

2012 BASEBALL PLAYERS ASSOCIATION RULE CHANGES

1. **RULE 1** **DEFINITIONS**

APPEAL: Appeal is the act of a fielder in claiming a violation of the rules by the offensive team and where an umpire cannot make a decision unless requested by a manager or player. The appeal must be made before the next legal/illegal pitch or before all the fielders have left the field. The appeal play does not change the type of out that is being appealed.

2. **RULE 1** **DEFINITIONS**

BALK RULE: An illegal act by the pitcher with a runner/runners on base entitling all runners to advance one (1) base or with no runners on base a ball being awarded to the batter. The ball is dead immediately at the time of the infraction. No play and batter back to bat with previous.

3. **RULE 1** **DEFINITIONS**

DOUBLE FIRST BASE

If using the double first base it shall be white and a colored base, with the colored base located in foul territory.

1. Runner should use colored base on initial play at first base, unless the fielder is drawn to the side of the colored base, in which case the runner would go to the white base and the fielder to the colored.
2. On a dropped third strike, fielder and runner may touch white or colored base.
3. A runner is never out for touching the white base rather than the colored base.
4. Once the runner reaches first base, the runner shall then use the white base.

4. **RULE 1** **DEFINITIONS**

FLAGRANT PLAYER

Any player shall not at anytime flagrantly and with excessive force impede an opposing player. A defensive player shall not at anytime flagrantly and with excessive force impede the batter/runner or base runner (flagrant obstruction).

PENALTY: Immediate ejection of the defensive player.

An offensive player shall not at anytime flagrantly and with excessive force impede a defensive player, regardless if the fielder is making a play (flagrant interference). All runners return to the base at the time of the pitch unless forced.

PENALTY: Immediate ejection of the offensive player.

5. **RULE 1** **DEFINITIONS**

Add the words to the existing rule of foul tip:

The first sentence in the rule shall now read: A batted ball that goes sharply and directly from the bat to the catcher's glove or mitt and is legally caught by the catcher.

6. **RULE 1** **DEFINITIONS**

Change the definition of strike zone.

Delete top of the knees and add to the bottom of the knees.

7. **RULE 3** **EQUIPMENT**

SECTION: 9

Delete/Add to existing rule:

Delete: Only the catcher and the first baseman may wear mitts.

Add: Not to be altered to create an adhesive, sticky and/or tacky surface.

8. **RULE 3** **EQUIPMENT**
SECTION 10

Delete the existing rule/add new rule.

The glove/mitt worn by the catcher maybe any size or weight. The glove/mitt worn by all fielders except catcher shall conform to the following maximum specifications:

- a. The measurements covering the size of the glove/mitt shall be made by measuring the front side or ball receiving side of the glove.
- b. Height is measured from the bottom edge or heel straight up across the center of the palm to a line even with the highest point of the glove/mitt which is 14 inches.
- c. Width of palm is measured from the bottom edge of the webbing farthest from the thumb in a horizontal line to the outside of the little finger edge of the glove/mitt which is 8 inches.
- d. Webbing is measured across the top end or along any line parallel to the top which is 5 ¾ inches. The space or area between the thumb and first finger called the crotch maybe filled with leather webbing or backstop.

9. **RULE 3** **EQUIPMENT**
SECTION: 13

Delete the existing rule/add new rule.

PITCHERS GLOVE & ACCESSORIES:

- a. May be two-tone. If multi-colored, white and grey shall not be included in the colors.
- b. The pitcher's glove may not, exclusive of the manufacturer's logo, be white or gray, including all stitching, webbing and lacing.
- c. Gloves with white or gray circles on the outside giving the appearance of a ball may not be worn.
- d. No pitcher shall attach to his glove any foreign material of a color different from the glove.
- e. Sweat-wristbands are not allowed for pitchers.
- f. The pitcher may wear a batting glove on his glove hand, as long as the batting glove is not distracting.
- g. A pitcher may wear non-reflective sunglasses (not on top of hat).
- h. The pitcher shall not have anything hanging out of his back pockets or the pockets themselves. The umpires have sole authority to judge whether or not an item is distracting. The item shall be removed from the game with no penalty.

10. **RULE 3** **EQUIPMENT**
SECTION: 14(a)

Add to the existing rule: This must be brought to the attention of the home plate umpire before the first pitch of the game. Once the game starts there is no penalty.

