

RULE	PRO/GHTL	NFHS / AAU	JCTDB	AMERICAN LEGION	NCAA/**CCBL/**PREP
ABANDONMENT - BR & RUNNER	6.09 (b) - On an uncaught third strike the batter is out if he does not try for first before he leaves the dirt circle surrounding home plate heading toward his dugout. 7.08 (a-2) Any runner after reaching first base who leaves the baseline heading for his dugout or position believing there is no further play, may be declared out if the umpire judges the act of the runner to be considered abandoning his effort to run the bases. The ball remains live.	No provision for BR abandoning batter's box for dugout, but per 8-4-2 (p) , BR or runner is out, if after at least touching 1st base, leaves the baseline, obviously abandoning his effort to touch the next base.	Same as NFHS	Same as Pro Rule 6.09(b) (Comment) - BR has abandoned right to advance to first once he leaves dirt circle surrounding home plate.	7-11-u - Batter is out if he leaves dirt area around plate or 8-5-c - runner is out if he leaves baseline and obviously heads for defensive position or dugout.
APPEALS	7.10 - Live ball appeal. If prior to appealing, the defense plays on any runner after a definite break in the original continuous action that was created by and followed the batted ball, they lose their right to appeal. (MLB Interpretation) (ex.- pitcher tries to pick off a runner before appealing or runner attempts to steal and the defense plays on him prior to appealing).	8-2-6 - Live ball or dead ball appeals. Defense does not lose right if offense initiates a play. Defensive coach or any player may make a verbal dead ball appeal.	Same as NFHS	Same as Pro	Live ball appeal only. Defensive team retains right to appeal if offensive team initiates a play prior to appeal.
BALK	8.05 - Delayed dead ball. If the batter reaches at least first base and <u>all</u> other runners advance at least one base, the balk penalty is not enforced. If the batter and runners have not advanced at least one base then the balk penalty is enforced. The count on the batter would be the same as it was prior to the balk. An option of taking the play is <u>not</u> given to the offense.	6-2-(4,5) - Immediate dead ball.	Same as NFHS	Same as Pro - delayed dead ball.	Same as Pro. Delayed dead ball.
BASE COACHES	Helmets are required for all coaches- including adults. Adults do not have to wear a double ear flap type helmet.	Players must wear helmets but adult coaches are not required to wear a helmet.	Same as NFHS	National Rule 1.J - Base coaches are required to wear a standard batting helmet, with or without earflaps. Violators are subject to ejection for non-compliance after one warning.	NCAA: Must wear helmets. CCBL: Not required.
BATS/EQUIPMENT	1.10 - Wood only. Maximum diameter of 2 3/4 inches. Maximum length is 42 inches.	1-3-2 - The bat maybe wood or non-wood and shall be a smooth cylinder. All non-wood bats be marked with a permanent BESR marking. There shall be no devices, attachments or wrappings that cause the handle to become flush with the knob. Molded grips are illegal. Note: BBCOR performance standard for bats will be used by NFHS beginning 1/1/2012 .	Senior - Same as NFHS: Junior - (-5 max); Prep - No restrictions.	National Rule 1.A - Wood metal, ceramic or graphite bats may be used, subject to further provisions of Rule 1.A. (1-7) . Note: Most CT zones have voted to use wood (including composite with BESR stamp) bats for the regular season. All state tournament games are wood/composite bat only.	Bats Specific to conference, same as Pro for wood, must have NCAA certification if metal. Gloves: not white or gray or contain white or gray lettering, no shiny metal.
BATTER REMAINING IN BOX	6.02(d) - The batter must keep at least one foot in the batter's box throughout his time at bat unless one of eight exceptions occurs. If none of the exceptions apply and the batter intentionally leaves the batter's box and delays play, the umpire shall award a strike without the pitcher having to pitch the ball. The ball is dead and no runners may advance.	The batter must keep at least one foot in the batter's box throughout the time at bat except for 7-3-1a-h.	Same as NFHS	Same as Pro. See Pro Rule 6.02 (b), (d)	Batter must stay in box with 8 exceptions. 7-1-c (1) Exceptions - 1) batter swings at pitch; 2) batter forced out of box by pitch; 3) member of either team is granted a timeout; 4) defensive player makes play on a runner on a base; 5) batter feints a bunt; 6) wild pitch or passed ball; 7) pitcher leaves the dirt area of the mound after receiving the ball; 8) catcher leaves position to give defensive signals.
