

**OFFICIAL SAN DIEGO STICKBALL  
RULE BOOK  
2017 EDITION**

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Adapted from:  
Original San Diego Stickball Rule Book  
*Jim Strickland*  
*Willie Blas*  
&  
Official 2016 MLB Rules  
*Major League Baseball*

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## **PREAMBLE**

Stickball is an exciting and fast moving game. One of the major goals of San Diego Stickball is to form friendships and develop ties between families in a competitive environment. As a family oriented sport, we are working toward providing our young players, children, and spectators positive role models, giving them a safe environment to compete, teaching self-esteem, and exhibiting anger management. More than anything, the goal is to have fun.

## **INTENT OF THIS RULE BOOK**

This rulebook is designed to bring standardization to Stickball in San Diego and to provide a foundation for the expansion of leagues and teams. Its ultimate goal is to help officials, umpires, players, and coaches get the calls on the field “as right as humanly possible.” As with any street game, the “human element” will lead to inevitable errors, misinterpretations, and mistakes in enforcing standardized rules. Hopefully, using this as a guide to the “spirit of the game” will facilitate an enjoyable sporting atmosphere for players and spectators.

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## 1.00 THE PLAYING FIELD

### 1.01 *Layout of the Field*

1. **Dimensions:** The infield shall be an elongated diamond shape, with each base **85 feet** from one another. First and third base will have their foul limits dictated by the curb or the sidewalk. Home plate and second base will be in the exact middle of the street.
2. **Batter's Line:** A physical line which designates the furthest distance from home plate that a batter may proceed before hitting the ball with his stick/bat shall be perpendicular to the curbs and shall be located twelve (12) feet forward of the forward edge of home plate.
  - a. Every batter shall complete his Batting Motion prior to any part of his body, including his hands, crossing the vertical plane of the line (he must hit the ball or swing and miss prior to breaking the vertical plane).
  - b. **Penalty:** If the batter fails to complete his Batting Motion prior to crossing the vertical plane of the line and he hits the ball, **the ball is dead and the batter is out.** Any and all baserunners shall return to the base they occupied when the batter swung at the ball.
3. **Bases:** The standard size for each base shall be thirty inches (30") per side.
  - a. First base shall have an additional rectangle attached to the edge furthest from the curb. This addition shall be ten inches (10") wide and thirty inches (30") long.
  - b. **The additional rectangle at first base shall be used only by a defensive player.** A defensive player is allowed to touch any part of first base, including the base and/or the additional rectangle during a force play at first base.
  - c. A batter-runner or baserunner shall only touch the base or a combination of the base and the additional rectangle.
  - d. If a batter-runner or baserunner touches only the additional rectangle, that batter-runner or baserunner shall be deemed to have **NOT** touched first base.
4. **Home Plate:** The batter must begin his Batting Motion with his/her entire body behind the Batter's Line. **It is no longer a penalty to begin the Batting Motion in front of the imaginary "Home Plate Line."**
  - a. The batter must complete his Batting Motion before the penalty can be applied. Otherwise, there is no violation.
  - b. **Penalty:** Ball is dead and the batter is out. All baserunners must return to the base they occupied when the batter swung his bat.
5. **First-to-Third Line:** The First-Third Line is a line, physical or imaginary, which extends from the curb at first base to the curb at third base, traveling through the front edge of each base and is perpendicular to the curbs. The line begins at the point where first base touches the curb and terminates at the point where third base touches the curb.
6. **Fitness of the Field:** Tournament directors will have the ultimate decision-making authority regarding the fitness of the field for game play.

## 2.00 EQUIPMENT

### 2.01 *The Ball*

1. The official ball for San Diego Stickball games will be a standard **orange or pink** SkyBounce brand handball.
2. The ball shall not be "pumped" beyond its standard air pressure.
3. The home plate umpire has discretion to remove a ball from game play if he/she deems it unfit for further use.
  - a. A batter/runner or defensive player may request the use of a new ball at any point before the ball is put in play; however, the ultimate authority for the removal or use of a particular ball will be the home plate umpire's.

### 2.02 *The Bat/Stick*

1. The stick/bat shall be essentially round (cylindrical) and shall not exceed 2 inches in outside diameter (6.3 inch circumference) at any point other than the area used by the batter to grip the bat (grip area).
  - a. This includes any additional material applied to the exterior surface of the stick/bat.
2. The stick/bat may be of any length **no less than 36 inches** (measured from end to end).
3. The stick/bat shall be constructed from one solid piece of any type of hard wood.
  - a. Sticks/bats constructed from any substance other than hard wood are **illegal**.
4. Any foreign substance applied to the exterior of the bat/stick shall not be sticky, tacky or possess any similar properties except on the grip portion of the stick/bat when used to enhance a player's grip of the stick/bat.
5. Any foreign substance applied to the exterior surface of the stick/bat shall maintain the relatively round shape of the stick/bat.
  - a. Any tape or other material shall not be thicker than 1/8" above the surface of the stick/bat. Example: Tape is wrapped around the stick/bat in a criss-cross pattern in which some of the stick/bat's surface is exposed (diamond shaped). When measured within an exposed area of the stick/bat, the tape cannot be higher than 1/8" above the surface of the stick/bat.
6. The grip area shall be wrapped or coated with a material which provides adequate adhesiveness for the batter so that he can hold on to the bat during his swing in dry or wet conditions.

- a. The use of a batting glove is permitted in addition to the wrapping or coating of the grip area of the stick/bat.
  - b. The grip area shall have a knob, which extends not less than 1/8 inch above the surface of the grip area. This knob may consist of numerous windings or wrappings of coaches, athletic or other similar tape OR the knob may be a disc-shaped object, which is securely attached by one or more screws or nails into the grip end of the bat/stick.
7. **Penalty:** Receiving the ball from the umpire while in possession of an illegal or non-approved bat shall result in the batter being called out and all baserunners returning to the base they occupied at the time the batter received the ball from the umpire.

### 2.03 *The Uniform*

1. Each player's uniform shall consist of, by definition, everything worn by or attached to a player's body.
2. The uniform shall be considered part of the player's body for the purpose of being legally touched or tagged.
3. It is recommended, though not required, that all players on a team shall wear shirts which are alike in color and style.
4. No uniform shall have designs, graphics, logos, graffiti, gang messages or signs or any text which is pornographic, obscene or inappropriate for viewing by children.
5. Graphics and/or text related to alcohol products, tobacco products or gambling shall be in good taste and in keeping with the family orientation of stickball.
6. No item of clothing, including but not limited to, ball caps, knit caps, arm bands and bandanas, which has a color and/or style and/or markings, designs, logos or text which is associated or affiliated with gang activity or criminal behavior shall be worn or displayed in any fashion at any time anywhere on the game site premises.
7. No casts of a hard material (plaster, metal, fiberglass or other hard material) shall be worn during a game. Splints or casts for fingers or other small body parts are permitted.
8. Tattoos, which are visible, shall conform to the same standard as 4 and 5 above.
9. The style of pants or shorts is optional per player.
10. The Stickball Directors shall have sole discretion as to the determination of whether a player's shirt, pants and/or shorts conform with this Uniform rule.
11. The wearing of shoes is mandatory. The style of shoe is at the sole discretion of the individual player, though no shoe with cleats of any kind is permitted.
  - a. No shoe or other foot wear shall possess anything which may be hazardous to the wearer or other players if contact is made with the shoe or other foot wear.
12. Any item judged dangerous by an umpire or a stickball director or his representative shall not be worn during a game.
13. **Penalty:** Illegal or inappropriate equipment shall be immediately removed from the playing field. This includes a player's uniform and clothing.
  - a. A player, who is in violation of any portion of the Uniform section of the Equipment Rule, shall be removed from the game in progress until the violation is corrected.
    - i. Once time out has been called by an umpire, the player in violation shall immediately take action to bring his uniform into compliance. The umpire shall allow a reasonable time, not to exceed 5 minutes, to correct the violation. The game clock does not stop.
    - ii. Failure by the player to correct the violation and bring himself into compliance within 5 minutes shall result in the player being removed from the game until the violation is corrected.
    - iii. If the removed player's position on the line-up card indicates that he is at bat and the violation has not been corrected, the coach shall either elect to have an out called by the umpire with the next batter on the current line-up card (on deck batter) becoming the "at bat" batter or the coach may substitute a player for the removed player. This substitution shall be an official substitution.
  - b. The term "violation has been corrected" shall be defined as the player has fixed, removed, taped, covered, stitched or in some manner has brought the equipment into compliance with the Equipment Rule to the satisfaction of the home plate umpire.
  - c. The Stickball Director or his representative has the authority to overrule the decision of the home plate umpire.