11. **RULE 4** **COACHES/PLAYERS/SUBSTITUTIONS**
SECTION: TITLE

Title will now read: COACHES, PLAYERS, BATTING ORDER AND SUBSTITUTION

12. **RULE 4** **COACHES/PLAYERS/SUBSTITUTIONS**
SECTION: NEW

BATTING ORDER:

Batting order options available to teams are as follows:

1. Nine (9) batters
2. Nine (9) batters with the DH
3. Ten (10) batters with the EP
4. Ten (10) batters with the EP & DH (still only batting 10)
5. Continuous batting order for 14U or below

* NOTE: At the start of the game, coaches shall have the option of using a continuous batting order of every player present at the start of the game in all levels of play for all teams 14U or below.

13. **RULE 4** **COACHES/PLAYERS/SUBSTITUTIONS**

SECTION: NEW

COURTESY RUNNER

A courtesy runner may be used for the pitcher and/or catcher at any time during the inning.

1. The same runner must be used only once per inning. The courtesy runner is in the game when he/she has taken his/her position on the base and the home plate umpire puts the ball in play.
2. The runner must be a player not in the lineup unless all players are in the lineup, then the last offensive player who just finished his/her turn at bat and has been put out (and if available has not become a runner) shall be used as the courtesy runner. If there is no player put out at bat available, use last completed at bat via a runner put out at a base, or that has scored if no runner put out at base. If none of above available, use the player on the lineup card furthest from coming to bat.
3. No appearance or removal will be charged against each player.
4. Coaches are encouraged to use this rule to speed up the game and increase participation.

*NOTE: Using the wrong courtesy runner is an appeal play and may result in the courtesy runner being called out.

*PENALTY: If the incorrect courtesy runner is discovered to have taken his/her position on base, the opposing coach must appeal prior to the next play or attempted play for the runner to be called out. If the incorrect courtesy runner is discovered anytime after the next play or attempted play, the correct courtesy runner will take the position on base with no penalty.

14. **RULE 5** **THE GAME**

SECTION: 14

Add the following after the first sentence: A fielder is in fair ground when at least one foot is touching fair ground.

15. **RULE 5** **THE GAME**

SECTION: 18

Add the word "MANAGER" to the existing rule.

16. **RULE 5** **THE GAME**

SECTION: 38

Delete existing / Add new rule

If a thrown ball or a fair batted ball accidentally touches a manager/coach, the ball is alive and in play. If the offensive manager/coach intentionally interferes with a thrown ball, the runner closest to home is out and all runners go back to their base at the time of the pitch (unless forced by the batter/runner). A fair batted ball the batter/runner is out and runners go back to their base at the time of the pitch.

If the defensive manager/coach intentionally interferes with a thrown ball, it is a two base award from time of action. A fair/batted ball two bases at the time of the pitch. Both resulting in an immediate dead ball.

17. **RULE 5** **THE GAME**

SECTION: 38 – 2nd Exception on the page

Add to the existing rule: "The foul tip then becomes a foul ball."

18. **RULE 5** **THE GAME**

SECTION: 8U Coach pitch/Machine pitch

1. Seven (7) run limit per inning per team in both coach/machine pitch.
2. No designated hitter allowed in coach pitch.
3. No intentional walks allowed in both coach/machine pitch.
4. Teams may start with 9 players, however, they must play with all infielders including the pitcher. If a team drops below 9 players, the game will be forfeited in coach pitch.
5. Courtesy runner will be allowed for the catcher. The runner must be a player not in the lineup unless all players are in the lineup, then the last offensive player who has just finished his/her turn at bat and has been put out (and if available has not become a runner) shall be used as the courtesy runner. If there is no player put out at bat available, use last completed at bat via a runner put out at a base, or that has scored if no runner put out at a base. If none of above available, use the player on lineup card furthest from coming to bat.

19. **RULE 6** **PITCHING**

SECTION: 5(a)

Delete the word mound at the end of the first sentence then add the word "PLATE". Found in numerous places in the rulebook.

20. **RULE 6** **PITCHING**

SECTION: 5(a)

Letter (a) shall now read: The pitcher shall not:

- (a) Bring his pitching hand in contact with his mouth or lips while in contact with the pitcher's plate without distinctly wiping off the pitching hand before it touches the ball.

21. **RULE 6** **PITCHING**

SECTION: 5(f) Note

Delete the words "of course" from the existing rule.

22. **RULE 6** **PITCHING**

SECTION: 10

Delete existing rule / Add new rule

New rule shall read: Any defensive manager/coach or player may instruct the umpire to issue a batter an intentional walk and award the batter first base. This may be done before pitching to the batter or on any ball/strike count. The ball shall be declared dead before making the award.

23. **RULE 6** **PITCHING**

SECTION: 15

Add after the last sentence in Section 15 the following: Only once per inning.

24. **RULE 4 / RULE 6** **COACHES/PLAYERS/SUBSTITUTIONS/PITCHING**

SECTION: 3 / 16(1)

Add the eight (8) year old to the existing rule.