

Summary of Major Rules Differences

Topic	Pro/Babe Ruth	Federation (High School)	NCAA
Bat & Pitcher's Glove Specs	<p>Pro: wood bats only.</p> <p>- The bat shall be smooth, round stick not more the 2 ¾ inches in diameter and not more than 42 inches long.</p> <p>- No weight to length requirements.</p> <p>Babe Ruth:</p> <p>- metal bats are allowed within the Pro specs. (BR4 – Metal Bats)</p> <p>Rule 1.10</p> <p>Pitcher's glove must be uniform in color and not white or gray.</p> <p>Rule 1.15</p>	<p>Wood and non-wood bats are permitted.</p> <p>Specs for non-wood bats are as follows: Max diameter – 2 5/8 inches. Max length - 36 inches. (Pro wood bats allowed -2 ¾). Max length to weight differential is 3 ounces. Non-wood must be silk screened BESR.</p> <p>A batter is out if he ENTERS the batter's box with an illegal bat or is discovered USING an illegal bat before the first pitch to the following batter is out.</p> <p>Rules 1-3-5 and Rule 7-4-1a</p> <p>Pitching gloves must be of uniform color but may have different shades of the same color except white or gray. No white or gray marks may be on the glove.</p> <p>Rule 1-3-6</p>	<p>Wood and non-wood bats are permitted.</p> <p>Wood Bats specs are the same as the Pro rule.</p> <p>Specs for non-wood bats are as follows:</p> <ul style="list-style-type: none"> • Max diameter – 2 5/8 inches. • Max length – 36 inches. • Max length to weight differential is 3 ounces. • Non-wood bats must possess the NCAA or BESR certification. <p>A player discovered USING an illegal bat is out.</p> <ul style="list-style-type: none"> • Bats with slight dents are OK <p>Rule 1-12</p> <p>Pitcher's glove: same as Pro rule except that two tones are allowed. No white or grey lettering is permitted</p> <p>Rule 1-13-c</p>
Uniform Specs	<p>Any part of an undershirt exposed to view shall be a uniform solid color for all players on a team. Sleeve lengths may vary from player to player but sleeve lengths of each individual shall be the same length and not ragged, frayed, or slit.</p> <p>Rule 1.11</p>	<p>Same as Pro rule except the exposed sleeves of a pitcher's undershirt cannot be white or gray.</p> <p>Rule1-4-2</p>	<p>Same as Pro rule except the exposed sleeves of any player's undershirt cannot be white.</p> <p>Rule1-14-d</p>
Base Coach Batting Helmet	<p>Not required.</p>	<p>Not required for adult coaches, required for player/student.</p> <p>Rule 1-5-1</p>	<p>Base coaches are required to wear a helmet. It is recommended that the helmet meet NOCSAE standards.</p> <p>Rule 1-14-g</p>

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Substitutions: General	<p>Pro: No re-entry allowed. Rule 3.03</p> <p>Babe Ruth: Only starters are allowed to re-enter once in the same spot in the batting order. (BR5 – Re-entry)</p>	<p>Only starters are allowed to re-enter once in the same spot in the batting order. Rule 3-1-3</p>	<p>No re-entry allowed.</p>
Substitutions: Pitcher	<p>A pitcher who takes the mound after the start of a half inning must finish pitching to the batter who was at bat when the pitcher took the mound, unless a pinch hitter enters the game. (A manager is prohibited from making a second trip to the mound to the same pitcher with the same batter.) Rule 8.06 (c)</p> <p>A pitcher may change to another position only once during the same <u>inning</u>. If a pitcher changes positions and then returns to the mound during the same inning, he will be allowed the usual eight warm-up pitches. PBUC Umpire Manual 6.12</p>	<p>Generally, the same as the Pro rule. However, if a pitcher is removed from the mound because of charged conferences, he cannot return to pitch under any circumstances. Rule 3-1-2</p> <p>If the player listed as the starting pitcher on the lineup card does not face one batter, he may play another position, but he may not pitch in the game. Rule 3-1-1 Penalty</p>	<p>Generally, the same as the Pro rule. However, a pitcher who is removed from the mound, but remains in the game on defense, may return to pitch only once in the <u>game</u>, provided he was not removed because of charged conferences. In a 10-man lineup, unless multiple defensive substitutions are made, the pitcher would be inserted into the defensive player's position in the lineup and the DH would be terminated. The new pitcher would bat in the DH's old slot. Rule 7-2 and Rule 9-4-e</p>

