

ST. ANSELM'S BASEBALL LEAGUE

2010 PLAYING RULES

BASEBALL COMMISSIONER: MARK MUCCIGROSSO
ASSISTANT COMMISSIONER: Vin Allegretti

APRIL, 2010

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1.00 ADMINISTRATIVE AND OPERATING PRINCIPLES

1.01 Order of rule precedence

Except as modified by these rules (**the League Rules**) the St. Anselm's Baseball and Softball League (**the League**) operates under the Official Baseball Rules (**the Official Rules**) that are made a part of these rules. Whenever there is a conflict between the **League Rules** and the **Official Rules**, **the League Rules shall apply**.

1.02 Authority

The authority over all matters in connection with the operation of the League or the League Rules, other than matters reserved to the umpires, shall be the Commissioner. The Commissioner in his discretion may delegate some of his duties; however, the Commissioner retains the authority to make the final decision on all matters concerning the operation of the League and the League Rules, other than matters reserved to the umpires.

1.03 Playing Schedule

Once the League has promulgated the playing schedule, no modifications shall be made to the schedule except as authorized by the Commissioner. As far as is deemed feasible by the Commissioner, the League schedule is prepared taking into account religious observances, school activities and holidays. Accordingly, no individual games will be rescheduled after the schedule has been promulgated because the scheduling of a particular game is inconvenient for a particular team or because a team anticipates being unable or actually is unable to field sufficient players to avoid a forfeit.

1.04 Weather postponements prior to the beginning of a game

The authority to postpone a game before it starts is reserved to the Commissioner. If the Commissioner is unavailable, the decision shall be made by the next available League official in the following order: Assistant Commissioner for Baseball, as appropriate, Division Director for the division involved, and umpire-in chief for that game.

Usually the decision to postpone a game because of weather or field conditions is not made until game time because the League wants to play all games if it is at all possible. As soon as a decision to postpone a game is made everyone concerned will be notified as soon as possible.

When a decision is made to postpone a game the Commissioner or the official that has made the decision will notify the managers of the teams involved. The managers will then notify their coaches and players. Regardless of weather all teams are at all times required to be at the field one-half hour before their scheduled game time unless officially notified that a game has been postponed.

1.05 Sportsmanship

a) Managers' conduct, team responsibility and field decorum

Managers must display proper conduct and are responsible for the conduct of their team, coaches, parents of their players and their spectators. The action of players, parents, managers, coaches spectators, umpires and League officials should at all times display the ideals of fair play, good sportsmanship, and respect for each other.

b) Disqualification/Ejection

Each umpire has the authority to disqualify any player, coach, manager or spectator for prolonged or excessive objection to a decision, for unsportsmanlike conduct, for preventing the orderly continuation of the game or for offensive language and shall also have authority to eject such disqualified person from the field. If it becomes necessary for any umpire to disqualify and/or eject any manager, coach, player, or spectator from a game and/or the field, and such ruling is not complied with within a reasonable time to the satisfaction of the umpire, he may declare the game forfeited to the opposing team. All disqualifications or ejections must be reported immediately to the Commissioner by the Umpire and team manager.

c) Disciplinary Suspensions

Any manager, coach, or player who is ejected from a game will be automatically suspended for one game (their next game on the schedule). The Commissioner, based on the nature of the infraction, will determine if a longer suspension is warranted. If a manager, coach, or player from an outside organization refuses or resists taking their suspension; the team that they represent will be expelled from the league. The Commissioner will relieve any St. Anselm manager or coach who refuse a suspension of their duties. Any St. Anselm player who refuses or resists suspension will be dropped from the program.

Additional necessary disciplinary action will result in longer suspensions.

1.06 Equipment throwing

a) It is the judgment of the umpire if the act of throwing any piece of equipment is intentional or unintentional.

b) For the Boys and Girls Varsity Division, in the case of unintentional throwing, one warning will be issued to the team. The next unintentional throwing by the team will result in the player being called out. All other divisions will be given an additional warning.

c) In the case of intentional throwing of equipment, no warning needs to be given. A player may be called out and may be ejected from the game. In the event a player has already been called out another team out can be assigned to his team.

d) If a defensive player throws equipment other than in connection with making a play, e.g. a catcher throws a bat or facemask; he may be ejected from the game.

