



MISSISSAUGA MAJORS

2019 SENIOR T-BALL OFFICIAL PLAYING RULES

1. THE GAME

T-Ball is a game of baseball between two teams of eleven (11) or more players per team, although a game may be played with a minimum of eight (8) players. The game is played under the direction of a manager and coaches and played under the authority of an umpire(s) on a recommended T-Ball field.

Senior T-Ball is the second level of instructional baseball with an added level of competition added in. It is designed to increase the interest level of young people in the game of baseball by stressing and maintaining active participation by all players. There is a mandatory infield/outfield player rotation that ensures all players at a game get an equal chance at playing both infield and outfield positions (Rule 6.4).

The offensive team has eleven (11) batters per inning regardless of the number of outs, to score as many runs as possible. The defensive team will field an extra two (2) outfielders to make as many outs as possible in accordance with the rules. When the offensive team can only field eight (8) players, there will still be eleven (11) batters. When the defensive team can only field eight (8) players they will use three (3) less outfielders.

2. PLAYERS & COACHES

2.1 All players must be 6 or 7 years of age (born 2012 and 2013).

2.2 All coaches must be declared before the game starts.

3. CONDUCT ON THE PLAYING FIELD

3.1 The actions of players, managers, coaches, umpires, scorekeepers and league officials must be above reproach.

3.2 Players or coaches while participating in a scheduled game are not permitted to deliberately harass or direct discourteous remarks at the officials or any member of the opposing team.

3.3 Managers, coaches or players engaged or persisting in conduct contrary to the spirit, principles and objectives of good sportsmanship in T-Ball, shall receive a single warning from the umpire. If the offences continue, the offender(s) will be removed from the game and further disciplinary action may be considered.

3.4 Anyone removed from the game must leave the playing field and the spectator area. Failure to do so could result in a forfeiture of the game. (See 5.11)

3.5 Coaches must also control the conduct of the parents and spectators. The umpire can and will suspend games for unruly behavior.

3.6 Coaches are not permitted to smoke on the playing field or in the dugout before or during the game.

4. EQUIPMENT

4.1 Uniforms

4.1.1 Player Uniforms

Uniforms shall consist of a team jersey, cap and pants, which must be worn by all players and coaches while participating in a game. Jerseys shall be individually numbered. Players will not be eligible to play in a game if they are not dressed in a proper uniform.

4.1.2 Coaches Uniforms

Coaches, on the field, must, at a minimum, wear a cap and jersey.

4.2 Gloves

4.2.1 The catcher may wear any type of baseball glove.

4.2.2 The first baseman shall be permitted to wear a trapper or fielder's glove.

4.2.3 All other members of the fielding team must wear fielder's gloves.

4.3 Helmets

Every player must wear a protective helmet with chinstraps and with full earflaps, while on-deck, at bat or running the bases. The defensive players occupying the pitcher position must also wear a pitcher helmet as issued by the Association.

4.4 Footwear

Shoes with metal cleats are prohibited. Shoes with molded rubber cleats may be used. No open toed footwear allowed.

4.5 Catcher's Equipment

Shall be supplied by the Association and will consist of a chest protector, shin guards, face mask and helmet, which must be worn during practices, game warm-ups and regular games. A metal, fiber or plastic cup-type athletic support or Jill strap as appropriate is highly recommended.

4.6 The Ball

Shall weigh not less than 5 oz. no more than 5.25 oz. It shall measure not less than 9 in. no more than 9 1/4 in. in circumference.

4.7 The Bat

Only bats supplied by the Association shall be used. If a batter uses a bat not supplied by the Association the batter is declared out and the bat is removed from the game.

4.8 The Batting Tee

Shall be a stand that will be placed on home plate for the purpose of holding the ball for players to swing at. It should be portable and adjustable in height. Each team may use their own tee when at bat.

4.9 The Playing Field

4.9.1 The distance between all bases shall be 60 ft.

4.9.2 The pitching distance is the line between first and third.

4.9.3 Batter's boxes shall be 3 ft. wide and 6 ft. long. The inside line shall be parallel to and 4 in. away from the side of home plate. It shall extend 3 ft. in front of and 3 ft. behind the centre of home plate.

5. DEFINITIONS

5.1 Playing Line

Is a line running directly from first base to third base, which is a guide for the plate umpire to determine the player's positions.