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Substitutions: Pitcher/ Designated Hitter (DH)	A team may DH for the pitcher only and the DH must be designated before the game. If the DH enters the game defensively, the DH is terminated and the pitcher must bat for the defensive player who was removed. Also, if the pitcher bats for himself, the DH is terminated. Rule 6.10	Federation rule is similar to the Pro rule except a team may DH for anyone in the lineup. However, a starting defensive player cannot be listed as the DH in the starting lineup. If the defensive player for whom the DH is batting bats for himself, the DH is terminated. Rule 3-1-4	A team may only DH for the starting pitcher . If a starting pitcher is listed in the batting order, he automatically becomes the DH. If the DH enters the game defensively (other than to pitch) the DH is terminated. If a defensive player becomes the pitcher, the DH is terminated. Rule 7-2-a and Rule 7-2-b See MAC supplement on Pitcher/DH.
Pitching Visits & Defensive Conferences	Pro: A coach's second visit to the mound, to the same pitcher in the same inning, mandates the pitcher being removed from the game. By rule there is no limitation or penalty imposed for other defensive conferences granted by the umpire. However, a coach cannot circumvent the "trips to the mound" rule by visiting another defensive player who then goes to the mound. Rule 8.06 Babe Ruth: A second visit, as defined above, would only cause the pitcher to be removed as pitcher for the remainder of the game. (BR4 – Trips to the Mound)	Regulation game - each team is allowed no more than three charged defensive conferences without penalty. Multiple conferences (up to the maximum of three per regulation game) per inning are allowed. In a regulation game, the pitcher must be removed from the mound for every conference in excess of the three. Extra-inning game occurs - the defense is allowed one free conference per extra inning. However, unused free conferences from the first seven innings do not carry over into extra innings. Rule 3-4-1	Regulation game - each team is allowed no more than one free defensive conference in an inning per pitcher, or a total of three for the game without penalty. The pitcher must be removed from the mound for every defensive conference in excess of the limitations (i.e. a second visit to the mound to the same pitcher in the same inning). Extra-inning game occurs - the defense is allowed only one additional free conference. However, unused free conferences from regulation play do carry over into extra innings. Rule 9-4-a and Rule 9-4-b
Offensive Conferences	No specific rule on offensive conferences. They are granted at the umpire's discretion.	A maximum of one offensive conference per inning is allowed. Rule 3-4-2	A maximum of three offensive timeouts per team per game is allowed. One additional offensive conference is allowed for every three extra innings played. Rule 6-5-f

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Ball/Fielder In Play vs. Out of Play	<p>Fielders may go into the dugout to make a catch or catch a ball in play and carry it out of play. The ball remains live unless the fielder drops the ball or falls to the ground while in dead ball territory. If the fielder falls or drops the ball while in dead ball territory, runners are awarded one base.</p> <p>Rule 7.04 (c)</p>	<p>If a fielder has two feet completely in dead ball territory when he touches the ball, the ball is dead. If after making a catch in the field of play, the fielder then falls or steps with two feet completely into dead ball territory, the ball is dead and runners are awarded one base. A fielder may drift into dead ball territory and then reestablish himself in live ball territory before touching the ball to make a catch.</p> <p>Rule 5-1-1i and Rule 8-3-3d</p>	<p>A fielder must have two feet completely in live ball territory to make a catch (a line marking dead/live ball territory is in live ball territory). A fielder may make a catch in live ball territory and have his momentum carry him into dead ball territory. The ball remains live unless the fielder falls or drops the ball in dead ball territory. If the fielder makes a catch and carries the ball into dead ball territory and falls or drops the ball, the ball is dead and all runners are awarded one base.</p> <p>Rule 2-15-d</p>
Conference Has Ended	<p>Defensive: A manager or coach is considered to have concluded his visit to the mound when he leaves the 18-foot circle surrounding the pitcher's rubber.</p> <p>Rule 8.06 and PBUC Umpire Manual 6.10</p> <p>Offensive: Ends at the umpire's discretion</p>	<p>Defensive: If the conference was in fair territory, it is over when the coach crosses the foul line. If the conference was in foul territory, it is over when the coach starts back to the dugout.</p> <p>Rule 3-4-3</p> <p>Offensive: The conference is over when a coach starts back to the dugout or coaches box.</p> <p>Rule 3-4-4</p> <p>When either team has a charged conference, the other team may also have a conference, which is not charged.</p> <p>Rule 3-4-5</p>	<p>Defensive: A trip to the mound (or defensive conference) begins when the coach crosses the foul line and concludes when the coach leaves the dirt circle or the pitcher begins his eight warm-up throws</p> <p>Rule 9-4-d</p> <p>Offensive: Ends at the umpire's discretion.</p> <p>A team gets a free conference during an opposing team's charged conference as long as they are ready to play when the opposing team's charged conference terminates. During an injury timeout the opposing team may have an uncharged conference.</p> <p>Rule 9-4-a, AR4 and Rule 6-5-f (4)</p>

