

Roy Hobbs World Series

65s / 70s/ 75s Rules

Addendums for senior age groups

Updated November 2019, updates highlighted in yellow

Play in the Vintage, Timeless & Forever Young divisions of the Roy Hobbs World Series is governed by the Official Rules of Baseball (ORB) and Interpretations and the Roy Hobbs rules amplifications, with the following addendums.

◆ **NOTE:** All 70s-75s Rules will be reviewed and discussed with managers prior to the first game; Roy Hobbs Baseball reserves the right to make rules adjustments at its discretion. 2019 updates are shaded.

Vintage Division / 65+

◆ **Courtesy runners:** No courtesy runners allowed; use shared lineup.

◆ **Bunting:** Bunting allowed, except suicide squeezes (Safety squeeze permitted). Penalty on suicide squeeze: Strike on Batter, Ball is dead.

◆ **Stealing:** There is no stealing of home; all other stealing permitted. Penalty for illegal steal attempt of home: It is a delayed Dead Ball at the time of the attempted steal; all runners would return to their last legally obtained base if the ball is not put in play. (Note: On a delayed dead ball, defense may choose to return runners or take the result of any play on a batted ball. A Pitch not put in play will be a strike.)

◆ **Advance** on passed balls/wild pitches: Base runners will be limited to a one-base advance at their risk 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. Penalty for attempting to take another base: First **team offense**, ball is dead, **all runners** returned to last legally obtained base, warning issued; ONE warning per team, subsequent infractions, runner is **also** out.



(Note: A bluff throw from either the catcher or pitcher is NOT considered initiating play.)
Scoring on passed ball/wild pitch is permitted.

◆ **Lineups:** Each team is requested to make sure that every player at the game, who is WILLING and ABLE, gets at least ONE at-bat and plays at least TWO innings defensively during each Pool Play game. The only reason for a player not to do one or both would be injury or personal decision. Penalty: At the discretion of Roy Hobbs Baseball, up to and including game forfeiture.

Timeless Division / 70+

Guidelines: The rules on bunting and lineups in the Timeless Division are the SAME as in the Vintage Division except ...

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

Penalty: At the discretion of Roy Hobbs Baseball, up to and including game forfeiture.

Exception: Any player signed off the Free Agent list will bat one time per game and play at least 2 innings in the field per game. Teams failing to adhere to this stipulation forfeit the right to any fees collected on their behalf from the Free Agent.

◆ **Courtesy runners / shared lineup:** Use shared lineup guidelines throughout all games. NO courtesy runners allowed – Don't ask!

◆ **Stealing: Runners may only steal third base.**

1. Penalty for illegal steal attempt: It is a delayed Dead Ball at the time of the attempted steal on first team offense, all runners return to their last legally obtained base. On subsequent infractions, runner is also out. (Note: On a delayed dead ball, defense may choose to return runners or take the result of any play on a batted ball. A Pitch not put in play will be a strike.)

2. Note I: runners first (R1) and second (R2) ... if R2 steals, R1 may not advance unless the defense puts the ball in play.

3. Note II: 3-2 count, 2 outs, all runners in force-situations are live at the release of the pitch.

◆ **Advance** on passed balls/wild pitches: Same as Vintage (65+) rules. 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.

Interpretation 1: If a runner attempts an advance when the ball does not leave the dirt circle, runner must return to his last legally occupied base; if catcher makes a play on that runner, it is a tag play.

Interpretation 2: Since runner at third may score on a passed ball and plays at the plate are all force plays, once the runner is halfway home, he is committed and cannot retreat to third base. Whether he is halfway is umpire judgment call.