1.07 Uniforms

a) All players are expected to wear the full uniform of the League. (St. Anselm's Parish teams only). Shirts are to be tucked in. No jewelry is to be worn. The Commissioner may bar a player from the League for failure to comply with the League's uniform policy. However, failure of a player to wear one or more pieces of the St. Anselm's' team uniform to any particular game shall not alone be a cause to disqualify that player from that particular game.

b) Sneakers are the regulation footwear. Rubber cleats may be worn. Metal spikes may not be worn in any game or practice.

1.08 Miscellaneous Provisions

a) Beverages other than water, milk or soft drinks are not permitted at the playing field.

b) **No smoking is allowed in the dugouts, near the benches and playing field**

c) St. Anselm players, managers, coaches umpires and League officials are also subject to St. Anselm's Youth Activities and St Anselm's Parish rules and policies.

2.00	DEFINITION OF TERMS
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2.01 Bench or Dugout is the area reserved for players, substitutes, manager and coaches when they are not actively engaged on the playing field.

2.02 Dead ball is, in addition to the definitions of a dead ball in the Official Rules, a ball which goes out of the playing field into territory marked as dead ball area or is stuck in, under or behind a fence, is positioned where a player cannot grasp the ball, is in casual water (e.g., a puddle), has stopped due to mud on the ball, is in a bench or dugout, is touched by anyone other than players in positions on playing field at the time of occurrence or is stuck in umpires equipment.

2.03 Dead ball area is the area that is not part of the playing field.

2.04 Playing field is the area of foul and fair territory between the chalk lines marking the Dead area, which run parallel to the first and third base lines.

2.05 Playing week is Monday to Sunday

2.06 Strike zone is generally that space over home plate that is between the batter's armpits and the top of the knees when the batter assumes a natural stance. The umpire shall determine the strike zone according to the batter's usual stance when that batter swings at a pitch.

3.00	PLAYING FIELD, EQUIPMENT, GAME PRELIMINARIES
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3.01 Uniformed players, their managers and coaches, umpires and League officials are the only persons permitted on the playing field.

3.02 Except for the batter, base runners, the player on deck, and the first and third base coaches, all team personnel must be in the bench or dugout.

3.03 A team staff shall consist of a manager and not more than three coaches.

3.04 Home teams will occupy the 1st base side of the field. Both teams will clean up their beach area at the conclusion of the game.

3.05 Players may use their own bats as long as they are comparable to those supplied by the League. For the Minors and Explorers Divisions, aluminum bats are permitted. The bat barrel must be equal to or smaller than 2 1/4 inches in diameter. For the Varsity and JV Divisions, wooden bats must be used. The bat shall be a smooth, round stick not more than 2 3/4 inches in diameter at the thickest part and not more than 42 inches in length. The bat shall be one piece of solid wood. No metal, composite or bamboo bats may be used.

An indentation the end of the bat up to one inch in depth is permitted and may be no wider than two inches and no less than one inch in diameter. The indentation must be curved with no foreign substance added.

The bat handle, for not more than 18 inches from its end, may be covered or treated with any material or substance to improve the grip. Any such material or substance, which extends past the 18-inch limitation, shall cause the bat to be removed from the game.

A violation of this section shall result in the immediate ejection of the player and manager. Additional disciplinary action, including possible suspension and forfeiture, is at the discretion of the commissioner.

3.06 Batters, base runners and on-deck batters must wear helmets.

3.07 Catchers must wear a mask, throat protector and helmet during practice, pitcher's warm-up and games. Male catchers must wear a cup.

3.08 Playing field dimensions for the various divisions shall be as follows:

	<u>Bases</u>	<u>Mound</u>
Boys' Varsity	80'	56'
Boys' Junior Varsity	70'	46'
Boys' Minor	60'	43'
Boys' Explorers	60'	32'

3.09 First and Third Base Coaches

a) The offensive team may station two coaches on the field during its time at bat, one near first base and one near third base. Coaches shall:

1. Be eligible players or an adult manager or coach.
2. Remain within the coach's boxes at all times.
3. Talk to members of their own team only.

b) An offending coach may be removed from coach's box at the discretion of the umpire.

