

Roy Hobbs World Series

Women's Division

Playing Rules & Guidelines

Roy Hobbs Note I: Roy Hobbs Baseball uses the Official Rules of Baseball as its base, with the following adaptations. The adaptations are for use at the annual Roy Hobbs World Series and any Roy Hobbs-sanctioned event where the promoter chooses to use them. These rules have been distributed to members of the Roy Hobbs Umpires Association.

Note II: The Roy Hobbs' rules amplifications for the Women's Division, exceptions and adaptations, updated as of October 30, 2018, supersede any other written copy of Roy Hobbs Rules for the Women's Division.

Note III: In case of protest, the Official Rules of Baseball, supplemented by Jaska-Roder's "The Rules of Professional Baseball: A Comprehensive Interpretation", will be the basis of rules decisions.



All players must be registered with Roy Hobbs Baseball (RHB) and must check in with RHB staff before taking the field to play. In order to qualify for play in Monday's championship and consolation games, players must participate in pool play.

◆ 1.0 Rulebook addendums

1.01 Strike zone: Roy Hobbs encourages umpires to call a "full" strike zone as described in *Official Rules of Baseball*.

1.02 Batters box: Batters must keep one foot in the box during their at bat, with the following exceptions:

- 1.02a. When batter is driven out by a pitch or has swung at a pitch.
- 1.02b. Defense calls time out or pitcher is off the mound.
- 1.02c. Defense attempts a play or a wild pitch / passed ball occurs.
- 1.02d. Catcher leaves his position.
- 1.02e. Offense (or batter) is granted a time out.
- 1.02f. Batter fakes a bunt or assumes possible ball 4.
- 1.02g. When the batter is out of the box, he may not leave the dirt area around home plate except in the case of a substitution, a conference or an equipment problem. **Notes:** The intent of this rule is to keep the game flowing. When a player is in violation of this rule, the umpire will ask that the batter return to the batter's box – one warning per offending player. If the offending player does not return to the batter's box (or if the violation is repeated), a strike will be called without a pitch being thrown.

1.03 Decoy tags: Decoy tags or inducing a runner to slide unnecessarily is prohibited. An offending player is subject to ejection, with the runner awarded at least one base or as many bases as she would have made without the obstruction. There will be no warnings.

1.04 Intentional walk: Hitter may be waived to first base upon the direction of the defensive team manager, pitcher or catcher.

1.05 Hit Batters: Any pitcher who hits four (4) batters with pitches during a game must be removed from the pitching position (immediately upon hitting her fourth batter). She may continue to play offense and defense.

- 1.05a. Umpires are instructed to not grant first base to a hitter who makes no attempt to get out of the way of a pitch or leans into a pitch in an attempt to get hit. The umpire's decision is based on his judgment, and a ball (or strike) will be called.

◆ 2.0 Safety on the bases

2.01 Runners should avoid collisions with defensive players fielding a batted ball (fielders are entitled to the ball, which includes a step-and-reach beyond the point of contact with the ball).

2.02 Any player, offensive or defensive, who initiates intentional and/or malicious contact with an opponent shall be called out, if applicable, and be subject to ejection from the game.

2.03 Illegal slides will result in the sliding player being called out and being subject to ejection.

2.03a A legal slide is directly to the base (defined as player being within an arm's length of the bag) on a straight line from the previous base. A slide may go past the base as long as it is not in the direction of (or makes contact with) the defensive player handling the baseball; any runner who deliberately slides into a defensive player away from a base is out and subject to both an interference call as possible ejection if contact deemed malicious.

2.03b An illegal slide is described as:

2.03b.1 barrel rolling

2.03b.2 body blocking

2.03b.3 sliding with such momentum that it takes sliding player into a fielder beyond the base.

2.03b.4 sliding out of the baseline and making contact with defensive player.

2.03b.5 pop-up slides where runner initiates contact with defensive player.

2.03b.6 sliding with spikes above the fielder's knee. (Offensive players may **not** hurdle a defensive player attempting to make a play or to avoid a tag.)

2.04 A defensive player may **not** deny an offensive player any access to a base (or plate) **without** possession of the ball. Obstruction is the ruling: the runner is safe and a delayed dead ball shall be called to allow play to finish.

