

## 2018-19 Winter Rules - Stillwater: C League (rev 01/21/19)

### Pitching:

- a. Screen 12 feet in front of rubber
- b. Pitched ball must go over the screen
- c. Pitched ball that hits the screen – a ball
- d. One foot on rubber when ball released
- e. No quick pitch - must present the ball to the batter
- f. Any batted ball that hits the screen is a dead ball/no pitch

**Bases:** 70 feet; pitching rubber: 50 feet from back tip of home plate

### Walk Rule:

- a) 3/2 count with one courtesy foul ball
- b) Innings 1 - 6 the batter has the option of walking or batting again with a new count - - innings 7 and 8 batter must accept the walk
- c) Only 2 walks allowed per inning. This rule is unique to the C League.

### Courtesy runner from home:

- a. As agreed to by managers
- b. Runner starts from behind catcher
- c. Pinch runner cannot advance beyond 1<sup>st</sup> base (except for ground rule doubles or home runs over the fence or balls thrown out of play)

**Pinch runner:** Anybody can run for another player, but cannot pinch run twice in the same inning

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

### Runner interference:

- a. Defensive player always has the “right-of-way”
- b. Runners **MUST** get out of the way if there is a possible play at the base
- c. If a runner interferes with the fielding or throwing of the ball – the runner is out
- d. Interference calls at second base – both runner and batter will be called out
- e. Any physical contact will be considered interference

### Substitute player:

- a. First from bye team
- b. On game day – on the field pick ups in emergency situation only
  1. First – from grandstand
  2. Second – from opponent
  3. Opponent catch and/or fill in as needed
- c. Must be like player for like player
- d. Obtain substitute players only to fill roster to 11 players  
- substitute pitcher the only exception
- e. Substitute players bat at the bottom of the line-up

**Infield fly:** The infield fly rule will not apply

**Over throws:** A ball passing beyond the white first and third base lines

- a. In play – live ball: any ball that is in the natural playing field
- b. Out of play (any ball that hits any object other than the natural playing field) – dead ball
  - any over-throw from the infield is two bases from the start of the pitch
  - any bad throw from the outfield is two bases from the start of the throw
- c. Any ball carried out of play is one base

**Batted ball hitting:** roof – wall – light – wire:

- Roof - Fair territory and caught – batter is out. Foul ball can be caught for an out
- A batted ball that hits a wire in fair territory is a live ball in the same manner as if it hits the roof.

**Outfield ground rules (Stillwater only):**

- From the right field foul line to right-center and from the left field foul line to left-center, any ball that gets hung up in the soccer nets or any other equipment will be ruled a ground rule double. The fielder must raise his/her hands to indicate that the ball is hung up (in the net, under the net covering the left field wall, under or behind equipment, etc).
- In center field, any ball that gets hung up in the soccer nets or any other equipment will be ruled a ground rule triple. Again, the fielder must raise his/her hands to indicate that the ball is hung up (in a net, under or behind equipment, etc).
- **Any ball that ricochets off of equipment and/or the wall back onto the playing field AND is accessible and playable, shall be deemed a live ball.**
- Any time a fielder raises his/her hands indicating that the ball is unplayable, the batter will be awarded 3<sup>rd</sup> base (triple). This rule is unique to the C League.
- Where left-center and right-center fields end and where center field begins:
  - While looking directly at straightaway center field you will notice that to the **right** of center field, there are 2 light standards wrapped with yellow padding. The 2nd standard (furthest from straightaway center) will mark the dividing line between center field and right-center field. So facing straightaway center field, any ball hit to the right of that 2nd yellow standard is considered right-center field and any ball hit to the left of that standard is considered center field.
  - Again while looking directly at straightaway center field you will notice that to the **left** of center field, there are 2 light standards wrapped with red padding. The 2nd standard (furthest from straightaway center) will mark the dividing line between center field and left-center field. So facing straightaway center, any ball hit to the left of that 2nd red standard is considered left-center field and any ball hit to the right of that standard is considered center field.

**Thrown ball hitting wire or pitching screen:** Ball is in play

**Umpiring:**

- a. Fair / Foul call – home plate umpire only

- b. First base calls – first base coach
- c. Second and third base calls – third base coach
- d. Coaches encouraged to check with the other coach or home plate umpire as necessary
- e. Final resolve for disputes decided by managers

**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:** 11 players per team - managers must agree in order to play with 12

**Field prep:**

Set up – first game home team responsible (visiting team expected to assist)

Take down/storing the equipment – last game home team is responsible (visiting team is expected to assist)

**Duration of Game:**

- a) 8 inning games
- b) Flip/flop at ten runs or more after each team has batted 7 times
- c) **No new inning can start after 85 minutes of play.** Finish the inning in play. The 2 managers should use the following guideline to determine an appropriate last inning. **Use common sense.**
- d) At the 75 minute mark, the next full inning that will be started will be considered the last inning and will be an open inning.
  - 1. For the 10:00 game, the cutoff is 11:15.
    - i. Example: If the 10:00 game is in the 6th inning at 11:15, you will finish the 6th and then the 7th inning will be the last inning (and it will be an open inning).
  - 2. For the 11:30 game, the cutoff is 12:45.
    - i. Example: If the 11:30 game is in the 6th inning at 12:45, you will finish the 6th and then the 7th inning will be the last inning (and it will be an open inning).
  - 3. The 1:00 game has the luxury of extra time since we have the dome until 3:00. However, the start time could get delayed slightly due to the previous games running long. The equipment needs to be put away and the dome exited by 3:00. So the cutoff time for this game will be 2:30.
    - i. Example: If the 1:00 game is in the 6th inning at 2:30, you will finish the 6th and then the 7th inning will be the last inning (and it will be an open inning).