

**2010 EJRT Baseball  
Points of emphasis**

Points of emphasis being stressed by MLB this season. MLB is the basis of the USSSA rules of play. References listed are from the "Sporting News" edition of Rules of Major League Baseball, USSSA bylaws as published on USSSA's website under 2010 Rules, & Applicable EJRT rules as rendered by the EJRT Rules Committee.

- Points of Emphasis:
- I. Pre-game.
  - II. Player & bench personnel conduct & positioning.
  - III. Between inning activity.
  - IV. Proper appeal process.
  - V. Game Time Limits

- I. Pre-game Conference: Neither team will be on the field during this time.
- MLB 4.01 A. The umpire or umpires shall enter the playing field and proceed directly to home plate where they shall be met by the MANAGERS of the opposing teams.
- 1. The coach attending the pre-game meeting is the manager for that contest, until such time as he becomes incapacitated or disqualified.  
Note: (EJRT) If the team's manager will be late arriving, the coach attending the pre-game conference will fill that capacity until the manager arrives and reports to the plate umpire that he has assumed that position.
  - 2. **ONLY the managers are allowed to discuss any play or rule interpretation with game officials, assistant coaches will not address game officials with such regards.**
  - 3. In the event the manager becomes incapacitated, the team will notify the plate official within a reasonable time frame the identity of the assistant coach who will fill the manager's roll for the remainder of the contest.
- MLB 4.07 4. When a manager (assistant coach, player or trainer) is disqualified from a game, they must leave the field immediately and take no further part in that game.

(EJRT) Ejected personnel will remove themselves from the baseball complex, and barring successful appeal, by unanimous vote of the Board of Appeals, shall serve a two (2) game suspension. Appeals must be submitted within 48 hours to age specific commissioner in writing or by e-mail. Board of Appeals will consist of a quorum of the Umpire In Chief and 2 of the following commissioners; 2 age specific commissioners, 2 Executive Board members, and/or the Director of Baseball Operations.

**MLB 4.15f - A game may be forfeited to the opposing team when a team fails to obey, within a reasonable time, the official's order for removal of team personnel from the game, ie: disqualified.**

- 5. (EJRT) Each team is limited to one manager & two assistant coaches, per complete contest. Three assistant coaches will be allowed in MP & T-Ball. If by disqualification, the coaching staff is depleted, the game is over and the game is forfeited to the opposing team. The manager and assistant coaches present at first pitch complete the coaching staff for that contest.

**B. Line-up cards must include:**

- 1. Team name & manager's name.**
- 1. Starting lineup with last name & jersey number.**
- 2. Must have a legible copy for the plate official & opposing team.**
- 3. Substitutes should be listed at the bottom of the card.**

**C. Coaches will verify to the plate official that his team is legally & properly equipped.**

**D. For tournament play only, a coin toss to determine home team.**

**D. Home team will be supplied the official score book, and will be responsible for it being completed to include final score. Visiting team should be identified on first page and home team on second page. Scorekeeper will not be seated within the dugout, but will be positioned in a readily accessible location to the plate official.**

**Managers of each team must provide lineups to the opposing team's scorekeeper ten (10) minutes prior to game time.**

**Penalty: Unnecessary delay will warrant a defensive conference being charged to the offending team.**

**E. At the conclusion of the pre-game conference, the head coaches will have their teams assemble for the 'League Sportsmanship Pledge'.**

**F. At the conclusion of the pledge, the home team will immediately take the field.**

**Penalty: Unnecessary delay will warrant a defensive conference being charged to the offending team.**

**II. Player & Bench Personnel Conduct & Positioning.**

**MLB 4.06**

**A. Offensive Team.**

**1. No player of the offensive team or bench personnel shall address any member of the defensive team, their bench personnel or any member of the officiating crew, with intent to taunt or with any disparaging remarks or displays of unsportsmanlike conduct.**

**2. ONE ON DECK BATTER.**

**3. One bat person, w/helmet, helmet must fit and be NOCSAE approved.**

**MLB 4.05**

**4. The offensive team shall station two coaches on the field during its term at bat, they are limited to two and shall:**

**a. BE IN TEAM UNIFORM** to include team jersey, hat and closed-toe shoes, also referenced in MLB 3.15

(EJRT will allow athletic shorts or wind suit pants matching in color to the base color of team jersey).

**b. Remain within the coach's box at all times.**

**Penalty: violator shall be restricted to the dugout for the remainder of the game.**

**MLB 6.02d**

**5. The Batter must keep one foot in the Batter's box at all times except:**

**a. Batter swings at a pitch.**

**b. Is forced out of the box by a pitch.**

- c. Time is granted.
- d. Defense initiates a play on a runner.
- e. Batter fakes a bunt.
- f. A wild pitch or passed ball occurs.
- g. Pitcher leaves the dirt area of the mound.
- h. Catcher leaves the Catchers box.

