

TEANECK BASEBALL ORGANIZATION
2nd/3rd GRADES DIVISION BASEBALL RULES
2019

Major League Baseball rules as played in the National League will be followed in all games with the exception of the following TBO league rules:

- 1. Regulation game** is 6 innings. Official game is 4 innings (3 ½ if the home team is winning or ties the score in its half of the inning).

- 2. THE FIELD:**
 - a. Bases are set 60' apart. Before the game, umpires should determine the halfway points between bases.
 - b. The pitching rubber shall be set 38' from the rear point of home plate.
 - c. Players will pitch from a distance set at 38' from the rear point of home plate. When under these rules a coach is required to pitch, coaches will pitch to their teams from a distance set from the rear point of home plate of not less than 36' and not more than 40'.

- 3. TEAMS:**
 - a. A team must have 7 players available by 15 minutes after game time to avoid a forfeit.
 - b. All available players must be in the batting order at the same time.
 - c. If a team has 10 or more players at a game, then 10 players must play in the field. When a coach is pitching, no team can play with more than one player in the "pitcher's helper" position, and when a player is pitching, no player may play in the "pitcher's helper" position.
 - d. Whether a coach or a player is pitching, there must be a player catcher. When a coach is pitching, there may be an adult from the fielding team backup to the catcher. However, that coach cannot comment on the pitch; or give direction to the fielders.
 - e. If a game goes a full six innings, no player may sit for more than two innings. However, if the player comes late to the game, the manager may reduce the number of innings by the number of innings missed. That is, if the player comes in the second inning, the player may be limited to three innings; if the player comes in the 3rd inning, he may be limited to 2 innings. If the player comes in the 4th inning, he may be limited to 1 inning. And if the player comes in the 5th inning or later, it is at the manager's discretion if that player plays during that game. During the playoffs, no player may sit for more than three innings; if he is late, the same alterations as during the regular season may be applied.
 - f. Anyone reporting to the game after the game has begun will be added to the bottom of the batting line up.
 - g. No more than three adults in the field/dugout.

4. RUNS:

- a. Teams are limited to a maximum of 4 runs per inning during innings 1 through 5.
- b. The 6th inning and any extra inning(s) have no run limit.

5. BASERUNNERS:

- a. Runners may not leave the base until the ball crosses the front of home plate or the ball is hit. If a runner leaves the base before the ball crosses the front of home plate or the ball is hit, the runner is out, but it is not a dead ball and play shall continue. There is no warning.
- b. If a fielder attempts to throw out a runner at any base at which that runner would be a force out, then all runners (including the batter) may not advance beyond the base that is a single base from where they started. This rule is only in effect if the throw is made before the runner reached the base that is thrown to. It only applies to force outs and throwing put outs.
- c. It shall be deemed an obstruction if a fielder, during a play, fakes a catch or tag that causes the runner to alter course of action. The umpire shall award the runner one additional base in addition to the one he was headed to.
- d. The runner is not out if, after making contact with a base, the base is displaced and the runner is tagged; as long as the runner stays where the base was. The runner shall remain in position until time is called, or may advance at own risk. If the runner attempts to "follow" the displaced base or to progress to another base and is tagged, the runner is out.
- e. No head-first slides except when returning to a base. A runner who otherwise slides head first is out.
- f. Managers and coaches should encourage base runners to slide on close plays. The "slide or avoid" rule is in effect: if a fielder is in possession of the ball, and the runner attempts to reach that base without sliding or avoiding the fielder, the runner is out. If the fielder is not in possession of the ball, he/she must allow the runner access to the base; otherwise, it is obstruction and the runner is safe
- g. [DELETED].
- h. After a play is over, runner may not lead from a base while the pitcher has the ball on the rubber.
- i. On a batted ball, play stops when either the coach pitcher (when under the rules a coach is required to pitch) or the player pitcher (when under the rules the player is required to pitch) has possession of the ball and is in the vicinity of the mound. (There is an imaginary radius of 8' surrounding the pitching rubber. Anywhere within that circle is considered in the vicinity of the mound). At that point, the ball is dead and play must stop. Until then, the ball is in play; runners may advance at their risk, and a play may be attempted on them. When a ball is dead, any runners more than halfway to the next base shall be awarded that base, if it is free. If the runner is less than halfway, he/she must return to the base from which he came.