### 2.04 *Defensive Equipment*

1. No equipment shall be permitted on defense that can, in any way, aid the defensive player in an unfair manner. This includes batting gloves, tape, sticky substances, or anything deemed by the umpires to qualify as similar in nature.
  - a. Players **are** permitted to wear tape or athletic wrap on their fingers, hands, wrists, etc. if the nature of its application is to prevent or treat injury. The home plate umpire has the discretion to allow such equipment.
  - b. The Stickball Director or his representative has the authority to overrule the decision of the home plate umpire.
2. No player shall use anything other than his or her hands or his or her body to secure a ball in play. In other words, a player may not use his/her hat or t-shirt in order to make a defensive play.
  - a. If the use of such an object is deemed **incidental** by the umpires (e.g., a ground ball gets caught in the shorts of the third baseman; a line drive deflects off of the bill of a defensive player's cap into the hands of a fellow defensive player; etc.), then no penalty shall be enforced.

3. **Penalty:** Any violation of the defensive equipment policies set forth shall result in an automatic **triple** (baseball rule).

### 3.00 GAME PRELIMINARIES

#### 3.01 *Umpire Duties*

1. Prior to the game, the umpire shall call “No more swings.” Should a player take a warm-up swing, connecting bat to ball, after said announcement, his/her team will lose **one point** in the standings.
2. Prior to the game, the umpire shall conduct a **coin flip** (or other similar chance activity) to determine the home and visitor. If the managers of each team have already agreed to arrangements prior to the home plate umpire’s involvement – and both parties accept such arrangements – they shall replace the coin flip.
3. The umpire shall make each team aware of **local rules** (written or verbal modifications of this rulebook which, due to local geography or other factors, require periodic changes):
  - a. **Due to the nature of stickball being played on city streets, certain local rules (if either agreed upon by both managers prior to the start of the game OR announced by the Stickball Director) may override written rules.**
    - i. Example: If a tree whose base is in foul territory has not been trimmed for an extensive period of time, the home plate umpire (or Stickball Director) may alter the fair ball rules to accommodate such circumstances.
    - b. Verbal notification of the local rules must be given prior to the start of the game.
      - i. **Special Note:** If an unforeseen occurrence takes place during the game, the Stickball Director or his representative has the authority to create a local rule that will serve as precedent. Such a local rule shall NOT by retroactive to previous plays.
4. Prior to the game, the umpire must make sure all bases, lines, and fair/foul markings are sufficiently in place.
5. The umpire is also responsible before (and during) games to make sure all spectators and pedestrians are not obstructing the field of play.

#### 3.02 *Lineups*

1. There is no requirement that lineups are exchanged between managers/umpires, nor is there a requirement that a lineup shall be written down.
2. Lineups must consist of a maximum of nine hitters, proceeding in a linear order that shall not change or be altered at any point once a game has begun. At the conclusion of each inning, the next batter in order shall lead-off.
  - a. If a player arrives late to a game, but his/her team has not yet completed one loop through their batting order, he/she may still be considered a member of the starting lineup (i.e., does not require a substitution). He/she may either play DH/EH or field a defensive position; however, no player previously fielding a defensive position may transition to the DH/EH role.
3. Substitutions can be made at any point during the game. Once a player has been substituted out of the game, he/she may not return for any reason (including injury).
4. **Penalty:** The penalty for violating any of the aforementioned lineup rules is an automatic out awarded to the defensive team.

### 4.00 PLAYING THE GAME

#### 4.01 *Starting the Game*

1. The game begins when the home plate umpire announces, “Ball in!” and presents the game ball to the lead-off batter.

#### 4.02 *Fielding Positions*

1. All defensive players must be in fair territory as a ball is put into play **or in fair territory trajectory**. An example of this is the third or first baseman, who may begin in front of the first-to-third line, as long as their torso is in the trajectory of what would constitute a fair ball.
  - a. A fielder may have part of his/her body in foul territory as long as the majority of his/her body is in fair territory (e.g., he/she may straddle a baseline).
2. Whenever a defensive player is placed at home plate and is present while a batter is taking his turn at bat, the defensive player shall be considered the Catcher.
  - a. Only one Catcher shall be allowed on the field at any time.
  - b. The Catcher shall remain to the rear of an imaginary or physical line (Catcher’s Line), which is perpendicular to the right and left curb lines and travels through the rear edge line of home plate, while the batter is present and until the batter has completed his Batting Motion.
  - c. The Catcher shall not obstruct the movement of the batter regardless of the batter’s location nor make contact with the batter or his stick/bat at any time.
  - d. Verbal comments and trash talking are never considered obstruction, though foul language shall be grounds for warning or possible ejection for unsportsmanlike conduct.

- e. Once the batter has hit the ball, the Catcher may move forward of the Catcher's Line. He may also move the stick/bat out of the way for the safety of himself and/or other players.
- f. **Penalty:** If the Catcher violates any of the aforementioned Catcher rules, the batter shall be given the choice of taking the result of the play or being awarded first base with any baserunner(s) advancing only if forced.

#### 4.03 *Base Coaches*

1. A member of the team at bat may take his/her place at either first or third base with the intent to direct his players in running the bases. Base coaches must remain in foul territory at all times the ball is in play.
2. Base coaches may **not** assist runners in any way that constitutes physical contact. This includes, but is not limited to:
  - a. Pushing a baserunner forward in order to urge them to advance/return to a base.
  - b. Stopping a runner's progress by blocking or impeding them.
  - c. Assisting a runner in remaining in contact with a base by physically restraining them.
  - d. **Note:** Slapping hands, high fives, and other similar indications of congratulations are NOT "physically assisting" the baserunner. Such contact is permitted and encouraged.
3. **Penalty:** Violation of this rule shall result in an automatic out if, in the umpire's judgment, it affected the play. If the umpire feels a base coach's positioning or interaction with a player did not affect the outcome of the play, he may issue a verbal warning one time only.