5.2 Fair Hit Ball

Is a legally batted ball that in the umpire's opinion will or could have firmly crossed the playing line in fair territory, even if it is fielded before crossing the line.

5.3 Dead Hit Ball

Is a legally batted ball that in the opinion of the umpire will not or could not have firmly crossed the playing line. This excludes a ball put into play by an illegal swing (see 5.10). If the ball is caught in flight by the defensive team, the batter is out and the ball is in play until "TIME" is called. A dead hit ball cannot be a 3rd strike.

5.4 A Strike

5.4.1 the ball is swung at by the batter and is completely missed.

5.4.2 the ball is dead hit, fouled or put into play by an illegal swing (see 5.10) by the batter.

5.4.3 on the third strike if the ball is not put into play the batter shall be called out. (This includes missing the ball, hitting the tee on the third strike).

5.5 An Illegally Batted Ball

Is when the batter hits the ball - dead, fair or foul with one or both feet on the ground entirely outside the lines of the batter box.

5.6 A Fielder's Choice

When any defensive player has control of the ball in the infield area (see 5.7) and in the judgment of the plate umpire there is no attempt to make a play on any of the base runners, time will be called, and the base runners, in the judgment of the umpires, will be held on the base they last occupied or the unoccupied base they were approaching when time was called. An infield player raising his hand with the ball therein above his head and holds it there will automatically attain a call of "time" from the Umpire. Outfield players will not receive a call of "time" when the ball is raised above the head. (BALL TO BE THROWN IN).

5.7 Infield Area

Is the area, in the judgment of the plate Umpire, in which the defensive infielders would normally play in performance of their duties. It also includes the adjacent foul territories which are extended to the playing field boundaries.

5.8 Lead-Off

Is when a runner is off his base when the batter hits the ball off the tee. All outs stand and if the batter is not out he resumes being the batter.

5.9 Batter's Box

Is an area on each side of home plate, within which the batter shall have both his feet during his time at bat. (4.9.3)

5.10 Illegal Swing

Is when the batter does not take a full swing or chop swings downward at the ball. This is considered bunting and is contrary to Rule 5.2. It shall be at the umpire's discretion as to whether the chop was natural or intentionally performed.

5.11 Forfeited Game

Is a game declared ended by the umpire for violation of the rules. The score will be recorded 4-0 for the offended team.

5.12 An Appeal

Must be made before "PLAY" is called for the next batter; in the case of the last batter, it must be made before the last defensive player is off the field.

5.13 Thrown Bat

5.13.1 No Player is permitted to throw a bat at any time, either while attempting to hit a ball or while starting to run to first base.

5.13.2 If a batter, while at bat or leaving the plate, intentionally or accidentally throws a bat for the first time, the plate umpire shall warn the batter. If that **team** repeats the offence in the same game, the umpire shall call "TIME", the batter is out and the runners may not advance.

5.13.3 The umpire is the sole judge of whether or not a bat has been thrown.

5.14 Dead Ball

Due to catcher's interference, offensive team's crossing the playing line, etc., the strike count will revert back to that prior to the dead ball being called.

5.15 Encroachment Area

A circle from foul line to foul line measured from the back of home plate as determined by the umpire.

6. GENERAL RULES

6.1 In T-Ball there shall be no pitching to the batter, therefore there will be no base-on-balls awarded; there is no bunting and the infield fly rule does not apply.

6.2 A mandatory practice will be conducted with the two teams from 6:30 pm to 7:00 pm. Regular season games shall be scheduled to start at 7:00 pm, with a 15 minute grace period until 7:15 pm allowed. Each team shall have a starting line-up of a minimum of eight (8) players and a maximum of 15 players. If, at the start of the game or at any point during the course of the game a team cannot field (8) eight players, the game will be forfeited to the opposing team with the score recorded as 5-0.

6.3 Players arriving late but before the second (2) inning is complete may enter the game. The player(s) are to be added to the bottom of the batting roster.

6.4 All players must not be led to believe that an infield position is the only desirable playing area or that an outfield position is a less desirable area or that the outfield position is a penalty for error or due to lesser skill. To this end the following player rotation guidelines must be followed:

6.4.1 Coaches must make every effort to distribute the infield and outfield positioning as fairly as possible among the players over the course of the season.

