

# Roy Hobbs Baseball

## 65s / 70s/ 75s Rules

### *Addendums for senior age groups*

*Play in the Vintage, Timeless & Forever Young divisions of the Roy Hobbs World Series is governed by the Official Rules of Baseball (ORB) and Interpretations and the Roy Hobbs rules amplifications, with the following addendums.*

◆ **NOTE:** All 70s-75s Rules will be reviewed and discussed with managers prior to the first game; Roy Hobbs Baseball reserves the right to make rules adjustments at its discretion.

#### **Vintage Division / 65+**

◆ **Courtesy runners:** No courtesy runners allowed; use shared lineup.

◆ **Bunting:** Bunting allowed, except suicide squeezes (Safety squeeze permitted). Penalty on suicide squeeze: Strike on Batter, Ball is dead.

◆ **Stealing:** There is no stealing of home; all other stealing permitted. Penalty for illegal steal attempt of home: It is a delayed Dead Ball at the time of the attempted steal; all runners would return to their last legally obtained base if the ball is not put in play. (Note: On a delayed dead ball, defense may choose to return runners or take the result of any play on a batted ball. A Pitch not put in play will be a strike.)

◆ **Advance** on passed balls/wild pitches: Base runners will be limited to a one-base advance at their risk on either a wild pitch or passed ball, including if they were stealing on the pitch; however, if the defense makes a play at any base – the ball is live and all baseball rules apply. Penalty for attempting to take another base: First time, ball is dead, runner returned to last legally obtained base, warning issued; **ONE warning per team**, so subsequent infractions, runner is out. (Note: A bluff throw from either the catcher or pitcher is NOT considered initiating play.) Scoring on passed ball/wild pitch is permitted.



◆ **Lineups:** Each team is requested to make sure that every player at the game, who is WILLING and ABLE, gets at least ONE at-bat and plays at least TWO innings defensively during each Pool Play game. The only reason for a player not to do one or both would be injury or personal decision. Penalty: At the discretion of Roy Hobbs Baseball, up to and including game forfeiture.

## Timeless Division / 70+

**Guidelines:** The rules on bunting and lineups in the Timeless Division are the SAME as in the Vintage Division except ...

◆ **Courtesy runners / shared lineup:** Use shared lineup guidelines throughout the game.

1. Each team may have a courtesy runner for its pitcher and catcher, ONLY!
2. Players assigned courtesy runners MUST be marked as such on the game lineup card and announced at pre-game plate meeting. No additions during the game.
3. Courtesy runner will be the last player to be retired. Exception: If player had already been used as a courtesy runner during the team's at-bat that inning.
4. Courtesy runners may only advance on a batted ball, if forced, on a balk or on a wild pitch/passed ball but may not score on a wild pitch or passed ball unless defense puts the ball in play.
  - a. Rule Interpretation: Courtesy runners may not steal at any time. Exception: Pitcher does not hold runner on and pitches from windup – courtesy runner is free to advance at his risk. Penalty on steal: Ball is dead at the time of the attempted steal; all runners return to their last legally obtained base. (Note: Pitch is a strike, including a batted ball in fair territory.)
  - b. Pickoff Interpretation: On a pickoff attempt, the courtesy runner and all other runners are live.
5. Courtesy runners must be inserted when the play is over following the designated player's time at bat – and before the next pitch or attempted play. Failure to insert courtesy runner at this time forfeits use of courtesy runner for that turn at bat.

◆ **Stealing: Runners may only steal third base.**

1. Penalty for illegal steal attempt: It is a delayed Dead Ball at the time of the attempted steal; all runners would return to their last legally obtained base if the ball is not put in play. (Note: On a delayed dead ball, defense may choose to return runners or take the result of any play on a batted ball. A Pitch not put in play will be a strike.)

◆ **Advance** on passed balls/wild pitches: Base runners will be limited to a one-base advance at their risk on either a wild pitch or passed ball, including if they were stealing on the pitch; however, if the defense makes a play at any base – the ball is live and all baseball rules apply. Penalty for attempting to take another base: First time, ball is dead, runner returned to last legally obtained base, warning issued; subsequent infractions, runner is out. (*Note: A bluff throw from either the catcher or pitcher is NOT considered initiating play.*) Scoring on passed ball/wild pitch is permitted. *A wild pitch or passed ball will be defined as a ball that gets away from the catcher and exits the dirt circle around the plate.*

◆ **Outfield Rules:**

1. Runners may NOT be thrown out at first base or forced at 2nd or 3rd bases by any defensive player who starts the play with one or both feet in the outfield grass. Outfielders may throw to Home Plate to record outs on force plays. Exception: Batted balls touched by a defensive infielder (through the legs counts) may be recovered by the same fielder in the grass and he may attempt a play at first base.

