

# ROY HOBBS PLAYING RULES & GUIDELINES

**Roy Hobbs Note I:** Roy Hobbs Baseball uses the Official Rules of Baseball as its base, with the following adaptations. The adaptations are for use at the annual Roy Hobbs World Series and any Roy Hobbs-sanctioned event where the promoter chooses to use them. These rules have been distributed to members of the Roy Hobbs Umpires Association.

**Note II:** These rules adaptations apply directly to Open, Veterans, Masters, Legends & Classics age divisions, with further adaptations for Vintage, Timeless and Family ties divisions, which are listed separately.

**Note III:** The Roy Hobbs' rules amplifications, exceptions and adaptations, updated as of February 1, 2011, supersede any other written copy of Roy Hobbs Rules.

**Note IV:** In case of protest, the Official Rules of Baseball, supplemented by the ORB Professional Baseball Umpires case book, will be the basis of rules decisions.



## ◆ 1.0 Rulebook addendums

**1.01 Strike zone:** Roy Hobbs encourages umpires to call a “full” strike zone as described in *Official Rules of Baseball*: “. . . that area over home plate, the upper limit of which is a horizontal line at the midpoint between the top of the shoulders and the top of the uniform pants, and the lower level is a line at the hollow beneath the kneecap. The Strike Zone shall be determined from the batter’s stance as the batter is prepared to swing at a pitched ball.”

Roy Hobbs notes: 1) Over home plate is strictly a judgment call for each umpire. 2) Batters who duck a pitch do not compress their strike zone.

**1.02 Batters box:** Batters must keep one foot in the box during their at bat, with the following exceptions:

**1.02a.** When batter is driven out by a pitch or has swung at a pitch.

**1.02b.** Defense calls time out or pitcher is off the mound.

**1.02c.** Defense attempts a play or a wild pitch / passed ball occurs.

**1.02d.** Catcher leaves his position.

**1.02e.** Offense (or batter) is granted a time out.

**1.02f.** Batter feigns a bunt or assumes possible ball 4 (this does not mean go all the way to first base).

**1.02g** When the batter is out of the box, he may not leave the dirt area around home plate except in the case of a substitution, a conference or an equipment problem.

**Notes:** The intent of this rule is to keep the game flowing. When a player is in violation of this rule, the umpire will ask that the batter return to the batter’s box – one warning per offending player. If the offending player does not return to the batter’s box (or if the violation is repeated), a strike will be called without a pitch being thrown.

**1.03 Decoy tags:** Decoy tags or inducing a runner to slide unnecessarily are prohibited. An offending player may be ejected, with the runner awarded at least one base or as many bases as he would have made without the obstruction. There will be no warnings.

**1.04 Intentional walk:** Hitter may be waived to first base upon the direction of the defensive team manager, pitcher or catcher.

**1.05 Hit Batters:** Any pitcher who hits four (4) batters with pitches during a game must be removed from the pitching position (immediately upon hitting his fourth batter). He may continue to play offense and defense.

**1.05a.** Umpires are instructed to not grant first base to a hitter who makes no attempt to get out of the way of a pitch or leans into a pitch in an attempt to get hit. The umpire's decision is based on his judgment, and a ball will be called.

## ◆ 2.0 Safety on the bases

**2.01** Runners should avoid collisions with defensive players fielding a batted ball (fielders are entitled to the ball, which includes a step-and-reach beyond the point of contact with the ball).

**2.02** Any player – offensive or defensive – who initiates intentional and/or malicious contact with an opponent shall be called out, if applicable, and be subject to ejection from the game.

**2.03** Illegal slides will result in the sliding player being called out and being subject to ejection.

**2.03a** A legal slide is directly to the base (defined as player being within an arm's length of the bag) on a straight line from the previous base. A slide may go past the base as long as it is not in the direction of (or makes contact with) the defensive player handling the baseball; any runner who deliberately slides into a defensive player away from a base is out and subject to both an interference call as possible ejection if contact deemed malicious.

**2.03b** An illegal slide is described as:

**2.03b.1** barrel-rolling

**2.03b.2** body blocking

**2.03b.3** sliding with such momentum that it takes the sliding player into a fielder beyond the base.

**2.03b.4** sliding out of the baseline and making contact with defensive player.

**2.03b.5** pop-up slides where runner initiates contact with defensive player.

**2.03b.6** sliding with spikes above the fielder's knee. (Offensive players may **not** hurdle a defensive player attempting to make a play or to avoid a tag.)