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Obstruction	<p>Obstruction is generally a delayed dead ball. However, it is a dead ball if the was obstructed before reaching first base on an uncaught infield batted ball or the obstructed runner is being played on. Obstructed runners who are being played on shall be awarded at least one base in advance of the last base they legally touched. Obstructed runners who are <u>not</u> being played on will only be awarded bases that would nullify the obstruction.</p> <p>Rule 7.06</p> <p>Batter-Runner is obstructed before reaching first base:</p> <ol style="list-style-type: none"> 1) On an infield ground ball, the ball is dead and the is awarded first base. 2) On a pop-up, line drive, or fly ball that is caught, the batter is out and the obstruction is ignored. 3) On a pop-up or line drive to the infield that is dropped, the ball is dead and obstruction is enforced. 4) On a fly ball to the outfield that is dropped, leave the ball in play and the is protected to at least first base. <p>PBUC Umpire Manual 4.30</p>	<p>Obstruction – the fielder, without possession of the ball, denies access to the base the runner is attempting to achieve.</p> <p>Obstruction is always a delayed dead ball.</p> <p>An obstructed runner, <u>whether played on or not</u>, is awarded one base beyond his position at the time of the obstruction or whatever award will nullify the obstruction. Malicious contact supersedes obstruction.</p> <p>Rule 2-22-1 and Rule 8-3-2</p> <p>A fake tag is obstruction.</p> <p>Rule 2-22-2</p> <p>Note: Although Federation rules specify that any obstructed runner (which by definition includes the Batter-Runner) is awarded a minimum of one base, whether played on or not, the rules do not explicitly address obstruction on the Batter-Runner before he reaches first base. It is the consensus of many veteran umpires in the association that obstruction on the Batter-Runner before he reaches first base should be enforced the same as Pro and NCAA rules. Do not nullify an out and award the Batter-Runner a base if he is obstructed before reaching first base after hitting pop-up, line drive, or fly ball that is caught. It is recommended that you handle the situation in one of two ways: 1) delay calling any obstruction until you see whether or not the ball is caught, or 2) immediately call the obstruction when the Batter-Runner is hindered. Then if the ball is caught, ignore the obstruction just as you would under Pro rules. You can do this using your provision under Rule 10-3-g, which gives umpires the authority to rule on anything not specifically covered by the rules.</p>	<p>Obstruction – the act of a fielder who, while not in possession of the ball, impedes the progress of any runner.</p> <p>Administering obstruction is the same as the Federation rule except that if a play is not being made on the obstructed runner, he is not automatically entitled to at least one base.</p> <p>Note: Two key situations when the difference could come into play: 1) catcher blocking the plate, and 2) contact between a fielder and runner in a run-down. In a run-down, if the ball is in flight when contact between the fielder and runner occurs, it's obstruction under NCAA rules; however, under Pro and Federation rules it could be interference (although most likely you would call nothing).</p> <p>Rule 8-3-e and Rule 6-3-d</p>