- j. Coach pitchers have the responsibility to field balls returned to them by the fielders. If, in the judgment of the umpire, the coach pitcher deliberately avoids this responsibility, the batter shall be called out and all base runners' advancement shall be reduced by one base. Players must throw the ball to the coach pitcher in the eight foot radius for the ball to be dead and it must be of playable height. If, in the judgment of the umpire, a runner is more than halfway to the next base before the pitcher has stopped play, the runner shall be awarded that base.
- k. Tagging up is permitted.
- l. Stealing permitted only when a player is pitching from the rubber, limited to one steal per inning. A runner taking a base on a wild pitch or passed ball constitutes a steal for the purposes of this rule. If a runner is stealing a base, the pitcher cannot end the steal by stepping on the rubber. If the steal limit is used up, and a player leaves the base in an attempt to steal, he is at risk of being tagged out; and must attempt to return to his original base. He is also out if his original base is tagged before he can return to the base. There is no warning on this.
- m. Stealing home is not permitted. A run may only score when the play is initiated by a batted ball (including a tag up after a caught fly ball), or on a force play with a walk or HBP.
- n. A courtesy runner may be inserted if a player is injured while batting or running the bases; or sustained an injury immediately before his at-bat. The pinch runner is the player who made the last batted out in the lineup.
- o. A pinch runner may also be inserted for the catcher when there are two outs. If a pinch runner is used for a catcher, then the manager shall use the replaced runner as a catcher on defense for the entire inning immediately following. The pinch runner must be the last batted out.
- p. In those leagues using safety bases: the first baseman must touch the white part of the base for the runner/batter to be out. If he touches the orange part, the batter/runner is not out. The batter/runner may touch either white or orange. However, if he touches white and makes contact with the first baseperson, the batter/runner is out.
- q. If a pitch goes over, through or under the backstop, the ball is dead; and runners get the base they are going to, only. Advances ARE limited by the steal limit. Batting Team may decline the advance.
- r. If a coach touches a runner during play, in a manner deemed to assist the runner, the runner will be called out.

6. PITCHING:

During the first half of the season, coaches will pitch the first three innings of every game, and players will pitch the remainder of every game (except as otherwise provided in Rule 6.g.). During the second half of the season, coaches will pitch the first two innings of every game, and players will pitch the remainder of every game (except as otherwise provided in Rule 6.g.).

Coach Pitching:

When under these rules a coach is required to pitch, it is the responsibility of the coach pitcher to throw pitches that are capable of being hit without penalizing their batters. No player on the fielding team (other than the catcher) may stand closer to home plate than the coach pitcher at the time a pitch is released. A coach pitcher cannot be brought in to pitch to a specific batter. A coach pitcher may not pitch underhand. A coach pitcher may pitch with his/her knee on the ground. A coach pitcher must wear a baseball or softball glove.

Player Pitching:

- a. No curve, screw, fork or knuckle balls or sliders permitted. PENALTY: Umpire shall warn the pitcher on the first two occasions AND shall call a ball on the batter AND advance all runners one base AND upon the third occasion, the pitcher shall be removed as pitcher.
- b. Starting pitcher may have 8 warm up pitches before the first inning; and 5 warm up pitches before each subsequent inning unless the umpire permits more. Relief pitcher may have 8 warm ups unless the umpire permits more and 5 in all subsequent innings. In the event that a pitcher is removed for injury, the relief pitcher shall have as many warm ups as the umpire deems necessary but no less than 8. .
- c. Two mound visits per inning permitted, 3rd visit requires pitcher removal.
- d. A pitcher hitting 2 batters in one inning or three in one game shall be removed.
- e. Pitcher may not pitch more than 3 innings in a calendar week (Sunday through Saturday), nor more than 2 innings in a game. **Exception:** *In the event of a team playing three games in a calendar week, a pitcher may not pitch more than 4 innings in that calendar week, nor more than 2 innings in a game.* An inning shall mean at least 1 pitch. Upon removal as pitcher, player may play any other position but may not return as pitcher in that game. **Exception:** *If the game is suspended and resumed on a later date, a player removed from the pitcher position (but not from the game) may pitch in the resumed game in accordance with other applicable pitching rules.*
- f. If in the judgment of the umpire, a batter intentionally attempts to be hit by a pitch the batter is out and the pitcher is not charged with a "hit batter". A pitch that bounces prior to hitting a batter is considered a hit batter. If a batter swings at a pitch that hits the batter; or if the batter is hit by a pitch in the strike zone, it is a strike; the pitcher will not be charged with a hit batter.
- g. There is a maximum of 2 walks per inning. After 2 walks in one inning, if a batter gets to ball 4, the batter will NOT be granted a walk. Instead, for that batter, the batting team's coach will come in and pitch to that batter, with the strike count remaining as the batter had prior to the ball 4 being pitched. Example, if the batter swung and missed at the first pitch, and then saw 4 balls, the batter will now face coach pitching with 1 strike. The result of that coach pitching to the batter will either result in a ball hit in play or a strike out, but not a walk. A strike will be assessed against the batter for failing to swing at 4 consecutive pitches. If, after 2 strikes have been assessed against the batter, and the batter has not swung at the next 3 consecutive pitches but fouls

