

SBU Umpire Rules Reference (6/11/26)

(changes from last version noted in **RED**)

LEVEL	WIAA School Ball MS+HS Fresh/JV	WIAA School Ball HS Varsity	SBU (Legion) AAA, AA, A	SBU (SIYB/Pony) INW, Amer, Natl	SBU (Men's INMBL) +18, +32, +48	SBU NCBA (College Club)
GENERAL						
Pay Source	Arbiter Pay (48 hrs)	Arbiter Pay (48 hrs)	WIAA Varsity High School Rules	Check/DD (~ea mo.)	Check/DD (~ea mo.)	Check/DD (~ea mo.)
Shirt	Black/ Blue Partners to match	WOA/ MLB Black Partners to match	Exceptions:	Black/ Blue Partners to match	Black/ Blue Partners to match	Black/ Blue Partners to match
Solo Position	Mound Option (safety)	Plate	•(AAA all games) Ties play until winner is determined.	Mound Option (safety, excess games)	Plate	Plate
Field Size (mound/base)	60.5/90' (HS, MS Varsity) 54/80' (MS Middle Levels) 50/70' (MS JV)	60.5/90'	•(AA, A Non-Playoff): Tie-breaker inn start with no out runner @2B (last batter out).	46'/60' (9-10U) 50'/70' (11-12U) 54'/80' (13-15U Rec) 60.5/90" (15U Comp)	60.5/90'	60.5/90'
Innings	7 (HS) 6 (MS)	7	•(AA, A Playoffs): Ties play until winner is determined	6 (9-10U) 7 (11-15U)	9 (7 each if dbl header, 20-30min between games)	9 (7 each if dbl header, 20-30min between games)
Time Limit (no new)	NA (HS) 2:00 (MS)	NA	•(A only): Ties permitted non-league games only.	1:50 (9-15U) NA (Championship)	2:40 (7); 3:00 (9) NA (Championship)	NA
Mercy Rule/Game	10 after 5 6 max/inn ex last inn (MS) 9 batter max/inn (MS JV)	10 after 5	•(A only): no new inning >2 hrs	10 after 4 (9-15U) 5 max/ inn (9-10U Rec) 7 max/ inn (12U Rec)	10 after 5 (7inn: 18+, 32+) 10 after 7 (9inn: 18+, 32+) 15 after 5 (48+)	10 after 5
Tie Breaker Inning	extra innings until darkness	extra innings until darkness		reg season: end in tie. tourney: runner @2B, 1out	playoffs only: runner @2B	extra innings until darkness
Game start grace period	Umpire discretion	Umpire discretion		Umpire discretion	30 min max (<8 players)	Umpire discretion
Game start playability	Head Coach owns until umpire 'play' to start game	Head Coach owns until umpire 'play' to start game		Head Coach owns until hands umpire lineup card	Head Coach owns until hands umpire lineup card	Head Coach owns until hands umpire lineup card
Game Stoppage/ Delay	3.5/4 innings official Lightning: 30 min delay	3.5/4 innings official Lightning: 30 min delay		2.5/3 inn official: 9-10U 3.5/4 inn official: 11-15U Lightning: 30 min delay	4.5/5 innings official Lightning: 30 min delay Rain: max 40 min delay	4.5/5 innings official Lightning: 30 min delay
Fan Behavior/ Ejections	manage thru adminstrator/ head coach	manage thru adminstrator/ head coach		manage thru adminstrator/ head coach	manage thru adminstrator/ head coach	manage thru adminstrator/ head coach
EQUIPMENT						
Bats: Metal/ Comp	2 5/8 dia 36" max/ -3 BBCOR (HS); USA/ USSSA/ BBCOR no limits (MS)	2 5/8 dia 36" max/ -3 BBCOR	WIAA Varsity High School Rules	USA/ USSSA/ BBCOR no limits (9-14U, 15U Rec)	Composite (-3 allowed)	2 5/8 dia 36" max/ -3 BBCOR not primarily white.
Bats: Wood	2 3/4 dia max (wood)	2 3/4 dia max (wood)	Exception: •NOCSAE mark ball optional	-3 BBCOR/ USA, no USSSA (15U Comp)	Wood (no limits)	2 3/4 dia 42" max, (wood)
Bats: Allowable Grips	Resin, pine tar, dry agent max 18" from knob base. If illegal before in batter box, remove bat. If in box, batter out and HC restricted. 2nd time batter out, HC ejected	Resin, pine tar, dry agent max 18" from knob base. If illegal before in batter box, remove bat. If in box, batter out and HC restricted. 2nd time batter out, HC ejected		Wood no limits (9-15U) No rule on grip restrictions.	No rule on grip restrictions.	Resin, pine tar, dry agent max 18" from knob base. If illegal, batter warned. 2nd time batter ejected. Batter is not out,
Glove, Sleeve, Wristband, Wrap	White, grey or distracting not allowed, must be removed.	White, grey or distracting not allowed, must be removed.		White, grey or distracting not allowed, must be removed.	White, grey or distracting not allowed, must be removed.	White, grey or distracting not allowed, must be removed.
Helmets	Required by all offensive players/ youth in live area	Required by all offensive players/ youth in live area		Required by all offensive players/ youth in live area	Required of batter, on-deck batter, runners.	Required of batter, on-deck batter, runners, base coaches.
Catcher's Mask	attached/ hockey ok; 2-pc exposed ears NOT allowed	attached/ hockey ok; 2-pc exposed ears NOT allowed		attached/ hockey ok 2-pc w/ helmet IS allowed	attached/ hockey ok 2-pc w/ helmet IS allowed	attached/ hockey ok 2-pc w/ helmet IS allowed
Cleats	no metal on synthetic turf	no metal on synthetic turf		metal ok (11-15U) no metal on port mound	plastic or metal cleats, non-cleated athletic shoes	no metal on synthetic turf