3.10 Starting lineups should be exchanged between managers prior to the start of each game. Lineup cards should contain the names of the coaches and have them pointed out to the opposing manager and umpires.

4.00 STARTING AND ENDING THE GAME

4.01 Players and coaching staff are required to be at the field one half hour before the scheduled same time.

4.02 The umpire-in-chief for a game is responsible to see that a game starts at the time scheduled or as soon thereafter as is possible.

4.03 Warm-up on the playing field before the game is available only if time allows and cannot delay a game from starting on time.

4.04 If the beginning of a game is delayed due to the completion of a prior game, the next game shall be started as soon as possible and shall be played to its completion subject to the maximum game time set forth in rule **4.07**.

4.05 The following are the regulation number of innings and number of innings required for an official game for the various divisions:

	Regulation	
<u>Innings</u>		<u>Official Game</u>
Boys' Varsity	7	4 innings
Boys' Junior Varsity	7	4 innings
Boys' Minor	6	3 innings

4.06 A game will be considered official after the completion of the number of innings specified for the division as an official game unless the home team is winning after the completion of the visiting

team's time at bat in the last required inning in which event the game will be considered official after the completion of the visiting team's time at bat.

4.07 The maximum game time is one hour and fifty minutes from the actual start of the game. No inning shall start after the maximum game time has been reached as determined by the umpire-in-chief. **Managers should record in their scorebook, the starting time of the game to avoid confusion as to the ending time. All books should be signed by the umpire at the beginning of the game with the starting time to avoid any confusion later in the game.**

4.08 Once an inning has begun, the entire inning will be played to completion (or V_2 inning if the home team is winning after the completion of the top half of the inning) regardless of the length of time required to complete the inning and notwithstanding that the maximum game time may have been reached during the course of the inning.

4.09 An inning ends and a new inning begins immediately upon the third out in the home half of the inning occurring.

4.10 Extra innings can be played to break ties if the maximum game time has not been reached at the completion of the Regulation Innings. If the maximum game time has been reached, the game will be recorded as a tie. Pitching restrictions, if any, shall apply during extra innings.

4.11 If a game ends before the regulation number of innings have been played because of weather, darkness or any other reason, the score will revert to the score at the end of the last full inning of play provided it is an official game. If it is not an official game, the game will be deemed postponed and shall be replayed in its entirety. There are no suspended games.

4.12 Delay of game by a team will constitute unsportmanlike conduct and will constitute a forfeiture. The umpire-in-chief has sole discretion in this matter.

4.13 The umpire-in-chief shall be the sole judge as to whether and when play shall be stopped during a game because of unsuitable weather conditions or the unfit condition of the playing field; as to whether and when play shall be resumed after such stoppage; and as to whether and when a game shall be terminated after such stoppage. The umpire-in-chief shall not end the game until at least fifteen minutes after play has been stopped. The umpire may continue the stoppage of a game as long as there is any chance to resume play.

4.14 When a game is postponed the season will resume with the following game on the schedule. Unplayed games will be made up where possible.

4.15 **Number of fielders:** the maximum number of players who may take the field in any inning for the various divisions shall be as follows:

	<u>Total fielders</u>	<u>Outfielders</u>
Boys' Varsity	9	3
Boys' Junior Varsity	10	4
Boys' Minor	10	4
Boys' Explorers	10	4

The 10th fielder is an extra outfielder. No outfielder may play within fifteen feet of the infield.

4.17 Minimum number of players required for a game

a) A team must have a minimum of seven players for a game. If a team refuses to begin a game or is actually unable to field a minimum of seven players within fifteen minutes after the scheduled start of the game, the umpire in chief shall declare the game forfeited to the team that has at least seven players. If neither team can field seven players within the time prescribed each team will incur a loss.

4 Once a game has begun if a team is reduced to fewer than seven players due to injury, absence or for any other reason the umpire-in-chief shall declare the game forfeited to the other team.

5 The score of a forfeited game shall be 1-0 unless the non-forfeiting team has scored more than one run prior to the forfeit being called in which event the non-forfeiting team will be credited with all runs already scored.