the 4th, the batter shall be permitted a maximum of 2 additional pitches after each foul. If the batter does not swing at three consecutive pitches after a foul ball, batter is out. The player who was pitching should be standing next to the coach pitcher to field a batted ball in play. The coach pitcher may not field a batted ball in play, but must make a reasonable effort to catch a ball being returned to the coach pitcher to end the play (per Rules 5.i. and 5.j.). After the batter has either struck out or the play is otherwise dead, the coach will go back to the dugout and the player pitcher will resume pitching to the next batter.

- h. No intentional walks.
- i. The pitcher may not wear a white or grey long sleeved shirt.

7. BATTING:

- a. **Player Pitching:** 4 balls, 3 strikes in effect until 2 walks have been issued in one inning; after that, Rule 6.g. is in effect for each batter for the remainder of that inning.

Coach Pitching (first three innings of every game in first half of season; first two innings of every game in second half of season): Batter will be allowed 3 swinging strikes, no balls. A strike will be assessed against the batter for failing to swing at 4 consecutive pitches. If, after 2 strikes have been assessed against the batter, and the batter has not swung at the next 3 consecutive pitches but fouls the 4th, the batter shall be permitted a maximum of 2 additional pitches after each foul. If the batter does not swing at three consecutive pitches after a foul ball, batter is out.

- b. Batter must be in the batter's box when swinging. Except where the batter's swing carries him out of the batter's box, a strike shall be assessed against the batter if he leaves the batter's box to swing at a pitch. If such an occurrence puts the ball in play, the fielding team shall have the option to accept the result of the play or the strike.
- c. If the batter is called out for throwing the bat, the ball is dead and no runners may advance.
- d. The "Dropped third strike" rule is **not** in effect.
- e. There must be no attempt at distracting the pitcher once he has begun his motion. This includes, but is not limited to chanting or yelling. Any yells or cheers must end as soon as he begins his windup. Failure to comply results in that pitch being called a strike at the umpire's discretion.
- f. No foul third strike, except when foul tip is caught and held by the catcher. Any foul exceeding the height of the batter shall be considered playable and if caught, the batter is out.
- g. **Bat Throwing:** During the preseason, the umpire shall issue warnings (reminders) only. Thereafter, the umpire shall issue one warning before the game. With each occurrence, the batter shall be called out in accordance with Rule 7.c.

- h. **Infield fly rule** is NOT in effect.
- i. **Injured batter:** An injured batter may be replaced by the next player in the order, without penalty and without the injured player being prevented from returning. The replacement batter assumes the count of the injured batter.
- j. **Fake bunt.** If a batter squares to bunt, or shows bunt with the bat, he cannot then bring the bat back and swing away. The batter is out and the ball is dead.
- k. Caged helmets must be worn while batting.
- l. Any batted ball that hits a coach pitcher is considered in play.

8. EQUIPMENT:

- a. Catchers must wear full protective gear, including cup, mask, chest protector, shin guards and catcher's mitt
- b. Players must wear Non-metal cleats and protective cups. **Players are to be checked prior to the start of the game. Any player attending a game and not wearing cleats and protective cups will be disallowed from playing.**
- c. All players must wear complete uniforms (TBO hat, TBO pants, TBO shirt). Any player not in uniform must bat at the end of the batting order. This rule may only be enforced until such time that the player has stepped into the batter's box and the first pitch has been thrown to the player. After that point the player may remain in the lineup at the same point in the batting order for the remainder of the game.
- d. No jewelry or combs. Medic Alert bracelets are permissible. Players with casts, hard splints or braces on extremities may not play. Braces on the trunk are permissible with a note from the child's physician other than a parent.
- e. Intentional throwing of equipment is prohibited and can mean ejection from the game.
- f. All team equipment must be kept in the dugout or in dead ball territory.

