

SBU Umpire Rules Reference (9/13/26)

(changes from last version noted in RED)

LEVEL	WIAA School Ball HS Var/JV/Fresh, MS	American Legion AAA, AA, A	SIYB/Pony INW, American (9-15U)	SS/LLSV Little League AAA(9-11), Majors(10-11)	Men's INMBL +18, +32, +45, +60	NCBA (College Club)
GENERAL						
Pay Source	Arbiter Pay (48-72 hrs)	SBU Monthly Check/ DD	SBU Monthly Check/ DD	SBU Monthly Check/ DD	SBU Monthly Check/ DD	SBU Monthly Check/ DD
Shirt	WOA/ MLB Black (Var) Black/ Blue (Fresh/JV/MS) Partners to match	Black/ Blue/ other Partners to match	Black/ Blue/ other Partners to match	Black/ Blue/ other Partners to match	Black/ Blue/ other Partners to match	Black/ Blue/ other Partners to match
Position (working solo)	Plate Mound Option (MS: if safety)	Plate	Mound Option (if safety)	Mound Option (if safety)	Plate	Plate
Field Size (mound/base)	60.5'/90' (HS, MS Varsity) 54'/80' (MS Middle Levels) 50'/70' (MS JV)	(See WIAA Varsity HS Rules) Exceptions: •(AAA all games) Ties play until winner is determined.	46'/60' (9-10U) 50'/70' (11-12U) 54'/80' (13-15U Rec) 60.5'/90" (15U Comp)	46'/60'	60.5'/90'	60.5'/90'
Innings	7 (HS) 6 (MS)	•(AA, A Non-Playoff): Tie-breaker inn start with no out runner @2B (last batter out).	6 (9-10U) 7 (11-15U)	6	9 (7 each if dbl header, 20-30min between games)	9 (7 each if dbl header, 20-30min between games)
Time Limit (no new inn)	NA (HS) 2:00 (MS)		1:50 (9-15U) NA (Championship)	1:30 (SS) 1:30/ 1:45 end (LLSV AAA) NA (LLSV Majors)	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)	•(AA, A Playoffs): Ties play until winner is determined •(A only): Ties permitted non-league games only.	10 after 4 (9-15U) 5 max/ inn (9-10U Rec) 7 max/ inn (12U Rec)	15 (3), 10(4), 8(5) 5 max/innings 1-4 (LL AAA)	10 after 5 (7inn: 18+, 32+) 10 after 7 (9inn: 18+, 32+) 15 after 5 (45+, 60+)	10 after 5
Tie Breaker Inning	extra innings until winner, time limit (MS) or darkness	•(A only): no new inning >2 hrs	reg season: end in tie. tournament: runner @2B, 1out	extra innings until winner, time limit or darkness. Tie-breaker inn start with no out runner @2B (last batter out) (LLSV Majors)	playoffs only: runner @2B	extra innings until winner or darkness
Game start grace period	Umpire discretion		Umpire discretion	Umpire discretion/ 10 min	30 min max (<8 players)	Umpire discretion
Game start playability	Home Head Coach owns until umpire starts game: 'Play'. No Play if field unsafe or heat 105+F or AQI 150+.		Home Head Coach owns until hands umpire lineup card. No Play if field unsafe or heat 105+F or AQI 150+.	Home Manager owns until hands umpire lineup card. No Play if field unsafe or heat 105+F or AQI 150+.	Home Head Coach owns until hands umpire lineup card. No Play if field unsafe or heat 105+F or AQI 150+.	Home Head Coach owns until hands umpire lineup card. No Play if field unsafe or heat 105+F or AQI 150+.
Game Stoppage/ 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	3.5/4 inn official 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)	WIAA Varsity High School Rules	USA/ USSSA/ BBCOR no limits (9-14U, 15U Rec)	2 5/8 dia 33" max, USA only (eject player+coach if illegal)	Composite (-3 allowed)	2 5/8 dia 36" max/ -3 BBCOR not primarily white.
Bats: Wood	2 3/4 dia max (wood)	Exceptions: •NOCSAE mark ball optional	-3 BBCOR/ USA, no USSSA (15U Comp)	Wood (no limits)	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	• Adult base coaches must wear skull cap. Student base coaches must have helmet with ear protection. • Catcher may wear 2-pc helmet+mask w/throat guard	Wood no limits (9-15U) No rule on grip restrictions.	Resin, pine tar, dry agent not allowed on bat taper/ barrel. If illegal, batter warned. 2nd time B+coach ejected. Batter is not out. Play stands. No on-deck batter allowed. No warm up donuts allowed.	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. Play stands.