BATTER STEPPING ON PLATE	6.06(a) - The batter is not called out for stepping on home plate as he contacts the ball if some part of that foot is still in the batter's box.	7-3-2 - The batter shall not hit the ball fair or foul while either foot (or a knee) is touching the ground completely outside of the batter's box lines OR touching home plate.	Same as NFHS	Same as Pro and LL Rule 6.06 (a) - BR is out if hits the ball (fair or foul) with one or both feet entirely out of the batter's box	Fair or foul with either foot or both upon the ground entirely outside of the box or in contact with HP, batter is out. 7-10-a
BLOOD RULE	No provision.	Any player who is bleeding, has an open wound, or has any amount of blood on his uniform or body must leave the game until the bleeding has stopped, wound has been covered and uniform has been cleaned or changed.	Same as NFHS	National Rule 1.B - If a player suffers from a laceration or other injury where blood is visible, the game shall be stopped at the earliest possible time and the player treated immediately. Umpires will allow a reasonable amount of time for treatment. If more extensive treatment is still required after a reasonable delay, a substitute shall replace the injured player. The injured player may not re-enter.	Whenever player is noted to be bleeding, game should be stopped as soon as practical and give proper medical treatment. If bleeding cannot be stopped within approximately 10 minutes at substitution should be made.

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COURTESY RUNNERS	Not allowed.	Suggested Speed-Up Rules , including provision for courtesy runners, have not been adopted in Connecticut.	Not allowed.	Not allowed.	Not allowed.
DEAD BALL LINES	5-10(f), 7.04(c) - If any part of either foot is touching dead ball territory at the time of the catch it is ruled no catch (the lines are considered in live territory). If the ball is caught completely in live territory and then the fielder falls in dead ball area, the catch is good,the ball is dead, and runners are awarded one base (runners still must tag up). If caught in live territory and then the fielder goes into dead ball territory and stays on his feet, the ball is live. The fielder may throw from dead ball territory unless ground rules prohibit him from doing so.	5-1(i) , Fielder after catching a fair or foul ball leaves the field of play with both feet or falling into dead ball area. Defensive player can straddle the dead ball lines and make a legal catch.	Same as NFHS	Same as Pro	6-1-d, 6-1-d-4 - Either foot touches dead ball area when caught, is illegal (no catch). If caught and steps into dead ball area, but does not fall, depending on grounds rules may throw from dead ball area.
DEFENSIVE VISITS/CONFERENCES	8.06 (b) - Twice in the same inning and the pitcher is replaced. Pitcher must leave game. Defensive visits only apply to a conference with pitcher, unless a fielder, after talking to a coach, immediately goes to the pitcher. Visit must take place on pitcher's mound, and ends when coach leaves dirt area of the mound.	3-4-1 - three conferences during 7-inning game. One per each extra inning but conferences are not cumulative. Pitcher must be replaced after 3 charged conferences in a 7-inning game or in excess of 1 per extra inning. Conference is not charged if pitcher is replaced. Defensive conferences apply to and may include any defensive player. Conference ends when coach re-enters foul territory or, if held in foul territory, when coach turns to head back to the dugout.	Pitcher is removed on the 2nd trip to the mound by a coach in the same inning. Pitcher may not return to pitch in the game.	8.06 (b) - Twice in the same inning and the pitcher is replaced; the pitcher may remain in the game in another defensive position but cannot return to pitch in that game.	9-4-b - Twice in the same inning to same pitcher, the pitcher must be replaced. 9-4-a(1) - 3 per game, 1 in extra innings, carryover of unused visits is allowed .
DH RULE	6.10 - Only for the pitcher	3-1-4 - A DH may be designated for any starting player, not just pitchers, but is not mandatory. The DH ends when he plays defense, or designated defensive player bats or runs for DH. DH and designated defensive player are locked into their spots in the batting order, and if listed as starters, may re-enter once.	No DH permitted.	National Rule 1.F - Same as American League Designated Hitter Rule (DH bats for pitcher).	7-2 - Only for pitcher. Most common events that eliminate DH: 1) Pitcher or DH goes to Defensive position, 2) Defensive player goes to Pitch, 3) Pinch hits for any player then goes to pitch. Note: Prep - DH not allowed.
EH RULE	Can not be used.	None at the varsity level but JV and below may use the EH. EH may play both offense and defense at coach's discretion.	An extra offensive player (EH) is permitted if declared prior to the start of the game. The EH does not bat for a defensive player. A team may change the EH, but cannot alter the batting order. Example - Smith batting 5th as EH, and Jones batting 6th as catcher. If Smith goes into catch, he must continue to bat 5th, and Jones now becomes EH and continues to bat 6th.	Same as Pro - EH not allowed.	NCAA/Prep - No EH; CCBL - EH allowed
EJECTIONS	4.07 - Ejected participants must leave the field immediately and may not take any further part in the game.	3-3-2 - A coach who is ejected must leave the vicinity of the playing area immediately and is prohibited from further contact with his team during the remainder of the game. He may return, if requested by the umpire to attend to an ill or injured player. Rather than ejection, an umpire may restrict a coach to the bench/dugout for the remainder of the game. A coach who is restricted shall be ejected for further misconduct. 3-3-1- (g) (6) - Any member of the coaching staff who is not the head coach (or designee) shall not leave the vicinity of the coaching box or dugout to dispute a judgment call by an umpire. Penalty: Both the head coach and the offending coach shall be restricted to the dugout for the remainder of the game, or if the offense is severe enough, the umpire may object the offender and restrict or eject the head coach.	Same as NFHS	CT Rule 8.5 - Any player, coach, manager or team official ejected by any umpire must leave the field and dugout area immediately and is not allowed to have further communication with his team members or the umpires. A player who has been ejected must continue to be supervised by a coach (either on the bench or in a location outside of the field and dugout area).	3.6 (c), 5-15,16,17, Appendix D - Depending on type and position can be suspended for up to (4) games for first offense. Must leave field/dugout area, no contact with players, out of sight and sound of the competition.