5.00	PUTTING THE BALL INTO PLAY
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5.01 A player, coach or manager may request time out. Only an umpire, in the umpire's discretion may grant time out. Time out begins when the umpire calls time out. Time out ends when an umpire calls play ball.

5.02 Field substitutions can occur during an inning provided an umpire has granted time out.

5.03 No manager, coach, or player, except fielders already in the field and any base runners are allowed to enter onto the playing field at any time without having been granted time out by an umpire.

6.00	THE BATTER
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6.01 Except in the Boys Varsity Division, a dropped third strike is a strikeout and no attempt by the player to advance to first base is allowed.

7.00

THE RUNNER

7.01 Managers and coaches of team at bat may not go on field to talk to runners.

7.02 The runner is out and the ball is dead if, in the judgment of the umpire, the first or third base coach by touching or holding the runner physically assists the runner in returning to or leaving first or third base.

7.03 Any runner is out when the runner does not slide or avoid a fielder who has the ball and is waiting to make the tag – the SLIDE AND SURRENDER RULE. The runner is out if he tries to bowl over the fielder by lowering the shoulder, raising forearm, extending arms toward the fielder, or otherwise running over the fielder. At the umpire’s discretion, the runner may be called out for not sliding or attempting to avoid contact with a fielder in the process of making a play.

7.04 A runner may not slide beyond the base to break up a double play. A runner who violates this rule shall be called out.

7.05 No fielder including the catcher may block home plate or any other base unless they has possession of the ball or is in the act of fielding a thrown or batted ball. No player may block the base paths. In either case, the umpire shall call the runner safe.

7.06 “Phantom tags” are not allowed. The offending player will be issued one warning and on second notice may be removed from the game at the umpire’s discretion.

7.07 Overthrows

a) Into the dead ball area - Runners awarded one base plus the base the runner was going to when overthrow went into dead ball area without jeopardy to be put out.

b) Into the playing field (including foul territory) - Runners may advance as far as they can go at their own risk.

7.08 The infield fly rule is in use in the Boys Varsity, Boy Junior Varsity and Girls Varsity Divisions only.

7.09 If a runner slides into a base and moves it from its spot, the runner must stay on the spot where the base was, or immediately ask for time out. Any attempt to go the next base automatically puts the runner at risk.

8.00

THE PITCHER

8.01 Managers may have only one mound conference with a given pitcher in any inning. A second mound conference in an inning will cause the pitcher to be removed. More than three mound

conferences in a game for the same pitcher will cause that pitcher to be removed.

9.00

UMPIRES – PROTESTING GAMES

9.01 The Commissioner shall appoint one or more umpires to officiate at each League game. The umpire shall be responsible for the conduct of the game in accordance with the rules and for maintaining discipline and order on the playing field during the game.

Each umpire is the representative of the League and is authorized and required to enforce all of these rules. Each umpire has authority to order a player, coach, manager or League official to do or refrain from doing anything that affects the administering of these rules and to enforce the prescribed penalties.

9.03 If there is only one umpire that umpire shall have complete jurisdiction in administering the rules.

9.04 If there are two or more umpires, one shall be designated umpire-in-chief and the others field umpires. Unless otherwise agreed by the umpires and announced to the managers before the game the umpire-in-chief is the home plate umpire.

The umpire-in-chiefs duties shall be to take full charge of and be responsible for the proper conduct of the game and decide when a game should be forfeited.

9.06 If different decisions are made on one play by different umpires, the umpire-in-chief shall call all the umpires into consultation, with no manager or player present. After consultation, the umpire-in-chief shall determine which decision shall prevail, based on which umpire was in best position and which decision was most likely correct. Play shall proceed as if only the final decision had been made.

9.07 Umpires' Judgment Calls - An 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, substitute or parent shall object to any such judgment decisions. Any extended challenge or personal insults to the umpires will subject the offender to disqualification and suspension.

9.08 Umpires Interpretation of Playing Rules

If there is reasonable doubt that any umpire's decision may be in conflict with the rules, the manager only may appeal the decision and ask that a correct ruling be made. Such appeal shall be made only to the umpire who made the questioned decision. Discussion will be held at a place on the infield designated by the umpire. Only the umpires, the manager requesting the ruling and the opposing manager shall participate in the discussion. All other persons, except fielders in their usual positions and runners on base at the time, are prohibited from entering on the playing field, unless invited by the umpires. If a decision is appealed, the umpire making the decision may ask another umpire for information 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.