#### 4.04 *Batting*

1. The act of tossing the ball into the air with the intention of hitting it with the stick/bat begins the Batting Motion.
2. Subsequent foot movement and preparation to hit the ball are included in the Batting Motion.
3. The Batting Motion ends with the swinging of the stick/bat with the intention of hitting the ball:
  - a. If a batter stops, attempts to stop, or checks his/her swing, the Batting Motion shall be deemed to not occur as the batter did not swing at the ball with the intention of hitting it. Whether a swing occurred shall be the judgment of the home plate umpire. (In other words, there shall be no "check swing strikeouts" if the batter clearly did not want to swing with the intention to hit the ball.)
4. It does not matter if contact is made between the stick/bat and the ball. The Batting Motion is completed when the batter completes a swing with the intention to hit the ball. The Batting Motion can only be completed ONCE per batter, unless a "do over" is given.
5. A batter shall receive three (3) opportunities to complete his batting motion. An "opportunity" is constituted by the batter releasing the ball in a manner which, in the umpire's judgment, is consistent with his/her usual attempt to swing.
6. **Penalty.** After failing to swing at the ball on the third opportunity, the batter shall be declared out. In essence, it's "strike one", "strike two" and "strike three."
  - a. The mere bouncing of a ball without the intent to begin a Batting Motion shall NOT be deemed an opportunity to hit the ball as described above.
7. **Penalty.** Regarding the Batter's Line and the Home Plate Line, no penalty shall be applied until the Batting Motion has been completed. In other words, if a player is in violation of either rule, but he/she does not swing at the ball, then the penalty shall not be enforced.
8. Once a ball is contacted and put into play in fair territory, the batter shall be referred to as the "batter-runner."

#### 4.05 *Fair Ball*

A fair ball is a legally batted ball that:

1. Touches the sidewalk or curb or street in fair territory at or beyond first or third base before touching anywhere in foul territory;
  - a. This includes a ball that first strikes an awning (any sloped surface extending from a building)
2. Makes contact with any defensive player or offensive player or umpire while the ball is on or over fair territory; or
3. Makes contact with one of the eight defensive players while the ball is on or over neutral territory, which is that portion of the street between the curbs and between the Batter's Line and the First-Third Line; or,
4. Is a ground ball that has crossed the First-Third Line at a reasonable speed (in the umpires' judgment), including any portion of First Base or Third Base, regardless of where the ball lands after crossing the First-Third Line or Bases; or,
5. While on or over fair territory, travels out of the playing field beyond the outfield barricades or fence or other object(s) defining the end of the playing field.
  - a. A defensive player, whose feet are still within the Playing Field, may reach over the barricade or fence or other object(s) defining the end of the playing field to catch or deflect the batted ball back into the playing field prior to the ball making contact with the street or sidewalk or any object beyond the barricade or fence or other object(s) defining the end of the playing field.
  - b. The barricade(s) may not be moved to keep a ball in play, accidentally or purposely. However, if the barricades are accidentally moved and, in the umpire's judgment, the outcome of the play was not affected, then the feet of the defensive player must remain within the Playing Field when contact is made with the ball and the game can play on. If the feet of the defensive player are not within the Playing Field when contact is made with the ball, the batted ball shall be declared a Home Run.



1. "Within the Playing Field" shall include the air space above the area defined as the "Playing Field." This means the player can jump in the air with both feet off the street and still be within the Playing Field.
- c. For the purposes of determining a fair ball, the Playing Field is defined as the area between and including the extended foul lines (physical and imaginary lines), which are terminated at a physical or imaginary line perpendicular to the extended foul lines. This perpendicular line extends through the point where the barricade leg, which is furthest from Home Plate, touches the street.
- d. If a line is drawn on the street beyond the barricades (even further from Home Plate), that line shall be the "perpendicular line" used in this rule, even if the drawn line is not straight nor perpendicular to the extended foul lines.
- e. A batted ball, which travels out of the Playing Field beyond the outfield barricades or fence or other object(s) defining the end of the playing field, in fair territory, shall be deemed a Home Run. This is the baseball rule: a home run can "wrap" around the imaginary "foul pole" and still land foul. It is the umpire's judgment.
- f. If a fly ball contacts any object beyond the barricades and bounces foul, it is still a Home Run. This will be the judgment of the umpires.
6. **In determining whether a ball is fair, the position of the BALL relative to the foul line**, shall be the determining factor, **not** the position of the PLAYER. This is consistent with baseball and softball rules.
7. "Defensive or offensive player" includes all rostered players for the two teams currently playing.
  - a. This includes baserunners, base coaches and rostered team members present in the fair territory portion of the field.
8. A batted ball, which is neither fair nor foul, which strikes a **flying bird** or a **wire** in fair territory airspace, shall be played as a live ball if it remains in fair territory. If the ball strikes the bird in fair territory airspace but lands foul, it shall be a foul ball. If it is in foul territory airspace upon contact with the flying bird shall be a foul ball.
9. **UPDATE (8/23/17):** If a flyball hits any part of a tree (leaves, branches, trunk) that **in the umpire's judgment** extends sufficiently into fair territory airspace, AND the ball resolves itself in fair territory (i.e., lands over the First-to-Third line in fair territory), the ball will be deemed fair. **If in the umpire's judgment**, the ball makes contact with an object in foul territory OR that does not extend sufficiently into fair territory airspace, the ball shall automatically be deemed foul regardless of where it lands.
  - a. If the ball in the above circumstances lands on the ground in foul territory, it is a foul ball.
  - b. Any ball striking a tree trunk in foul territory is a foul ball.
10. If a flyball becomes lodged in a tree or on a balcony and remains there for a five-second count, it shall be ruled a "Stuck Ball" and the batter shall be out.

#### 4.06 Foul Ball

A foul ball is a batted ball that:

1. Is not a fair ball (See "Fair Ball"); or,
2. Is a batted ball that:
  - a. Touches the curb, sidewalk, ground or any object or roof, which is located in foul territory, prior to becoming a fair ball. A Foul Ball can never become a fair ball.
3. The street is never considered foul territory.
  - a. The street is either neutral territory (between home plate and the first-third line) or fair.
  - b. All awnings, balconies and canopies, unless specifically identified and designated as foul territory, are fair.
  - c. All roofs are foul territory.
4. **Objects shall be deemed to be in foul territory if their base is located in foul territory.** This includes, but is not limited to, overhanging limbs, branches, leaves, fronds, vines or other plant life or vegetation, street lights, electrical wires and support cables whose trunk or pole base is located in foul territory.
  - a. Cables and wires which are connected to poles which are located in both fair and foul territory shall be considered neutral territory, and the ball's landing place will dictate whether it is fair or foul.
5. A ground ball traveling to the outside of first or third base, which fails to physically cross/pass over first or third base, as appropriate, prior to qualifying as a fair ball shall be a foul ball.
6. A foul ball is a dead ball, **except** when a fly ball is caught by a defensive player.
  - a. Baserunners may tag up on a caught fly ball, which is a foul ball, and proceed to the next base with the liability of being tagged out.
  - b. The catch may occur after the fly ball has struck one or more objects.
  - c. The baserunner(s) may not legally leave their base until after the batted ball is touched by a defensive player, regardless of how many objects the fly ball contacts prior to the touch by the defensive player.
7. Examples of foul balls:
  - a. A batted ball strikes a parking meter in fair territory. The ball ricochets off the meter and strikes the side of a building, which is in foul territory. The batted ball is a foul ball, regardless of where it's first bounce occurs.
  - b. A batted ball strikes a spectator, who is standing in foul territory. The ball ricochets and is dropped by a defensive player who is on the playing field. The ball is foul and a dead ball.

c. The batted ball strikes a street light pole in fair territory. The ball ricochets and hits a spectator walking in fair territory. The ball ricochets off the spectator and bounces on the street in fair territory. The ball is fair. The ball became fair the moment it bounced on the street. The street light pole and the spectator are objects.