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<p>Interference and Illegal Acts by Runners or s</p>	<p>Pro: There is no force-play slide rule. A runner is only required to slide in a manner that he can touch the bag. If a runner willfully or deliberately interferes with a fielder or batted ball to prevent a double play, the runner and are out.</p> <p>Rule 7.09 (g)</p> <p>It is interference when a batter hits or bunts a fair ball, and his bat hits the ball a second time in fair territory. However, if the batter drops his bat and the ball rolls against the bat in fair territory, it is not interference if the umpire judges the batter was not trying to interfere with the ball.</p> <p>Rule 7.09 (b)</p> <p>Babe Ruth: Malicious contact would generally be considered an unsportsmanlike act and warrant an ejection. An automatic out penalty could vary between associations. Cover the subject in the plate conference.</p>	<p>Interference – Offensive interference is an act (physical or verbal) by the team at bat, umpire, coach or spectator.</p> <p>Immediate dead ball.</p> <p>Malicious contact by a runner before he scores is an automatic out and an ejection. If the malicious contact occurs after he scores, the runner is only ejected. In either case, it is interference and the ball is dead.</p> <p>Rule 3-3-1</p> <p>Runners should avoid illegal contact with a fielder in the immediate act of making a play on him. On force plays, the force-play slide rule is also in effect. The force-play slide rule is the same as the NCAA rule.* (See 2007 NCAA change which does not yet apply to Federation.)</p> <p>Rule 8-4-2b and Rule 8-4-2c</p> <p>Note: If, for example, the catcher is in the baseline between third and home while <u>waiting</u> to receive a throw and a runner runs into the catcher. Because the catcher should not be in the baseline before he has possession of the ball or there's a reasonable chance for him to receive it before the runner reaches that spot, you should give the runner any benefit of the doubt if non-malicious contact occurs.</p> <p>Case 8-3-2c</p> <p>A runner may hurdle, jump or leap a fielder who is lying on the ground in an attempt to avoid contact. However, a runner is out if anytime he dives over a fielder; or hurdles, jumps, or leaps a fielder who is not lying on the ground. The ball remains live.</p> <p>Rule 8-4-2c and Rule 8-4-2d</p> <p>It is only interference if the batter intentionally contacts a batted or bunted ball with the bat a second time.</p> <p>Rule 8-4-1d</p> <p>Malicious contact may be offensive or defensive. Ball is immediately dead.</p> <p>Rule 3-3-1n and Rule 5-1-1m</p>	<p>Interference – The act of an offensive player, umpire or nongame person who interferes with physically or verbally hinders, confuses or impedes any fielder attempting to make a play.</p> <p>Immediate dead ball.</p> <p>It is interference and a runner is out if he: 1) could have avoided a collision and reached the base, or 2) attempted to dislodge the ball.</p> <p>Rule 8-7-a</p> <p>On a force play, the runner must either, legally slide on the ground in a direct line between the two bases or run away from the fielder to avoid making contact or altering the play of the fielder.</p> <p>Rule 8-4-a</p> <p>*New for 2007: Runners own the 15 inch channel created by the base including the area beyond the bag. This prevents the fielder from camping out beyond the bag in order to draw the cheap penalty. Runners may pop up slide into the fielder in order to stop.</p> <p>Rule 8-4</p>

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Balks and Illegal Acts by the Pitcher	<p>A balk is a delayed dead ball.</p> <ul style="list-style-type: none"> If the batter and all runners advance at least one base after the pitcher balks and delivers a pitch to the plate, the balk is ignored. If the pitcher throws wild to the plate or a base, a runner may advance beyond the base to which he is entitled at his own risk. If all runners advance a minimum of one base on a wild pitch that followed a balk, the balk is still acknowledged for the batter and the batter resumes his at bat with the same count he had before the balk and wild pitch. Rule 8.05 Penalty and ARs <p>The pitcher may not go to his mouth while within the 18-foot circle surrounding the rubber. It is only a <u>balk</u> if he violates the rule. Rule 8.02 (a) (1) Penalty</p> <p>With runners on base, it is a balk if the pitcher stands on or astride the rubber without having the ball. Rule 8.05 (i)</p>	<p>The ball is dead immediately when an illegal pitch occurs. If there are runners on base, such illegal acts (e.g., applying a foreign substance to the ball) are balks. If no runners are on base, a ball is awarded to the batter. Rule 6-1-1 and Rule 6-1-2 and Rule 6-1-3 Penalty</p> <p>Unique Federation Rules:</p> <ul style="list-style-type: none"> A pitcher may go to his mouth while not on the rubber, provided that he wipes off his fingers before contacting the ball. Rule 6-2-1e and Case 6-2-1a A jump turn is legal provided the pitcher steps toward the base and gains ground. Rule 6-1-3 With runners on base, it is a balk if the pitcher positions himself within five feet of the rubber without the ball. Rule 6-2-5 The pitcher's entire glove must set at or below his chin when pitching from the set position. Rule 6-1-3 	<p>Same as Pro rule. Rule 9-3 Penalty (1-3)</p> <p>Unique NCAA rules:</p> <ul style="list-style-type: none"> A pitcher may go to his mouth while in the dirt area of the mound, but not while in contact with the rubber. He must wipe off his fingers. It is only a <u>balk</u> if he violates the rule. Rule 9-2-d A jump turn is legal if the pitcher gains ground toward first base. Rule 9-3-c (5) During a hidden ball play, the pitcher cannot have either foot in the dirt area of the mound. Rule 9-3-f During a pick-off play, it is <u>not</u> a balk if the pitcher throws to the first baseman instead of directly to the bag, as long as the first baseman is moving toward the bag. Rule 9-3-c (1) AR <p>What we used to call the "Broad Run Set" or "Loudoun County Set" is now specifically illegal. The pitcher may not come set in such a way as to deceive the runner that he is in the set position.</p>

