



South Orange Maplewood Baseball

Local Rules for Minors, Majors 60, Majors 70, and Babe Ruth Leagues

Updated 2/2026

2025 SOM Baseball Rules Chair:

Jesse Hein
somumpires@gmail.com
973-303-1816

2026 SOM Baseball Rules Committee Members:

Dave Amerikaner
Max Coey
Dan Goodman
Paul Hastings
Oliver Mankoff
Bran Noonan
Josh Pieroni
Alex Shubart

SOM Baseball Rules Committee Group Email: sombaseballrules@googlegroups.com

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1. Mission Statement and Program Goals

1.1 Mission Statement: The South Orange Maplewood Baseball recreational program (SOM Baseball) follows regulation baseball rules adapted for youth players by Babe Ruth League, Inc. Through these rules, along with our Local Rules, we aim to teach competitive baseball while fostering:

- The development of both physical and mental skills,
- Respect for the rules of the game, and
- The values of teamwork, sportsmanship, and fair play.

As a competitive league, we strive to maintain a fair and consistently applied set of rules that teach players the realities of competition, including how to win and lose with grace and dignity.

1.2 Rec Program Goals: The SOM Baseball recreational program goals are as follows:

- To provide every child, regardless of experience or ability, the opportunity to play organized baseball in SOMA.
- To promote individual growth in all children participating, within and beyond the sport of baseball.
- To develop and deepen friendships with others from SOMA, culminating in a sense of community that extends beyond the baseball field.
- To promote positive behaviors for engaging with youth sports for all participants, coaches, and spectators.

2. General Comments on Rules Committee and Local Rules

2.1 Rules Committee: The Rules Committee is a subcommittee of the SOM Baseball Executive Committee. It consists of the Rules Chair, League Commissioners, and general Rules Committee members.

2.1.1 Rules Chair: The Rules Chair is a member of the SOM Baseball Executive Committee. They are responsible for publishing annual updates to the Local Rules, appointing League Commissioners for each of the four competitive leagues, and coordinating all Rules Committee activities.

2.1.2 Rules Committee Membership: The Rules Committee is an open committee. Anyone interested in joining may contact the Rules Chair.

2.1.3 Rules Committee Authority: The Rules Committee's authority is limited to baseball gameplay. It has no jurisdiction over league matters such as player registration, draft procedures, sponsorships, field reservations, or similar administrative issues.

2.2 Official Rule Book and Local League Rules: Each team is provided with a Babe Ruth League Official Rulebook (hereinafter referred to as the "Official Rules"), which governs all games and league play. Additionally, the SOM Baseball Local League Rules (hereinafter referred to as the "Local Rules") apply within the SOM Baseball League. In the event of a conflict between the Official Rules and the Local Rules, the Local Rules take precedence.

All coaches must familiarize themselves with both rule sets and have access to both the Official Rules and the Local Rules, either electronically or in print, during all games.

2.2.1 Local Rules Updates: The Local Rules are updated yearly by the Rules Chair. All changes are proposed and voted on by the Rules Committee during the offseason.

2.3 Purpose and Applicability of Local Rules: The purpose of these Local Rules is to help transition players toward standard regulation baseball rules as soon as it is developmentally appropriate for as many players as possible.

These Local Rules do not apply to the T-Ball and Rookie Leagues, which are non-competitive developmental leagues. These rules apply to the Minor League (Minors), Majors 60 League (M60), Majors 70 League (M70), and Babe Ruth League (Babe Ruth).

With the exception of [Local Rule 7.5.2](#), these rules do not apply to the SOM Cougar Travel Program, as those teams will follow the rulesets published by the league in which they are playing. However, certain rules in these Local Rules (see [Local Rule 7.5](#)) apply to players playing on travel and rec teams.

2.3.1 In-Game Modification of Rules: Coaches may not modify any rules for individual games, even if all coaches and umpires agree to the change.

2.4 Enforcement of Rules: To ensure fair competition, all rules will be strictly enforced. The Rules Committee and other league officials will not alter, adapt, or make exceptions to the rules once the season has begun. All rules will be applied as written to maintain uniformity and predictability. Any issues that arise during the season will be reviewed by the Rules Committee for potential rule changes in the offseason.

2.5 References to Rules: In this document:

- References to rules in the Official Rules are designated as "Rule X.X."
- References to rules in these Local Rules are designated as "Local Rule X.X."

3. League Commissioners and Rules Disputes

3.1 Appointment of League Commissioners: As per [Local Rule 2.1.1](#), the Rules Chair shall appoint one commissioner for each of the Minors, M60, M70, and Babe Ruth leagues. League Commissioners may not serve as coaches in the league they oversee or have a child playing in that league during the season in which they serve. League Commissioners also serve on the general Rules Committee.

3.1.1 Current League Commissioners: League Commissioners for the 2026 season are:

Babe Ruth	Bran Noonan	bran@ogeezbrands.com	917-886-0468
M70	Paul Hastings	pablohastings@gmail.com	917-446-2408
M60	Dan Goodman	thegoodman@gmail.com	917-885-3048
Minors	Dave Amerikaner	damerikaner@gmail.com	213-220-7365

3.1.2 2026 Special Exception: As all four League Commissioners have a child playing in M70, the League President and Rules Chair have agreed to make a special exception for Paul Hastings to serve as M70 Commissioner. Paul is not coaching M70 and has agreed to recuse himself from any discussions or rulings that affect his child's team.

3.2 Game Protests and Rules Issues: All game protests and rules disputes must be submitted to the appropriate League Commissioner in accordance with Rule 4.18. No protest will be considered unless the issue was raised with the umpire at the time of the occurrence and the umpire was informed that the game is being played under protest.

Game protests and other rules disputes must be submitted in writing via email to the appropriate League Commissioner within 24 hours after the game ends. Protests regarding violations of pitch count and playing time rules may be submitted up to 48 hours after the relevant pitch count and playing time information becomes available. Any protest related to these violations must specify when the necessary information became available.

3.3 Decision-Making by Commissioners: League Commissioners are responsible for reviewing game protests and rules disputes and issuing rulings based on the Official Rules as modified by these Local Rules. Commissioners must thoroughly review each dispute and issue a written decision citing the specific rules that apply.

Commissioners have sole authority to make rulings within their respective leagues. At their discretion, they may consult others for input. While they are not required to consult other members of the Rules Committee before making a decision, they are encouraged to do so if unsure of the correct ruling.

All rulings shall be issued in writing via email, with copies sent to all members of the Rules Committee, including the Rules Chair, as well as the League President and Vice President.

3.4 Appeals: Decisions made by League Commissioners may be appealed only to the Rules Committee as a group. Appeals must be submitted via email to the Rules Chair within 24 hours of the League Commissioner's decision.