9.09 Removal of an Umpire from a game

No umpire may be replaced during a game unless injured or ill.

9.10 Protesting Games

A protest shall be considered only when based on the violation or interpretation of a playing rule or the use of an ineligible player. No protest shall be considered on a decision involving an umpire's judgment. A Protest shall be made as follows:

a) The protesting manager shall immediately, and before the next pitch is thrown, notify the umpire-in-chief that the game is being played under protest.

b) Following such notice, the umpire-in-chief shall consult with the field umpires, if any. If the umpire-in-chief is convinced that the decision is in conflict with the rules, the umpire-in-chief shall reverse that decision. If, however, the umpire-in-chief is convinced that the decision is not in conflict with the rules, the umpire-in-chief shall announce that the game is being played under protest. Failure of the umpire-in-chief to make such announcement or to consult with the field umpires, if any, shall not affect the validity of the protest.

c) The manager must then address a written description of his protest to the Commissioner that clearly identifies the baseball/softball rule in question postmarked or hand delivered to the Commissioner no later than the second business day following the day of the game.

10.0 SCORING

10.01 Managers should turn in completed scored sheet to Division directors after every game.

10.02 A win counts as two points and a game ending in a tie counts as one point for each team.

ST. ANSELM'S BOYS BASEBALL LEAGUE EXPLORER DIVISION SPECIFIC LEAGUE RULES

1. This is a non-competitive division. No scores are kept. No first place, second, etc...standings. Participation awards are given.
2. No umpires are used in the division. Strikeouts, groundouts, fouls call are decided by the managers of each team. Balls/ strikes are also decided by the managers of each team.
3. Coaches pitch all games; only the commissioner can change this rule. There are no walks; batters can strike out or make a batted out.
4. All players **MUST** be in field at least half of the game.
5. All players will be in batting order for the whole game. All players present must bat in turn and batting order will remain the same throughout the game. Players arriving late can be added to the end of the batting order. Either 3 outs or a maximum of one full batting order allowed in one inning.
6. No bunting and intentional walks are allowed.
7. Maximum game time is 1 hour and 50 minutes. Last full inning cannot be started after 1 hour and 40 minutes.
8. 11 players are the maximum in the field. (pitching area, catcher, 4 infielders, short center and 4 outfielders)
9. After hitting the ball, runners should be kept to a maximum of two bases, unless it is very obvious that a triple or home run is deserved.
10. Playing dimensions mound to home plate is **32 feet**
Bases - **60 feet**

Remember - Explorers Division is supposed to be fun for the players, while helping them prepare for the Minor Division.

ST. ANSELM'S BOYS BASEBALL LEAGUE MINOR DIVISION SPECIFIC LEAGUE RULES

In the event of any inconsistency between the general rules and these rules, these rules shall govern:

1. A maximum of 10 players are allowed on the field at one time. There can be no more than four (4) infielders. Outfielders must play at least 20 feet from the infield.
2. Each manager is responsible for paying the umpire.
3. A team must have 7 players or the game is a forfeit. **(forfeiting team pays full umpire fees.)**
4. No leads are permitted. The base runner cannot leave the base until the ball reaches the batter. An umpire may either warn or call out a runner who leaves the base too soon.
5. Balks will not be called. An umpire may call a "no pitch" if the umpire deems it appropriate.
6. The ball and strike count will follow regular Baseball rules.
7. The maximum number of walks in an inning is four, and only two consecutive walks may be issued at anytime. When the consecutive or maximum number of walks has been reached, the batter must "hit" (or strike-out) and the umpire will only call strikes. If the umpire believes that a pitcher can no longer throw the ball over the plate, the umpire may demand that the manager change pitchers in order to move the game along.
8. A hit batter will be awarded first base, unless the batter was swinging at the pitch or was hit by a pitch in the strike zone. A hit batter shall not end a consecutive walk count, which shall continue as if the hit batter had not occurred. A batter hit by a pitch after the maximum number of walks has occurred in an inning shall still be awarded first base.
9. No stealing is permitted. Runners may not advance on a passed ball or wild pitch.
10. If a pitcher hits two batters in an inning or three in a game, the pitcher must be removed from the game. However if in the umpire's judgment, a hit batter did not make any attempt to get out of the way or the batter was hit on a bounce, the umpire may waive the rule and allow the pitcher to continue. This rule is designed to protect batters from excessively wild pitchers, not to be used to remove good pitchers from a game.
11. Pitchers are limited to a maximum of four innings in a game and eight innings per 7 day period. Pitchers removed from the mound may play at another position, but are not permitted to pitch in the same game. A violation of this rule will result in the automatic forfeiture of the game at the time of the infraction by the offending team. If the game is continued before the infraction is determined, everything that occurs after the infraction actually occurred is void and shall be treated