6.4.2 Each player must play at least one (1) inning in the OUTFIELD.

6.4.3 Each player MUST play a minimum of two (2) innings.

6.4.4 A player may play the same infield position for a maximum of two (2) innings only during the course of the game. A player may play other infield positions thereafter as long as Rule 6.4.2 is strictly adhered to. Coaches are responsible for monitoring this not the umpires.

PENALTY: Game will be recorded as a forfeit for the offending team.

6.4.5 If a defensive player is injured that player may be substituted for by a player sitting on the bench. When the injured player is well enough to resume play they may be inserted back onto the playing field if the half-inning is not over, or take their proper place in the batting order.

6.5 **Ten** minutes before the scheduled starting time, the manager/coach must give a copy of his batting lineup to the opposing manager/coach and the official scorekeeper.

6.5.1 The first eleven (11) players listed on the score sheet are the batters in the first inning and bat in the same order.

6.5.2 In each subsequent inning, the batting order picks up where it left off at the end of the previous inning. After the last player listed has batted the next batter is the first batter listed on the score sheet, and players continue batting until eleven (11) players have batted.

6.5.3 In the event that a team has only nine (9) or ten (10) players present, after all the players listed have batted for the first time, the first one (1) or two (2) players listed bat for a second time in order to have the required eleven (11) batters. In subsequent innings the order continues as in 6.5.2. above.

6.5.4 If the player has left the game or has been injured and cannot bat in their proper place in the order, they shall be passed over and the order continue until eleven players have batted. If an injured player is able to resume playing, they shall return to their original position in the batting order.

6.6 Batting Orders

Must be followed for each inning (notwithstanding Rule 6.5.4). A batter who fails to bat in his proper batting position shall be declared OUT on an appeal by the defensive team, if another player completes a time at bat in his place. However, the proper batter may take his place in the batter's box at any time before the improper batter becomes a base runner or is put out and any strikes will be assumed by the proper batter. If the improper batter becomes a base runner or is put out and the proper appeal is made the plate umpire shall;

6.6.1 declare the proper batter out.

6.6.2 nullify any advances or scores made by the base runners because of a ball batted by the improper batter and

6.6.3 the next batter will be the player in the batting position following the player who was called out because of missing his turn at bat.

6.6.4 the appeal must be made prior to the umpire calling "PLAY" for the next batter. If the appeal is made too late then the improper batter becomes legal and the player in that batting position is considered to have completed his turn at bat. The proper batter will take his position on the base and the improper batter will bat again in his normal batting position. The next batter will be the player in the next batting position in the line-up.

6.7 If at the time a game is scheduled to begin, a team does not have a minimum of eight (8) eligible players, a maximum extension of 15 minutes will be allowed before the plate umpire declares the game forfeited to the non-offending team.

6.8 If at 15 minutes past the scheduled game time, neither team can field eight (8) eligible players, the umpire shall declare a double forfeit. (Score 0-0).The teams can use the game time as practice if they so wish.

6.9 Players Called-up (PCU)

6.9.1 Players who are not properly registered with the Mississauga Majors Baseball Association may not be called up to play.

6.9.2 Senior T-Ball teams may call-up from Junior T-Ball house league teams only. Players born in 2014 only.

6.9.3 A coach who needs one or more call-ups for a game must first obtain permission from the coach of the other team before contacting another team's player.

6.9.4 Notwithstanding 6.9.3 above, if the need for one or more call-ups becomes apparent less than two (2) hours prior to the scheduled starting time and if the appropriate coaches cannot be contacted first, a coach may contact other players directly, provided that the coaches of the players actually called up are so advised within 24 hours after the scheduled start time of the game for which the players were called up.

6.9.5 All players called-up and all regular players present at a game must play.

6.9.6 Call-ups are not permitted during play-offs except with the permission of the VP T-Ball, who may grant the use of call-up(s) to avoid a forfeit.

6.9.7 All players shall be listed on score sheets by both surname and given name along with uniform number. In addition, players called up shall be indicated on the score sheet by the designation PCU (player called-up). Only four (4) players are allowed to be called up for any one game.

6.10 Each defensive team shall have:

6.10.1 A catcher: who shall play a position normally taken by the catcher behind home plate, far enough back so he does not interfere with the batter while batting.

6.10.2 A pitcher: who shall play in the infield and must assume a set position with both feet on the pitcher's rubber until the ball is hit.

6.10.3 A 1st baseman, a 2nd baseman, a 3rd baseman and a short stop: who shall play in positions regularly played by these infielders and they shall not cross the playing line until the ball is hit.