The League Commissioner's decision will only be overturned in cases of clear error. Any member of the Rules Committee who is coaching in, or has a child playing in, the league from which the appeal arises may not participate in deciding the appeal.

3.4.1 Appealing to the League President: Decisions of the Rules Committee may be overturned by the League President in accordance with the league's bylaws.

League President

Matt Gray

South Orange Director of Recreation & Cultural Affairs

mgray@southorange.org

3.5 Advisory Opinions: Coaches are encouraged to consult with Rules Committee members for guidance on rules-related matters before they become game issues. Coaches may request either informal or formal advisory opinions.

3.5.1 Informal Advisory Opinions: An informal advisory opinion may be sought from any Rules Committee member in any convenient manner. However, if the issue later becomes a dispute during a game, the standard procedures outlined in [Local Rule 3.2](#) must be followed. Informal advisory opinions are not binding on the League Commissioner or the Rules Committee.

3.5.2 Formal Advisory Opinions: A formal advisory opinion may only be requested in writing and must be submitted to the League Commissioner for the applicable league.

- If the issue falls under an Official or Local Rule, the League Commissioner will issue a ruling.
- If the issue is not covered by an existing rule, the League Commissioner will present it to the full Rules Committee for a decision.

A formal advisory opinion issued by the full Rules Committee is binding in any future dispute regarding the same specific issue. Coaches seeking formal advisory opinions are encouraged to submit their requests well in advance, as the Rules Committee makes no guarantees regarding response time.

4. Interaction and Conduct with Umpires

4.1 Expectations: All SOM Baseball coaches, managers, and players are expected to treat umpires with respect. Abusive, aggressive, harassing, or bullying behavior will not be tolerated. Coaches should prioritize more than just winning games; they are role models and must take that responsibility seriously. Sportsmanship and mutual respect for all individuals involved in the game are not merely encouraged; they are required.

4.1.1 Disagreement with Umpire Judgment Calls: Coaches may not argue judgment calls (i.e., ball, strike, safe, out, fair, foul, etc.). This includes audible or visible negative reactions to an umpire's decision, such as comments, sighs, groans, gestures, or expressions of frustration or exasperation.

4.1.2 Disagreement with Umpire Rulings: If a coach disagrees with an umpire's application of a rule, they may request time to approach the umpire(s) for discussion. The opposing coach must be present for the conversation, and it is the responsibility of the disagreeing coach to invite them. If the disagreeing coach fails to do so, the umpire(s) will not entertain the discussion.

4.1.3 Making Calls Before the Umpire: Coaches may not audibly or visibly "make" judgment calls or rulings before the umpire makes their call (for example, the first base coach yells and signals "safe" before the umpire makes their call). This rule applies regardless of whether or not they intended to influence the umpire's call.

4.1.4 Coach Conduct: Coaches must address disagreements calmly. If the dispute involves an interpretation of a rule, coaches are encouraged to reference the ruleset and present their case respectfully.

4.1.5 Umpire Authority: Umpires have the authority to end a discussion at any time and confirm or reverse the ruling being discussed. Once the umpire concludes the discussion, coaches must return to their dugouts immediately without further comment.

4.1.6 Escalating a Rules Dispute: If a coach still disagrees with a rule application and believes it had a material impact on the game, they may respectfully inform the umpire that they are playing the game under protest, as outlined in [Local Rule 3.2](#). Once the umpire has been informed of the protest, the issue shall not be raised again for the remainder of the game.

4.2 Violations and Penalties: The following penalties apply if a coach violates [Local Rule 4.1](#). Additionally, umpires have full authority to impose these penalties for any act not listed.

4.2.1 First Offense: The offending coach will receive a warning from the umpire. Warnings will be reported to and tracked by the Umpire Coordinator in conjunction with the Sportsmanship Chairs, League President, and League Vice President. Umpires have full authority to bypass a warning if they feel an ejection is warranted.

4.2.2 Second Offense in a Single Game: If a coach receives a second warning in the same game, they will be ejected, suspended for the next game, and required to meet with the Sportsmanship Chairs before returning to coach.

4.2.3 Ejections: An ejected coach must leave the premises and remain out of sight and sound. Failure to comply or returning within sight or sound of the field after leaving, even after the game has ended, will result in a forfeit for their team.

4.2.4 Multiple Warnings Across Games: If a coach receives a second warning in a season, they must meet with the Sportsmanship Chairs before coaching their next game. Any additional warnings will result in a one-game suspension and another meeting before being allowed to return.

4.2.5 Multiple Suspensions: A coach who is suspended twice will be permanently banned from coaching in the SOM Baseball league. Additionally, they will be prohibited from coaching in any South Orange Recreation Department-sponsored sport (e.g., flag football) for one year.

4.2.6 Retroactive Disciplinary Actions: Warnings may be issued retroactively by the Rules Chair, Sportsmanship Chairs, League President, or League Vice President. Disciplinary action may be taken by any of these individuals or by the Executive Baseball Committee, even if the umpire did not issue a warning or ejection during the game.

4.3 Misconduct by Fans, Players, and Assistant Coaches: In the event of misconduct by fans, players, or assistant coaches, umpires will impose penalties through the head coach.

4.3.1 Head Coach Designation: For umpire-coach interactions, the head coach is the individual who represents the team at the pregame conference. If a coach wishes to be designated as the “head coach” but was not present at the pregame conference, they must inform the umpire before the start of the game or upon their arrival.

4.3.2 Head Coach Oversight and Duty: The head coach is responsible for all players, fans, and assistant coaches associated with their team. It is the head coach's duty to address unsportsmanlike behavior at the umpire’s request; however, the head coach is expected to take action even without a direct request from the umpire.

If a fan or assistant coach is ejected, the head coach must ensure they leave the field and are out of sight and sound. If the ejected person fails to comply, it will result in a forfeit, even if the head coach is making an effort to have them removed.

4.4 Umpire Pregame Conference Statement: Umpires will read a scripted statement to both head coaches during the pregame conference. Being present for this statement will serve as confirmation that coaches are aware of the violations and penalties outlined in Local Rule 4.

The statement is as follows:

SOM Baseball umpires are required to enforce all interaction and conduct rules outlined in Local Rule 4. Umpires will communicate only with each team’s head coach. Unless stated otherwise before this meeting, the team representative present will be considered the head coach.

There will be zero tolerance for:

- *Audible or visible negative reactions to an umpire’s decision*
- *Approaching an umpire in an aggressive or hostile manner*
- *Making calls before the umpire makes the official call*

If a coach is granted time and approaches an umpire, the opposing head coach must be included. Failure to do so will result in the coach being directed back to the bench and play resuming.