2.04a Catchers may **not** block home plate **without** possession of the ball. (Straddling home plate is considered 'blocking' the plate. **Note:** Roy Hobbs Baseball suggests strongly that catchers position themselves in front of the plate while awaiting a throw on a play at the plate and slide into blocking position once in possession of the baseball.)

2.04b If an umpire rules obstruction for blocking a base without the ball, the defensive player will be warned; a second warning may result in ejection.

2.04c If, in the case of a defensive player denying access to a base without possession of the ball, and the runner collides maliciously, the runner shall be declared safe on the defensive player-initiated obstruction, but will be subject to ejection from the game. The ball is dead.

2.04d If a collision with a defensive player attempting to make a play is initiated by a runner, it is offensive interference and the runner is out. If the collision is ruled malicious or intentional, the runner is also subject to ejection. The ball is dead on offensive interference.

2.04e Malicious contact is described as initiating contact with arms and/or elbows up or in front of the body, lowering a shoulder, use of forearm in the contact or an act in the judgment of the umpire that is intended to harm or injure another player. Malicious contact includes all elements of illegal slides.

◆ 3.0 Sportsmanship

3.01 Sportsmanship and adult attitudes must prevail regardless of level of competition. Umpires are requested to eject players before, during or after games for any of the following behaviors, considered to be unsportsmanlike:

3.01a Consumption of alcoholic beverages during a game. (While RHBB and its umpires cannot make judgments on sobriety, managers are requested to prohibit players who appear intoxicated or smell of alcohol from playing. Umpires will eject players who smell of alcohol.) (See Rule 3.02 regarding alcohol.)

3.01b Threats of physical intimidation of umpires, players or spectators, including any threatening physical contact.

3.01c Verbal abuse of umpires, players or spectators, such as profanity, name-calling, belittlement or excessive harassment.

3.01d Excessive profanity, defined as profanity that, in the umpire's judgment, is audible in the stands, dugouts and area surrounding the field of play, regardless of intent.

3.01e Throwing of equipment (bats, helmets, gloves, etc.).

3.01f Fighting.

3.02 Alcohol: Alcoholic beverages are prohibited at the playing sites – before, during and after all World Series games. Playing sites are defined as the playing site itself plus the property owned by the same entity surrounding the playing site. This includes parking lots. Player(s) found in violation of open-container ordinances at playing sites are subject to a 2-game suspension. Exception: Within the fenced boundaries of any event facility where alcohol sales are permitted by law.

3.03 Tobacco: Smoking is prohibited on the field of play or in the dugouts and their immediate area, before, during or after games. Players who wish to smoke must go to the stands or the parking lot. Player(s) found in violation of tobacco regulations at playing sites are subject to ejection.

◆ 4.0 Game guidelines

4.01 Games: All games are scheduled for 7 innings.

4.01a Mercy rule: 12-run mercy rule will be in effect after 5 innings (4½ if home team leads. Both teams must have the same number of at-bats, unless the home team is leading.) In the championship game only, there will be a 15-run mercy rule.

4.01b Time Limit: No new inning will begin after 2:40 **of playing time** in a scheduled 7-inning game. *Managers need to be aware of time issues. The clock is stopped for: a) weather suspensions, b) injuries where a player requires medical attention on the field, c) to handle protests, and d) any other unavoidable delay.* There will **not** be a time limit on the championship and consolation games.

4.01c Weather issues: All games stop immediately when Lightning Sirens sound. Weather-stopped games are suspended pending the decision of the tournament director, regardless of number of innings played. (Umpires may suspend but not declare game over in weather situations.)

4.02 Extra innings: Games where scores are tied at the completion of 7 innings shall go into extra innings provided time-limits allow. If the score is tied when time limit is reached, the tie will be resolved by Roy Hobbs shootout rules, which are:

4.02a Play 1 inning at a time, with the last two legal batters from the previous inning starting the new inning at second and first bases.

4.02b Each hitter comes to the plate with a 2-2 count. If the pitch is a called strike or missed on the swing, the batter is out; if the pitch is fouled off, the count remains 2-2; or the batter hits the ball fair. It takes 2 balls for the hitter to walk.

4.02c Each team gets 3 outs. If the score remains tied after each team has batted, repeat the process until there is a winner.

4.03 Lineup cards: Both managers, prior to or at the home plate meeting at the start of the game, will give the home plate umpire and the opposing manager a copy of their lineup, which **MUST** include:

4.03a First Initial or first and last name. (Last names only are subject to challenge.)