Baseball	NFHS NOCSAE: 2 to start	NFHS NOCSAE: 3 to start
Jewelry/ Eye Black	Allowed (if not obscene, taunting, safety issue)	Allowed (if not obscene, taunting, safety issue)
Electronic Comms	1-way comms allowed dugout to catcher only. Method must be safe.	1-way comms allowed dugout to catcher only. Method must be safe.

PONY	MSBL encouraged	NCBA (Rawlings R1NCBA): 3 to start (7 inn). 4 to start (9).
Restricted to medical/religious, must be taped	Allowed (if not obscene, taunting, safety issue)	

RULES

Rule Book	NFHS	NFHS	NFHS
Lineup	Substitute rules apply. DH + EH allowed; Unannounced adds/ subs are NOT penalized	Substitute rules apply. DH allowed (no EH); Unannounced adds/ subs are NOT penalized	WIAA Varsity High School Rules Exception: •EH is allowed
Start 9 players, play 8 Reentry	Must start 9. If play with 8, out when vacant spot AB. Starter may reenter once.	Must start 9. If play with 8, out when vacant spot AB. Starter may reenter once.	
Fielder Fake Tag/ Throw/ Catch	Obstruction (must award base beyond base achieved at time of obs)	Obstruction (must award base beyond base achieved at time of obs)	
Fielder Can Block Base	Only when possess ball	Only when possess ball	
Catch (and Carry)	Catch if one foot touches in play territory. Catch if any part of body remains IPT on dive. Secure+firm possession long enough.	Catch if one foot touches in play territory. Catch if any part of body remains IPT on dive. Secure+firm possession long enough.	
Force Play Slide Rule	Enforced (R+BR out)	Enforced (R+BR out)	
Runner's Lane Violation	Interfere w/ throw/ fielder receiving throw. Quality of throw disregarded. Runners return at time of interference.	Interfere w/ throw/ fielder receiving throw. Quality of throw disregarded. Runners return at time of interference.	
Illegal Slide Malicious Contact	Enforced (R out) Player ejected	Enforced (R out) Player ejected	
Head First Slide @Home Slide @Home Required?	Allowed No	Allowed No	
Advance home on PB	Yes	Yes	
Advance bases on PB	Yes	Yes	
Warm up pitches	8 (first appearance) 5 (return innings)	8 (first appearance) 5 (return innings)	
Dropped 3rd Strike Play	Applies. Out if batter abandons, enters dugout.	Applies. Out if batter abandons, enters dugout.	
Lead off/ pick off/ steal	Yes	Yes	