As outlined in Local Rule 4.2, violations of Local Rule 4.1, or any conduct an umpire determines warrants discipline, will result in an official warning followed by automatic ejection. Umpires may bypass a warning and issue an immediate ejection if warranted.

All coaches are responsible for knowing and following Local Rule 4 in its entirety.

5. Ground Rules

5.1 Balls Out of Play: Any ball that leaves the field of play shall be declared a dead ball. For all fields, a ball is considered out of play if it crosses the plane defined by the fence separating the playing field from the spectators' area. Rule 7.05(g) and [Local Rule 12.9](#) apply if the ball leaves play on a throw. Rules 6.09 (d)-(h) apply if a fair batted ball leaves the field of play.

5.1.1 Holes in the Fence and Balls Lodged in the Backstop Pads or Fence: Balls that pass through a hole in the fence or become lodged in the backstop pads or fence and do not immediately fall out shall be ruled dead. If a thrown ball goes through a hole or becomes lodged, dead ball rules apply pursuant to Rules 7.05 (g) and (h). If a fair batted ball goes through a hole or becomes lodged, Rules 6.09 (d)-(h) apply. If a foul batted ball goes through a hole or becomes lodged, it shall be ruled a foul ball.

5.1.2 M3 Boundaries: On M3, the area behind an invisible line drawn from the end of the dugout fence to the spray-painted pole on the fence separating the playing field from the spectators' area is out of play.

5.1.3 Cameron Field Boundaries: On Cameron Field, the area behind an invisible line drawn from the front of the backstop fence to the spray-painted pole on the fence separating the playing field from the spectators' area is out of play.

5.2 Batted Balls Striking Trees: If a batted ball strikes any portion of a tree, regardless of whether it is in fair or foul territory, the play is immediately dead and may not result in an out, even if a fielder catches the ball. If the ball strikes a tree in foul territory or fair territory up to the end of the infield dirt, it shall be ruled a foul ball. If the ball strikes a tree in fair territory past the infield dirt, it shall be ruled a ground rule double.

6. Gameplay

6.1 Regulation Number of Innings: The regulation game length for all leagues is 6 innings unless extended due to a tie score or shortened for one of the following reasons:

- The home team is in the lead entering the final half-inning.
- The home team takes the lead during the final half-inning.
- The umpire calls the game.

6.1.1 Tie Scores: If the score is tied after the regulation number of innings, play shall continue until one of the following occurs:

- The visiting team scores more total runs than the home team at the end of a complete inning.
- The home team scores the winning run in an incomplete inning.
- The game is called for reasons specified in [Local Rules 6.3-6](#).

6.1.2 Extra Innings: During league play, beginning with the 7th inning, the last batted out from the previous inning shall be placed at second base to start the inning. This rule applies to all subsequent innings. This rule is not in effect during the playoffs.

6.1.3 Official Games During League Play: During league play, a game is considered official and shall not be suspended or rescheduled once the first pitch is thrown. Called games shall follow [Local Rule 6.7](#).

6.1.4 Official Games During Playoffs: During the playoffs, a game is considered official and shall not be suspended if

1. Four innings have been completed, or
2. The home team has scored more runs in three or more half-innings than the visiting team has scored in four completed half-innings.
3. The game has been called due to the mercy rule ([Local Rule 6.4](#)).

Playoff games that are called before becoming an official game shall be suspended (see [Local Rule 6.8](#)).

6.2 Pregame Conference: At least five minutes before the scheduled start time, the umpires and head coaches shall meet at home plate for a pregame conference. Umpires will begin each pregame conference by reading the statement written in [Local Rule 4.4](#). After reading the statement, the umpires will discuss field-specific ground rules and any other relevant information they deem necessary to share. The conference also provides the head coaches an opportunity to ask clarifying questions. As stated in [Local Rule 4.3.1](#) and the pregame statement, the team representative present for the pregame conference will be considered the head coach unless they otherwise notify the umpire prior to the conference. The game officially begins once the pregame conference concludes.

6.2.1 Pregame Conference Attendees: The head coach may bring assistant coaches and/or one player representative to the pregame conference. If multiple coaches attend, they must designate one coach as the “head coach.”

6.3 Time Limits: The time limits for SOM Baseball leagues are as follows:

- In Minors, M60, and M70, no new inning shall begin after 1 hour and 40 minutes have passed from the official start time.
- In Babe Ruth, no new inning shall begin after 1 hour and 50 minutes have passed from the official start time.

The official start time will be announced by the umpire immediately at the conclusion of the pregame conference. The umpire is the official and sole timekeeper.

6.3.1 Time Limits During Playoffs: There shall be no time limit during playoff games.

6.3.2 Hard Stops: In Minors, M60, and M70, there will be a hard stoppage of play at 9:55 p.m. due to the lights automatically shutting off at 10:00 p.m. Umpires will give warnings as the hard stop time approaches and will allow a play to finish before stopping play at 9:55. Refer to [Local Rule 6.7](#) for scoring of called games.

6.4 Mercy Rule: The mercy rule is as follows:

- 15 runs after 3 innings
- 10 runs after 4 innings
- 8 runs after 5 innings

The mercy rule takes effect as soon as the losing team has completed the minimum innings at bat (For example, if the home team is up by 10 runs entering the bottom of the 4th, the bottom of the inning shall not be played). Once the mercy rule takes effect, the game is considered official and completed.

6.4.1 Run Limit in Minors: In a Minors game, no more than 5 runs may be scored by the offensive team in any half-inning except in the final inning and extra innings. In innings before the final, the inning ends immediately upon the scoring of the fifth run, regardless of the number of outs. If more than 5 runs are scored on a single play (e.g., a grand slam after 4 runs have already been scored), only the 5th run counts. The final inning must be announced by the umpire to both teams before the first pitch.

6.5 Calling Games for Darkness: The umpire may call a game at any time if there is insufficient light to play safely. The determination of sufficient light is at the sole discretion of the umpire and is not appealable.

6.6 Weather: In the event of thunder or lightning, coaches must have their teams vacate both the playing field and dugouts, regardless of coverage, and move to a safe location. Play may not resume until 30 minutes have passed since the last instance of thunder or lightning, as determined by the umpires. If rain without thunder or lightning or any other hazardous weather conditions occurs, the game may be called at the umpire's sole discretion if the field becomes unplayable or hazardous.

6.6.1 Air Horn Alerts: Air horns will be placed in the field boxes at all fields. Umpires will blow the air horn each time thunder or lightning is observed. When the air horn sounds, all surrounding games must vacate the fields, regardless of whether thunder or lightning is observed from their field.