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	Catcher may wear 2-pc helmet+mask w/throat guard	Catcher helmet+mask or hockey style w/throat guard	attached/ hockey ok 2-pc w/ helmet IS allowed	attached/ hockey ok 2-pc w/ helmet IS allowed
Cleats	no metal on synthetic turf	metal ok (11-15U) no metal on port mound	no metal (all positions)	plastic or metal cleats, non-cleated athletic shoes	no metal on synthetic turf
Baseball	NFHS NOCSAE: 3 to start	PONY: 2 in bag to start	Little League RS/ RS-T 2 in bag to start	MSBL encouraged: 3 to start	NCBA (Rawlings R1NCBA): 3 to start (7 inn), 4 to start (9).
Jewelry/ Eye Black	Allowed (if not obscene, taunting, safety issue)	Restricted to medical/ religious, must be taped	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.		

RULES

Rule Book	NFHS	NFHS	OBR	Little League+ Local League	OBR	OBR
Lineup	Substitute rules apply. DH (all), EH (Var not allowed) Unannounced adds/ subs are NOT penalized	WIAA Varsity High School Rules Exception: •EH is allowed	(9-15U Rec) full lineup. (9-14U Comp) 9, 9+EH, full lineup, DH allowed. (15U Comp): NFHS JV	Continuous batting order (free defensive substitutions) OR Bat 8 or 9 (no DH) with subs.	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)
Start 9 players, play 8 Reentry	Must start 9. If play with 8, out when vacant spot AB. Starter may reenter once.		Can start + play with 8, out when vacant spot AB. Starter may reenter once.	Can start + play with 8, NO 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.
Fielder Fake Tag/ Throw/ Catch	Obstruction (must award base beyond base achieved at time of obs)		No Rule	Obstruction (must award base beyond base achieved at time of obs)	Obstruction (must award base beyond base achieved at time of obs). 2nd offense: ejection.	No Rule
Fielder Can Block Base	Only when possess ball		Immediate act of fielding a throw	Only when possess ball	Immediate act of fielding a throw	Immediate act of fielding a throw
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.		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.	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.
Force Play Slide Rule	Enforced (R+BR out)		Enforced (R+BR out)	Enforced (R+BR out)	Enforced (R+BR out)	Enforced (R+BR out) Must slide within 1 arm's length
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. 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.	Interfere w/ throw/ fielder receiving throw. MUST be quality throw. Runners return at time of pitch.
Illegal Slide Malicious Contact	Enforced (Runner is out) Player ejected		Enforced (Runner is out) Player ejected	Enforced (Runner is out) Player ejected	Enforced (Runner is out) Player ejected	Enforced (Runner is out) Player ejected
Head First Slide @Home Slide @Home Required?	Allowed No		No, Out (allowed 15U Comp) Yes	No (all bases). Runner is out. No	Allowed No	Allowed No
Advance home on PB	Yes		No (9-12U Rec, 9U Comp) Yes (other levels)	Yes	Yes	Yes
Advance bases on PB	Yes		No (10U Rec). Yes (others)	Yes	Yes	Yes
Warm up pitches	8 (first appearance) 5 (return innings)		8 (first appearance) 5 (return innings)	8 (all appearances) in 60 sec	8 (first appearance) 5 (return innings)	8 (first appearance) 5 (return innings)