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FORCE PLAY SLIDE RULE	(PBUC Manual) - No provision in pro ball. However, a sliding runner must be near enough to reach the bag with his hand or foot. GHTL uses the NCAA and American Legion force-play slide rule.	8-4-2 - If a runner slides, it must be "in a direct line between the bases." The runner may slide (or run) away from the fielder to avoid altering the play. A runner who slides legally into a fielder in front of the back edge of a base is not guilty of interference (2-32-1,5-1-10)	Same as NFHS	National Rule 1.G (Same as NCAA Slide Rule). On any force play, the runner must slide on the ground and in a direct line between the two bases. It is permissible for the for the slider's momentum to carry him through the base in the baseline extended. Exception: A runner need not slide directly into a base as long as the runner slides or runs in a direction away from the fielder so as to avoid making contact or altering the play of a fielder.	8-4(a) - On ground, direct line into base or avoid, pop up slide is legal. May slide beyond bag.
GAME ENDING PROCEDURES	4.12 (a-5) - if a regulation game is called while an inning is in progress and before the inning is completed, and the visiting team has scored one or more runs to take the lead, and the home team has not retaken the lead, the game shall be suspended and continued at a future date. (Under Pro rules, games no longer revert to previous completed inning, however the 'reversion" rule still applies to GHTL games.)	4-2-(1-4) - A state association may adopt game ending procedures that determine how games are ended, including suspended games. During the regular season , a " regulation game " (4.5 innings if home team is ahead; 5 full innings if the visiting team is ahead) that is stopped for any reason other than a forfeit, WHERE A WINNER CANNOT BE DETERMINED (4-4-2) , shall be treated as a " suspended game " and shall be completed at a later date from the point of suspension. All runs scored prior to the point of suspension shall be carried over. A non-CIAC tourney game that is halted before it becomes a regulation game shall be declared " no game ", and if rescheduled, must be replayed in its entirety. Note: CIAC Tournament games are always suspended at and resumed from the point of stoppage, without regard as to whether or not it is a regulation game.	Same as NFHS regular season, but tied games are not resumed.	CT Rule 1.S - Regular season games will follow Pro Rule 4.12 , with the following exception: all non-regulation games will be picked up from the exact point of stoppage: Examples: (a) any game stopped prior to becoming a regulation game in the 5th inning, will be continued from the exact point of stoppage; and (b) once a game is a regulation game (home team winning after the visiting team has hit in the top of the 5th inning, or either team winning after home team has hit in the bottom of the 5th inning), and weather or other conditions cause the game to be stopped, the game is over, unless the visiting team ties or takes the lead in its last at bat (completed or uncompleted) and the home team is unable to complete its time at bat. This becomes a suspended game that must be resumed from the exact point of stoppage.	Same as Pro unless previously agreed to halted game rules
HIDDEN BALL PLAY	8.05(i) If on or astride the rubber, without possession of the ball it is a balk	6-2-5, Pitcher may not stand on or astride or within approximately 5 ft of the pitcher's plate without the ball.	Same as NFHS	Same as Pro.	If any foot touches within the dirt area of the mound, without possession of the ball, it is a balk.
INTENTIONAL WALK	Pitches must be thrown to the batter - ball remains live.	2-4-3, Requested by catcher or coach to award the batter 1st base. May be done on any count and the ball is dead upon making the award. Batter may not refuse intentional walk and must go directly to 1st base.	Same as NFHS	Same as Pro - pitches must be thrown.	Pitches must be thrown to the batter
INTERFERENCE	(2.0) - Same as NFHS, except there is no provision for verbal interference. (Childress interp.)	2-21-1a, Offensive interference is a physical or verbal act that impedes, hinders or confuses the defense.	Same as NFHS	Same as Pro	2-50 & Offensive Interference 5-3 Physically, verbally, confuse or impede defensive player
JEWELRY	(PBUC Manual) - Jewelry is allowed. However- players, especially pitchers may not wear jewelry which the umpires deem to be distracting.	1-5-12, No player participating in the game (and on the playing field) shall wear jewelry of any kind except for religious or medical medals. A religious medal must be taped and worn under the uniform. A medical alert must be taped and may be visible. Players also may not wear bandannas (3-3-1d)	Same as NFHS	Same as Pro - allowed unless umpire deems it a distraction.	Same as Pro. No shining articles of glove.
