

Roy Hobbs Playing Rules & Guidelines

60s / 65s / 70s

Play in the Classics, Vintage & Timeless divisions of the Roy Hobbs World Series is governed by the Official Rules of Baseball rulebook and the Roy Hobbs rules amplifications, with the following additional addendums.

CLASSICS DIVISION / 60+

◆ **Courtesy runners:** Allowed for pitchers and catchers ONLY and must be inserted when the hitter initially reaches base. *(That means a catcher cannot single, later advance to second and then be run for – if a courtesy runner is to be used, he must be used as soon as the pitcher or catcher reaches base safely.)* Those courtesy runners can be anyone not in the offensive lineup but may only be used once an inning. *(If all players are in the offensive lineup, the courtesy runner must be the last player who made an out, hitting or running.)* Teams must use Shared Lineup provisions otherwise.

◆ **Bunting:** There is no prohibition on bunting.

◆ **Stealing:** There is no prohibition on stealing bases.

◆ **Advance** on passed balls/wild pitches:

1. Base runners will be limited to a one-base advance on either a wild pitch or passed ball, including if they were stealing on the pitch; however, if the defense makes a play at any base – the ball is live and all baseball rules apply. *(A bluff throw from either the catcher or pitcher is NOT considered initiating play.)*

2. Runners may not score on wild pitches or passed balls. Catchers do not have to chase wild pitches or passed balls, and may accept a new ball from the plate umpires. *A wild pitch or passed ball will be defined as a ball that gets away from the catcher and exits the dirt circle around the plate.*

3. Runners actively stealing home in a passed ball/wild pitch situation may score. **Note:** Runner must be moving toward home during pitcher's delivery; any hesitation toward home plate means runner must return to third in case of passed ball/wild pitch.

◆ **Lineups:** Each team is required to make sure that every player at the game who is WILLING and ABLE gets at least ONE at-bat during each game and plays at least TWO innings defensively during Pool Play. The only reason for a player not to do one or both would be injury or their personal decision.

VINTAGE DIVISION / 65+

◆ **Courtesy runners or shared lineup:** Each team will be allowed 2 courtesy runners in a game, in addition to shared lineup guidelines.

1. In order for courtesy runners to be allowed, a team must a) bat all eligible players or b) bat a minimum of 13 hitters.



2. Courtesy runners may be used for players with injuries or chronic medical conditions (artificial joints, documentable injuries, etc.; age and weight are NOT courtesy runner conditions).

3. Runners needing courtesy runners MUST be marked as such on the game lineup card and announced at the home plate meeting. (Courtesy designations may be added during the course of the game as a result of obvious injury situations.)

4. Courtesy runner will be the last player to be retired. Exceptions:

a. If said player was listed as needing a courtesy runner.

b. A player may not be used as a courtesy runner more than once an inning.

5. Courtesy runners may not steal under any circumstance.

6. Courtesy runners must be inserted when the play is over following the designated player's time at bat. (For example, player A is designated for a courtesy runner, and he reaches first base safely; runner must be inserted before player A advances to next base – if he advances, he forfeits use of courtesy runner for that turn at bat.)

◆ **Bunting:** All bunting allowed, except suicide squeezes (Safety squeeze permitted.).

◆ **Stealing:** There is no stealing of home; all other stealing permitted. (Exception: Courtesy runners may not steal under any circumstance.)

◆ **Advance** on passed balls/wild pitches:

1. Base runners will be limited to a one-base advance on either a wild pitch or passed ball, including if they were stealing on the pitch; however, if the defense makes a play at any base – the ball is live and all baseball rules apply. (*A bluff throw from either the catcher or pitcher is NOT considered initiating play.*)

2. Runners may NOT score on wild pitches or passed balls. Catchers do not have to chase wild pitches or passed balls, and may accept a new ball from the plate umpires. *A wild pitch or passed ball will be defined as a ball that gets away from the catcher and exits the dirt circle around the plate.*

◆ **Outfield Rules:** Runners may not be thrown out at first base by any defensive player who starts the play with one or both feet in the outfield grass. Outfielders may throw to second or third base to record outs on force plays.

Note I: Exception: Batted balls that are touched by a defensive infielder (through the legs too) may be fielded by an outfielder who may attempt a play at first base. (Pitchers are not defensive infielders.)

Note II: Defensive players may throw behind the runner at first from the outfield. Once a batter/runner reaches first safely, any move toward second is at runner's jeopardy.

◆ **Lineups:** Each team is required to make sure that every player at the game who is WILLING and ABLE gets at least ONE at-bat during each game and plays at least TWO innings defensively during Pool Play. The only reason for a player not to do one or both would be injury or their personal decision.

TIMELESS DIVISION / 70+

◆ **Guidelines:** Games will be 7 innings, with a minimum 6-game guarantee. Other than that, the rules in the Timeless Division will be the SAME as the Vintage Division, at least for 2009. Roy Hobbs Baseball reserves the right to adjust those rules to ensure safety and the competitive spirit of the game. Any adjustments, however, will be done in consultation with the managers & players.



Roy Hobbs Note: *These rules are effective with the editing of September, 2009, and supersede any previous version – Tom Giffen, Roy Hobbs President.*