

## Winter Rules - Stillwater: B/C League (rev 10/12/21)

### 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: 18 feet from home plate

### 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 2<sup>nd</sup> base and any runners on base will advance accordingly (only as far as needed to get the batter to 2<sup>nd</sup> 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) Courtesy 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:

- 1) Pinch runners are allowed from any base when a player has injuries that prevent him from running.

No player can pinch run or courtesy run more than once per inning unless agreed to by managers. The intent of this rule is to prevent a team from always using their fastest runner in all pinch running situations or to pinch run faster players for players capable of running the bases.

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

#### Base Running:

- 1) Tagging of runners is allowed without restrictions.
  - a. Exception: A runner going home cannot be tagged out unless that runner is in a rundown situation. All other outs at home must be recorded by touching the home plate board/mat.
  - b. If the runner is tagged and is not in a rundown situation, the runner shall be deemed safe at home.
- 2) There will be a "commit" line between 3rd and home. Prior to reaching the commit line a player can return to 3rd base, Players are allowed to backpedal.

#### 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 2<sup>nd</sup> or 3<sup>rd</sup> 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 or from the sub list that is published on the website
- 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) Sub must be like player for like player
- 4) Obtain substitute players only to fill roster to 11 players
  - a) substitute pitcher is 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 passing beyond the black line closest to the first base line is deemed out of play
- 3) A thrown ball passing behind the net that is 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, in which case all runners advance only to the base they were going to (IE: if between 1<sup>st</sup> and 2<sup>nd</sup>, runner advances only to 2<sup>nd</sup>, etc)
- 5) In play – live ball: any ball that is in the natural playing field

- 6) Overthrow from the infield is two bases from the start of the pitch
- 7) Overthrow 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.
- 4) A batted ball hitting the lights down the 3<sup>rd</sup> base line is considered a foul ball but can be caught for an out.

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. If they do not and there is a play, they are out.

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 1<sup>st</sup> and 2<sup>nd</sup> base and 2<sup>nd</sup> and 3<sup>rd</sup> base
- 3) Outfielders must maintain a distance of at least 30 feet behind the infielders

Game Balls: Home team will provide a new ball and a backup ball for each game.

Field Prep:

- 1) Set up – first game home team responsible (visiting team expected to assist) Up to 4 players are allowed to enter the dome after 9:30 to set up. No warm up before 10:00.
- 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
  - a) 10:15 am game hard stop at 11:45
  - b) 11:50 am game hard stop at 1:20
  - c) 1:25 pm game hard stop at 2:55
- 5) Coaches can agree to play 2 innings in the field to speed up the game. Suggest: Inning 1, 2-3, 4-5, 6-7, 8. Teams should reduce or eliminate infield and pitcher practice throws between innings to speed up play and play full 8 inning games.