LIGHTNING	No provision - umpires' discretion as to when play should be stopped.	Lightning Guidelines, When thunder is heard, or a cloud-to-ground lightning bolt is seen, immediately suspend play and take shelter. Once play has been suspended, wait at least 30 minutes after the last thunder is heard or flash of lightning observed prior to resuming play. Reset the 30-minute clock with each subsequent thunder or lightning occurrence.	Lightning Guidelines, When thunder is heard, or a cloud-to-ground lightning bolt is seen, immediately suspend play and take shelter. Once play has been suspended, wait at least 30 minutes after the last thunder is heard or flash of lightning observed prior to resuming play. Reset the 30-minute clock with each subsequent thunder or lightning occurrence.	Lightning Guidelines , When thunder is heard, or a cloud-to-ground lightning bolt is seen, immediately suspend play and take shelter. Once play has been suspended, wait at least 30 minutes after the last thunder is heard or flash of lightning observed prior to resuming play. Reset the 30-minute clock with each subsequent thunder or lightning occurrence.	Lightning Guidelines , When thunder is heard, or a cloud-to-ground lightning bolt is seen, immediately suspend play and take shelter. Once play has been suspended, wait at least 30 minutes after the last thunder is heard or flash of lightning observed prior to resuming play. Reset the 30-minute clock with each subsequent thunder or lightning occurrence.
MALICIOUS CONTACT/COLLISION	No provision in Pro. GHTL plays the NCAA collision rule.	3-3-1 - Judgement call, but never allowed. Violators will be immediately ejected. 8-3-2 - malicious contact always supersedes obstruction.	Same as NFHS	National Rule 1.E. Collisions are only allowed if fielder is blocking the base with the ball and runner makes a legitimate attempt to reach the base (and is not attempting to dislodge the ball). Flagrant or malicious contact (judgement call) will result in interference (all runners return), an out and ejection of the runner.	8-7 - If malicious contact is before run is scored, runner is out and ejected from game. If after run scores, run scores and runner is ejected from game

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MERCY RULE	No provision.	Mercy rule has not been adopted in Connecticut. However, a regulation game where a winner can be determined may be terminated early by mutual consent of both head coaches. NOTE: Many AAU programs/tourneys use 10-run mercy rule. This should be confirmed in pre-game conference.	15-run mercy rule once game becomes regulation. Home team must complete its half inning at bat if visiting team goes ahead by 15 or more runs in top of inning.	National Rule 1.P - All Senior Legion Tournaments shall use a 10-run rule after 7 innings (6-1/2 innings if home team is ahead). All Junior Legion Tournaments shall use a 10-run rule after 5 innings (4-1/2 innings if home team is ahead).	10 runs after 6-1/2 innings if home team is ahead, 7 full innings if visiting team is ahead. Must be agreed to by both coaches prior to the game starting, normally discussed at pre-game plate conference.
MINIMUM PLAYERS	4.17 - Must have nine at all times or the game is forfeited.	4-1-3 - Teams must list a minimum of 9 players to start the game continue with at least 8 players. A team may return to 9 players if a player or substitute becomes available.	A team with a 10-player lineup to start the game (using an EH) is allowed to finish the game with a 9-player lineup due to not having any eligible substitutes. An out will be called each time the vacated spot in the order comes to bat. A team with a 9-player lineup to start the game (no EH) is allowed to finish with an 8-player lineup due to not having any eligible substitutes. An out will be called each time the vacated spot in the order comes to bat. A team that must reduce its lineup may not return to the original lineup (9 back to 10, or 8 back to 9).	Same as Pro - must have 9 to start and finish.	Must have nine to start and continue.
OBSTRUCTION	2.0 - If the fielder is about to receive a thrown ball and if the ball is in flight directly toward and near enough to the fielder so he must occupy his position to receive the ball he may be considered to be "in the act of fielding the ball."	2-22 - Always a delayed dead ball. A fake tag is considered obstruction, and a defensive player must have possession of the ball to block or deny access to the plate or a base.	Same as NFHS	Same as Pro	2.54, 6.4-e - Type B All delayed dead ball.
OFFENSIVE VISITS/CONFERENCES	No rule	3-4-2 - 1 visit per inning with any offensive player. When either team has a charged conference, the other team may also have an uncharged conference, provided the conference concludes when the opposing team's charged conference concludes.	Same as NFHS	Same as Pro	6-5-f - 3 per game, 1 additional for extra innings, carryover of unused allowed
PICK OFF FROM WINDUP	8.01 (a-2) - May step and throw to base directly from the pitcher's plate.	6-1-2 - May only deliver a pitch or step backward off of the pitcher's plate with his pivot foot.	Same as NFHS	Same as Pro.	9-1-a-1-(b) - May step and throw to base
PITCHER RE-ENTRY	3.03 - A pitcher may change to another position and back to pitcher only once per inning. He also is limited to changing to another position only once per inning.	3-1-2 - A player may be removed as pitcher and returned as pitcher only once per inning. However, if replacement pitcher requires more warm-up throws than permitted in 6-2-2 exception (generally eight), pitcher cannot return to the game as a pitcher.	Same as NFHS	CT and National Rule 1.N. (1-3) Any player may be removed from the pitching position and remain in the game at another position. However, a player will be automatically removed when a coach makes two trips to the mound in the same inning and that player cannot return as pitcher in that game. CT Clarification 1.N.1 - If a pitcher is removed from the mound after the first visit in an inning, he may remain in the game at another defensive position. However, if that player is reinserted as a pitcher in the same inning, he must be removed after one subsequent visit in the same inning and must also leave the game after the second removal.	9-4-e - Pitcher removed that remains in game may return to mound only once, exceptions 1)Deals with remaining as DH, 2) If it was second trip to mound in same inning and pitcher was moved to defensive position.