2. Rules of Baseball: Defensive players may throw behind the runner at first from the outfield. Once a batter-runner reaches first safely, any attempt to advance is at runner's risk.

## **Forever Young Division / 75+**

**Guidelines:** The rules in the Forever Young Division are the SAME as in the Timeless Division with these additions ...

◆ **Games** are 7 innings.

◆ **Time Limit:** Same at 9-inning game (3 hours).

◆ **Mercy Rule** suspended. Managers and players are advised to use common sense when a game is out of hand and reach a reasonable decision on ending a game early, if needs be.

◆ **Courtesy runners / shared lineup:** Use shared lineup guidelines throughout the game.

1. Each team may have a courtesy runner for its pitcher and catcher, ONLY! The courtesy runner is tied to the position, not the player.

2. Players assigned courtesy runners MUST be marked as such on the game lineup card and announced at the home plate meeting. No additions during the game.

3. Courtesy runner will be the last player to be retired. Exception: If player had already been used as a courtesy runner during the team's at-bat that inning.

4. Courtesy runners may only advance on a batted ball, or if forced, or on a balk or on a passed ball/wild pitch, but may not score on a wild pitch or passed ball

unless defense puts the ball in play.

a. Rule Interpretation: Courtesy runners may not steal at any time. Exception: Pitcher does not hold runner on and pitches from windup – courtesy runner is free to advance at his risk. Penalty: Ball is dead at the time of the attempted steal; all runners return to their last legally obtained base. (Note: Pitch is a strike, including a batted ball in fair territory.)

b. Pickoff Interpretation: On a pickoff attempt, the courtesy runner is live. Note: Courtesy runner on first; runners on second and/or third. Pickoff attempt is made on courtesy runner at first – all runners are live.

4. Courtesy runners must be inserted when the play is over following the designated player's time at bat – and before the next pitch or attempted play. Failure to insert courtesy runner at this time forfeits use of courtesy runner for that turn at bat.

◆ **Stealing:** Runners may only steal third base. Exception: Runners may steal second if pitcher uses full windup.

1. Penalty for illegal steal attempt: Ball is dead at time of advance; all runners return to their last legally obtained base. (Interpretation I: Runner takes off on the pitch, batter gets base hit: No pitch, no hit, everyone returns to last legally obtained base. Interpretation II: Runner takes off on the pitch, batter grounds out: Out recorded, all runners return to last legally obtained base.)

◆ **Advance** on passed balls/wild pitches: Same as Vintage (65+) rules, except runners may NOT score on wild pitches or passed balls. A wild pitch or passed ball will be defined as a ball that gets away from the catcher and exits the dirt circle around the plate.

◆ **Outfield Rules:**

1. Outfielders are to be positioned at NORMAL depth at the time of the pitch. Normal depth is defined as 10-11 paces (defined as a minimum of 30 feet) from the edge of the dirt.

Enforcement: Umpires judgment will determine legal positioning.

Penalty: Umpires will issue a warning on first infraction, and no out may be recorded on the play by the outfielder in violation. On subsequent infractions ball is dead, no out recorded by the outfielder in violation, and all runners, including batter/runner, advance one base beyond their last legally obtained base.

2. Runners may NOT be thrown out at first base by any defensive player who starts the play with one or both feet in the outfield grass. Outfielders may throw to second or third base to record outs on force plays. Exception: Batted balls touched by a defensive infielder (through the legs counts) may be recovered by the same fielder in the grass and he may attempt a play at first base.

3. Rules of Baseball: Defensive players may throw behind the runner at first from the outfield. Once a batter-runner reaches first safely, any attempt to advance is at runner's risk.

◆ **Plays at the plate:**

1. All plays at the plate will be force plays; no tag needed, no blocking plate permitted.

***Roy Hobbs Baseball reserves the right to adjust those rules to ensure safety and the competitive spirit of the game. Any adjustments, however, will be done in consultation with the managers & players.***

***RHBB Note:*** *These rules are effective June, 2018, and supersede any previous version.*