6.6.2 Games Canceled by the League: If a game is canceled through the [South Orange Recreation "X" account \(@SOrangeRec\)](#), the fields are considered closed for all purposes, and the game will not be played, regardless of field conditions at the scheduled start time.

6.7 Score of Called Games: During league play, the final score will be the score at the end of the last completed full inning. The exception is when the score was tied, or the home team was trailing at the end of the last completed inning, and has either tied the score or taken the lead during the current inning. In such cases, the final score will be the score at the time the game is halted.

6.7.1 Ties During League Play: During league play, a game that is called and results in a tie shall be recorded in the standings as a tie.

6.7.2 Surrendering Outs: A visiting team that has taken the lead in the top of an inning may elect to surrender its right to three outs and allow the home team to have its final at-bat. This rule is intended to discourage teams from deliberately making outs or purposefully extending time to revert the score back to the prior inning.

6.7.3 Called Games during Playoffs: During the playoffs, any game that is tied when called shall be suspended. In addition, if applying [Local Rule 6.7](#) causes the score to revert to an earlier inning in which the leading team changes or a tie is broken, the game will also be suspended.

6.8 Suspended Games: A suspended game will be resumed from the point of suspension at a later date set by the league. Coaches and umpires must record the game's status at the time of suspension. Pitchers will be subject to the pitching limitations that applied at the time of suspension and as outlined by the pitching schedule. Every effort will be made to schedule the same umpires for the continuation, though this is not guaranteed.

6.9 Rescheduling and Forfeits: Use of the Reserve Call-Ups System under [Local Rule 9](#) is mandatory to avoid rescheduling. Rescheduling requests will only be entertained if a coach believes they cannot field at least seven roster players.

6.9.1 Rescheduling due to Coach Conflicts: Games or league-scheduled practices may not be rescheduled due to conflicts with a coach's schedule. The coach must ensure that other Rutgers-certified coaches are available to cover the game or practice.

6.9.2 Rescheduling due to Player Availability: If a reschedule is requested due to a lack of at least seven roster players, coaches must notify opposing coaches, the league schedule coordinator (Nick Rego, nrego@southorange.org), and the umpire coordinator by email at least 48 hours prior to the scheduled game. If not notified in time, the game will be declared a forfeit. Coaches may agree to scrimmage if the field is still available.

6.9.3 Agreeing Not to Play Games: Coaches may not agree not to play a game. Such behavior will be considered a sportsmanship violation, referred to the Sportsmanship Chairs, and result in a forfeit for both teams.

6.9.4 Rescheduling Playoff Games: Playoff games may not be rescheduled due to coach or player availability, only by the league due to weather or other unavoidable circumstances. The playoff schedule will be released early to allow players to make necessary arrangements. Loaning players is not permitted in the playoffs as per [Local Rule 6.10.6](#).

6.10 Playing With Fewer Than 9 Players: If 7 or fewer players are present 15 minutes after the scheduled game time, the team must forfeit. If neither team has 8 players, the game is a forfeit with no runs scored. Players must be within view of the field to be considered present.

6.10.1 Playing With 8 Players: If 8 players are present, the game may proceed. The 9th spot in the batting order will be recorded as an out. If a 9th player arrives, the automatic out is no longer applied.

6.10.2 Playing With 9 Players in Minors: In Minors, teams with 9 players will receive a loaner defensive player from the opposing team as per [Local Rule 6.10.4](#). No automatic out is applied for the missing 10th player.

6.10.3 Losing Players During the Course of the Game: If a team loses enough players to have only 8 remaining, an out will be recorded for the last player to leave. If a team drops to 7 players, the team must forfeit.

6.10.4 Loaning Players During League Play: During league play, opposing coaches shall “loan” a player to a team with fewer than 9 fielders (10 in Minors) in order to give that team a full defensive field. The loaned player shall play the outfield and shall be the player in the lineup before the leadoff hitter for the upcoming at-bat (e.g., if the 7th hitter is leading off, the 6th hitter is the loaner player). If the loaned player is on deck, they shall be switched with the most recent batter that is on the bench. If the designated loaned player is the catcher for the upcoming defensive inning, the player before them in the batting order will be loaned instead.

6.10.5 Playing With Fewer Than 10 Players in Minors: In Minors, teams with fewer than 10 players shall receive loaner players as outlined in [Local Rule 6.10.4](#). If a team has only 8 players, it will receive two loaner players to reach a total of 10 on the field. While no automatic out is applied when playing with 9 players (see [Local Rule 6.10.2](#)), an automatic out will be recorded in the 9th batting spot when a team has only 8 players.

6.10.6 Loaning Players During Playoffs: Loaning players is not permitted during the playoffs. Teams may use the call-up system (M60, M70, BR; [Local Rule 9](#)) or the borrowing system (Minors; [Local Rule 9.11](#)) for all playoff games other than the championship game.

6.11 Ineligible Players: Coaches are not permitted to play in any on-field position. Only rostered players, league-assigned call-up or borrowed players (as designated by the League Commissioner or Rules Chair), or loaned players from the opposing team may participate.

6.12 Pre-Game Warm-ups: If the field is available at least 30 minutes before game time, the home team may use the infield from 30 minutes before game time until 15 minutes prior. The visiting team may then use the infield for the remaining time leading up to game time. If there is insufficient time for both teams to have at least 15 minutes, infield practice will not be allowed. The head coach from each team must be present for the pregame conference.

6.13 Playing Without an Umpire: If an umpire is not present 5 minutes before game time, coaches should contact the umpire coordinator. If no umpire is available, the game must still be played. In such cases, umpiring duties will be shared, with a coach from the defensive team calling plays from behind the pitcher’s mound. Alternatively, head coaches may agree on another solution, such as using a neutral third party. Under no circumstances may a coach or any party not employed as a SOM Baseball umpire officiate from behind home plate.

7. Pitching

7.1 Tracking Pitches: All pitches thrown in a game, whether or not the game becomes official, count toward rest requirements. Pitches thrown during warm-ups and practices do not count. Coaches must track pitch counts for both teams and reconcile them at the conclusion of each half-inning. In the event of an irreconcilable discrepancy, the pitching team’s count will prevail.

7.2 Required Rest Days: Pitchers must observe the required rest days based on their pitch count in a single day, as outlined below:

Minors, M60, and M70	
Pitch Count in a Single Day	Required Number of Rest Days
41 or more	2
21-40	1
1-20	0

Babe Ruth	
Pitch Count in a Single Day	Required Number of Rest Days
51 or more	2
26-50	1
1-25	0

7.2.1 Definition of Rest Day: A rest day consists of a full calendar day with no pitching. For example, if a player pitches on Monday and is required to rest for two days, they must rest on Tuesday and Wednesday and will be eligible to pitch again on Thursday.