OBR	OBR	OBR
(9-15U Rec) full lineup. (9-14U Comp) 9, 9+EH, full lineup, DH allowed. (15U Comp): NFHS JV	Can bat 8 or more. If 10 or more, can use A/B rotational hitting. Must announce adds/subs (eject +out if unannounced AB)	Starter reentry (DII, DIII only). DH allowed (no EH) Subs must be on lineup card and reported upon entry (penalty: HC ejection)
Can start + play with 8, out when vacant spot AB. Starter may reenter once.	Can start + play with 8, out when vacant spot AB (1st time thru lineup only).	Must start 9. If play with 8, out when vacant spot AB. No reentry.
No Rule	Obstruction (must award base beyond base achieved at time of obs). 2nd offense: ejection.	No Rule
Immediate act of fielding a throw	Immediate act of fielding a throw	Immediate act of fielding a throw
Neither foot can be out of play to be a catch. Dead ball if any part of body touches OPT. Secure+firm possession long enough.	Neither foot can be out of play to be a catch. Dead ball if any part of body touches OPT. Secure+firm possession long enough.	Neither foot can be out of play to be a catch. Dead ball if any part of body touches OPT. Secure+firm possession long enough.
Enforced (R+BR out)	Enforced (R+BR out)	Enforced (R+BR out) Must slide within 1 arm's length
Interfere w/ throw/ fielder receiving throw. MUST be quality throw. Runners return at time of pitch.	Interfere w/ throw/ fielder receiving throw. MUST be quality throw. Runners return at time of pitch.	Interfere w/ throw/ fielder receiving throw. MUST be quality throw. Runners return at time of pitch.
Enforced (R out) Player ejected	Enforced (R out) Player ejected	Enforced (R out) Player ejected
Out (allowed 15U Comp) Yes	Allowed No	Allowed No
No (9-12U Rec, 9U Comp) Yes (other levels)	Yes	Yes
No (10U Rec). Yes (others)	Yes	Yes
8 (first appearance) 5 (return innings)	8 (first appearance) 5 (return innings)	8 (first appearance) 5 (return innings)
No (9-10U Rec, Comp). (Others) Out if abandons, exists dirt circle	Applies. Out if batter abandons, exits dirt circle.	Applies. Out if batter abandons, exits dirt circle.
No (9-12U Rec, 9-10U Comp), Steal ok as pitch reaches plate (9-10 Comp, 12U Rec) Yes (12U Comp, 13-15U)	Yes	Yes

Balks	Immediate dead ball.	Immediate dead ball.
Intentional Walk	HC or catcher may req	HC or catcher may req
Windup Movement	Deliver pitch or step bk off mound w/ pivot foot.	Deliver pitch or step bk off mound w/ pivot foot.
Windup Position	Pivot foot NOT parallel to pitcher's plate.	Pivot foot NOT parallel to pitcher's plate.
Stretch: Complete Stop Required (no runners on)	Yes (dead ball: called ball)	Yes (dead ball: called ball)
Stretch Position	Pivot foot parallel to pitcher's plate.	Pivot foot parallel to pitcher's plate.
Feint 3B, throw to 1B	Allowed, also feint only to 3B	Allowed, also feint only to 3B
Pitcher Hand to Mouth	While engaged: illegal pitch or balk (if runners on). Not engaged: must wipe before hand to ball, otherwise exchange ball.	While engaged: illegal pitch or balk (if runners on). Not engaged: must wipe before hand to ball, otherwise exchange ball.
Pitcher Reentry Once as Pitcher	Allowed, not same inning, must remain in game.	Allowed, not same inning, must remain in game.
Pitcher Removal	Pitching limitations are coaches responsibility, not managed by officials. Eject: intentionally throws at batter.	Pitching limitations are coaches responsibility, not managed by officials. Eject: intentionally throws at batter.
Courtesy Runner	C + P only (HS: any out) C + P only (MS: 2 outs)	C + P only
Defensive Conferences	3 per inning/ game (reg), 1 per extra inn (coach to defense)	3 per inning/ game (reg), 1 per extra inn (coach to defense)
Defensive Meetings	1 player to player mtg/ inning	1 player to player mtg/ inning
Offensive Conferences	1 per inning (coach to offense)	1 per inning (coach to offense)

Immediate dead ball. No balks (9-12U Rec, 9-10U Comp)	Delayed Dead; Ignored if BR and all Rs advance.	Delayed Dead; Ignored if BR and all Rs advance.
HC, C or P may req	HC or catcher may req. 1 allowed/ game. Thereafter pitches must be thrown.	HC must request
Also can step and throw to occupied base.	Also can step and throw to occupied base.	Also can step and throw to occupied base.
If pivot foot parallel, must declare windup.	If pivot foot parallel, must declare windup.	If pivot foot parallel, must declare windup.
No	No	No
Can declare windup from stretch position.	Can declare windup from stretch position.	Can declare windup from stretch position.
Balk	Balk	Balk
While engaged: illegal pitch (runners on or not). Not engaged: must wipe before hand to ball, otherwise exchange ball.	While engaged: illegal pitch (runners on or not). Not engaged: must wipe before hand to ball, otherwise exchange ball.	While engaged: illegal pitch (runners on or not). Not engaged: must wipe before hand to ball, otherwise exchange ball.
No	Allowed, not same inning, need NOT remain in game.	No
Pitching limitations are coaches responsibility, not managed by officials. Eject: intentionally throws at batter.	Eject: intentionally throws at batter. Remove: hits 3 batters/ 1 inn, 4/ game. Max 5 inn/game (48+, 60). No limit (18+, 32+)	Pitching limitations are coaches responsibility, not managed by officials. Eject: intentionally throws at batter.
C + P only	C (18+) + 2 CR/ game C+P (32+) + 2 CR/ game C+P (48+) + 3 CR/ game Lineup identified or last out	None allowed (DI, DII) Allowed C +P (DIII)
1 per inning per pitcher. 3 per game across all pitchers.	1 per inning per pitcher	1 per inning per pitcher 6 per game (3 max w/ coach) + 1/ extra inn
No rule	No rule	No rule
No rule	No rule	3 per game + 1/ extra inn