as if it did not occur. This infraction must be immediately reported to the Commissioner by the managers and umpire involved. The manager will be suspended for at least one game for any such infraction.

- 12.** All players will be in the batting order for the whole game. All players present must bat in turn according to the Line-up made at the beginning of the game. Players arriving late shall be placed at the end of the lineup. If a player must leave the game, his spot is skipped in the batting order, and no out is recorded.
- 13.** All players will be in the batting order for the whole game. All players present must bat in turn according to the Line-up made at the beginning of the game. Players arriving late shall be placed at the end of the lineup. If a player must leave the game, his spot is skipped in the batting order, and no out is recorded.
- 14.** All players must play at least three innings or half the game in the field.
- 15.** Tagging up is permitted.
- 16.** No intentional bunting is permitted.
- 17.** Bases are 60 feet and the pitching rubber is 43 feet.
- 18.** A runner may continue to advance on an overthrow unless or until the ball goes into dead territory. Over throws into dead areas shall result in the runner receiving the base he was going to plus one. This is based upon the opinion of the umpire.
- 19.** Time-out may be called when the play has stopped and the ball is in the infield.
- 20.** If there is a play at a base, the runner should slide or surrender the base. The umpire will call a runner out for deliberately colliding with a fielder (including the catcher).
- 21.** Players may not throw equipment. An umpire will grant one warning to a team and then the umpire's discretion may call a player out for throwing equipment.
- 22.** Dugouts are only for the players, the manager and 3 coaches maximum. Parents are not permitted to watch the game from the dugout and should not be allowed in the dugout

ST. ANSELM'S BOYS BASEBALL LEAGUE JUNIOR VARSITY DIVISION SPECIFIC LEAGUE RULES

In the event of any inconsistency between the general rules and these rules, these rules shall govern:

- 1. A maximum of ten (10) players are allowed on the field at one time. No more than four (4) infielders. A manager cannot use five (5) infielders. Outfielders must play at least 20 feet from the infield.**
2. A team must have 7 players or the game will be a forfeit.
3. Each team is responsible for paying the umpire. In the event of a forfeit, the forfeiting team pays the whole fee.
4. No leads are permitted. The base runner cannot leave the base until the ball reaches the batter. An umpire may either warn or call out a runner who leaves the base too soon.
5. Stealing after the ball reaches the batter is permitted. Steals are limited to 4 total bases per team per inning. This included any advance on a straight steal, wild pitch or passed ball. Each base advanced by a runner without a batted ball counts towards the 4-base total. Two runners each advancing one base on the same pitch would count as 2 bases towards total.

If the ball is put into play by the catcher on a steal attempt, that is the catcher throws to a base, the runners may advance to the next base without that advance counting towards the 4-base total. For example, if the runner on first advances to second on a wild pitch, and the catcher throws down to second but the ball goes into center field, the runner may advance to third (and home) on the same play with only one base charged to the steal total.

