

South Carolina American Legion Baseball

Game Administration

Suspended game (regulation game)

If the visiting team scores in the top half of their inning to tie or take the lead in a regulation game (at least 5 innings) and the home team has not completed its at bat and has not regained the lead and the game is called due to weather or other conditions,

Jr - Same as NCAA. The score would revert to the previous inning with the home team winning.

Sr - The game is suspended.

Number of Players to finish game

Jr - Must have 9 to start a game but can finish with 8.

Sr - Same as NCAA. A team must have at least 9 eligible players to finish a game. Penalty - forfeit.

Players

Jr & Sr - No props allowed outside the dugout. Team warning and then eject the next offender.

Jr & Sr - No trash talk, bench jockeying, taunting, bat flips, etc. Team warning and then eject the next offender.

10-Run rule

Jr & Sr - Automatic 10-run rule after 5 innings in both regular season and post-season.

Jr & Sr - There is no 15-run rule allowed.

Coach Restriction to dugout

Jr - Coaches can be restricted to dugout; this constitutes a warning.

Sr - Same as NCAA. No provision for restriction to the dugout.

Courtesy Runners

Jr & Sr - Allowed during regular season and play-offs.

Re-entry

Jr - Allowed during regular season and play-offs.

Sr - Depending on the league, re-entry may be allowed during regular season. Re-entry is not allowed in play-offs.

Blood Rule (See American Legion Rules)

Both - If a player has visible blood, the game shall be stopped at the earliest possible time and the player treated immediately. Umpires are to give a reasonable amount of time to allow injured players to be treated.

Base Coaches, Helmets

Jr & Sr - Same as NCAA. Base coaches must wear helmets.

Electronic Devices

Jr & Sr - Not allowed.

Eye Black

Jr - One strip under each eye.

Sr - There is no provision/restrictions.

Coaches

Jr - No limit.

Sr - Maximum of 4 coaches.

Jr & Sr - Uniforms are required.

Jr & Sr - No chairs, buckets, etc. outside the dugout.

Jr & Sr - Remain in the dugout unless coaching bases.

Batting

Designated Hitter

Jr - DH for any player, No Player/DH.

Sr - DH may only bat for the pitcher and a team must start with a DH if they are going to use it (No Player/DH).

Dropped Third Strike

Jr - The batter-runner is out on a dropped third strike if they enter the dugout.

Sr - Same as NCAA. The batter-runner is out on a dropped third strike if they leave the dirt area surrounding home plate on their way to the dugout.

Hit By Pitch (No attempt)

Jr & Sr - Batters must make an attempt to avoid getting hit by a pitch. Dead ball and the pitch is ruled a ball or a strike per its location.

Batter Hits ball stepping on plate

Jr - Same as NCAA. If a batter hits a fair or foul ball while stepping on the plate with one foot **not** completely out of the batter's box, the batter is out.

Sr - The batter is not out unless his foot is completely out of the batter's box.

Base Running

Obstruction (Baserunner Award)

Jr - There is no distinction between obstruction on a runner being played on or not and therefore is always a delayed dead ball. The runner is awarded one base.

Sr - Same as NCAA.

Type 1/A (play being made on the runner) - Immediate dead ball. Award the runner minimum of one base.

Type 2/B (play not being made on the runner) - Announce the obstruction and it is a delayed dead ball; The umpire will award bases that will nullify the act of obstruction. There is **no** automatic minimum award of one base. The position and speed of the runner as well as the position of the fielder and location of the ball are to be considered as to what base to "protect" the runner. Subsequent events (dropped ball, wild throw, etc.) may allow the umpire to award the runner a base beyond where they were protected.

Force Play Slide Rule

Jr - The force play slide rule does not allow pop-up slides and contact past the base.

Sr - Same as NCAA. The force play slide rule allows pop-up slides and contact past the base, as long as it is in the baseline extended.

Pitching

Balks (live ball)

Jr - If a balk is called, the ball is immediately dead.

Sr - Same as NCAA. If a balk is called and the pitcher continues his motion to the plate and the batter runner and all runners advance at least one base, the balk is ignored; if a balk is called and the pitcher throws wildly to a base (other than the plate), the balk is ignored if all runners advance at least one base.

Balks (feints throw to 3B)

Jr - It is legal if the pitcher feints a throw to third base while touching the pitching rubber and fails to complete the throw.

Sr - It is a balk if the pitcher feints a throw to third base while touching the pitching rubber and fails to complete the throw.

Windup (Throw to other bases)

Jr - A pitcher may not attempt a pickoff to a base from the windup position. The pitcher must step off first.

Sr - Same as NCAA. A pitcher may attempt a pickoff to a base from the windup position.

Windup, Start Position

Jr & Sr - Same as NCAA. The pitcher may use a "two-step" motion going to the windup position; The pitcher may bring his hands together and come to a stop before delivery.

Windup, Start Position (Hybrid)

Jr & Sr - Same as NCAA. The pitch must be facing the batter. The position of the pivot foot relative to the rubber does not matter.

Hidden Ball Trick

Jr - In order to attempt the hidden ball trick, the pitcher must be at least 5 feet away from the rubber.

Sr - In order to attempt the hidden ball trick, the pitcher may not be on or astride the rubber.

Note: In NCAA, the pitcher may not be on the dirt portion of the mound.

Conferences

Offensive Conferences

Jr - Allowed one per inning.

Sr - There is no provision/limit for offensive conferences.

Defensive Conferences

Jr - Teams are allowed three "free" defensive conferences per game. Extra Innings - One "free" conference per inning. Conferences between fielders/catcher/pitcher are not limited.

Sr - Teams are allowed one "free" defensive conference per inning. On the second trip for the same pitcher, the pitcher must be removed from the mound. The coach is allowed a free trip to each subsequent pitcher in the same inning.

Conferences between fielders/catcher/pitcher are not limited.

Defensive Conference ending

Jr - The conference ends when the coach crosses the foul line.

Sr - Same as NCAA. A defensive conference ends when the coach leaves the mound.

Awards

Catch (Dead Ball Territory)

Jr - If any part of a player's foot is in live ball territory when they secure the catch, the catch is legal.

Sr - Same as NCAA. A fielder must have **both** feet completely out of dead ball territory to make a legal catch.

Ball Carried into Dead Ball Territory - *Same as NCAA*

Jr - If a fielder makes a legal catch and then enters dead ball territory with **both** feet completely in dead-ball territory, the ball is dead, and runners advance.

Sr - If a fielder makes a legal catch and then enters dead ball territory (any part of their body), the ball is dead, and all runners are advanced one base at the time the fielder entered dead-ball territory.

Appeal

Jr - The defense can initiate an appeal, or the head coach can make a verbal appeal of player missing a base or leaving early on tag up.

Sr - Same as NCAA. The head coach cannot make a verbal appeal of player missing a base or leaving early on tag up. The defense must initiate the appeal.

Appeal - Offense initiates

Jr & Sr - The right to appeal is lost if the offense initiates a play and the defense attempts to put them out.

Notes

Social media - It is recommended that umpires do not post pictures, comments, etc. on social media.

Concession Stands - It is recommended that umpires do not visit concession stands before, during or after working games.