitched ball that hits the screen – a ball
- 5) One foot on rubber when ball released
- 6) No quick pitch - must present the ball to the batter
- 7) Any batted ball that hits the screen is considered a foul ball (strike)
 - a) When a batter has already used his courtesy foul ball, a batted ball during that same at bat that hits the screen will NOT result in a strikeout. It will be considered a “no pitch”.

Bases: 70 feet

Commit line: 30 feet from next base

Walk Rule:

- 1) 3/2 count with one courtesy foul ball
- 2) If a batter is issued a walk during Innings 1 - 6 the batter has the option of walking or batting again with a new count
 - a) If the batter is walked a second time during the same at bat, he will be awarded 2nd base and any runners on base will advance accordingly (only as far as needed to get the batter to 2nd base)
 - b) During innings 7 and 8 the batter must accept the walk

Courtesy runner from home:

- 1) As agreed to by managers
- 2) Runner starts from behind catcher
- 3) Pinch runner cannot advance beyond 1st base (except for ground rule doubles or home runs over the fence or balls thrown out of play)

Pinch runner:

- 1) The last available batter not on base must be used for a player that needs a pinch runner
 - a) This is often the last batter that made an out
 - b) If the batter who made the last out is not able to run, the out prior to that will run. Keep proceeding in this manner until an available runner is found
 - c) No one can pinch run more than once per inning unless agreed to by managers
 - d) The intent of this rule is to prevent a team from always using their fastest runner in all pinch running situations

Sliding: Sliding is allowed – contact with the defensive player constitutes interference

Base Running:

- 1) An extra flat base will be placed 6' behind 2nd base and 3rd base. This base will be used by the defensive player.
- 2) If the defensive player goes to the wrong (regulation) base to receive a throw, the base runner will be deemed safe.
- 3) The base runner will always run to the actual (regulation) base at 2nd and 3rd
- 4) There is no run through allowed. If a runner over runs a base, he/she can be tagged out.
- 5) There will be a "commit" line between 1st and 2nd base and 2nd and 3rd base. Once a runner passes this line, he/she must continue to the next base and cannot return to the previous base.
- 6) All plays at 2nd and 3rd base are force plays.

Runner interference:

- 1) Defensive player always has the "right-of-way" on the initial play
- 2) If a runner interferes with the fielding or throwing of the ball – the runner is out
- 3) Interference calls at 2nd or 3rd base – both runner and batter will be called out
- 4) Physical contact will be considered interference

Substitute player:

- 1) First from a team that is not playing at the same time
- 2) On game day – on the field pick ups in emergency situation only
 - a) First – a registered player who is already at the playing field
 - b) Second – From the opposing team if that team has excess players (>11)
 - c) Third – Opposing team provide a catcher and/or fill in as needed
- 3) Must be like player for like player
- 4) Obtain substitute players only to fill roster to 11 players
 - a) substitute pitcher the only exception
- 5) Substitute players bat at the bottom of the line-up

Infield fly: The infield fly rule will not apply

Over throws:

- 1) A thrown ball passing beyond the white line on the third base side of the field is deemed out of play
- 2) A thrown ball hitting the wall on the first base side of the field is deemed out of play
- 3) A thrown ball hitting the wall behind home plate is deemed out of play
- 4) A thrown ball that hits the pitchers screen is deemed a live ball unless it gets caught in the base of the screen or the netting
- 5) In play – live ball: any ball that is in the natural playing field
- 6) Over throw from the infield is two bases from the start of the pitch
- 7) Over throw from the outfield is two bases from the start of the throw
- 8) Any ball caught in fair territory and carried out of play will result in all base runners advancing one base. The batter is out.

Batted ball hitting roof/lights, etc:

- 1) If the ball is caught in the field of play (including foul territory) – batter is out
- 2) Regardless of where the ball hits the dome (roof, lights, wall, e.t.c) it will be a catchable ball for an out. However both feet of the defensive player must be inside the white out-of-play line.
- 3) If the ball is caught in play and the defensive player subsequently crosses the out-of-play line any/all base runners will move up 1 base.

Outfield ground rules:

- 1) Any ball hitting the outfield wall in fair territory is a live ball
 - a) Any batted ball that hits an outfield wall and is caught before it hits the turf, the batter is out
 - b) The concrete foundation around the base of the dome walls is considered part of the turf floor. Balls bouncing off of that base cannot be caught for an out but rather is considered a live ball.
- 2) If there are obstructions in the field of play (soccer nets, benches etc), any playable ball will be considered a live ball. If the ball is in a location that is not easily accessed by the defensive player (ie- stuck behind a soccer net) it shall be deemed a ground rule double. Defensive player must raise both hands to indicate that the ball is unplayable.
 - a) NOTE: A fly ball that hits one of these obstructions prior to hitting the turf CANNOT be caught for an out. Once it hits a net or bench it will be considered as having hit the turf.
- 3) Any batted ball that reaches the outfield in fair territory but subsequently rolls out of play shall be deemed a ground rule double

Umpiring:

- 1) Fair / Foul call – home plate umpire only
- 2) First base calls – first base coach
- 3) Second and third base calls – third base coach
- 4) Umpires encouraged to check with the other umpire or home plate umpire as necessary to make the correct call
- 5) Final resolve for disputes decided by managers. All others stay out of the discussion unless asked for input
- 6) **Defensive players are not umpires. Let the umpires do their job!**

Foul tip: Any foul tip caught by the catcher is an out

First Base: Batter must run to the “safety base” if there could be a play at first

Defensive players:

- 1) 11 players per team - managers must agree in order to play with 12
- 2) Infielders may not position themselves inside the natural baseline. The “natural” baseline is represented by an imaginary straight line drawn between 1st and 2nd base and 2nd and 3rd base
- 3) Outfielders must maintain a distance of at least 30 feet behind the infielders

Field prep:

- 1) Set up – first game home team responsible (visiting team expected to assist)
- 2) Take down/storing the equipment – last game home team is responsible (visiting team is expected to assist)

Duration of Game:

- 1) 8 inning games
- 2) Flip/flop at ten runs or more after each team has batted 7 times
- 3) No **new inning** can start after 80 minutes of play. Finish the inning in play
 - a) If you are approaching the 80 minute mark, the last full inning to be played will be the open inning
 - b) Managers: be aware of the time and come to a mutual agreement regarding how to proceed
- 4) There will be a “hard stop” at 90 minutes. The score will revert to the last full inning completed