Dropped 3rd Strike Play BR/ R Forfeit	Applies. Out if BR/ R abandons, enters dugout.
Lead off/ pick off/ steal	Yes
Balks	Immediate dead ball.
Intentional Walk	HC or catcher may req
Windup Movement	Deliver pitch or step bk off mound w/ pivot foot.
Windup Position	Pivot foot NOT parallel to pitcher's plate.
Stretch: Complete Stop Required (no runners on)	Yes (dead ball: called ball)
Stretch Position	Pivot foot parallel to pitcher's plate.
Feint 3B, throw to 1B	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.
Pitcher Reentry Once as Pitcher	Allowed, not same inning, must remain in game.
Pitcher Removal	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 only)
Defensive Conferences	3 per inning/ game (reg), 1 per extra inn (coach to defense)
Defensive Meetings	1 player to player mtg/ inning
Offensive Conferences	1 per inning (coach to offense)

No (9-10U Rec, Comp). (Others) Applies. Out if BR/ R abandons, exits dirt circle	Applies. Out if BR/ R abandons, enters dugout. (NOTE: no dropped 3rd AAA)	Applies. Out if BR/ R abandons, exits dirt circle.	Applies. Out if BR/ R abandons, exits dirt circle.
No (9-12U Rec, 9-10U Comp), Steal ok once pitch reaches plate (9-10 Comp, 12U Rec) Yes (12U Comp, 13-15U)	No leadoff. Steal ok once pitch reaches plate or PB/WP.	Yes	Yes
Immediate dead ball. No balks (9-12U Rec, 9-10U Comp)	No balks (no leadoff steals). Illegal pitch (delayed dead), ball to batter or play allowed.	Delayed Dead; Ignored if BR and all Rs advance.	Delayed Dead; Ignored if BR and all Rs advance.
HC, C or P may req	Manager must req or 4 pitches thrown outside zone (both add to pitch count).	HC or catcher may req. 1 allowed/ game. Thereafter pitches must be thrown.	HC must request
Also can step and throw to occupied base.	Deliver pitch or step bk off mound w/ pivot foot.	Also can step and throw to occupied base.	Also can step and throw to occupied base.
If pivot foot parallel, must declare windup.	Pivot foot NOT parallel to pitcher's plate.	If pivot foot parallel, must declare windup.	If pivot foot parallel, must declare windup.
No	No	No	No
Can declare windup from stretch position.	Pitcher not required complete stop with or w/o runners on.	Can declare windup from stretch position.	Can declare windup from stretch position.
Balk	Illegal pitch	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.	While engaged: illegal pitch (runners on or not). Not engaged: must wipe before hand to ball, otherwise exchange ball.
No	No	Allowed, not same inning, need NOT remain in game.	No
Pitching limitations are coaches responsibility, not managed by officials.	Pitching limitations are coaches responsibility, not managed by officials.	Eject: intentionally throws at batter. Remove: hits 3 batters/ 1 inn, 4/ game.	Pitching limitations are coaches responsibility, not managed by officials.
Eject: intentionally throws at batter.	Eject: intentionally throws at batter.	Max 5 inn/game (48+, 60). No limit (18+, 32+)	Eject: intentionally throws at batter.
C + P only (any out)	C only (2 outs only). If continuous batting order, CR is last player out. PR avail from bench in trad lineup.	C (18+) + 2 CR/ game C+P (32+) + 2 CR/ game C+P (45+) + 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.	2(1) per inning per pitcher. 3(2) per game per pitcher: SS(LLSV)	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	1 per inning (coach to offense)	No rule	3 per game + 1/ extra inn

Double First Base	Fair if bound over white base. BR must use color bag, D white, either if 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 IF touch wrong bag AND a collision.	No rule	Fair if bound over white base. BR must use color bag, D white, either if 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 IF touch wrong bag AND a collision.	No rule	No rule
Appeal (missed base, leaving early on tag)	Live: tag base or runner Dead: req by plyr, coach	Live: tag base or runner Dead: not allowed	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
DH/ Player DH	OK for any positon 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, PIsyer DH is terminated.	OK for any positon player. Declare in lineup before 1st pitch, not allowed if not. Starter can be subbed and reenter. If DH plays D, DH terminated.	No DH	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
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).	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 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.	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.
Slug/Slash Bunt Legal?	Yes	No (warning 1st offense, batter out thereafter)	No (warning 1st offense, batter out thereafter)	Yes	Yes
Thrown Bat	warning/ ejection (umpire discretion)	warning 1st offense/ out+ ejection thereafter	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 penatly. 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.