#### 4.07 *Running the Bases*

1. A baserunner must remain in contact with his base until the batter completes his Batting Motion and contact is made between the stick/bat and the ball.
  - a. If a baserunner completely leaves his base before the batter's Batting Motion or before the batter attempts to hit the ball, the baserunner is out. This is a dead ball play. The batter gets a "Do Over." This is an umpire's call. Whether the batted ball was fair or foul is irrelevant. The ball was dead the moment the baserunner left his base early.
  - b. If a baserunner completely leaves his base after the batter's Batting Motion is completed and the batter failed to make contact with the ball with his stick/bat, both the batter and the baserunner are out. This is an umpire's call. "Contact" simply means that any part of the batter's stick/bat touched any part of the ball. The amount of contact is irrelevant.
2. The base path is an imaginary line parallel to and three (3) feet on either side of a direct line between a baserunner and the center point of the base toward which he is running. The base path is 6 feet wide. It is not fixed but depends entirely on where the runner's path is. **Note:** A runner is only "out of the baseline" if they are attempting to avoid a tag.
3. Occupying the base: A runner acquires the right to an unoccupied base when he/she touches it before he/she is out. He/she is then entitled to the base until put out, or forced to vacate it for another runner legally entitled to the base.
4. Two runners may not occupy a base simultaneously. If two players occupy a base while the ball is live, the trailing runner is entitled to the base and the lead runner may be tagged out.
  - a. **NOTE:** If a runner chooses not to advance on a force play, he/she may be tagged out even if he/she stands in contact with their initial base. This is because once they are forced, they no longer are entitled to their previous base.
5. Advancing Bases: In advancing, a runner shall touch first, second, third, and home in that order. If forced to return to a base, he/she must retouch all bases in reverse order (unless the ball is dead, in which case a runner may go directly to his/her original base.)
6. Runners may advance without liability:
  - a. Two bases if a fair ball bounces or is deflected out of play into a restricted area (fenced, e.g.) or if it goes through or under a dividing fence/barrier;
  - b. Two bases when a thrown ball goes past the home plate barricade into foul territory (in other words, they earn the base to which they were already running plus one extra base). The umpire shall decide the position of the runners at the time the wild throw was made – not when the ball successfully crosses such barriers.
  - c. **Exception:** Sometimes it is impossible for a batter/runner to move two bases. Example: Batter hits a pop-up on the infield. Runner on first holds up between first and second and batter comes around first (i.e., both runners currently occupy first base). Ball falls safely. Fielder, throwing to first, throws ball into stands. Ruling: Runner on first gets second and third base. Batter/runner gets second.
7. Courtesy Runner: An offensive player whose name is on the current lineup card and replaces a baserunner with the intent to become a baserunner.
  - a. The change in baserunners shall not occur until time out has been declared by an umpire (use reasonable judgment that a play has ended, umpires – we are not trying to overextend power with this rule);
  - b. The courtesy runner is not a substitute player, but is simply replacing the baserunner as a courtesy to that baserunner;
  - c. A courtesy runner may be any player on the current lineup card.
  - d. If a player, who is not on the current lineup card, replaces a baserunner, this is a substitution and not a courtesy runner.
  - e. There is no limit to the number of courtesy runners allowed during an inning.
  - f. The courtesy runner/baserunner may be changed an unlimited number of times at each base between batters until the home plate umpire gives the ball to the current batter. Once the ball is given to the batter, no changes may be made to any of the courtesy runners. The courtesy runner on the base when the batter receives the ball from the home plate umpire shall become the official baserunner.
  - g. **Important:** A courtesy runner shall not have been a batter-runner who received a courtesy runner at any time during the inning in which a new courtesy runner exchange is occurring. Example: A batter hits the ball and safely reaches second base. He then gets a courtesy runner. That batter-runner who just received a courtesy runner can NOT be a courtesy runner for anyone during that inning.
  - h. **Penalty:** A violation of the courtesy runner rule shall result in the baserunner on that base being called out and that base becoming vacant. This is an appeal play.
    - a. **Exception:** The intent of this rule is to promote organization and minimize confusion. The courtesy runner exchange should be done in an orderly fashion.

- b. If an illegal courtesy runner exchange occurs and the batter completes his Batting Motion prior to the appeal being made to the home plate umpire, then the courtesy runner exchange shall be considered legal.
- 8. A baserunner is out when hit by a batted ball that is in fair territory. The batted ball need not be a fair batted ball.
  - a. **Exception 1:** A baserunner who is on a base at the time he is struck by the batted ball is not out. However, the ball is dead and the batter is out.
  - b. **Exception 2:** If the batted ball has touched or passed an infielder who had a reasonable chance to make a play, the runner is not out. If, in the umpire's judgment, the runner intentionally made contact with a batted ball in order to gain an advantage, he/she may be ruled out.
- 9. A baserunner is out if he passes a baserunner, who was ahead of him, at any time while the ball is in play. This is an umpire's call.
- 10. There is no "slide or avoid" rule. A baserunner may run into a defensive player who has the ball or is about to receive the ball if the defensive player is located partially or completely in front of or on the base to which the baserunner is running.
  - a. A baserunner shall not run outside of a direct line toward a base with the intention of making contact with a defensive player who is not located partially or completely on or in front of a base.
    - i. This is Unsportsmanlike Conduct. The baserunner is out.
    - ii. If, in the opinion of an umpire, the Conduct is grossly inappropriate, the baserunner may be called out and – in extreme cases – ejected from the game.
    - iii. "Intention" shall be judged by an umpire who saw the collision.
- 11. If the baserunner makes contact with the sidewalk, he must return to the last base touched and touch it prior to advancing toward the next base.
  - a. For the purposes of this rule, "sidewalk" shall be the horizontal concrete or grass area adjacent to the base. The vertical curb is NOT the sidewalk and, as such, does NOT require the baserunner to return and re-touch the base.
  - b. **Penalty:** Failure to return and re-touch the last base touched prior to making contact with the sidewalk shall result in the baserunner being called out. This is an appeal play.
- 12. Tagging Up: The act of a baserunner returning to or being in contact with a base when a fly ball, line drive, or pop-up is touched by a defensive player prior to the baserunner attempting to advance to the next base.
  - a. No baserunner shall leave a base until the fly ball, line drive or pop-up has been touched (not caught) by a defensive player. Once the defensive player touches the ball, the baserunner may proceed toward the next base with liability to be put out with a tag. The baserunner need not wait for the defensive player to catch the ball. Contact between the ball and the defensive player, which may also be a catch, is sufficient.
  - b. If the baserunner is not in contact with the last base he touched when the fly ball, line drive, or pop-up is touched by a defensive player, the baserunner must return to the base and touch it if a defensive player ultimately catches the fly ball, line drive, or pop-up.

#### 4.08 *Appeal Plays*

1. **Umpires shall not overturn any initial call unless there is certainty beyond a reasonable doubt. A base coach insisting "he missed first base!" is not certainty – that is hearsay. The only way a play can be overturned is if an umpire saw it completely with his/her own eyes, without any potential obstruction to their view.**
2. A play in which an umpire cannot make a decision until requested by a manager, coach or player. The appeal must be made before the home plate umpire gives the ball to the next batter or before all fielders have left the fair territory area of the field.
  - a. Appeals are only made verbally after an umpire has called time out.
  - b. There is no need to throw to or touch a base with the ball.
  - c. **Judgment calls may not be appealed.** Stickball is a street game where rules are often interpreted and enforced by people without experience in formal officiating. For that reason, a reasonable amount of mistakes are to be expected. If a team disagrees with a judgment call, they may ask the umpire responsible for the call if he or she is willing to seek help from the other umpires in reconsidering the call.
    - i. It does not matter which umpire is "closest" to the call. If the umpire in question wants to ask for help from his peers, he may.
    - ii. If the umpire declines to ask for help, the call stands and play resumes. Further argument results in ejection from the game.
    - iii. If the umpire asks for help, team managers and players shall not "crowd" the umpires while they discuss the issue.
    - iv. If umpires feel players/managers are attempting to intimidate them into making or changing a call, they may eject the person in violation from the game.
    - v. After a ruling has been made final, **managers only** may ask for an explanation from the head umpire. This is for clarification and not to re-open discussion. The game must resume promptly.

