

SBU Umpire Reference (5/24/23)

LEVEL	WIAA (MS/HS F/JV)	WIAA (HS Varsity)	SBU (Legion)	SBU (SIYB/Pony)	SBU (Men's)	SBU (College Club)
General						
Pay Source	Arbiter Pay (48 hrs)	Arbiter Pay (48 hrs)	Check/DD (ea mo.)	Check/DD (ea mo.)	Check/DD (ea mo.)	Check/DD (ea mo.)
Shirt	Black/ Blue	WOA/ MLB Black	Black/ Blue	Black/ Blue	Black/ Blue	Black/ Blue
Solo Position	Mound Option	Plate	Plate	Mound Option	Plate	Plate
Field Size (mound/base)	60.5'/90'	60.5'/90'	60.5'/90'	46'/60' (9-10U) 50'/70' (11-12U) 54'/80' (13U) 60.5'/90" (14-15U)	60.5'/90'	60.5'/90'
Innings	7	7	7	6 (9-10U) 7 (11-15U)	9 (7 each if dbl header)	9 (7 each if dbl header)
Time Limit (no new)	NA	NA	NA	1:50 (9-15U) NA (Championship)	2:40 (7); 3:00 (9) NA (Championship)	NA
Mercy Rule/Game	10 after 5	10 after 5	10 after 5	10 after 4 (9-15U) 5 max inn 1-5 (INW10U)	10 after 5 (18+, 32+) 15 after 5 (45+)... 12 if agreed between mgrs	NA
Tie Breaker Inning	extra innings until darkness	extra innings until darkness		reg season: end in tie tourney: runner @2B, 1 out	playoffs only: runner @2B	
Game start grace period	Umpire discretion	Umpire discretion	Umpire discretion	Umpire discretion	20 minutes (<8 players)	
Game Stoppage/ Delay	3.5/4 innings official Lightning: 30 min 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	4.5/5 innings official Lightning: 30 min delay	4.5/5 innings official Lightning: 30 min delay
Fan Behavior/ Ejections	manage thru adminstrator/ head coach	manage thru adminstrator/ head coach		umpire discretion (out of sight/ sound)	umpire discretion (out of sight/ sound); if game2, umpire+mgr discuss	
Equipment						
Bats: Metal/ Comp	2 5/8 max / 36" max/ -3 BBCOR (-10 MS)	2 5/8 max / 36" max/ -3 BBCOR		USA no limits (9-13U) -3 BBCOR/ USA (14-15U) USSSA NOT allowed Wood no limits (9-15U)	Composite (-3 allowed)	
Bats: Wood	2 3/4 dia max (wood)	2 3/4 dia max (wood)			Wood (no limits)	
Helmets	Required by all players/ youth in live area	Required by all players/ youth in live area	Required by all players/ youth in live area	Required by all players/ youth in live area	Required of batter, on-deck batter, runners.	Required of batter, on deck batter
Catcher's Mask	attached/ hockey ok 2-pc NOT allowed	attached/ hockey ok 2-pc NOT 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	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	NFHS NOCSAE		PONY	MSBL encouraged	
Jewelry/ Eye Black	Allowed (if not obscene, taunting, safety issue)	Allowed (if not obscene, taunting, safety issue)		Restricted to medical/ religious, must be taped	Allowed (if not obscene, taunting, safety issue)	
Rules						
Rule Book	NFHS	NFHS	OBR	OBR	OBR	OBR
Lineup	Substitute rules apply DH + EH allowed; unannounced adds/ subs are NOT penalized	Substitute rules apply DH + EH allowed; unannounced adds/ subs are NOT penalized	Substitute rules apply DH + EH allowed	9, 9+EH, full lineup (9-13U) 9, 9+EH (14-15U), full rec15 DH allowed (9-15U)	Can bat 8 or more. If 10 or more, can use A/B rotational hitting. Must announce adds/subs (eject and out if illegal AB)	Substitute rules apply DH allowed (no EH)
Fielder Fake Tag/ Throw/ Catch	Obstruction	Obstruction	No Rule	No Rule	Obstruction (award 1 base beyond stop of play)	No Rule
Fielder Block Base	Only when possess ball	Only when possess ball	Immediate act of fielding a throw	Immediate act of fielding a throw	Immediate act of fielding a throw	Immediate act of fielding a throw
Force Play Slide Rule	Enforced (R+BR out)	Enforced (R+BR out)	Enforced (R+BR out)	Enforced (R+BR out)	Enforced (R+BR out)	
Illegal Slide Malicious Contact	Enforced (R out) Player out+ejectesd	Enforced (R out) Player out+ejectesd	Enforced (R out) Player out+ejectesd	Enforced (R out) Player out+ejectesd	Enforced (R out) Player out+ejectesd	Enforced (R out) Player out+ejectesd