Double First Base	Fair if bound over white base. BR must use color bag and D use white unless dropped 3rd. If BR beats throw with touch of wrong base, signal safe but can be out on appeal. If throw beats BR with pulled foot and BR does not touch color bag, got nothing until tag out or BR returns safely to white 1B. No change to runner lane violation. Obst/ Interference only if touch wrong bag AND a collision.	Fair if bound over white base. BR must use color bag and D use white unless dropped 3rd. If BR beats throw with touch of wrong base, signal safe but can be out on appeal. If throw beats BR with pulled foot and BR does not touch color bag, got nothing until tag out or BR returns safely to white 1B. No change to runner lane violation. Obst/ Interference only if touch wrong bag AND a collision.
Appeal (missed base, leaving early on tag)	Live: tag base or runner Dead: req by plyr, coach	Live: tag base or runner Dead: req by plyr, coach
DH/ Player DH	OK for any position player. Declare in lineup before 1st pitch, not allowed if not. Starter can be subbed and reenter. If DH plays D, DH terminated.	OK for any position player. Declare in lineup before 1st pitch, not allowed if not. Starter can be subbed and reenter. (DH): If DH plays D or D hits or PR's, DH terminated. (Player DH): If sub or D hits, Player DH is terminated.
Batter's Interference	Delayed dead ball, batter is out +R's return (ignore if R thrown out). If <2out and strike 3, runner also out. @Home if R tagged out, ignore (if not, R is out but if 2 out, then B is out).	Delayed dead ball, batter is out +R's return (ignore if R thrown out). If <2out and strike 3, runner also out. @Home if R tagged out, ignore (if not, R is out but if 2 out, then B is out).
Follow-Thru Interference	Follow-thru: dead ball, pitch counts, R's return, batter out if C attempts throw. If C reach over plate area, C obstruction and award B 1st base.	Follow-thru: dead ball, pitch counts, R's return, batter out if C attempts throw. If C reach over plate area, C obstruction and award B 1st base.
Slash Bunt Allowed	Yes	Yes
Thrown Bat	warning/ ejection (umpire discretion)	warning/ ejection (umpire discretion)

No rule	No rule	No rule
Live: tag base or runner Dead: not allowed	Live: tag base or runner Dead: req by plyr, coach	Live: tag base or runner Dead: not allowed
OK for any position player. Declare in lineup before 1st pitch, not allowed if not. Starter can be subbed and reenter. If DH plays D, DH terminated.	All players in dugout allowed to hit	OBR: DH only for Pitcher. Once player on D becomes pitcher, DH terminated. If sub for starting DH, cannot reenter
Delayed dead ball, batter is out +R's return (ignore if R thrown out). If <2out and strike 3, runner also out. @Home if R tagged out, ignore (if not, R is out but if 2 out, then B is out).	Delayed dead ball, batter is out +R's return (ignore if R thrown out). If <2out and strike 3, runner also out. @Home if R tagged out, ignore (if not, R is out but if 2 out, then B is out).	Delayed dead ball, batter is out +R's return (ignore if R thrown out). If <2out and strike 3, runner also out. @Home if R tagged out, ignore (if not, R is out but if 2 out, then B is out).
Follow-thru: dead ball, pitch counts, R's return, batter out if C attempts throw. If C reach over plate area, C obstruction and award B 1st base.	Follow-thru: dead ball, pitch counts, R's return, batter out if C attempts throw. If C reach over plate area, C obstruction and award B 1st base.	Follow-thru: dead ball, pitch counts, R's return, batter out if C attempts throw. If C reach over plate area, C obstruction and award B 1st base.
No (warning 1st offense, batter out thereafter)	Yes	Yes
warning 1st offense/ out+ ejection thereafter	warning/ ejection (umpire discretion)	warning/ ejection (umpire discretion)

- Men's: may start/play with 8 players, declare out 9th slot in batting order ONLY first time through. Can borrow player from other team upon mgr agreement (32+, 48+).
- Men's: if a hitter is pinch hit or pinch run for (other than courtesy runner), that hitter can no longer hit remainder of the game but can reenter defensively.
- Men's: if player must leave game and no subs exist, remaining batters move up in order without penalty. If due to ejection, out is recorded only 1st time thru lineup.
- *Men's: if both teams have 10+ players, both must bat at least 10, option to bat entire team. If one team has less than 10, team with 10+ has option to bat only 9.