- vi. If, after discussion, umpires remain unsure of a judgment call, the original call stands. If new information requires a rule interpretation, the umpires may seek help from the Stickball Organizer(s) for a final ruling.
- vii. After any appeal play, the resulting consequences must be enforced according to common rules. Example: Bases loaded, batter hits ground-rule double. Batter does not touch first base. Upon appeal, batter is **out**. Runners still advance; however, if it is the third out, no runs score.
- NOTE: Stickball Organizers may only address rule interpretations. Even if they witness the play clearly, it is up to the umpires to make judgment calls. We must respect this role.**

**REMEMBER, THE GOAL OF OFFICIALS/UMPIRES IS TO GET THE CALL AS “RIGHT” AS POSSIBLE, NOT TO TWIST RULE INTERPRETATIONS TO FIT WILD HYPOTHETICAL SITUATIONS. DO NOT ARGUE TECHNICALITIES, AS THIS COMPROMISES THE INTEGRITY OF THE GAME. AS COMPETITORS, OUR GOAL SHOULD BE WINNING “BETWEEN THE LINES,” NOT USING LAWERLY DISTORTIONS TO GET OUR WAY.**

#### 4.09 *Time Out*

1. The terms used by an umpire to order the suspension of play. The terms “Time” and “Time Out” mean the same thing. **Play is not suspended until time out is called by an umpire.**
2. Any player, coach or manager may ask for “Time/Time out” by an umpire, but “Time/Time out” does not begin until verbally spoken by an umpire.
  - a. No player, coach or manager shall call “Time” or “Time Out” as a ploy and with the intention of misleading, deceiving or interrupting play. “Time/Time Out” shall be requested by a player, coach or manager only for legitimate purposes.
  - b. **Penalty:** The home plate umpire shall determine if the request for “time/time out” was legitimate. If the home plate umpire determines that the request for “time/time out” was a ploy and was misleading, a decoy or for purposely interrupting play:
    - i. The coach or manager for the team whose player, coach or manager called the “time/time out” shall be warned that misuse of the “time/time out” is a rule violation.
    - ii. If any player, coach or manager for the same team during the same game requests a “time/time out” in violation of this rule, that player, coach or manager shall be ejected for the remainder of the game.
3. An umpire should not call time/time out until all play has ceased and the ball is in the infield.
  - a. At the moment an umpire verbally calls “Time” or “Time Out,” all play shall be suspended. Simply raising the arms of an umpire is not time out.
  - b. Any play(s) made after an umpire calls time out are null and void. All baserunners shall return to the last base they had touched when the umpire called time out.
  - c. If an umpire inadvertently calls time out, his call is considered official and time out began at the moment the inadvertent call was made. All play shall be suspended, regardless of the consequences for advancing baserunners, batted balls, etc.
  - d. Any umpire may call “Time” or “Time Out.”
  - e. An umpire may call “Time Out” even if the baserunners have not completely returned to their bases, but he/she shall not call “Time Out” if a runner is still attempting to advance.
4. For the purposes of “trash talking,” fielders may say, “Wait,” “Hold on,” “Hold up,” or any similar phrase without constituting a violation. If, however, fielders call “Time Out,” “Time,” or “Car” and there is no apparent (or anticipated) need to do so, an umpire may rule a “Do Over” for the batter.

## 5.00 **IMPROPER PLAY, ILLEGAL ACTION, AND MISCONDUCT**

### 5.01 *Interference and Obstruction*

1. **Interference:** The act of an offensive player or offensive team member that impedes, confuses, or disrupts a defensive player who is attempting to execute a play. **Both interference and obstruction shall be enforced by the “spirit of the rule.” In other words, if an offensive or defensive player executes an athletic move, in the umpire’s judgment, solely to achieve interference or obstruction, the violation shall not be called.**
  - a. It shall be called when an offensive player, in the umpire’s judgment, intentionally touches a ball in play. The runner will be out.
  - b. Other examples of interference:
    - i. A baserunner waving his arms as he runs toward a base to break up a double play or draw a throw.
    - ii. A baserunner significantly altering his running path in order to “screen” a defensive player. Note: If, in the umpire’s judgment, the baserunner did not **significantly** alter his/her path, it is legal to attempt to screen. “Significantly” shall be considered fully stopping or stopping for an excessive amount of time.

- c. The moment interference is called, runners must return to their previous bases.
- d. **Exception:** Vocal interference does not apply in stickball. However, physical gestures do count as interference.
- e. Example: Pop-up to second baseman. Runner passing by may, without penalty, say “I got it,” “Ball,” or any similar phrase; however, if, in the umpire’s judgment, they positioned their body or waved their arms in a manner that impedes, confuses, or disrupts a defensive player, it shall be ruled interference. The batter will be out and runners shall return to their previously occupied bases.
- f. If the ball in play is intentionally touched by a person who is a rostered member of the offensive team who is not a current baserunner/courtesy runner, the ball is dead at the moment that person touched the ball.
- g. If the fielder is blocked by a member of the offensive team on the sidewalk and, in the umpire’s judgment, the physical blocking is of an intentional nature, the runner closest to home plate is out.
- i. Example: A second string offensive player, who is not on the current line-up card, intentionally gets in the way of a defensive player, who is chasing a ball down the sidewalk. The baserunner closest to home is out and all baserunner(s), if any, return to the last base they touched when the offensive player interfered.
- h. Interference is always enforced before Obstruction. If both occur during a play, then the Interference penalty shall be assessed first. If Interference and Obstruction occur at about the same time by the same players, then the Interference penalty shall be enforced and the Obstruction violation shall be dismissed without penalty.
2. **Unintentional Interference:** If an offensive player or team member interferes and, in the umpire’s judgment, did so unintentionally, the umpire can waive the interference penalty.
3. **Spectator Interference:** If a spectator willfully interferes in a way that significantly hinders the result of the play, the umpire immediately rules the play “dead” and moves baserunners to the bases, in his/her judgment, they would have reached.
- a. Example: Ball rolling on sidewalk picked up by a spectator and handed to defense. If the ball was already “stopped,” in the umpire’s judgment, play on. If ball would have continued rolling, umpire judges consequence. If spectator is unaware or does not willfully pick up the ball, the ball is live and in play.
- b. If a ball likely would have rolled beyond the outfield barricade when a spectator willfully picks it up, the umpire shall rule the play a Home Run.
4. **Obstruction:** The act of a defensive player or defensive team member that impedes, confuses, or disrupts a baserunner who is attempting to advance or retreat.
- a. A defensive player or rostered defensive team member who hinders or prevents a batter from striking or hitting the ball (see Catcher’s Obstruction also); or,
- b. A defensive player or rostered defensive team member, while not in possession of the ball nor in the act of fielding a batted ball nor about to receive a thrown ball, impedes the progress or causes a legal baserunner or batter-runner to avoid colliding with the defensive player or defensive team member; or,
- i. **Note:** In this event, contact does not need to be made; however, the umpire has the authority to judge if the runner was obstructed or willfully chose to alter his/her path. Example: Flyball to deep outfield. Runner from first base alters his/her path around the second baseman, who is not paying attention. This is not obstruction.
- c. A defensive player, while not in possession of the ball nor actually receiving a thrown ball, makes a “fake” or phantom tag on a baserunner (See “Fake or Phantom Tag”); or,
- d. A rostered defensive team member, not currently one of the eight (8) players on the field, who intentionally makes contact with, touches or influences the path of travel of a ball in play.
- e. **Penalty:** The ball is a delayed dead ball. All baserunner(s) shall be awarded the base or bases they would have attained, in the sole judgment of the home plate umpire, had the obstruction not occurred. Once an umpire calls “Time,” the home plate umpire shall impose such base advancements, if any, that in the opinion of the home plate umpire would nullify the act of obstruction.
- f. The penalty for obstruction is always awarding the obstructed baserunner the base he would have reached if he had not been obstructed. If the baserunner reaches the base so that the obstruction had no effect upon him, then the award for the obstruction has been satisfied and no additional bases are awarded.
- g. The offense always gives way to the defense when the defensive player is fielding a batted ball. A collision between a baserunner and a defensive player fielding a batted ball is always interference.
5. **Fake or Phantom Tag:** A movement by a defensive player simulating that he has the ball and is attempting to tag a baserunner. Contact need not occur between the defensive player and the baserunner.
- a. As stickball is a playful game, this shall only be enforced if the umpire deems it to have been done with malintent. Obviously, this interpretation will always vary; however, a general rule is if a baserunner believes an infielder is currently in possession of the ball. It shall not be deemed obstruction if the defensive player is not attempting to tag the runner.