**2.04** A defensive player may **not** deny an offensive player any access to a base (or plate) without possession of the ball. Obstruction is the ruling: The runner is safe and a delayed dead ball shall be called to allow play to finish.

**2.04a** Catchers may **not** block home plate without possession of the ball. (Straddling home plate is considered 'blocking' the plate. **Note:** Roy Hobbs Baseball suggests strongly that catchers position themselves in front of the plate while awaiting a throw on a play at the plate and slide into blocking position once in possession of the baseball.)

**2.04b** If an umpire rules obstruction for blocking a base without the ball, the defensive player will be warned; a second warning may result in ejection.

**2.04c** If, in the case of a defensive player denying access to a base without possession of the ball, and the runner collides maliciously, the runner shall be declared safe on the defensive player-initiated obstruction, but will be subject to ejection from the game. The ball is dead.

**2.04d** If a collision with a defensive player attempting to make a play is initiated by a runner, it is offensive interference and the runner is out. If the collision is ruled malicious or intentional, the runner is also subject to ejection. The ball is dead on offensive interference.

**2.04e** Malicious contact is described as initiating contact with arms and/or elbows up or in front of the body, lowering a shoulder, use of forearm in the contact or an act in the judgment

of the umpire that is intended to harm or injure another player. Malicious contact includes all elements of illegal slides.

## ◆ 3.0 Sportsmanship

**3.01 Sportsmanship** and adult attitudes must prevail regardless of level of competition. Umpires are requested to eject players before, during or after games for any of the following behaviors, considered to be unsportsmanlike:

**3.01a** Consumption of alcoholic beverages during a game. (While Roy Hobbs and its umpires cannot make judgments on sobriety, managers are requested to prohibit players who appear intoxicated or smell of alcohol from playing. Umpires will eject players who smell of alcohol.) (See Rule 3.02 regarding alcohol.)

**3.01b** Threats of physical intimidation of umpires, players or spectators, including any threatening physical contact.

**3.01c** Verbal abuse of umpires, players or spectators, such as profanity, name-calling, belittlement or excessive harassment.

**3.01d** Excessive profanity, defined as profanity that, in the umpire's judgment, is audible in the stands, dugouts and area surrounding the field of play, regardless of intent.

**3.01e** Throwing of equipment (bats, helmets, gloves, etc.).

**3.01f** Fighting.

**3.02 Alcohol:** Alcoholic beverages are prohibited at the playing sites – before, during and after all World Series games. Playing sites are defined as the playing site itself plus the property owned by the same entity surrounding the playing site. This includes parking lots. Player(s) found in violation of open-container ordinances at playing sites are subject to a 2-game suspension. Exception: Within the fenced boundaries of Lee County Stadium where alcohol sales are permitted.

**3.03 Tobacco:** Smoking is prohibited on the field of play or in the dugouts and their immediate area, before, during or after games. Players who wish to smoke must go to the stands or the parking lot. Player(s) found in violation of tobacco regulations at playing sites are subject to ejection.

## ◆ 4.0 Game guidelines

**4.01 Games:** All games are scheduled for 9 innings unless noted on the schedule. Tournament Director has discretion to shorten the length of games due to weather or other logistical conditions that are beyond World Series control. Other exceptions include:

**4.01a 10-run rule:** Rule will be in effect after 7 innings (6½ if home team leads). In the case of 7-inning games, the 10-run rule will be in effect at the end of 5 innings of play. (Both teams must have the same number of at-bats, unless the home team is leading.)

**4.01b Time Limit:** No new inning will begin after 3:10 **of playing time** in a scheduled 9-inning game; no new inning will begin after 2:25 **of playing time** in a scheduled 7-inning game. *Special Notes: While it is each team manager's responsibility to monitor time issues, umpires are requested to notify both benches at least one full inning ahead of reaching time limits. Umpires will 'stop the clock' on a) weather suspensions, b) injuries where a player requires medical attention on the field, c) to handle protests, and d) any other unavoidable delay.*

**4.01c Weather issues:** Weather-stopped games are suspended pending the decision of the tournament director. (Umpires may suspend but not declare game over in weather situations.)