7.3 Doubleheaders: In the event of a doubleheader, a pitcher may pitch in both games but may only pitch in the second game if they did not exceed 20 pitches in the first game. The pitch count for the second game will include the count from the first game (e.g., if a pitcher throws 9 pitches in Game 1 and 23 in Game 2, their total for the day is 32, requiring two days of rest). [Local Rule 7.5](#) applies for Minors pitchers.

7.4 Pitch Count Limitations: Pitchers in Minors, M60, and M70 are limited to 60 pitches per game, while pitchers in Babe Ruth are limited to 75 pitches per game.

7.4.1 Pitcher Rest Day Thresholds: If a pitcher reaches the maximum pitch count or a rest day threshold (per [Local Rule 7.2](#)) in the middle of an at-bat, they may complete the at-bat before being removed. In these cases, their official pitch count will be recorded at the threshold, not the total number of pitches thrown.

7.5 Inning Limitations: Rules 0.06 #1, #2, and #3 do not apply. There are no inning limitations in Babe Ruth, M70, or M60. Minors pitchers may pitch a maximum of three innings per game or three innings across both games of a doubleheader.

7.6 Players on Multiple Teams: Players who participate on SOM Cougar travel teams, school teams, club teams, or other leagues and wish to pitch in the SOM Baseball program must submit a signed agreement to the League President confirming that the player and their parents agree to abide by SOM Baseball's pitch count limitations across all teams. This form will be distributed with registration materials and must be received before the league draft.

7.6.1 Players on SOM Cougars Travel Teams: Players on SOM Cougars travel teams are subject to the following pitching rules:

- SOM Cougar players may not pitch for their travel team on three consecutive weekends if rec games are also scheduled. After pitching two straight travel weekends, they must be available to pitch for rec on the third weekend.
- If a SOM Cougar player throws enough pitches in a Sunday travel game to be ineligible for a midweek rec game, they may not pitch in the following Sunday's travel game, unless there is a travel doubleheader.
- If a SOM Cougar player is scheduled to pitch in a weekend travel game, they may not throw enough pitches in the prior rec game to make themselves ineligible.
- A SOM Cougar player may pitch in a weekend travel game if they did not pitch in that weekend's rec game, even if they were not originally scheduled to pitch.
- All rec and travel coaches must promptly report pitch counts in the shared system. Travel coaches must submit the weekly pitcher declaration form by the deadline, and rec coaches must check pitcher eligibility when setting lineups.
- During the SOM Baseball playoffs, SOM Cougar players scheduled to pitch on a Sunday are eligible to throw up to 20 pitches for their rec team on the prior Saturday if they are eligible to pitch on that day.

7.6.2 Ineligible Pitchers: Any violation of [Local Rule 7.6](#) renders the player ineligible to pitch. [Local Rule 7.2](#) will apply to players who pitch for other teams. Coaches who suspect the opposing team is using an ineligible pitcher must follow the protest procedure outlined in [Local Rule 3.2](#). Any violation of this rule will result in a forfeit for the offending team.

7.7 Penalties for Pitching Rule Violations: Rule 0.06 #4 applies. Any violation of [Local Rules 7.1-6](#) results in a forfeit for the offending team. Rules 0.06 #5 and #6 do not apply.

7.8 Substitutions: Rule 0.06 #5 does not apply. A pitcher who has thrown at least one pitch and is removed from the position may not return as a pitcher in that game.

7.9 Intentional Walks: Intentional walks are not permitted in Minors and M60. In M70 and Babe Ruth, pitches do not need to be thrown for intentional walks.

7.10 Minor League Walk Rule: In Minors, after a pitcher issues four walks in a single inning, each subsequent batter who faces that pitcher will begin their at-bat with an 0-1 count. For this rule, a "walk" refers only to bases on balls or hit batters (not intentional walks). Once the pitcher is removed or the inning ends, the rule resets.

7.11 Hit Batters in M60 and Minors: Umpires may remove any pitcher in any league who hits two batters in one inning or three in a game if they determine that the batter's safety is at risk. This is a non-appealable judgment call.

7.12 Trips to the Mound: Rule 8.06 applies in all leagues. Each team is allowed one mound visit per pitcher per inning. The pitcher must be removed during the second visit during an inning. When a new pitcher enters, this rule resets.

7.13 Balks: Balks are enforced in M70 and Babe Ruth. Umpires will attempt to provide instructional feedback when possible.

7.13.1 Balk Warnings: Umpires will give a warning for the first balk committed by a pitcher.

- Each pitcher is allowed one balk warning per game.
- Once a warning is issued, all subsequent balks will be enforced.
- Pitchers do not receive separate warnings for different types of balks.
- Runners who started a steal before the balk was committed may advance.

7.13.2 Informal Balk Warnings: At their discretion, umpires may provide informal warnings for minor infractions before issuing an official balk warning. These warnings are instructional and do not count as the pitcher's official warning.

7.14 Hidden Ball Trick: The hidden ball trick is not allowed in M60 or Minors. If attempted in M70 or Babe Ruth, balks will be enforced.

8. Playing Time and Player Eligibility

8.1 Batting Order and Defensive Alignment: The batting lineup shall consist of all players who appear for the game and may be adjusted at the coach's discretion before each game in accordance with standard baseball rules. Late-arriving players shall be added to the end of the batting order, unless their spot in the order hasn't come up yet. Free defensive substitutions are allowed between innings. All players must both field and bat during the game. No player may be designated solely as a batter or fielder, regardless of medical or other considerations.

8.2 Courtesy Runners: Coaches may use a courtesy runner for the pitcher or catcher at any time, regardless of the number of outs. After two outs are recorded, a courtesy runner for the catcher is mandatory. The courtesy runner shall be the player who made the last batted out.

8.2.1 Last Batted Out: The "last batted out" refers to the player who was most recently put out while batting (e.g., strikeout, ground out, fly out). If the last batted out is unavailable (e.g., already on base, at-bat, or is the pitcher or catcher), the courtesy runner shall be the prior last batted out. If there are no batted outs in the current inning, the last batted out from the prior inning shall be the courtesy runner.

8.2.2 No Last Batted Out Available: In the first inning, before a batted out is recorded, the courtesy runner shall be the player at the bottom of the batting order.

8.2.3 Purpose of Courtesy Runners: The courtesy runner system ensures that pitchers and catchers are ready to take the field immediately at the start of the next inning. Catchers must have their shin guards and chest protector on by the time the inning ends unless they are at-bat. Catchers who are on deck with two outs should leave their shin guards on until they come up to bat. If a catcher ends the inning at bat and is not immediately available, a coach or player must begin warming up the pitcher per [Local Rule 12.13.1](#). Players or individuals under the age of 18 must wear a catcher's mask when doing so.