#### 5.02 *Illegal Catch*

1. A catch is a legally caught ball, which occurs when a fielder secures (has control of) a batted or thrown ball with his bare hand(s) and the release of the ball is voluntary and intentional. An illegal catch occurs when a defensive player catches a batted or thrown ball with his cap or any part of his clothing, which is detached from its proper place. This is a delayed dead ball and results in an automatic triple.
  - a. The “transfer rule” shall be loosely applied; however, since gloves are not worn, loss of control must clearly occur during a throw attempt or the ball shall be ruled dropped.

#### 5.03 *Illegal Defense*

1. Defensive players shall not wear or apply anything on their hands that enhances their ability to catch or control the ball. **This rule shall be imposed “reasonably.”** It will not include athletic tape or braces being used to prevent injury.
  - a. It does include gloves, batting gloves, or other similar hand coverings; sticky substances, natural or foreign.
  - b. **Penalty:** This is NOT an appeal play. The batter shall be awarded first base and all runners will advance accordingly.
  - c. The rule is not retroactive. The penalty cannot be imposed if it were “missed” earlier.

#### 5.04 *Batting Out of Order*

1. If a player bats out of order, the opposing team is required to report the violation. They may do so at any point from the time the home plate umpire gives the ball to the batter all the way until the play is complete. Once the *next* batter has completed his Batting Motion, the violation can no longer be called.
  - a. Example: Batter goes out of order and records an out. Manager of other team need not report the violation at the time. Later in the game, batter again goes out of order and gets a hit. Manager may, at this point, report violation.
2. **Penalty:** The original batter who should have been up is called out. The next batter in the order (which may be the same hitter) is required to bat.

#### 5.05 *Unsportsmanlike Conduct*

1. Behavior or actions which do not promote fair play or are not in keeping with the family orientation of the sport of stickball or result in an abusive, violent, hostile or obscene situation or environment.
  - a. Taunting, mean spirited insults and similar verbal statements and/or actions, including spitting toward a player or other person, made with the intent to provoke anyone to violence or to retaliation shall not be tolerated.
  - b. Physical violence or battery or any physical contact, including spitting upon anyone, during the heat of an argument between two players shall not be permitted.
  - c. **Penalty:** All offending player(s) shall be immediately ejected from the game, if it’s league play, or from the tournament, if tournament play, by an umpire. The determination as to whether a player has violated this section of the Rule Book shall be made by an umpire. This ejection may only be overridden or modified by the Stickball Organizer. He/she may also impose suspension sanctions.
  - d. The physical touching, including bumping or spitting upon, of any umpire by a player before, during or after a game shall not be tolerated. Whether a violation has occurred shall be at the sole discretion of an umpire. The physical touching does not require any anger or other emotion. Simply touching an umpire is a violation. Technically, shaking an umpire’s hand is a violation and in some circumstances may warrant the violation being called and the penalty assessed to the offending player.

### 6.00 ENDING THE GAME

#### 6.01 *Regulation Games*

1. A regulation game consists of seven (7) innings, unless extended due to a tie score (playoff rounds of tournaments or league play) or shortened due to a mercy rule or because the head umpire/Stickball Organizer deem the conditions impossible for continuation of play. See
2. **Exception:** In certain tournaments, regulation game lengths can be shortened to five (5) innings if Stickball Organizer(s) decide ahead of time.
3. If the score is tied after seven complete innings in a round robin game, the result shall remain a tie. If the game is during the playoff round, it shall proceed until the visiting team has more runs after any complete extra inning or the home team has more runs after any partial extra inning.
  - a. If time constraints become a mitigating factor, Stickball Organizer(s) may impose the “international tie-breaker” rule at any time. This rule would begin each inning with a baserunner on second base.

#### 6.02 *Suspended Games*

1. It is the Stickball Organizers’ call if darkness, wetness, or any other natural condition has made continuation of play dangerous or otherwise impossible. Games that have completed four full innings (or three-and-a-half, with the home team winning) shall be considered completed games. Games that have yet to reach this mark shall be suspended and restarted when it is reasonable to do so.

2. If, for any reason, the exact specifications of the suspended game are not agreed upon (i.e., where baserunners were, what the score was, etc.) by both sides, the game shall be restarted. However, if home plate umpire or Stickball Organizer has documented evidence (which shall include verbal confirmation at a previous time), agreement is not required by both sides. The game shall continue from the point at which it was suspended.

### 6.03 *Protesting Games*

1. When a manager claims that an umpire's *interpretation of a rule* is in violation, he/she may play the remainder of the game under protest.
2. **No protest shall ever be permitted on judgment decisions by the umpire.**
3. Even if it is held that the protested decision violated the rules, no replay of the game will be ordered unless, in the opinion of the Stickball Organizer(s), the violation adversely affected the protesting team's chances of winning the game.
4. Protests must be made at the exact moment of protest. They must be verbalized and acknowledged by the home plate umpire.

## 7.00 TOURNAMENT POLICIES

### 7.01 *Awarding/Deduction of Points*

1. Points shall be awarded as follows: winning team earns three (3) points, losing team earns zero (0) points, and tying teams earn one (1) point.
2. In initial games, there are no tie breakers or extra innings.
3. Points shall be deducted as follows:
  - a. Failure to provide the correct amount of umpires for an assigned game will result in a one (1) point deduction;
    - a(1). With Stickball Organizers' permission, the required number of umpires may be modified.
    - a(2). If reasonable circumstances exist, the Stickball Organizer may waive the penalty.
  - b. Individual player taking warm-up swings after umpires arrive and call "No more swings."