**4.02 Extra innings:** Games where scores are tied at the completion of 9 innings shall go into extra innings provided time-limits allow. If the score is tied when time limit is invoked, the tie will be resolved by Roy Hobbs Shootout rules, which are:

**4.02a** Play 1 inning at a time, with the last batted out from the previous inning starting the new inning at second base.

**4.02b** Each hitter comes to the plate with a 2-2 count. If the pitch is a called strike or missed on the swing, the batter is out; if the pitch is fouled off, the count remains 2-2; or the batter hits the ball fair. It takes 2 balls for the hitter to walk.

**4.02c** Each team gets 3 outs. If the score remains tied after each team has batted, repeat the process until there is a winner.

**4.03 Lineup cards:** Both managers, prior to or at the home plate meeting at the start of the game, will give the home plate umpire and the opposing manager a copy of their lineup, which **MUST** include:

**4.03a** First Initial or first and last name. (Last names only are subject to challenge.)

**4.03b** All players (including all substitutes and relief pitchers) **MUST** be listed on the lineup card, even if they are not starting offensively or defensively, to be eligible to play in the game. (If a player is delayed, make sure he is listed so he can play when he arrives.)

**4.03c** Correct corresponding uniform number. (Incorrect numbers will incur the same penalty as batting out of order, and to challenge, follow the same rules that apply to batting out of order – OBR 6.07.)

**4.03d** Umpires will be responsible for lineups during the game to handle eligibility questions, scorebook discrepancies, incorrect numbers, and batting out of order issues.

**4.04 Batting order rules:** The number of hitters in the batting order is team option; basic batting order is 9 hitters. Batting order may not be reduced after the umpire receives the lineup.

**4.04a** Team may start a game with 8 players; the ninth batting slot is an “out” each time it comes to the plate; when ninth player shows up, he will be inserted into the ninth spot in the batting order without penalty.

**4.04b** If the batting or fielding contingent is fewer than 8 at any time, the game is ended with the deficient team forfeiting.

**4.04c** If a team begins play with 9-or-more players and all are in the offensive order (therefore, no substitutes available), and a player is forced to leave the game (offensive & defensive lineup) for an **injury**, no “out” will be declared when that player’s position comes to the plate. However, if the offensive player leaves the lineup for any other reason (i.e., ejection or leaving the playing site), an “out” will be declared for that vacant spot in the batting lineup each time it comes to the plate. *Notes: If a player is injured and out of the game, he is removed both offensively and defensively. If an injured player wants to hit in a 9-man scenario, he must also run the bases should he reach safely.*

**4.04d** Exception to the automatic out: A game may not end on the automatic out.

**4.04e** Additional hitters may be added to the end of the batting order provided that ...

**4.04e.1** players are listed on lineup card;

**4.04e.2** players may not have appeared anywhere else in the offensive lineup in a shared position or otherwise;

**4.04e.3** offensive lineup may not be reduced at any time; exception being injury (see 4.04c above).

**4.04e.4** team adding to its lineup must communicate addition to umpires and to opposing team/scorebook.

**4.05 Offensive substitution:** Roy Hobbs uses the Shared Lineup position to enter more than one player in any offensive batting order position.

**4.05a** Offensive substitution is unlimited, provided said player stays in the same spot in the lineup once he is placed there (i.e., a batter and a runner for that batter may occupy the same position in the offensive lineup; the manager must declare who is batting at that lineup position if there is a change. Neither player may appear in any other offensive lineup slot.) A manager may use an unlimited number of players in any lineup slot, but those players cannot be used elsewhere offensively.

**4.05b** A shared position in the offensive lineup may be initiated at any time, at manager's discretion.

**4.05c** Managers must notify opposing manager when players in shared-lineup positions are being switched.

**4.05d** There are no courtesy runners. Use shared lineup position.

**4.06 Defensive substitution:** There will be free and unlimited defensive substitutions, without reporting to the umpire, the official scorekeeper (in playoffs) or the opponent's scorekeeper (although it is a courtesy to do so). *Exception: Pitching changes must be reported to the umpires and to both team's scorekeepers.*

**4.06a** Defensive players are not required to play offense, and offensive players are not required to play on defense.

**4.06b** All pitchers are allowed unlimited re-entry as pitcher provided they have remained in the game defensively. One re-entry per inning.