PITCHER TO BATTER DELAYS	8.04 - With no runners on has 12 seconds to pitch ball once he receives it. Penalty: Ball added to batter's count.	6-2-2 (c) - 20 seconds to pitch ball or make or attempt a play, including a legal feint.	Same as NFHS	Same as Pro.	9-2-c - Twenty (20) seconds to pitch ball after receiving it.
PITCHER TO MOUTH	8.0 (a) - Only allowed on the grass. If the pitcher does go to his mouth with his pitching hand while on the dirt of the pitching circle, a ball is added to the batter's count. If the game is played in cold weather the umpires may allow the pitcher to blow on his hand provided both managers have agreed prior to the start of the game.	6-2-1(e) - it is illegal for the pitcher to bring his hand in contact with his mouth without distinctly wiping off the pitching hand prior to touching the ball. PENALTY: If foot is on the rubber, a ball is charged with no runners on, otherwise it is a balk. If foot is off the rubber, a ball is charged in all situations.	Same as NFHS	Same as Pro - only allowed on grass.	9-2-d - If in contact with rubber, it is a ball. Can go to mouth in dirt area, must wipe off. Can blow on hand during cold weather if permitted by plated umpire.

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PITCHING RESTRICTIONS	None	Connecticut State Rule - Pitchers may pitch not more than 30 outs in any three consecutive calendar days.	Senior : Same as Connecticut regulation (30 outs in 3 calendar days). Junior : No more than 12 innings per week (Mon. - Sun.) 1-day rest required for pitcher pitching less than 4 innings, 3 consecutive calendar days rest required for pitcher pitching 4 or more innings. Prep : Maximum of 7 innings per week (Mon. - Sun.) Same rest as Junior. All Divisions: 1 pitch = 1 inning.	CT and National Rule 1.N - Senior - No pitcher may pitch more than 12 innings during any consecutive three-day period . No player may make more than 4 appearances as pitcher during this three-day period. Junior - No pitcher may pitch more than 10 innings during any consecutive three-day period . No player may make more than 3 appearances as pitcher during this three-day period. For all purposes of this rule, an inning consists of three outs, which do not necessarily have to be consecutive.	None
RE-ENTRY	3.03 - No re-entry allowed	3-1-3 - Any starting player may re-enter once, including the DH, if the player occupies the same spot in the batting order.	Same as NFHS	Same as Pro - not allowed.	No Re Entry
RUNNER HURDLING DEFENSIVE PLAYER	No provision. This is legal in all instances.	8-4-2-(b) (2) - Jumping, hurdling and leaping are all legal to avoid a fielder as long as the fielder is lying on the ground. Diving over a standing, kneeling or crouching fielder is illegal and runner will be immediately called out for interference.	Same as NFHS	Same as Pro - allowed, but subject to collision rule.	None
TIED GAMES	4.12 (d) - If a regulation game is called with the score tied, it shall become a suspended game.	4-2 - If a regulation game, tied games are suspended at the point of stoppage, unless league has specific provision for tied games.	Regulation games may end in a tie, with each team being credited with 1 point for standings purposes.	Same as Pro Rules 4.10 - 4.12 , except as noted above.	5-8 through 5-14
TOBACCO/ALCOHOL	Chewing tobacco or "snuff" allowed, cigars, cigarettes and any type of alcohol prohibited.	Neither allowed on or in vicinity of playing field. Violators will be immediately ejected.	Same as NFHS	CT Rule 1.0 - No tobacco or alcohol is to be used in any form by players, managers, coaches and/or umpires on the playing field. Failure to comply with this rule shall result in suspension for that game plus the next two games played . For purposes of this rule, the dugouts, batting cages, seating areas and refreshment stands are considered part of the playing field.	Use prohibited at the site of the competition. Penalty : Disqualification of the individual and head coach for the remainder of contest. Zero tolerance . Umpire jurisdiction begins upon arrival at the field or dugout in uniform.

RULE	MANCHESTER TWILIGHT LEAGUE (UBA)	GHIBL (formerly NABA)	LITTLE LEAGUE (JLBB, SLBB AND BLBB ONLY)	BABE RUTH LEAGUE
ABANDONMENT - BR & RUNNER	Same as Pro.	Same as Pro.	7.08 (Approved Ruling) - Batter/runner is considered to have abandoned his time at bat once he enters the bench area.	Same as Pro rule - 6.09(b) Comment - A batter who does not realize his situation on a third strike not caught, and who is not in the process of running to first base, shall be declared out once he leaves the dirt circle surrounding home plate. 7.08(2) [The runner is out when -] after touching first base, he leaves the baseline, obviously abandoning his effort to touch the next base.