8.2.4 Courtesy Runners for Injured Players: If a player is injured and unable to run, the last batted out may serve as a courtesy runner.

8.3 Injured Players: If a player on offense is injured, the last batted out may serve as a courtesy runner per [Local Rule 8.2.4](#). If a defensive player is injured, a substitute may enter the game freely, per [Local Rule 8.1](#). An injured player may re-enter the game provided they can both bat and play the field. The re-entering player shall resume their original spot in the batting order. If injuries reduce a team’s roster to fewer than nine players, [Local Rule 6.10](#) applies.

8.4 Playing Time in M60, M70, and Babe Ruth: No player may sit out more than two innings per game (unless a call-up is limited to two innings as per [Local Rule 9.6.4](#)). If 11 or more players are present, all players must sit out at least one full inning. The player who sits out in the first inning of a game must start the next game and play at least two consecutive, complete innings in the field. No player may sit out more than one inning until every player has sat out once. The following chart outlines playing time requirements:

Players at Game	Players sitting 1 inning	Players sitting 2 innings
13	2	11
12	6	6
11	10	1
10	6	0
9	0	0
8	0	0
7	Forfeit	

8.5 Playing Time in Minors: Four outfielders shall be used. Coaches may opt for a spread-out outfield or a short fielder, but all four outfielders must be positioned on the grass. No player may sit out more than two innings per game. If 12 or more players are present, all players must sit out at least one full inning. The player who sits out the first inning must start the next game and play at least two consecutive, complete innings in the field. No player may sit out more than one inning until every player has sat out once. The following chart outlines playing time requirements:

Players at Game	Players sitting 1 inning	Players sitting 2 innings
13	8	5
12	12	0
11	6	0
10	0	0
9	0	0
8	0	0
7	Forfeit	

8.6 Consequences: During league play, a team’s first violation of the Playing Time Rules shall result in a warning from the Rules Committee, and the Head Coach may be required to meet with the Sportsmanship Chairs. Any subsequent violation, or any violation occurring during the playoffs, shall result in an automatic forfeit. Coaches who suspect an opposing team of violating these rules should follow the protest procedure outlined in [Local Rule 3.2](#).

8.7 Line-Up Cards: Rule 4.01 does not apply. Teams shall exchange batting orders before the game, but are not required to provide them to the umpires.

8.8 Defensive Substitutions: All players who start an inning in the field must remain in the field for the entire inning. Mid-inning substitutions from the bench are not permitted, including for pitchers. An exception may be made for an injured player per [Local Rule 8.3](#).

8.8.1 Position Changes: Coaches may freely move players between defensive positions during an inning, provided all fielding players remain in the game.

8.9 Full Defensive Field Requirement: Teams must play with a full defensive field if they have enough available players.

8.10 Playing Time in Extra Innings: Playing Time rules apply during regulation innings per [Local Rule 6.1](#), but do not apply in extra innings.

8.11 Playoff Eligibility: To be eligible for the playoffs, players must appear in at least half of their team's regular-season games. If an opposing coach believes this rule has been violated, they must notify the head coach and umpires before the first pitch and then follow the game protest procedure outlined in [Local Rule 3.2](#).

If the player in question is removed before the first pitch, no penalty will be imposed. If a team is found to have violated this rule, the game will be recorded as a forfeit, and the team will be eliminated from the playoffs.

Exceptions for injury, illness, or extenuating circumstances will be reviewed on a case-by-case basis by the Rules Chair and League President.

9. Reserve Call-Ups

9.1 Objectives of Reserve Call-Ups System: The main goal of the Reserve Call-Ups System is to avoid rescheduling or forfeiture of games due to not having enough players. A secondary goal is to allow players to experience a higher level of baseball. Coaches in M60, M70, and Babe Ruth who do not have enough players shall request players from a pool managed by their league's commissioner to ensure the game can be played.

9.2. Selection of Players for the Call-Up Pools: All eligible players will be offered the opportunity to participate. The commissioner for each league will contact families to determine interest and availability. Minors players will form the Call-Up Pool for M60, M60 players for M70, and M70 players for Babe Ruth. There is no Call-Up Pool for Minors.

9.2.1 Players Ineligible for Call-Up Pool: 2nd graders playing in Minors and 5th graders playing in M70 are ineligible for the Call-Up Pool.

9.3 Call-Up List: Each league's commissioner shall maintain an equitable call-up list. The League Commissioner will assign players using a randomized list and will not accommodate requests for specific players. Once a player participates as a call-up, they will be moved to the bottom of the list.

9.4 Number of Call-Ups That Can Be Used: A team must have at least seven of its own players to request a call-up. If a team expects seven players, is assigned two call-ups, and only six of their own players show up, the game may be played with the eight players present.

- If a team expects eight players, they may request one call-up.
- If a team expects seven players, they may request two call-ups.
- No more than two call-ups may be used in a game.

9.5 Contacting Call-Up Players: Coaches must request call-up players through their league's commissioner. Unauthorized call-ups are not permitted.

9.6 Use of Call-Up Players: Call-ups must follow league rules regarding batting and fielding, with the following modifications:

9.6.1 Pitching and Catching: Call-ups may not pitch. Call-ups may catch up to three innings and can start at catcher even if the team has nine players, provided that no team player sits out more than two innings as a result.

9.6.2 Conflicts: Call-ups may not be used if there is a conflict with their team's game.

9.6.3 Uniforms: Call-ups must wear their regular team's uniform.

9.6.4 Using Call-Up Players with 9 or More Regular Team Players: If a team ends up with 9+ regular players after receiving a call-up, the call-up may still play but may not start in place of a regular player unless catching (per [Local Rule 9.6.1](#)). They may play a maximum of two innings unless [Local Rule 9.6.5](#) applies.

9.6.5 Call-Up Players Playing in Place of Regular Team Players: If a team has at least nine players but one requests to sit due to fatigue or injury, a call-up may play more than two innings.

9.6.6 Batting Order: Call-ups must bat at the end of the lineup unless a regular team member arrives late. Late players bat after call-ups.

9.6.7 Playoffs: During the playoffs, call-up players may only play left or right field.

9.7 Failure to Use Call-Up System: If a team does not request call-ups and has fewer than eight players, [Local Rule 6.10](#) applies.

9.8 Delay of Game: A game cannot be delayed for a call-up player in violation of [Local Rule 6.10](#), but a call-up may be added mid-game to complete a nine-player lineup.

9.9 Championship Games: Call-up players are not permitted in championship games.

9.10 Abuses: Any coach found avoiding regular team members in favor of call-ups for competitive advantage will be reported to the Sportsmanship Chairs.