4.03b All players (including all substitutes and relief pitchers) **MUST** be listed on the lineup card, even if they are not starting offensively or defensively, to be eligible to play in the game. (If a player is delayed, make sure she is listed so she can play when she arrives.)

4.03c Umpires will be responsible for lineups during the game to handle eligibility questions, scorebook discrepancies and batting out of order issues.

4.04 Batting order rules: The number of hitters in the batting order is team option; minimum batting order is 9 hitters. Batting order may not be reduced after the umpire receives the lineup. Teams may add to the order during the game but may not subtract. If a player is replaced in the offensive lineup (pinch-hitter or pinch-runner), she is out of the offensive lineup for the game.

4.04a Team may start a game with 8 players; the ninth batting slot is an “out” each time it comes to the plate; when ninth player shows up, she will be inserted into the ninth spot in the batting order without penalty. Exception to the “out”: The game may not end on an automatic out, i.e., if that batting slot is the third out in the last inning and the game is over upon that third out, skip that slot – defense must record the third out on a live hitter.

4.04b If the batting or fielding contingent is fewer than 8 at any time, the game is ended with the deficient team forfeiting.

4.04c If a team begins play with 9-or-more players and all are in the offensive order (therefore, no substitutes available), and a player is forced to leave the game (offensive & defensive lineup) for an **injury**, no “out” will be declared when that player’s position comes to the plate. However, if the offensive player leaves the lineup for any other reason (i.e., ejection or leaving the playing site), an “out” will be declared for that vacant spot in the batting lineup each time it comes to the plate. Exception: Game will not end on an automatic out.

4.04d Players may be added to the end of the batting order during the game provided that:

4.04d.1 player is listed on lineup card

4.04d.2 player has not appeared anywhere else in the offensive lineup

4.04d.3 offensive lineup may not be reduced at any time; exception being injury (see 4.04c above).

4.04d.4 team adding to its lineup must communicate addition to umpires and to opposing team/scorebook.

4.05 Courtesy Runners/Speed Up: Teams **may** insert a runner for the pitcher and/or catcher if she is on base. If a runner is inserted for the pitcher or catcher, that pitcher or catcher must serve as the pitcher or catcher for at least the first batter of the following half inning (if played.) The runner inserted will be the last player preceding the pitcher/catcher in the batting order that is not on base at the time the substitution is made.

4.06 Defensive substitution: There will be free and unlimited defensive substitutions, without reporting to the umpire, the official scorekeeper (in championship game) or the opponent’s scorekeeper (although it is a courtesy to do so). *Exception: Pitching changes must be reported to the umpires and to both team’s scorekeepers.*

4.06a Defensive players are not required to play offense, and offensive players are not required to play on defense.

4.06b All pitchers are allowed unlimited re-entry as pitcher provided they have remained in the game defensively. One re-entry is permitted per inning.

4.07 Scorebook: During pool play, the home team scorebook is the official scorebook unless the home team cedes the responsibility to the visiting team and informs the umpire. During the championship game, the designated official scorer’s book is the official scorebook.

4.08 Dugout access: Only team players, coaches, managers, trainers, bat boys/girls and scorekeepers are allowed in the dugouts. Only uniformed individuals shall enter the field.

4.09 Pre-Game meeting, warm-ups: The team manager is required to attend the pre-game home plate meeting. If there is a rules question or concern during the game, the only person umpires are obligated to listen to is that representative from each team. Teams may do pre-game infield/outfield at fields where it is allowed (it is prohibited at the stadiums.) Visiting team goes first and each team has up to seven minutes.

4.10 Bat Boys: Bat girls and boys are required to wear a double-ear helmet whenever out of the dugout. The minimum age for bat girls and boys is age 14 and any children between the ages of 14-18 must be pre-approved by Roy Hobbs Baseball staff.

4.11 Protests: Protests are allowed on misapplication of game rules. Protests on a judgment call by an umpire will be declined. Retroactive protests will not be accepted. Protests must be made at the point at which a rule has been misapplied. To protest a game, a manager must:

4.11a Stop the game before the next pitch is thrown.

4.11b Notify the umpire and the opposing manager that the game is being played under protest.

4.11c Write in the HOME team’s scorebook the situation and on what grounds the game is being protested. The protesting manager must sign the notations.