9. BATS:

The bat must be a baseball bat which meets the USA Baseball Bat standard (USABat). It shall be a smooth, rounded stick, and made of material and color tested and proved acceptable to the USA Baseball Bat standard (USABat).

A bat shall not be more than thirty-three (33) inches in length nor more than two and five-eighths (2 5/8) inches in diameter.

10. HOME TEAM RESPONSIBILITIES:

Winning manager must enter result of the game on the TBO website. Home team is responsible for raking the field at the end of the game, and putting the all equipment in the lockbox.

11. GAME CANCELLATION/RE-SCHEDULING:

No game can be canceled or rescheduled for the convenience of the teams without the prior approval of the Schedule Coordinator. Failure to observe this rule will result in forfeiture of the game by both teams. **NO EXCEPTIONS.**

12. TIME LIMIT:

No inning may commence after play has reached 2 hours. Innings already under way after the two hour time limit shall be completed unless the umpire calls the game for darkness/weather, or 2 ½ hours of play have expired. If a game is called because of darkness or rain, and the game is not yet an official game, it will continue from the exact point at which it was stopped, with the same lineup, at a time to be determined by the Division President, in conjunction with the Scheduler. Pitching limits are in force are those of the week in which the game is continued. If the game is official at the time it is called, it reverts back to the last completed inning—unless the home team is now in the lead – in which case the home team wins. If a game is called because of darkness or weather, and the game is not yet an official game, at the subsequent finishing of the game, any player not present initially but who are at the game at the time the game is finishing, may be added to the bottom of the batting order.

The time limit is not in force during the playoffs.

13. UMPIRES:

- a. The umpire has the authority to call or suspend a game once the game has commenced. Managers, coaches, parents, etc., have no say. An executive member of the TBO board who is not a manager, coach, or parent in the division may end or suspend the game if he/she feels there is a safety issue.
- b. **NO UMPIRE:** If there is no umpire, the managers may agree to utilize anyone they deem suitable and the game will be official. Please notify the Umpire Chief if the umpire fails to show.
- c. The umpire is responsible for putting out the bases prior to the game.
- d. All rules and regulations must be enforced as written. Managers, coaches or umpires **may not** suspend or alter any rule.

14. VERBAL ABUSE:

Verbal abuse of any umpire, player, manager or coach by any other player, manager or coach will not be tolerated and shall be deemed unsportsmanlike conduct. The offender shall be subject to ejection at the discretion of the umpire or at the direction

of a Member of the Board who observes the abuse. If the ejected party refuses to leave, the umpire may forfeit the game to the opposing team.

If the abuse is from a spectator, partisan to a team, the umpire shall direct the manager of that team to intervene to stop the abuse. If the manager refuses to or is unsuccessful in stopping the abuse, the umpire, after a warning, may declare a forfeit to the other team.

If the abuse is from a spectator who is not a partisan of either team, the umpire may request the assistance of either or both managers to intervene. If the intervention is unsuccessful, the umpire may suspend the game.

- 15. PROTESTS:** Protests can be on a point of rule interpretation only, not on umpire's judgment call.
- a. Protesting manager must inform the umpire and opposing manager of the protest and the basis for it before the next pitch is thrown.
 - b. The umpire must sign both managers' scorebooks at the point of protest and make a notation of the progress of the game (e.g. top of 3rd, 2nd batter, 1 out).
 - c. The protested game must be completed.
 - d. The protesting manager must submit via email to the Division Director (and copy the Head of Baseball) the basis for the protest within 24 hours of the completion of the game. The Division Director may seek the assistance of any Member of the Board in rendering a decision.
 - e. If the protest is upheld, the game shall revert back to the time of the protest.
 - f. All decisions are final.
 - g. Failure to follow any of these rules shall result in a denial of the protest. **NO EXCEPTIONS.**