

## **BCMBA Rulebook 2023**

### **Rule 26: General Playing Rules**

#### **26.01 Slide or Avoid**

If a play is being made, or is about to be made, it is MANDATORY for players of all age groups to slide or make an effort to avoid a collision at all bases and home plate. Failure to do either will result in an automatic 'out'. The ball is dead, and no runner may advance beyond the base that was last legally acquired. An umpire will have the option of ejection if the incident warrants such a measure.

#### **26.02 Force Play Slide Rule**

The force-play-slide rule is to ensure the safety of all players by preventing base runners from sliding wide of the base, most often in double play situations, to take out the pivot player who is in a vulnerable position and open to injury. This rule pertains to a force play situation at any base or home plate, regardless of the number of outs. It does not apply to tag plays. Whether or not the defense could have completed the double play or makes an attempt to complete another play has no bearing on the applicability of this Rule.

On any force play, the runner must slide directly into the base (except as described in the exception below). "Directly into a base" means the runner's entire body (feet, legs, trunk and arms) must stay in a straight line between the bases.

It is permissible for the sliding base runner's momentum to carry him through the base on the baseline extended (see diagram), provided the slide begins before the base. The runner may not slide to either side of the base and reach in and touch the base with his hand or foot as would be legal at the professional level.

When a runner does not slide directly into the base, the umpire shall rule interference when:

- (i) Any contact occurs between the runner and fielder outside of the straight line between bases or
- (ii) The fielder is forced to avoid contact (by jumping the runner or other means) outside of the straight line between bases Contact with the fielder is permitted only on a direct slide into the base.

Exception: A runner may slide or run away from a base only if the runner slides or runs in a direction away from the fielder in order to avoid making contact with or altering the play of the fielder. Interference shall not be called.

#### **PENALTY**

(1) With less than two outs, the batter-runner, as well as the interfering runner, shall be declared out and all other runners must return to the base they occupied prior

to the pitch. Note: In the event the interfering runner was safe on the play only the interfering runner will be called out, but all runners will return to the base they occupied prior to the pitch. If the interfering runner's slide caused him to be safe (caused the fielder to drop the ball) then both the runner and batter are out.

(2) With two outs, the interfering runner shall be declared out and no other runner(s) shall advance.

(3) If the runner's slide is flagrant and injures or had a high likelihood of injuring the fielder, the runner shall be ejected from the game.

### **26.03 Head First Slides**

No head first slides to a base or home plate are allowed in 13U, 11U, 9U and 7U. All offending players will be automatically called out. (Diving head first back to a base already legally acquired will be allowed.)

### **26.04 Bodily Fluids Rule (Blood)**

(A) Any player during a game who is bleeding or who has an open wound, shall be removed from the field of play by the umpires. The player may return to the game only after the bleeding has stopped and the affected or open wound has been completely and securely covered to the satisfaction of the umpires.

(B) Should the same player start bleeding again or the affected area shows signs of bleeding, the umpires may remove the player for the duration of the game.

(C) Should any blood be on the players uniform, it must be washed out completely to the satisfaction of the umpire prior to the player returning to the game.

(D) The substitute player is only a courtesy player until the original player returns.

(E) If a pitcher, while pitching, suffers an injury referred to in paragraph (a) above, the umpire will call a courtesy time for no longer than fifteen (15) minutes. If the pitcher cannot return in this time a pitching change must be made.

(F) Should a team only have nine players available at the time of an injury referred to in paragraph (a) above a courtesy time will be called for no longer than fifteen (15) minutes. If the affected player is unable to return after this time, then the game will be forfeited.

### **26.05 Helmet Removal**

Any base runner who removes (i.e. Throws helmet off) their helmet while running the base paths, is subject to put out. If, in the judgment of the game officials, a violation occurs the player will receive one warning. If the player in question, after receipt of one warning, is in violation a second time they are automatically called out. If in a given situation the violator represents the 3rd out in any given inning, any previous runs scored will count.

### **26.06 Infield Fly**

The Infield Fly Rule applies to divisions 13U and up.

### **26.07 Minimum Players**

A team failing to field at least nine uniformed players within fifteen minutes of the scheduled starting time of the game shall forfeit the game

### **26.08 Run Limits**

House and interlock leagues are free to set their own rules regarding run limits for Spring play.

### **26.09 Leadoffs**

(A) Leadoffs are not permitted at the 10U & 11U division. If there is a lead off as described the ball is dead and a no pitch shall be called and the runner(s) will be declared out. Leadoffs are permitted at all other divisions.

(B) When the pitcher is in contact with the pitching rubber, with the ball in their possession, preparatory to the act of pitching, all base runners shall return to their bases and cannot leave until the pitched ball crossed the plate.

Note: When a runner is making a legitimate attempt to advance to the next base the pitcher cannot return to the mound and stand in a position preparatory to pitching for the purpose of having the runner return to their previous base. The intent of this rule is to eliminate the game of "chicken" played by base runners at this level.

After a pitch, if the catcher has possession of the ball in fair territory, any runner between third and home who stops advancing must return to third base. If a runner does not return to third base and the catcher does not make a play or does not throw the ball back to his pitcher the umpire may call time. If the catcher chooses to make a play on a runner returning to third base the ball is alive and in play. The runner may advance.

### **26.10 Dropped Third Strike**

At the 10U & 11U divisions, on a dropped third strike the batter is out and may not become a base runner.

At all other divisions the batter is permitted to run on a dropped third strike subject to normal baseball rules.

### **26.12 Balks/Failure to deliver the pitch.**

(A) Balks are called at the 13U division and higher as per general baseball rules.

(B) At the 10U & 11U level balks are not called except as follows:

When with runners on base, the pitcher fails to deliver the pitch after beginning his pitching motion, the umpire shall call, "Time...no pitch." The umpire shall relate to the pitcher that they must deliver the ball without stopping his motion as this is a ball. No runner may advance on the call. Any subsequent failure to deliver the pitch after starting his motion, the umpire shall call, "Time, ball," and then charge the pitcher with a ball. No runners may advance on the call.

Note: The intent of this rule is to prevent pitchers from stopping their delivery to home plate when they see a batter square to bunt.

### **26.13 Warming-Up Pitchers**

Any Manager, Coach, Player, Parent and/or any other person that is warming-up a pitcher must wear a catcher's mask.

Where the location to warm-up the pitcher is located within the field of play, a Manager, Coach, Player, Parent or another person must be used as a spotter, to protect the players from any batted or thrown baseballs. Note, if a player is used, they must wear a batting helmet.

### **26.14 Intentional Walks**

No intentional walks permitted in the 11U Division.