9.11 Borrowing Players in Minors: In Minors during the playoffs only, in an effort to avoid forfeits, teams will be permitted to borrow players from other teams to bring them up to 9 players. The commissioner will use a randomized list, prioritizing players from teams that have already been eliminated. All above rules ([Local Rules 9.1-9.10](#)) apply to the borrowing system.

10. Uniforms and Equipment

10.1 Uniforms: All players are encouraged to arrive at games in full uniform. SOM Baseball provides each player with a team hat, team shirt, team socks, and gray baseball pants. Hats must be worn while on the field, and shirts must remain tucked in. Players are required to wear either sneakers or cleats. Jewelry, except for medical alert bracelets or other medically necessary items, is prohibited. Umpires may only prevent a player from participating due to uniform issues if their attire is deemed unsafe for play.

10.1.1 Metal Spikes: Metal spikes are prohibited in Minors and M60.

10.2 Bats: For bat specifications, refer to Rule 1.10. In summary:

- Non-wood bats must have a “USA Baseball” or “BBCOR .50” stamp for Babe Ruth.
- Non-wood bats must have a “USA Baseball” stamp for Minors, M60, and M70.
- All non-wood bats are limited to a maximum diameter of 2 ⁵/₈ inches.

10.2.1 Illegal Bats: If a bat is deemed illegal, it must be removed from play immediately. If discovered before an at-bat is completed, the batter will continue the at-bat with a legal bat, and the count will remain unchanged.

If the batter makes contact with the ball for a hit using an illegal bat:

- The batter will be ruled out.
- All runners must return to their original bases.
- Any outs recorded during the play will stand.

As this is an appeal play, the at-bat is considered legal once a pitch is thrown to the next batter, and no further appeal can be made.

10.3 Protective Equipment for Catchers: Catchers must wear full protective gear, including a catcher's glove, shin guards, chest protector, helmet with a mask, and a protective cup.

11. Official Standings

11.1 Point System: Standings are based on a point system:

- Win: 3 points
- Tie: 2 points
- Loss: 1 point
- Forfeit: 0 points

11.2 Reporting: Coaches must maintain written or electronic scorecards for every game for both teams. These will be used to resolve discrepancies or protests. Scorecards must be complete with player names, pitcher names, pitch counts, and scoring.

- The winning coach must report final scores to TeamSnap within 24 hours after the game.
- Both coaches must submit images or downloads of completed scorecards via email to their league's commissioner within 24 hours after each game.
- For weekday and Sunday games, pitch counts must be reported by both coaches via the league's electronic form within 24 hours of the game's start time.
- For Saturday games, pitch counts must be reported by both coaches via the league's electronic form by 9:00 p.m. on the day of the game.

To ensure a fair system of allowing players to pitch for both their SOM Cougar travel and SOM Baseball rec teams, the above timeframes for pitch count reporting must be strictly followed.

11.2.1 Penalties for Late Reporting: Coaches must report pitch counts and scorecards within the timeframes outlined in [Local Rule 11.2](#). Failure to do so will result in the following penalties:

- 1st Offense: Warning from the League Commissioner
- 2nd Offense: Official warning from the Rules Chair and/or Sportsmanship Chair
- 3rd Offense: Retroactive forfeit
- Further Offenses: Subject to the discretion of the Sportsmanship Committee

11.2.2 Disputes When a Scorecard is Not Kept: Coaches who fail to keep a complete scorecard are subject to the penalties outlined in [Local Rule 11.2.1](#). If an in-game dispute arises that requires verification through scorecards, only the scorecard maintained by the opposing team will be used to resolve the issue.

11.3 Forfeits: Forfeits will be recorded as 6-0 unless neither team can field a sufficient number of players. In that case, both teams will receive a forfeit loss with no runs recorded (per [Local Rule 6.10](#)).

11.4 Tie-Breakers: If teams are tied in the standings, the following tie-breakers will be used in order:

- Winning percentage (total points earned ÷ total possible points)
- Head-to-head results
- Total runs allowed
- Coin flip by the League Commissioner

12. Miscellaneous Rules

12.1 Plays at the Plate: Rules 7.06 and 7.08 apply to all plays at the plate.

12.1.1 Obstruction by the Catcher: Catchers may not block the plate unless they have the ball or are actively fielding it, as determined solely by the umpire. If the catcher improperly blocks the plate, the baserunner shall be called safe (per Rule 7.06).

12.1.2 No Crashing the Catcher: During a play at the plate, a baserunner attempting to score must slide into home plate or avoid collision with the catcher. If, in the umpire's sole judgment, the runner fails to do so and creates a dangerous situation, the runner shall be called out (per Rule 7.08). The umpire's decision is final and will not consider intent, knowledge, or ability to slide. If there is a conflict between this rule and [Local Rule 12.1.1](#), this rule takes precedence.

12.1.3 Ejection of Players: The umpire may eject a runner or catcher if they believe:

- The runner failed to slide or avoid the catcher with malicious intent.
- The catcher intentionally blocked the plate.
- A player created multiple dangerous situations, regardless of intent.

12.1.4 Umpire Judgment for Plays at the Plate: The umpire has sole authority in determining whether a catcher is in the vicinity of the plate or actively fielding the ball. Coaches should train players to slide whenever a play at the plate is possible to reduce the risk of being called out. Judgment calls by the umpire, including rulings on base runners failing to slide or avoid collisions, are not subject to appeal (see [Local Rule 4.1.1](#)).

12.2 Head-First Slides in Minors and M60: In Minors and M60, baserunners may not slide head-first into any base, except when returning to a base. Violators shall be called out.

12.3 Head-First Slides in M70 and Babe Ruth: In M70 and Babe Ruth, baserunners may slide head-first into any base except home plate. Players who slide head-first into home shall be called out.

12.4 Rounding First Base: Baserunners may overrun first base in accordance with standard baseball rules and are not required to overrun in foul territory. However, if a baserunner makes a move toward second base, they may be tagged out.

12.5 Infield Fly Rule: The Infield Fly Rule applies in all divisions. See Rule 2.0 and Rule 6.05(e) for details.

12.6 Steals and Leads: Allowances for stealing and leading in each division are as follows:

- M70 & Babe Ruth: Leads and steals are fully allowed.
- M60: Steals of second and third base (one base at a time) are allowed; no leads.
- Minors: Steals of third base only are allowed; no leads.

12.6.1 Baserunning in Minors and M60: The "Cal Ripken Major 60 Ft. Baseball Division Special Base Running Rule" applies. If a runner attempts to steal an illegal base (e.g., stealing second in Minors), they may be put out. If they reach the illegal base safely, they will be returned to their original base if the play is ruled dead.