PENALTY:

In the event a defensive player does cross the playing line before the ball is hit, the umpires will call time immediately and the ball is dead.

6.10.4 Maximum five (5) outfielders: who shall play in the area regularly played by outfielders.

6.10.5 NO defensive coaches are allowed on the playing field during the game.

6.11 The Offensive Team

shall have no more than three (3) coaches and one (1) bench assistant in the dugout and will be allowed only two (2) coaches in the coaching boxes for a total of three (3). Coaches and managers shall;

6.11.1 remain within the dugout or within the coach's boxes at all time

6.11.2 not physically assist any runner while the ball is in play (in the event he does the base umpire will call the runner out at the time of the infraction).

6.11.3 talk to members of his/her team only.

6.12 A Regulation Game

6.12.1 Will consist of a maximum of three (3) complete innings.

6.12.2 In the event the umpire terminates the game before the end of the 3rd (3) inning and there has been at least two (2) completed innings played, the score will revert back to the last completed inning.

6.12.3 In the event that a league game is tied after three (3) or more completed innings and halted by the umpire, it shall be scored a tie.

6.12.4 In the event that a league game is halted before three (3) complete innings, it shall not be considered a regulation game and will be replayed from the beginning at a later date.

6.12.5 No new inning may start after 8:15 p.m.

6.12.6 Three and half (3 ½) innings constitutes a complete game if the home team is ahead.

6.13 Protesting a Game

The manager of the contesting teams only shall have the right to make protests. A protest will not be considered on a decision involving umpires judgment but only when based on the violation or interpretation of a playing rule or improper player rotation.

Protests shall be made as follows:

6.13.1 the protesting manager shall immediately and before any further play begins, notify the plate umpire that he is playing the game under protest.

6.13.2 the plate umpire shall announce that the game is being played under protest and play will continue.

6.13.3 any protest for any reason whatsoever must be submitted in writing within 48 hours after completion of the game by the protesting manager and the plate umpire to the appropriate league officials, who shall deal with it as they see fit.

6.14 Scorekeeper

Home team is designated to be the official scorekeeper. However, each team will have a scorekeeper whose duties will be:

6.14.1 To list all players on the score sheet by given name & surname as well as the uniform number. In addition, players called up shall be indicated on the score sheet by the designation PCU (player called-up).

6.14.2 keep track of each player's progress on the bases and record all runs scored in each inning.

6.14.2.1 record any changes in the line-up.

6.14.2.2 inform the coaches and the umpire of the last batter.

6.15 Postponements & Rescheduling

6.15.1 A home team coach or manager shall advise the visiting team coach or manager of such, together with the convener and/or Scheduler at least one (1) hour before game time.

6.15.2 If this is not possible, then both teams must show up at the scheduled place and time, at which time the home team coach shall decide whether or not to postpone the game.

6.15.3 Games may not be postponed for lack of players.

6.15.4 It is the home team's responsibility to arrange for the rescheduling of a postponed game, subject to the availability of playing diamonds and the availability of the visiting team players and coaches.

6.15.5 The visiting team must make reasonable effort to accommodate the rescheduling of a postponed game. Failure to do so will result in the forfeiture of the game with the score recorded as 4-0 to the home team

6.16 Discipline

Please notify the convener when a player is being benched for a game

7. PLAYING RULES

7.1 To begin the game, the plate umpire shall instruct the home team to take their positions in the field, place the tee of the batting team on home plate and call "PLAY" for the first batter of the offensive team.

7.2 The batter becomes a base runner when

7.2.1 he hits the ball hard enough to cross the playing line in fair territory.

7.2.2 the catcher interferes with him while he is attempting to hit the ball. The batter is awarded 1st base, the ball is dead and no runners may advance except those forced by the batter becoming a base runner. In the event that the batter, in spite of the

interference, hits the ball fairly and reaches any base safely and all runners have advanced at least one base safely, then the interference is disregarded.

7.2.3 in the case of catcher interference on the last batter while he is attempting to hit the ball, the ball is dead, no runners may advance and the last batter is allowed to continue his turn at bat with the same count.

7.2.4 in the event that the last batter in spite of the catcher interference, hits the ball fairly and reaches home plate safely, the ball is alive and the catcher interference is disregarded.

7.2.5 however, in all cases of catcher interference, the offensive manager has the option of refusing or accepting the catcher interference.