6. Balks will not be called. An umpire may call a "no pitch" if the umpire deems it appropriate.
7. The maximum number of walks in an inning is four and only two consecutive walks may be issued at anytime. When the consecutive or maximum number of walks has been reached, the batter must "hit" (or strike out) and the umpire will only call strikes. If the umpire believes that a pitcher can no longer throw the ball over the plate, the umpire may demand that the manager change pitchers in order to move the game along.
8. A hit batter will be awarded first base, unless the batter was swinging at the pitch or was hit by a pitch in the strike zone. A hit batter shall not end a consecutive walk count, which shall continue as if the hit batter had not occurred. A batter hit by a pitch after the maximum number of walks has occurred in an inning shall still be awarded first base.
9. If a pitcher hits two batters in an inning or three in a game, the pitcher must be removed from the game. However, if in the umpire's judgment a hit batter did not make any attempt to get out of the way or if the batter was hit on a bounce, the umpire may waive the rule and allow the pitcher to

continue. This rule is designed to protect batters from excessively wild pitchers, not to remove good pitchers from a game.

10. Pitchers are limited to a maximum of four innings in a game and eight innings per 7 day period. Pitchers removed from the mound may play at another position, but are not permitted to pitch in the same game. A violation of this rule will result in the automatic forfeiture of the game at the time of the infraction by the offending team. If the game is continued before the infraction is determined, everything that occurs after the infraction actually occurred is void and shall be treated as if it did not occur. This infraction must be immediately reported to the Commissioner by the managers and umpire involved. The manager will be suspended for at least one game for any such infraction.
11. All players will be in the batting order for the whole game. All players present must bat in turn according to the Line-up made at the beginning of the game. Players arriving late shall be placed at the end of the lineup. If a player must leave the game, his spot is skipped in the batting order, and no out is recorded.
12. All players will be in the batting order for the whole game. All players present must bat in turn according to the Line-up made at the beginning of the game. Players arriving late shall be placed at the end of the lineup. If a player must leave the game, his spot is skipped in the batting order, and no out is recorded
13. Players can be replaced in the field at any time and as often as the manager wants.
14. All players must play at least three innings or half the game in the field. All players must be in the batting lineup for a least three innings and get at least one at bat. If this is not accomplished, they must start the next game.
15. Tagging up is permitted
16. Bunting is permitted.
17. Bases are 70 feet and the pitching rubber is 46 feet.
18. A runner may continue to advance on an overthrow unless or until the ball goes into dead territory. Overthrows into dead areas shall result in the runner receiving the base he was going to plus one. This is based upon the opinion of the umpire.
19. Time-out may only be called when the play has been stopped and the ball is in the infield.
20. Players may not throw equipment. An umpire will grant one warning to a team and then in the umpires discretion may call a player out for throwing equipment.
21. Dugouts are for the players, the manager and coaches (maximum three). Parents are not permitted to watch the game from the dugout and should not be in the dugout.

ST. ANSELM'S BOYS BASEBALL LEAGUE VARSITY DIVISION SPECIFIC LEAGUE RULES

In the event of any inconsistency between the general rules and these rules, these rules shall govern:

1. There can be a maximum of 9 players on the field at one time. Managers are strongly encouraged to use an "extra hitter" EH in addition to the nine position players. However, no more than 10 players may be in the line-up at any one time. The EH may play the field during the course of a game at which time another player in the line-up shall be the EH. Players however, may not be moved around in the line-up.
2. A team must have 7 players or the game is a forfeit.
3. Each manager is responsible for paying the umpire. For a forfeit, the forfeiting team will pay the whole fee.
4. Leads and stealing are permitted.
5. Balks will be called. Umpires are encouraged to first issue a warning before calling a balk.
6. All players must play at least three innings or half the game in the field and bat at least once. In the event that a player does not get an at bat in a game, that player must start the next game and play at least three innings and have at least one at bat. Players may be interchanged without limitation on the defensive side. Unlimited substitutions may be made on defense.
7. Tagging up is permitted.
8. Bunting is permitted.
9. Bases are 80 feet and the pitching rubber is 56 feet.
10. A runner may continue to advance on an overthrow unless or until the ball goes into dead territory. Overthrows into dead areas shall result in the runner receiving the base he was going to plus one. This is based upon the opinion of the umpire.
11. Time-out may only be called when the play has stopped and the ball is in the infield.
12. Players may not throw equipment. An umpire will grant one warning to a team, and then in the umpire's discretion may call a player out for throwing equipment.
13. Dugouts are for only the players, the manager and coaches (maximum three). Parents are not permitted to watch the game from the dugout and should not be in the dugout.