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Checked Swing	Plate Umpire must check with his partner if requested by the defense. Rule 9.02 (c)	Federation rules make this optional. However, MAC requires that umpires follow the Pro rule when working games for us. Umpires may be disciplined or fined for failing to check with their partners when requested on the check swing. Rule 10.1.4 Note	Same as Pro rule. Rule 3-6e
Intentional Walks	There is no provision for issuing an intentional walk verbally. A minimum of four pitches must be thrown.	An intentional walk may be issued verbally. It is a dead ball. Rule 2-4-3	There is no provision for issuing an intentional walk verbally. A minimum of four pitches must be thrown.
Appeals	Appeals must be made by the defense before a pitch to the next batter or a play on a runner is made. Feinting a throw is not a play. Neither is an appeal. Rule 7.10	Umpires no longer make the calls automatically. Live ball appeals are made in the same manner as Pro. Dead ball appeals can be made by the coach or a defensive player Rule 8-2 Penalty	Same as Pro rule. Rule 8-6-b
Crowd Control	Umpires may eject spectators from the field. However, nothing in the rules allows an umpire to eject a spectator from the stands. In the event of unsportsmanlike behavior or threats from fans, encourage coaches to gain control of their fans. Call police if necessary. Rule 9.01 (e) (2)	Umpires may eject spectators. It is recommended for the umpire to direct the home team athletic director or representative to take care of any disruptive fans. Rule 5-2-1c	The onus for crowd control rests on the home team athletic director or his representative. Offenders may be removed from the game site. Games may NOT be forfeited for failure to control the crowd. They are suspended. Rule 4-9
Courtesy Runners	Not allowed.	For Pitcher and Catcher only. Umpires must track courtesy runners on the lineup card. The same player may not run for both pitcher and catcher. Rule 10.2.3.j	Not allowed.
Fighting and	Fighting is an	Any person who leaves his position or	No player, coach, or team

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Suspensions	<p>unsportsmanlike act and the offenders should be ejected. However, other than a player charging the pitcher's mound, other unsportsmanlike acts warranting an ejection are solely determined by the umpires. The league office determines suspensions.</p> <p>Rule 4.06 and PBUC Umpire Manual 1.5 & 1.6</p>	<p>bench area for the <u>purpose</u> of fighting or physical confrontation shall be ejected. Coaches may leave their positions or bench area to assist in breaking up a fight, but players cannot.</p> <p>Note: The Federation rule is stricter than the NCAA rule. A fight does not have to occur to warrant an ejection, only the intent to fight is necessary (e.g., If a batter who was just hit by a pitch starts to charge the mound and the catcher tackles him to protect his pitcher, both the batter and the catcher should be ejected). Report ejections of a players or coaches to the commissioner.</p> <p>Rule 3-3-1q</p>	<p>representative may physically abuse or fight with an official or opposing player. Fight is defined as a confrontation of pushing, shoving, or bumping. The person shall be ejected and suspended for three games. Any player involved in a fight that has remained at his position and is judged to be merely defending himself shall not be ejected or suspended. Also, a player or coach who makes physical contact with another player in an obvious attempt to prevent a fight or confrontation shall not be ejected or suspended. Report ejections and suspensions of players or coaches to the commissioner.</p> <p>Rule 5-16 and Rule 5-12-h</p>
Starting or Finishing the Game with Less than 9 Players	<p>Pro: It is a forfeit if a team cannot start and finish the game with nine players.</p> <p>Rule 4-17</p> <p>Babe Ruth: Most local associations allow teams to start and finish games with eight players. Leagues generally do <u>not</u> require a team with eight players take an automatic out for the empty spot in the batting order.</p>	<p>It is a forfeit if a team cannot start a game with nine players or finish the game with at least eight players. Once a team is reduced to playing with eight players it may return to nine but that is not required even if another player shows up. An out <u>shall</u> be called each time the empty spot in the batting order comes to bat.</p> <p>Rule 4-4-1f</p>	<p>Same as Pro rule.</p> <p>Rule 5-12-g</p>
Ejections	<p>Ejected players or coaches must leave the field (and dugouts) and take no further part in the game.</p>	<p>Umpires have an intermediate step. They may restrict the coach or player to the dugout.</p> <p>Rule 3-3</p>	<p>Ejected coaches and participants must leave the stadium. (sight and sound)</p> <p>This is a more severe penalty than the Pro rule.</p>
Umpires use of video	No provision.	No provision.	May be used in fight situations to identify

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			participants. Rule 5-16-c(4)