7.3 A batter is out when

7.3.1 his fair hit, dead hit, foul fly or fly ball put into play by an illegal swing is caught by a member of the defensive team.

7.3.2 he hits the ball illegally on his third strike. The ball is dead and runners may not advance.

7.3.3 he has three (3) strikes called on him. The ball is dead and runners may not advance.

7.4. A base runner is out

7.4.1 on a force play.

7.4.2 when he is tagged.

7.4.3 when running off his baseline to avoid a tag.

7.4.4 when he is hit by a fair batted ball, either on or off his base, before the ball has touched or passed an infielder trying to make a play on the ball, not including the pitcher. The ball is dead and no runner may advance.

7.5 Making a Play at a Base

Throwing and catching skills are essential to the proper playing of the game. Therefore, coaches are required to teach these skills. ***Coaches must not permit fielders to roll balls in the attempt to put out runners.***

If a ball is rolled in an attempt to put out a batter or base runner, the plate umpire shall call 'TIME', the ball is dead and the batter and all base runners shall be safe at the bases they are approaching at the time the ball was rolled. If this infraction occurs during last batter status, all runners score.

Definition of a Rolled Ball: A ball which, in the umpire's judgment, is released in a manner clearly designed to allow it to arrive at or near a base on the ground instead of in the air. The most obvious indication of such intent is a ball thrown in an underhand fashion whereas the ball travels from where it is thrown along the ground to the base.

7.6 Lead-offs

No player on the offensive team, while a base runner, shall take a lead-off from the base he is on until the batter has hit the ball from the tee. When any runner has taken a lead-off, the base umpire shall indicate same by raising his right hand. Play is permitted to continue and all runners are in jeopardy. At the end of the play when time is called, any outs will stand and all other runners will return to their original bases and the batter, if not put out will return to bat with the same count. In the event that lead-off occurs on the last batter, play will continue and all legal runs are allowed to score except player(s) who lead-off.

7.7 If a fielder intentionally drops a fly ball or line drive, when 1st base is occupied, the force is removed and the base runner must be tagged.

7.8 Overthrows

Base runners may advance when a ball is overthrown to any base until such time as a defensive player has control of the ball in the infield area and there is no attempt to make a play.

In the event the overthrown ball leaves the playing field, the base runners shall be permitted to advance to the base they were approaching when the ball was thrown plus one more base. Runners with last batter status are allowed to continue to score (exception - the last batter).

7.9 The offensive team's turn at bat ends when

7.9.1 the last batter has three strikes,

7.9.2 the last batter has hit the ball illegally (see 5.10),

7.9.3 when the catcher (only) touches home plate with the last batter's fair hit ball in his possession. The ball must be thrown over the playing line at least once on its way to the catcher, unless the fair hit ball was fielded in front of the playing line. The pitcher, only is allowed to assist the catcher in the home plate area.

PENALTY: IN THE EVENT A DEFENSIVE PLAYER OTHER THAN THE PITCHER IN THE JUDGEMENT OF THE UMPIRE, CROSSES THE ENCROACHMENT LINE INTO THE HOME PLATE AREA, THE UMPIRE WILL CALL THE INNING OVER AND ALLOW ALL RUNS TO SCORE.

7.9.4 a base runner during last batter status is hit by a fair hit ball on or off his base before the ball is touched by an infielder or has passed an infielder, excluding the pitcher, the ball is dead, no runs may score and the inning is over.

7.9.5 the last batter's fly ball is legally caught and there are no base runners.

7.10 Last Batter Status

7.10.1 The offensive coach must advise the umpire of the last batter, who in turn will advise the defensive coach. If the offensive coach fails to inform the umpire of the last batter before "PLAY" is called, no runs shall score and the offensive's team turn at bat shall end.

7.10.2 Any player on the offensive team who are base runners when the last batter is at bat are regarded in the same manner as the last batter and no defensive play can be made on them on the bases. They are all forced to home plate when the last batter has hit the ball fairly.

7.10.3 In the event the ball leaves the playing area while being thrown to the catcher, the ball is ruled dead and all legal base runners shall score. This includes a ball going under a fence.

7.11 In the event the last batter's fair hit ball leaves the playing field by going over the outfield fence, either in flight or bouncing over, it will be considered a home run and all runners having last batter status will be allowed to score. However, if the ball goes under or gets caught in the backstop fence and in so doing interferes with the fielder's chances of fielding the ball, all base runners will be allowed to score but not the batter.