APPEALS	Same as Pro.	Same as Pro.	7.10 - Live ball appeals only - otherwise same as Pro.	7.10 - Live ball appeals only. Same as Pro.
BALK	Same as Pro.	Same as Pro.	5.09(c) - Immediate dead ball. 8.05 - Actions constituting a balk.	Same as Pro. Interpretation (8.01) The pitcher must take signs from the catcher while standing on the rubber. Penalty - After a warning by the umpire, the pitcher, on the next offense, shall be removed from the mound as a pitcher for the remainder of the game.
BASE COACHES	Helmets for base coaches are not required .	Same as Pro - helmets are required .	1.16, 4.05 - Coaches or players may be base coaches. Players must wear batting helmet. One adult coach must be in dugout at all times.	Coaches must be in uniform in tournament games. Player base coaches must wear batting helmets.
BATS/EQUIPMENT	MTL Rule 2.3 - Bats - Non-wood bats can have a weight/length differential not greater than minus 5 .	Chapter 4 - Equipment - Wood bats only - aluminum and composite bats are prohibited. Metal spikes are prohibited , only molded cleats. Violators will be ejected if suitable replacement spikes are not available. Pitchers may not wear wrist bands or batting gloves while pitching.	1.10 - All bats must have appropriate LLB certification clearly marked.	Metal allowed. No restriction in 13-15 year old division. 16-18 year old division uses -3 standard.
BATTER REMAINING IN BOX	Same as Pro.	Same as Pro.	6.02 (b) - Batter must remain in batter's box after pitcher begins windup or comes set, unless "Time" is requested and granted.	6.02(b) The batter shall not leave his position in the batter's box after the pitcher comes to Set Position, or starts his windup. Penalty: The batter leaves the batter's box at the risk of having a strike delivered and called, unless he requests the umpire to call "Time". The batter is not at liberty to step in and out of the batter's box.
BATTER STEPPING ON PLATE	Same as Pro.	Same as Pro.	6.06 (a) - Batter/runner is out if he hits the ball (fair or foul) with one or both feet entirely out of the batter's box.	Same as Pro.
BLOOD RULE	No rule.	Same as Pro.	Communicable Disease Procedures , When blood or an open wound is observed, the bleeding must be stopped, the wound covered, and if there is an excessive amount of blood on the uniform, it must be changed before the athlete may resume participation.	Any player who is bleeding, has an open wound, or has any amount of blood on his uniform or body must leave the game until the bleeding has stopped, wound has been covered and uniform has been cleaned or changed.

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COURTESY RUNNERS	MTL Rule 1.5 - Courtesy Runners - Two players per team per game may have another runner run for them in the event that they reach base. The courtesy runner will always be the last recorded out, unless the non-runner reaches base before any outs have been recorded, in which case the offensive manager may choose the courtesy runner. Use of courtesy runners is optional, not mandatory, at all times.	Chapter 3 - Game Rules - Prior to the start of the game, each team may designate one player who may have a courtesy runner upon reaching base. Replacement runner must be the first previous hitter not on base (" last out "). If no player is designated, team may still use replacement runners two (2) times in the game.	Not allowed in JLBB, SLBB or Big League. Special Pinch Runner not allowed in JLBB, SLBB or BL.	Not allowed
DEAD BALL LINES	Same as Pro.	Same as Pro.	Same as Pro - 5.10 (f), 7.04 (b)	Same as Pro.
DEFENSIVE VISITS/CONFERENCES	Same as Pro.	Same as Pro.	8.06 (a) (b) - Pitcher must be replaced on 3rd visit in an inning or 4th visit in a game. Count resets for each new pitcher.	Same as Pro, with note that the pitcher is removed from the game 'as a pitcher only'
DH RULE	MTL Rule 1.0 Line Up - Modified DH and unlimited EH. The defensive lineup and offensive lineup (i.e. batting order) are independent of each other. A team can have defensive players in the field that are not in the batting order. With the exception of the pitcher, there is free substitution on defense without impacting the batting order.	Chapter 3 - Game Rules - No DH - all available players are included in the team batting order and there are no pinch hitters allowed. Late arriving players are added to the bottom of the order. Hitters who miss a scheduled at bat may not re-enter the game.	3.03 - JLBB/SLBB - DH not allowed. BLBB - DH allowed and may hit for any defensive player.	The DH Rule (6.10) is not allowed at any level of Babe Ruth Baseball
EH RULE	MTL Rule 1.2.1 - Offensive Lineup - Unlimited EH allowed - A team may elect, for the entire game, to bat 9 or more players , or add players to the bottom of the order during the game. However, it must finish the game with no less than the largest number of batters at any given time or take an out in the vacated spot(s).	See DH rule above. All players bat, but only 9 players play defense in any inning. All players must play at least two (2) innings defensively.	EH not allowed at any level.	Not allowed
EJECTIONS	Same as Pro.	Same as Pro.	4.07 - Managers or coaches who are ejected must leave the game site (out of sight and sound).	Same as Pro.