### 7.02 *Seeding and Tie Breakers*

1. Playoff seeding shall be determined by the total amount of points earned by a team;
2. Each subsequent round of the playoffs shall "re-seed," rewarding the higher seeded teams;
3. If two or more teams earn the same amount of points, tie-breakers shall be enforced as follows:
  - a. Head-to-head: In a two-way tie, head-to-head takes precedence. However, if there is a three-way tie (or more), head-to-head shall not be used unless all teams have played each other and the results are apparent (e.g., one team beat both others). Generally speaking, if teams all beat each other or some played and some did not, the next tie-breaker must be consulted;
  - b. Runs allowed: In an effort to limit "running up the score," the team that allows the fewest runs will earn the higher seed;
  - c. Run differential: If head-to-head and runs allowed are both a wash, the team whose run differential is greatest shall earn the higher seed;
  - d. Runs scored: If head-to-head, runs allowed, and run differential are a wash, the team that scores the most runs shall earn the higher seed;
  - e. Long-ball hitting contest: If all else fails, the teams in question will select one batter to take a single swing. The player whose ball flies the farthest in the air earns the higher seed for his/her team. The ball must be fair, and normal "ground" rules apply (e.g., a ball that bounces off of a building or tree is still considered "in the air").
4. Regardless of seeding, the championship game will be played on the Columbia Street field in front of the Firehouse Museum.

### 7.03 *Run/Mercy Rule*

1. If a team is winning by 10 or more runs after the completion of the opponent's half of the fourth inning (or any opponent half-inning thereafter), the game is over.
2. If the home team secures a 10-run lead in the bottom half of the fourth, fifth, or sixth inning, the game is over.

### 7.04 *Forfeits*

1. If a team wins by forfeit, the game shall be recorded as a 7-0 result (one run per inning; to be amended if a tournament employs different amounts of innings per game).
2. A team shall be forced to forfeit if they field fewer than six defensive players or if they arrive ten (10) minutes or more after the scheduled game time;
3. A team may add a player to their roster at any point to avoid a forfeit as long as the opposing manager agrees to it. Example: Sixth player leaves tournament before final game. Young man walking down the street wants to play for the team. Coach may ask opponent if they agree to this addition. If so, there shall be no forfeit. *This includes players currently on other rosters. They may switch teams without penalty, if all parties agree beforehand.*

4. Like every other rule, if a team has reasonable circumstances leading to their late arrival, the Stickball Organizer may withdraw the forfeit penalty.

## 8.00 UMPIRING

### 8.01 Umpire Selection and Basic Jurisdiction

1. Selected teams must supply the specified amount of umpires for each game. Failure to do so will lead to point deductions (see above).
2. The home plate umpire shall be the head umpire on a specific field for a specific game. He/she must have a firm grasp of the rules in this Rule Book.
  - a. The home plate umpire shall stand directly perpendicular to the batter and shall move accordingly to get the best view possible of any play. He shall stand in front of the batter, moving across the street to accommodate left-handed or right-handed hitters.
  - b. Upon putting a ball in play, he must say "Ball in" at a reasonable volume to alert the defense.
3. Other umpires shall be located as follows:
  - a. First base: Straddling the fair/foul line behind the base. Responsible for safe/out calls at first base, sidewalk violations, and fair/foul balls in which they are the closest umpire.
  - b. Second base/Short outfield: Standing on either side of the street, slightly farther than second base. He/she must be capable of moving into closer position to get the best view possible in order to make correct calls. Responsible for safe/out calls at second base and "stuck ball" counts.
  - c. Third base: Straddling the fair/foul line behind the base. Responsible for safe/out calls at third base, sidewalk violations, and fair/foul balls in which they are the closest umpire.
  - d. Outfield: Standing even with the outfield barricade to make fair/foul rulings on Home Runs.
    - i. Outfield umpires are optional and must only be used for playoff-implication games.
  - e. **Exception: Due to the fast-paced nature of the sport, all fair/foul calls can be overruled by home plate umpire if he/she, beyond a reasonable doubt, had a better view of the play in question.**
3. Designated umpires are authorized and required to apply and enforce the rules contained in this Rule Book.
4. Umpires are NOT representatives of the Stickball Director.
5. Umpires shall have the power to order any player, coach, manager or other team player or any spectator to do or refrain from doing any conduct or act which is necessary to enforce any of the rules within this Rule Book and to award any penalties as prescribed.
6. Umpires shall be responsible for maintaining order and a safe playing environment on the playing field and the immediate surrounding area of the field to which he/they have been assigned.
7. Umpires should have an adequate knowledge of the rules contained within this Rule Book.
8. If, at any point during a game, a manager requests a change in umpire assignments (which he/she may do), the home plate umpire will decide whether or not such a change is appropriate and/or necessary.
  - a. The Stickball Organizer may overrule this decision.
9. Umpires have the jurisdiction to eject any player, coach, manager, or fan under the following circumstances:
  - a. Profanity or vulgar personal insults directed at the umpire;
  - b. Refusal to stop arguing and/or further delaying a game after an umpire has allowed the grievance to be heard. The umpire should warn the person that they must retreat to their dugout before the ejection;
  - c. Personal contact is made with the umpire;
  - d. Throwing anything onto the playing field or at an official, participant, or fan;
  - e. Threats sufficient that the umpire or targeted participants/fans feel incapable of performing their duties without duress.
10. After a player, coach, participant has been ejected, he/she is disqualified for the remainder of the game. **It is then the Stickball Director's jurisdiction to decide if further suspension is warranted. Each side will be permitted to tell their perception of the event.**

### 8.02 Arguing or Appealing Calls

1. **A judgement call by an umpire cannot be appealed to the Stickball Director.**
  - a. Only a coach or manager or their pre-game designated speaker may confront an umpire and speak with him regarding a call.
  - b. Raising one's voice is permitted during such a confrontation, though within reason. Umpires should understand and respect the heightened emotions that come with this sport. Give managers leeway as long as they focus on the call, rather than on personal insults.
  - c. Touching an umpire in any manner, including bumping or spitting, shall be prohibited. Such touching shall be Unsportsmanlike Conduct and the appropriate rule applied (ejection).
  - d. An umpire may consult with one or more other umpires, who are working his game, at any time. However, the final decision regarding a specific call shall solely rest with the umpire who is responsible for making the call.



### 8.03 Interpretation of Rare or Strange Occurrences Not Covered in this Rule Book

1. The home plate umpire shall have the authority to rule on any situation not specifically covered in this Rule Book.
2. The home plate umpire shall be responsible for all rule interpretations on his field for a specific game.
  - a. A rule interpretation and/or application by an umpire can be overruled by the Stickball Director or his designated representative(s).

### 8.04 Blood Rule

1. Any player who has an exposed wound so that blood is flowing from it shall receive immediate medical attention sufficient to stop the flow of blood and to bandage the wound. Play shall be suspended for a reasonable amount of time for the treatment of the wound.
  - a. A “reasonable amount of time” will be determined by the home plate umpire. The time shall not be less than five minutes.
  - b. If the treatment of the wound exceeds a reasonable amount of time, the injured player shall be replaced by a substitute. There is no choice. If a substitute is available, the injured player shall be removed from the game and replaced by the substitute. If no substitute is available, the injured player’s position in the lineup shall be vacant with all the liabilities and penalties that vacancy incurs (e.g. an out every time he comes up to bat).
  - c. If no substitute is available and if the injured player receives treatment which permits him to play again later in the game, the player may return to the game at any time and take his original place in the lineup. Such a return is not considered a re-entry.
  - d. If the injured player is replaced by a substitute, the injured player may not re-enter the game (re-entry is prohibited).