7.12 In the event that the last batter of the offensive team is out on a fly ball, the players who are base runners shall be permitted to score, provided they are on the base when the ball is caught or they re-touch it after the ball is caught before touching the next base. These runners have to score prior to the ball being returned to home plate.

7.13 In the event that the last batter of the offensive team or any base runner with last batter status is obstructed in any manner by any defensive player while running the bases, it shall be the discretion of the umpire as to how far he would have advanced had there been no obstruction.

7.14 A run does not count when a runner with last batter status:

7.14.1 reaches home plate after the plate has been legally touched by the catcher,

7.14.2 has led-off (the runner is out).

7.14.3 has not tagged up and reaches home plate safely. (only if appealed to the Umpire by the coach).

7.15 Illegal Swing

When a batter puts a ball into play by an illegal swing the plate umpire shall indicate same by putting one arm straight up. The play is permitted to continue and all runners are in jeopardy. At the end of the play, when time has been called, all outs will stand and all other base runners will return to their original bases. The batter, if not put out, will resume his turn at bat with a strike added to his count (no third strike can be applied). In the event the last batter puts the ball in play by an illegal swing it shall be considered a dead ball unless caught in flight by a defensive player, in which case all runners can score.

8. SCORES AND STANDINGS

8.1 Both teams are responsible to submit the game scores to the Convener of senior T-Ball within 48 Hours or the game will be considered a double forfeit.

8.2 Standings for league play shall be maintained on the basis of two (2) points for a win, one (1) point for a tie and zero (0) points for a loss.

Note: If a season game has not been played by 24 hours prior to the first scheduled play-off game, then it shall be classified as a double forfeit and no points will be awarded.

8.3 In the event of a tie in the standings which does not affect a team's qualifying for the final play-off position. The play-off position shall be decided by awarding the higher position to:

1. The team with the best won-lost record over the season between the two teams.
2. If still tied, the team with the most favourable run differential between the two teams.
3. If still tied - by the toss of a coin, with the winner taking the higher playoff position.
4. If 3 or more teams are tied, the following shall determine their placing:
 - i Team with the most wins
 - ii Team with the most favourable run differential
 - iii Draw the teams from a hat

9. UMPIRES

9.1 Once the batting line-ups have been exchanged the plate umpire takes charge of the game and takes his place behind home plate.

9.2 The decisions of the umpires shall be final; however, the managers of each team shall be entitled to ask for permission to approach the umpires for an interpretation of the rules. No umpire shall over-rule any other unless invited into consultation.

9.3 The umpires are the only ones that can call "TIME ".

9.4 To resume play after time has been called, the plate umpire will call for the next batter, and after the next batter has stepped into the batter's box, the umpire will place the ball on the tee and call "PLAY". The batter is then allowed to hit.

9.5 In the interest of safety, the umpire must attempt to remove the tee and bat from home plate to prevent any interference with a play at home plate. Failure to do so will be no cause for the umpire to change the result of the play.

9.6 The plate umpire must call out all strikes, dead hit and foul balls as quickly as possible. He must also indicate an illegal swing.

9.7 The plate umpire shall notify opposing managers of any changes or additions to the original line-up as reported to him.

9.8 All umpires must make sure the fielders are all behind the playing line and the pitcher is in his proper position before play is called for the next batter.

9.9 It is the duty of the plate umpire, after he has been notified, to call out "LAST BATTER". Failure to do so does not nullify the play.

9.10 The plate umpire may terminate a game before its completion for reasons of darkness, bad weather or dangerous field conditions, etc.

9.11 The base umpire shall:

9.11.1 judge the position of the runners when the ball is thrown out of the playing area.

9.11.2 watch for and indicate lead-offs and inform the plate umpire which runner(s) lead-off if they have last batter status.

9.11.3 watch for and inform the plate umpire of runners that do not retouch when the last batter's fly ball is caught, and

9.11.4 hold up runners when time is called.

9.12 Base Placement. At the sole discretion of the Umpire, once the play has ended, base runners will return to their earned base OR advance to the next base if the runner

has past the “halfway threshold”. Umpires will ensure that a high level of consistency is to be adhered to.

9.13 The umpires shall have the authority to rule on any situation not covered specifically in the Official Playing Rules