12.6.2 Stealing After a Walk: In Minors and M60, batters who reach base on a walk may not continue to second base.

12.7 Coaches Positioning: Rule 4.05 applies. Coaches must stay off the playing field.

12.7.1 Coaches Positioning for the Batting Team: The batting team may have one coach in each of the first and third base coaching boxes. Base coaches under 18 years old must wear helmets. Base coaches who enter fair territory while the ball is live are subject to penalty pursuant to Rule 4.05.

12.7.2 Coaches Positioning for the Fielding Team: Fielding team coaches must stay at or behind the dugout fences. Umpires may restrict coaches to the bench if they continuously enter play. Entering fair territory counts as a mound visit (per Rule 8.06).

12.8 Live and Dead Balls: The ball is live until the umpire calls “time” and dead until the umpire calls “play.” Returning the ball to the pitcher does not automatically end play.

Per the “Cal Ripken Major 60 Ft. Baseball Division Special Base Running Rule,” in Minors & M60, play is declared dead when:

1. The pitcher has both feet on the rubber with the ball in possession, and
2. The catcher is in the catcher's box, ready to receive the pitch.

12.9 Overthrows by a Fielder: Rule 7.05(g) applies. Two bases are awarded on an overthrow by a fielder. A pitcher is considered a fielder once they disengage from the pitcher’s plate.

- If the overthrow is the first play from the infield, base awards are determined by the runners’ last base at the time the ball was released by the pitcher.
- For all other overthrows, base awards are based on the last base occupied when the ball was released by the fielder.

12.10 Overthrows by a Pitcher: Rule 7.05(g) applies. If a pitcher throws the ball out of play on a pitch or pickoff move without disengaging from the rubber, runners are awarded one base. If the pitcher has disengaged, they are a fielder, and [Local Rule 12.9](#) applies.

12.10.1 Restrictions on Base Awards: In Minors and M60, runners cannot be awarded bases that are ineligible to be stolen (see [Local Rule 12.6](#)) if the pitcher throws the ball out of play (e.g., a runner on third cannot be awarded home if the ball goes out of play on a pitch). If awarding an eligible base to a runner would require a leading runner to advance to an ineligible base, neither runner shall be awarded the additional base.

12.11 Thrown Bats and Equipment: Rule 6.05 applies. Immediate ejection may occur if a player throws equipment intentionally with the intent to injure. Players may also be called out if they dangerously throw equipment, even if there was no intent to harm.

12.11.1 Accidentally Thrown Bats: If a bat is accidentally thrown, the umpire shall issue a warning. On a second offense, the batter shall be called out, regardless of intent. Each player is entitled to one warning before being penalized.

12.12 Dropped Third Strikes: Rule 6.09(b) does not apply in Minors or M60. The batter is out on a third strike, even if not caught by the catcher. Rule 6.09(b) applies in M70 and Babe Ruth Leagues; batters may attempt to reach first on an uncaught third strike.

12.13 Time between Innings: New pitchers shall receive no more than 8 warm-up pitches, and returning pitchers shall receive no more than 5 warm-up pitches. Inning breaks shall not exceed 2 minutes. The umpire will call "balls in" once two minutes expire, stopping warm-ups regardless of readiness. The umpire shall be the sole judge of when two minutes have elapsed.

12.13.1 Warming Up the Pitcher: If the catcher is not prepared to warm up the pitcher, a coach or player should warm up the pitcher until the catcher is ready. Players must wear a catcher's mask when warming up the pitcher. All warm-up pitches or throws are counted towards the limit of 8 or 5 pitches, including throws from off the rubber.

12.14 Playoffs: All Local Rules remain in effect unless explicitly stated otherwise. For clarity:

- The mercy rule ([Local Rule 6.8](#)) applies in playoffs.
- If a game is halted before becoming official ([Local Rule 6.1.4](#)), it will be suspended and resumed later.

12.15 Dugouts: The home team is assigned the first base bench, and the visiting team is assigned the third base bench.

13. Appeals

13.1 Umpire's Judgment Calls: Umpire's judgment calls (i.e., ball, strike, safe, out, fair, foul) are not subject to appeal. Coaches may ask for clarification of any call, including judgment calls, in a respectful manner as per [Local Rule 4.1.1-3](#), but all judgment calls by the umpires are final.

13.2 Incorrect Rule Applications: If an umpire incorrectly applies a rule that does not require a judgment call (e.g., calling a batter out after two strikes, enforcing the infield fly rule without a force at third or with two outs, misapplying the overthrow rule, etc.), coaches may discuss the issue calmly with the umpires. The opposing coach must be present during any such discussion per [Local Rule 4.1.2](#).

A request can be made to modify an on-field call to comply with the Official Rules and Local Rules. Coaches initiating such a discussion must cite the specific applicable Official Rules and Local Rules as per [Local Rule 4.1.3](#). The umpire has the authority to end the discussion at any time. After discussion, the umpires' ruling is final. If a coach still believes the on-field ruling was incorrect, the only remedy is to play the game under protest per Rule 4.19 and [Local Rule 3.2](#).

13.3 Appeal Plays: On-field appeal plays must be made in accordance with the Official Rules. For examples, see Rules 6.07 and 7.10.

14. Local Rules Changes for the 2026 Season

Rule Changes for the 2026 SOM Baseball season are outlined in the table below:

Rule #	Change
3.1.2	2026 special exception for M70 Commissioner.
4.1.3	Making calls before the umpire added to conduct and interaction with umpires rules.
4.4	Umpire pregame statement read at conference.
6.1.2	During playoffs, runner will not be placed on second base in extra innings.
6.3	No-new-inning time for Minors, M60, and M70 changed to 1:40.
6.3.2	Hard stop at 9:55 p.m. due to lights shutting off at 10 p.m.
6.4	Mercy rule is now 15 after 3, 10 after 4, and 8 after 5.
6.7.3	Playoff games that are called before an inning ends in which reverting to the previous inning would change the winner are suspended.
7.2	Rest day threshold tables modified.
7.4	Minors pitchers are no longer limited to 45 pitches in April.
7.9	Intentional walks no longer allowed in Minors and M60.
7.14	Balks during hidden ball trick attempts now are given warning like any other balk.
9.6.1	Call-ups are now eligible to catch in all divisions.
9.9	Call up system is now allowed for playoffs with the exception of the championship game.
9.11	Borrowing system established for Minors playoff games.
11.2	Pitch counts must be entered within 24 hours for weekday and Sunday games, and by 9 p.m. for Saturday games.

These rules changes were decided by the SOM Baseball Rules Committee in February 2026.

Re-numberings and re-wordings are not included in the changes listed above.

Any inquiries about these changes may be directed to the Rules Chair.