**Penalty – A strike shall be called on the batter, if the pitcher delivers the pitch during this time it shall also be judged a ball or strike.**

**Note:** At no time should the batter leave the dirt circled area of home plate or an offensive conference will be charged. Unless the plate official has instructed him to do so.

USSSA 8.06.L.2

**Note:** A batter who does not realize his situation on a third strike not caught, and is not immediately running to 1<sup>st</sup> base, shall be called out upon leaving the dirt circled area of home plate.

- 4. Team members will be allowed to come out and congratulate a team member who hits an OUT OF THE PARK homerun. They will remain out of the dirt circled area of home plate. Team members will not gather to congratulate a team member at the plate for every run scored, RBI or Sacrifice etc.
- 5. By MLB rule 4.07 any coach who takes a seat in the grand stands must change into street clothes, and take no further part in that game. Since MLB rule 3.15 states that coaches must be in uniform. The combination of these rules mean that no coach involved in the game can position himself within, or do any coaching from the grandstand area.

#### B. Defensive Team

- 1. No player of the defensive team or bench personnel shall address any member of the defensive team, their bench personnel or any member of the officiating crew, with intent to taunt or with any disparaging remarks or displays of unsportsmanlike conduct.
- 2. (EJRT) two defensive coaches may be outside the dugout, within the framework of the dugout gate and field entry gates.
- 3. **COACHES SHALL BE IN TEAM UNIFORM** to include team jersey, hat and closed-toe shoes, also referenced in MLB 3.15 (EJRT will allow athletic shorts or wind suit pants matching in color to the base color of team jersey).
- 4. By MLB rule 4.07 any coach who takes a seat in the grand stands must change into street clothes, and take no further part in that game. Since MLB rule 3.15 states that coaches must be in uniform. The combination of these rules mean that no coach involved in the game can position himself within, or do any coaching from the grandstand area.
- 5. May not initiate an intentional walk, four pitches must be thrown.

### III. Between Innings

- A. Hustle on and off the field.
- B. 1 minute between innings.
- C. Defensive coach or other bench personnel warm up pitcher if catcher is not ready.
- D. Only 5 warm-up pitches between innings for pitcher of record, 8 if new pitcher, unlimited if replacement is due to injury. Tolerance will be provided in cold weather.

E. One throw-down by catcher regardless of position player receiving the throw.

**Penalty: Unnecessary delay will warrant a defensive conference being charged to the offending team. Further delay will warrant balls added to the count of the batter.**

#### IV. Proper Appeal Process

- A. ONLY by the team manager.
- B. ONLY after the play is complete.

MLB 9.02a C. NO appeal on judgement calls to include BALLS & STRIKES

USSSA 9.05 **Any manager or coach arguing balls or strikes is subject to disqualification without warning.**

- D. Proper appeal of a rule application.
  - 1. Ask for time.
  - 2. Ask the official who made the call your appeal, MLB 9.02b.
  - 3. The official then has these options:
    - a. Disagree – and leave things as they are.
    - b. Consult his partner – then render his decision MLB 9.02c.
    - c. Officials’ decision on the appeal is final.

MLB 9.01c E. Each official has the authority to rule on any point not specifically covered in the rules of baseball.

- F. Proper appeal of a judgement call (only if you feel the other official had a better view or angle on the play).
  - 1. Ask for time.
  - 2. Politely ask the official who make the call; “Would you get some help with that?”
  - 3. The official has the options of:
    - a. Leaving the play as he called it.
    - b. Consulting with his partner.
  - 4. The official’s decision is final.
- G. ALL APPEALS WILL BE DONE WITH GOODSPORTSMANSHIP IN MIND, AND IN A GENTLEMANLY MANNER.

**Any unsportsmanlike behavior exhibited during an appeal process will terminate the process, the play will stand as called, and the offending manager will be disqualified.**

#### V. Game Time Limits

A.

T-ball: 5 innings or 1 hr,  
7-8 yr olds: 5 innings or 1 hr 15 min,  
9-10 yr olds: 5 innings or 1hr. 20 min.,  
11-12 yr olds: 6 innings or 1 hr. 30 min,  
13-14 yr olds 7 innings or 1 hr. 45 min.

Pool play games may end in a tie. Game times may be adjusted, based on field space, # of teams, weather, etc...

Championship Game Only-NO TIME LIMIT. Run rule limits still apply.