**4.07 Scorebook:** During pool play, the home team scorebook is the official scorebook unless the home team cedes the responsibility to the visiting team and informs the umpire. During championship games, designated official scorer's book is the official scorebook.

**4.08 Dugout access:** Non-uniformed individuals are not allowed in open dugouts during the play of a game. Screened dugouts are exempt.

**4.09 Pre-Game meeting:** Managers are required to attend pre-game home plate meeting.

**4.10 Bat Boys:** Bat boys (or girls) are allowed only in screened dugouts and are required to wear a double-ear helmet whenever out of the dugout.

**4.11 Protests:** Protests are allowed on misapplication of game rules. Protests on a judgment call by an umpire will be declined. Retroactive protests will not be accepted. Protests must be made at the point at which a rule has been misapplied. To protest a game, a manager must:

**4.11a** Stop the game before the next pitch is thrown.

**4.11b** Notify the umpire and the opposing manager that the game is being played under protest.

**4.11c** Write in the HOME team's scorebook the situation and on what grounds the game is being protested. The protesting manager must sign the notations.

**4.11d** The umpire must sign the HOME team's scorebook, noting the situation of the game (including the count on the hitter) when the protest was lodged.

**4.11e** Protesting teams must write a check for \$50 to Roy Hobbs Baseball and give it to the plate umpire (who gives it to Field Manager or event official addressing the protest). (If the protest is upheld, the \$50 will be returned; if not, the \$50 is forfeited.)

**4.11f** Umpires and managers will meet with complex Field Manager and/or Roy Hobbs Baseball representative, who will contact either the Tournament Director or Roy Hobbs

President (via phone if not on site) and resolve the protest before resuming the game. Decision of Roy Hobbs official is final.

**4.12 Ejections:** Ejected players must leave the field of play and the vicinity of the playing field upon gathering their belongings. Any further contact with the umpires, even after the game finishes, could bring possible disqualification from the remainder of the event. All ejections carry automatic suspension for the player and require a written report from the umpire to be submitted to the Chief of Umpires and Tournament Director immediately upon completion of the game.

**4.13 Ejection reinstatement:** Ejected players are suspended from further competition until they meet with the World Series Tournament Director or his representative. Failure to do so will result in a team forfeiture and further disqualification. Any player ejected twice during the World Series, regardless of reason, is disqualified from further competition (players ejected in previous World Series competition risk similar consequences). **Appeal:** Any player ejected twice must file a written appeal for a hearing with the Tournament Director and his Competition Committee. Decision of the committee is final.

## ◆ 5.0 Uniforms, equipment

**5.01 Uniform:** All participating players, coaches and managers must be in full, numbered, baseball uniform while within the confines of the field of play.

**5.01a** Uniforms must be buttoned and tucked in.

**5.01b** Players on composite teams may wear the uniforms of their respective teams, although matching uniforms are encouraged.

**5.01c** Duplicate numbers are legal. (Teams with duplicate numbers are required to note on the lineup card distinguishing features of the players with duplicate numbers.)

**5.01d** Players and/or coaches may not switch jerseys once play has begun.

**5.01e** Cotton T-shirts as uniform jerseys are prohibited. (Contact Roy Hobbs Baseball on what is permissible.)

**5.01f** No cutoff sleeves are permitted, either on sleeved jerseys or on T-shirts under vest jerseys.

**5.01g** While pitching, a pitcher may not wear white or gray undershirt sleeves or wear batting gloves on either hand or wristbands on his pitching arm. Pitcher's glove must conform to baseball standards and cannot be in color combinations that include grays or white.

**5.02 Helmets:** Batters and runners are required to wear NOCSAE-approved helmets. Batters are required to wear helmets with an earflap toward the pitcher. Cracked helmets are prohibited. No catchers helmets allowed while at bat. No exceptions.

**5.03 Skull Caps:** Catchers are required to wear a skull cap or hockey-style helmet when catching. No exceptions.

**5.04 Wood bats:** Composite, wood and wood/metal (handle) bats are allowed. Bats must be manufactured by an authorized supplier and cannot be altered in any way.

**5.05 Shoes:** Metal spiked shoes are allowed; however, only those manufactured for baseball. No track or golf shoes allowed. Metal spikes may not be sharpened.



**Roy Hobbs Note V:** *These rules are effective with the RHBB editing of February 2011, and supersede any previous version – Tom Giffen, Roy Hobbs President.*