◆ **Outfield Rules:**

1. Outfielders are to be positioned at NORMAL depth at the time of the pitch. Normal depth is defined as 10-11 paces (defined as a minimum of 30 feet) from the edge of the dirt. *Exception: Making plays at the plate in late innings of close game. If outfielders playing in to cut off run at plate, that is their only play, i.e., they cannot throw to second or third for an out.*

Enforcement: Umpire JUDGMENT will determine legal positioning. *Remember, umpires will exercise their judgment based on where the outfielder first touches the baseball.*

Penalty: Umpires will issue a warning on first infraction, and no out may be recorded on the play by the outfielder in violation. On subsequent infractions ball is dead, no out recorded by the outfielder in violation, and all runners, including batter/runner, advance one base beyond their last legally obtained base at the time of the pitch.

2. 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, third bases or home plate to record outs on force plays. Exception: Batted balls muffed by a defensive infielder who has both feet in the dirt at the time the ball is hit and who has a reasonable expectation of making the play (in umpire's judgment) may be recovered by the same fielder in the grass and he may attempt a play at first base. *Note: Untouched balls between the legs count in this exception.*

3. Rules of Baseball: Defensive players may throw behind the runner at first from the outfield. Once a batter-runner reaches first safely, any attempt to advance is at runner's risk.

◆ **Plays at the plate:**

1. All plays at the plate will be force plays; no tag needed, no blocking plate permitted. *(Note: purely a safety consideration for catchers.)*

Interpretation: Once the runner is halfway to home plate from third base on a batted ball, he is committed and cannot retreat to third base. Whether he is halfway to the plate is umpire judgment call.

Forever Young Division / 75+

Guidelines: The rules in the Forever Young Division are the SAME as in the Timeless Division with these explanations ...

◆ **Participation:** Same as 70s, including Free Agent stipulation.

◆ **Games** are 7 innings.

◆ **Time Limit:** 2:45.

◆ **Mercy Rule** suspended. Managers and players are advised to use common sense when a game is out of hand and reach a reasonable decision on ending a game early, if needs be.

◆ **Courtesy runners / shared lineup:** Use shared lineup guidelines throughout all games. NO courtesy runners allowed – Don't ask!

◆ **Stealing:** Runners may only steal third base. Exception: Runners may steal second if pitcher uses full windup.

1. Penalty for illegal steal attempt: Ball is dead at time of attempted advance; all runners return to their last legally obtained base. (*Interpretation I:* Runner takes off on the pitch, batter gets base hit: No pitch, no hit, everyone returns to last legally obtained base. *Interpretation II:* Runner takes off on the pitch, batter grounds out: Out recorded, all runners return to last legally obtained base.)

2. Note: 3-2 count, 2 outs, all runners in force-situations are live at the release of the pitch.

◆ **Advance** on passed balls/wild pitches: Same as Vintage (65+) rules, except runners may NOT score on wild pitches or passed balls. *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:**

1. Outfielders are to be positioned at NORMAL depth at the time of the pitch. Normal depth is defined as 10-11 paces (defined as a minimum of 30 feet) from the edge of the dirt. Exception: Making plays at the plate in late innings of close game.

Enforcement: Umpire JUDGMENT will determine legal positioning. Remember, umpires will exercise their judgment based on where the outfielder first touches the baseball.

Penalty: Umpires will issue a warning on first infraction, and no out may be recorded on the play by the outfielder in violation. On subsequent infractions ball is dead, no out recorded by the outfielder in violation, and all runners, including batter/runner, advance one base beyond their last legally obtained base.

2. 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, third bases or home plate to record outs on force plays. Exception: Batted balls muffed by a defensive infielder who has both feet in the dirt at the time the ball is hit and who has a reasonable expectation of making the play (in umpire's judgment) may be recovered by the same fielder in the grass and he may attempt a play at first base. *Note: Untouched balls between the legs count in this exception.*

3. Rules of Baseball: Defensive players may throw behind the runner at first from the outfield. Once a batter-runner reaches first safely, any attempt to advance is at runner's risk.

◆ **Plays at the plate:**

2. All plays at the plate will be force plays; no tag needed, no blocking plate permitted. *(Note: purely a safety consideration for catchers.)*

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.

RHBB Note: *These rules are effective November, 2019, and supersede any previous version.*