4.11d The umpire must sign the HOME team’s scorebook, noting the situation of the game (including the count on the hitter) when the protest was lodged.

4.11e Protesting teams must write a check for \$50 to Roy Hobbs Baseball and give it to the plate umpire (who gives it to Field Manager or event official addressing the protest). (If the protest is upheld, the \$50 will be returned; if not, the \$50 is forfeited.)

4.11f Umpires and managers will meet with complex Field Manager and/or Roy Hobbs Baseball representative, who will contact either the Tournament Director or Roy Hobbs President (via phone if not on site) and resolve the protest before resuming the game. Decision of Roy Hobbs official is final.

4.12 Ejections: Ejected players must leave the field of play and the vicinity of the playing field upon gathering their belongings. Any further contact with the umpires, even after the game finishes, could bring possible disqualification from the remainder of the event. All ejections carry automatic

suspension for the player and require a written report from the umpire to be submitted to the Chief of Umpires and Women's Tournament Director immediately upon completion of the game.

4.13 Ejection reinstatement: Ejected players are suspended from further competition until they meet with the World Series Women's Division Tournament Director or her/his representative. Failure to do so will result in a team forfeiture and further disqualification. Any player ejected twice during the World Series, regardless of reason, is disqualified from further competition (players ejected in previous World Series competition risk similar consequences). **Appeal:** Any player ejected twice must file a written appeal for a hearing with the Women's Tournament Director and her Competition Committee (comprised of one representative from each team in the division.) Decision of the committee is final.

4.14 Playoff Seeding: Teams will be ranked for the playoffs, based on record with ties broken in the following order:

- a. Head-to-head (if three teams have identical records, they all must have played each other)
- b. Fewest runs allowed in games involving matchups of the tied teams (more than 2 teams)
- c. Fewest runs allowed in all games
- d. Fewest runs allowed in best 3 pool games
- e. Fewest runs allowed in best 2 pool games
- f. 3-inning mini-game (if two teams remain tied through all tiebreakers)

Note: If more than 2 teams are tied, as soon as a tiebreaker rule separates one team, that team is seeded. The remaining teams return to the first tie-breaker and start again.

◆ 5.0 Uniforms, equipment

5.01 Uniform: All participating players, coaches and managers must be in full, numbered, baseball uniforms while within the confines of the field of play.

5.01a Uniforms must be buttoned and tucked in.

5.01b Players on composite teams may wear the uniforms of their respective teams, although matching uniforms are encouraged.

5.01c Duplicate numbers are legal. (Teams with duplicate numbers are required to note on the lineup card distinguishing features of the players with duplicate numbers.)

5.01d Players and/or coaches may not switch jerseys once play has begun.

5.01e Cotton T-shirts as uniform jerseys are prohibited. (Contact Roy Hobbs Baseball on what is permissible.)

5.01f No cutoff sleeves are permitted, either on sleeved jerseys or on T-shirts under vest jerseys.

5.01g While pitching, a pitcher may not wear white or gray undershirt long sleeves or wear batting gloves on either hand or wristbands on her pitching arm. Pitcher's glove must conform to baseball standards and cannot be in color combinations that include grays or white.

5.02 Helmets: Batters and runners are required to wear NOCSAE-approved helmets. Batters are required to wear helmets with an earflap toward the pitcher. Cracked helmets are prohibited. No catcher's helmets allowed while at bat. No exceptions.

5.03 Skull Caps: Catchers are required to wear a skull cap or hockey-style helmet when catching. No exceptions.

5.04 Bats: Aluminum, metal composite and wood baseball bats are allowed. No softball bats are allowed. There are no restrictions on length-to-weight differentials. All bats must be USA Baseball, BBCor or USSSA certified. Bats must have the appropriate markings and cannot be altered in any way.

5.04a Sanctions for violations on non-approved bats.

5.04a.1 First offense: Reported during the at-bat, warning issued, bat confiscated, get another bat and play on; If discovered after at-bat and before first pitch to next hitter, batter is out, bat confiscated.

5.04a.2 Subsequent violations with same batter: Batter called out, ejected, bat confiscated.

5.04a.3 All confiscated bats delivered to Tournament office; bats returned to owners once last game of division is completed.

5.05 Shoes: Metal spiked shoes are allowed; however, only those manufactured for baseball. No track or golf shoes allowed. Metal spikes may not be sharpened.