LEVEL	WIAA (MS/HS F/JV)	WIAA (HS Varsity)	SBU (Legion)	SBU (SIYB/Pony)	SBU (Men's)	SBU (College Club)
Head First Slide @Home Slide @Home Required?	Allowed No	Allowed No	Allowed No	Runner is Out Yes	Allowed No	Allowed No
Advance home PB/WP	Yes	Yes	Yes	No (9-12U Rec, 9U Comp) Yes (other levels)	Yes	Yes
Warm up pitches	8 (first appearance) 5 (return innings)	8 (first appearance) 5 (return innings)	8 (first appearance) 5 (return innings)	8 (first appearance) 5 (return innings)	8 (first appearance) 5 (return innings)	8 (first appearance) 5 (return innings)
Drop 3rd Strike Auto Out	Only if batter abandons and enters dugout	Only if batter abandons and enters dugout	Only if batter abandons outside dirt circle	Yes (9-10U INW only)	Only if batter abandons outside dirt circle	Only if batter abandons outside dirt circle
Lead off/ pick off/ steal	Yes	Yes	Yes	No (9-10U, 12U Rec) Yes (12U Comp, 13-15U) Steal only (9-10U Comp)	Yes	Yes
Balks	Immediate dead ball.	Immediate dead ball.	Delayed Dead; Ignored if BR and all Rs advance.	Delayed Dead; Ignored if BR and all Rs advance. No balks (9-10U, 12U Rec)	Delayed Dead; Ignored if BR and all Rs advance.	Delayed Dead; Ignored if BR and all Rs advance.
Intentional Walk	HC or catcher may req	HC or catcher may req	HC or catcher may req	HC or catcher may req	HC or catcher may req. 1 allowed/ game. Thereafter pitches are required.	Pitches must be thrown
Windup Movement	Deliver pitch or step bk off mound w/ pivot foot	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.	Also can step and throw to occupied base.	Also can step and throw to occupied base.
Stretch: Complete Stop Required (no runners on)	Yes	Yes	No	No	No	No
Fake 3rd-1st	Allowed	Allowed	No	No	No	No
Pitcher Reentry	Yes, not same inning, must remain in game.	Yes, not same inning, must remain in game.			Yes, not same inning, need not remain in game.	
Pitcher Removal					Eject: intentionally throws at hitter. Remove: hits 3 batters 1 inning, 4/game. Max 7 inn/game if pitch 2nd of dbl hdr, 9 tot (32+). Max 5 inn/game (48+).	
Courtesy Runner	C + P only	C + P only	C + P only	C + P (2 outs only); can use last recorded out	C (18+) + 2 CR/ game C + P (32+) + 2 CR/ game C + P (45+) + 3 CR/ game	C + P only
Free Defensive Conf	3 per inning/ game (reg) + 1 per inning (extra inn)	3 per inning/ game (reg) + 1 per inning (extra inn)	1 per inning	1 per inning/ removed P cannot return as P. 3 per game/ thereafter each mound visit pulls P.	1 per inning	1 per inning, 5 per game
Free Offensive Conf	1 per inning (offense)	1 per inning (offense)	No rule		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: 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
Start 9 players, play 8	Allowed	Allowed	Allowed	Can start/ play with 8, out when vacant spot	Can start/ play with 8, out when vacant spot	Must always play 9 on D
Slash Bunt Allowed	Yes	Yes	Yes	No (warning 1st offense, batter out thereafter)	Yes	Yes
Thrown Bat	warning/ ejection (umpire discretion)	warning/ ejection (umpire discretion)	warning/ ejection (umpire discretion)	warning 1st offense/ out+ ejection thereafter	warning/ ejection (umpire discretion)	warning/ ejection (umpire discretion)

Men's League Special Rules

1. 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+, 45+).
2. 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.
3. 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.
4. 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.