RULE	MANCHESTER TWILIGHT LEAGUE (UBA)	GHIRL (formerly NABA)	LITTLE LEAGUE (JLBB, SLBB AND BLBB ONLY)	BABE RUTH LEAGUE
FORCE PLAY SLIDE RULE		Chapter 3 - Game Rules - BR and runners must attempt to avoid contact at all times - runners must slide at home plate if play is being made on the runner. BR may not slide into first base while advancing there. Violators will receive one warning per team, and subsequent violators will be ejected. Interference may be called per judgment of umpire.	No specific rule as in NFHS or NCAA, however interference may be called if contact is made in an obvious attempt to break up a double play. (7.09(f))	No provision but the wording in 7.09(f) and (g) states "If, in the judgement of the umpire, a baserunner willfully and deliberately interferes with a batted ball or fielder in the act of fielding a batted ball with the obvious intent to break up a double play..." it is interference.
GAME ENDING PROCEDURES	MTL Rule 4.1 - Regular Season Tie Games - If a regular season game is tied after 5 or more full innings and the game is subsequently called for darkness, rain or curfew before the next inning can be completed, then it will be recorded as a tie game in the standings. MTL Rule 4.2 - Official Playoff Games - If a playoff game is called after it becomes a regulation game, it will be subject to Pro game ending procedures. If a playoff game is called before it becomes a regulation game, it will be replayed in its entirety.	Same as Pro - Exception: any game called because of darkness that is tied at the end of the last completed inning, will be declared a "tie game".	4.11 - Regulation games halted by weather or darkness in an uncompleted inning end as of the last completed inning, provided that a winner can be determined as of the end of the last completed inning (reversion rule). A regulation game that is tied after the last completed inning and then halted, shall be resumed from the exact point of stoppage. Tournament Playing Rules Exception: Any game in which a winner cannot be determined in accordance with the playing rules shall be resumed from the exact point at which it was suspended, regardless of the number of innings played.	Same as Pro.
HIDDEN BALL PLAY	Same as Pro.	Same as Pro.	8.05 (i) - Same as Pro	Same as Pro.
INTENTIONAL WALK	MTL Rule 7.1 - by mutual consent of both managers, batter may be "waved to first". Otherwise, pitches must be thrown.	Same as Pro.	Same as Pro, i.e., pitches must be thrown.	Same as Pro.
INTERFERENCE	Same as Pro.	Same as Pro.	See Definitions - "Interference" . Dead ball in all instances.	Same as Pro.
JEWELRY	Same as Pro.	Same as Pro.	1.11 (j) - Jewelry prohibited unless it alerts medical personnel to a specific condition.	Prohibited. Exception: Medical alert and religious bracelets or necklaces are not considered jewelry but must be taped to the body as to remain visible. Wireless communication devices not allowed.
LIGHTNING	Lightning Guidelines , When thunder is heard, or a cloud-to-ground lightning bolt is seen, immediately suspend play and take shelter. Once play has been suspended, wait at least 30 minutes after the last thunder is heard or flash of lightning observed prior to resuming play. Reset the 30-minute clock with each subsequent thunder or lightning occurrence.	Lightning Guidelines , When thunder is heard, or a cloud-to-ground lightning bolt is seen, immediately suspend play and take shelter. Once play has been suspended, wait at least 30 minutes after the last thunder is heard or flash of lightning observed prior to resuming play. Reset the 30-minute clock with each subsequent thunder or lightning occurrence.	Lightning Guidelines , When thunder is heard, or a cloud-to-ground lightning bolt is seen, immediately suspend play and take shelter. Once play has been suspended, wait at least 30 minutes after the last thunder is heard or flash of lightning observed prior to resuming play. Reset the 30-minute clock with each subsequent thunder or lightning occurrence.	Lightning Guidelines, When thunder is heard, or a cloud-to-ground lightning bolt is seen, immediately suspend play and take shelter. Once play has been suspended, wait at least 30 minutes after the last thunder is heard or flash of lightning observed prior to resuming play. Reset the 30-minute clock with each subsequent thunder or lightning occurrence.
MALICIOUS CONTACT/COLLISION	MTL Rule 3.1 - No Collision Rule - A runner trying to advance to a base must avoid deliberate contact . A runner must either slide to the base or attempt to go around a fielder if the fielder has the ball in his possession, or in the umpire's judgment is about to receive the ball. A runner who violates this rule will be called out for interference.	Chapter 3 - Game Rules - All runners must attempt to avoid contact with a fielder making a play on him. Each team receives one warning and subsequent violators are ejected. Malicious contact (judgment call) results in immediate ejection without warning.	7.08 (a)(3) - No specific rule, but runner must slide or attempt to get around a fielder in possession of the ball. Violators are out and may be ejected for unsportsmanlike conduct.	Intentional contact by runner attempting to reach home plate results in an out and the runner being ejected.