## 9.00 LITTLE ITALY CONSIDERATIONS

### 9.01 Alcoholic Beverages

1. No alcoholic beverages are permitted on the playing field or within the immediate area.
2. No alcoholic beverages are permitted to leave the designated “Beer Garden” within Firehouse Museum.
2. **Penalty:** Any player, coach or manager, whose team is currently playing in the game, who is in possession of an alcoholic beverage within any type or form of container, including but not limited to, a paper cup, bag or plastic cup, shall be immediately warned. Remember, alcohol can get San Diego Stickball cancelled forever; don’t be that guy/girl.

### 9.02 Cigarettes/Cigars/Tobacco Products

1. No lit cigarette, cigar, or similar item – which is currently ignited – shall be permitted on the field during gameplay.
2. No player shall dispose of any tobacco product “on the field.” Find a trash can or ash tray.

### 9.03 Residents

1. All resident complaints shall be directed to the Stickball Organizer. Please do not engage in an argument or dispute with residents.
2. If, at any point during a game, a resident requires access to the street, the umpire shall call “Time Out” and allow resident access for as long as they require it. If there are any conflicts, please consult Stickball Organizer.

### 9.04 Businesses

1. **Parking in any business or pay lots is at-your-own-risk. If you are towed or ticketed, San Diego Stickball is not responsible.**
2. Be courteous to the neighborhoods and the environment. Please clean all trash before departing, whether or not it was yours.

## 10.00 MISC. DEFINITIONS

1. **Bushes:** Vegetation or plants, which grow from the ground, lack a trunk, and can obscure the ball from view.
  - a. Bushes are NOT trees and, therefore, do not follow the “Stuck Ball” rule.
  - b. Defensive players may put their hands up in the air to signify a ball is reasonably out of reach. This will, in all cases, be a “ground rule double” (runners advance accordingly) unless the hands are put in the air *after a batter has reached second base.*
  - c. The defensive player must be ***within 10 feet of the location of the ball*** in order for “hands up” to be granted;
  - d. If, in an umpire’s judgment, the defensive players hands were not raised until the batter/runner had already reached second (or third) base, the batter/runner **and all other baserunners** shall receive an extra base.
  - e. All extra bases are awarded in relation to the batter/runner. In other words, it does not matter where other baserunners have advanced to, they earn the same amount of bases as the batter/runner.
  - f. If, in an umpire’s judgment, the ball is not reasonably obscured by bushes or plants, he/she may refuse to grant a “dead ball” and the play will remain live.
2. **Chop Ball:** A chop ball is a ball that bounces so high after its initial bounce that a defensive player could not reasonably throw the batter/runner out at first base in time. **This rule has been eliminated in San Diego Stickball;**

**however, if, in the umpire’s judgment, a batter is intentionally striking the ball downward to gain such an advantage, an umpire may still rule a batter out.**

3. **Curb:** The vertical portion of the sidewalk that separates it from the street. The **top** of the curb shall be considered a part of the sidewalk. The **face** of the curb shall be considered street.
  - a. If a baserunner touches any part of the top portion of the curb or the sidewalk, he/she must retouch the previous base (as outlined in rule 4.07-10).
  - b. If a batted ball makes contact with the curb in foul territory (top or face of curb), it shall be **foul** regardless of if the ball rolls into play. This only applies to a batted ball which has not become fair prior to contacting the curb. Result of such a play: batter is out.
4. **Do-Over:** The opportunity to return to the moment of the beginning of a play without penalty. A “Do-Over” negates any previous result and all baserunners/batters/etc. return to their previous location.
5. **Egg Ball:** This refers to an elongated batted ball (usually due to contact on the bottom portion of the ball). For almost all intents and purposes, an “egg ball” shall be treated as a pop-up/flyball, and all rules governing fair balls shall be applied accordingly.
  - a. **Exception:** An “egg ball” that lands just before the first-to-third line shall be deemed **foul** if it fails to proceed beyond the line; however, if it, at any point, lands beyond the fair/foul line (on the first, second, or even third bounce), it is considered a “groundball” and shall be in-play.
  - b. **Note:** If a defensive player **makes a play** on a batted ball prior to it crossing the line, the touching of the ball makes it a fair ball. It is live and playable. This is in the umpire’s judgment.
6. **Groundball:** A groundball is a batted ball that touches the street at least once in neutral territory before crossing the first to third line. This includes skidders, egg balls, and choppers.
7. **Home Run:** A batted ball that:
  - a. While on or over fair territory, travels out of the playing field beyond the outfield barricades;
  - b. Flies over the barricades and lands in “extended” fair territory;
  - c. Flies over the barricades and *would have* landed in “extended” fair territory, in the umpire’s judgment, if not for an object or spectator beyond the barricades.
  - d. **Note:** In the past, there has been confusion about whether a ball that passes the outfield barricades over fair territory but lands in “extended” foul territory is fair or foul. For the sake of simplicity (since we do not have “foul poles”), any ball that lands foul – regardless of where it crosses the barricade – shall be a foul ball.
8. **Infield Fly: There is no “infield fly” rule in stickball.**
9. **Instant Replay:** Even in the event that a play is caught on camera, “instant replay” shall not be used to come to a final ruling.
10. **Re-entry:** There is no “re-entry” of a player who has been removed from the lineup.
  - a. **Penalty:** The current batter will be ruled out. If re-entry occurs on defense, the current batter may select the better result between their at-bat or being awarded first base (in other words, the batter may take an at-bat and, if he/she records an out, may opt to instead take first base).
  - b. **Exception:** A team may – with permission from the Stickball Organizer – replace an injured player with one that has been previously substituted out.
11. **Slow Ball:** Any batted ball which rolls so slow as to prevent the defense from making a reasonable play on the batter-runner. **This is strictly an umpire’s judgment call.**
  - a. Just because “the defense makes a play” does not negate a slow ball. If the umpire feels it qualifies, the batter is out and baserunners return to their previously occupied bases.
  - b. Any of the three infield umpires can rule the ball a slow ball. It only takes one umpire to make this ruling.
  - c. If, due to lack of awareness or experience, the umpires fail to call a slow ball, they may meet and make the ruling *after the play*.
12. **Stuck Ball:** Any batted or thrown ball that becomes lodged in, on, or under an object and cannot be easily grabbed by a defensive player.
  - a. Stationary means the ball is out of reach or view for five (5) consecutive seconds.
  - b. If a stuck ball is a batted ball that has yet to qualify as “fair,” the batter is out.
  - c. If a stuck ball is a batted ball that has already qualified as “fair,” the ball shall be declared dead by the umpires and a “ground rule double” will be in effect. (Note: Umpire judgment may overturn this ruling to award extra, or fewer, bases, depending on reasonable circumstances.)
13. **Tag:** This occurs when a runner is touched with the ball before he/she legally occupies a base. The ball shall be held securely, not juggled or dropped during or immediately after the act. For the purpose of this rule, the player’s hand containing the ball shall be considered a part of the ball. If, in the umpire’s judgment, a baserunner intentionally targets the ball from the hand of the defensive player, it shall be ruled interference. The runner shall be called out.
14. **Trash Talk:** The use of verbal comments, physical gestures, or words of sufficient volume in an attempt to distract or disturb an opposing player. Trash talk is a part of stickball and is allowed.
  - a. If, in the umpire’s judgment, trash talk has crossed into “personal,” or inappropriate realms, he may warn both teams. Further violation shall result in an ejection.

b. **Remember:** We are guests on residential and commercial streets. It behooves us to use judgment and “class” in interacting with one another and with spectators. Excessive use of foul language will result in ejection.

**END**