RULE	MANCHESTER TWILIGHT LEAGUE (UBA)	GHIBL (formerly NABA)	LITTLE LEAGUE (JLBB, SLBB AND BLBB ONLY)	BABE RUTH LEAGUE
MERCY RULE	No formal mercy rule, but any game may be shortened by mutual consent of both managers.	No formal mercy rule, but any game may be shortened by mutual consent of both managers.	4.10 (e) - If at any point after 5 innings have been completed (4-1/2 innings if the home team is ahead), one team has a lead of 10 runs or more, the game will end. (If home team is winning, it does not need to complete its time at bat.) Local leagues may adopt the option of not using this rule.	No provision.
MINIMUM PLAYERS	MTL Rule 1.4 - Eight Player Rule - Teams may start and complete a game with only 8 players, but must record an out in the vacant ninth spot in the batting order. A team may elect to use a 15 minute grace period before beginning a game with 8 players. Players arriving late may be added to the bottom of the order, and can enter the game on offense or defense on any dead ball. If a team is unable to field 8 players to begin a game, or falls below 8 available players during a game, the game is a forfeit.	Chapter 8 - Other Cancellations - Teams must have 8 to start and continue. Out is taken in vacated 9th spot. Late arriving players are added to bottom of order. Exception: Visiting team may bat in top of 1st inning with 7 players, but game will be forfeited if 8th player does not arrive prior to end of the half-inning.	4.17 - Same as Pro.	Same as Pro.
OBSTRUCTION	Same as Pro.	Same as Pro - Exception: Catcher cannot attempt to block a runner's path to the plate unless he already has the ball in his possession. He may straddle the plate without the ball, but cannot be up the 3rd base line without possession.	7.06 - Immediate or delayed dead ball depending on situation. Defense can not block a base without clear possession of the ball.	Same as Pro.
OFFENSIVE VISITS/CONFERENCES	Same as Pro.	Same as Pro.	Tournament Rule #7 - one per inning.	Same as Pro.
PICK OFF FROM WINDUP	Same as Pro.	Same as Pro.	8.01 (a) (2) - Same as Pro	Same as Pro.
PITCHER RE-ENTRY	Same as Pro.	Chapter 3 - Game Rules - If a pitcher is removed from the game defensively, he may move to any other position, but may not return as a pitcher.	3.03 - Pitcher can be removed and return as pitcher only once per game.	Same as Pro.
PITCHER TO BATTER DELAYS	Same as Pro.	Same as Pro.	2.02 (c) - Same as Pro	Same as Pro.
PITCHER TO MOUTH	Same as Pro.	Same as Pro.	8.02 (a)(1) - Penalty - Ball will be charged with possible ejection for repeated violations.	8.02(a) The pitcher shall not - Bring his pitching hand in contact with his mouth or lips within the 18 foot circle surrounding the pitching rubber. Exception: When permitted by the umpire for cold weather. Penatly - The pitch is called a ball.

RULE	MANCHESTER TWILIGHT LEAGUE (UBA)	GHIBL (formerly NABA)	LITTLE LEAGUE (JLBB, SLBB AND BLBB ONLY)	BABE RUTH LEAGUE
PITCHING RESTRICTIONS	Same as Pro.	Same as Pro.	Tournament Rule #4 - JLBB and SLBB - 95 pitches/game ; BLBB - 105 pitches/game ; two calendar days and a game's rest must also be observed before pitcher may pitch again.	0.06 - Pitching Limitations - A pitcher, regardless of age, is limited to seven (7) innings per calendar week (Mon. - Sun.) . Each game in which a pitcher appears is considered an assignment. A pitcher must have two (2) calendar days rest between assignments if he pitches more than three (3) innings in a game. 1 pitch = 1 inning. A pitcher may leave the mound and return later in the same game. This is considered one (1) assignment. If a game is called prior to being a complete game, pitching eligibility is the same as it was prior to the beginning of the "no game" situation. Note: there are no pitching restrictions as to the use of pitchers in Babe Ruth (16 - 18) local league play.
RE-ENTRY	Same as Pro - no reentry, but subject to MTL Rule 1.2.3 - Injury Exception Provision - If a team that has exhausted its available substitutes is unable to bat a player in a particular spot because of injury or other "extenuating circumstance", then the opposing manager may elect to 1) take an out in that spot; 2) allow a previously used player to reenter in that spot, or 3) allow the offensive team to collapse its lineup, and take an out in the ninth spot if such reduction leaves only 8 available batters.	Chapter 3 - Game Rules - No substitutions - all available players bat and must play a minimum of two innings on defense.	3.03 - Starters may re-enter once , in same position in batting order. JLBB Only - substitutes must bat once and play 3 defensive outs. Note 3 (All Levels): If during a game, either team is unable to place 9 players on the field due to injury, illness or ejection, the opposing manager shall select a player previously used in the lineup to re-enter the game, but only if use of all eligible players has exhausted the roster. A player ejected from the game is ineligible for re-entry.	Same as NFHS Rule - Exception: reentry of already used player is allowed if all substitutes have been used and an injury occurs or a player is ejected. The injured or ejected player may not reenter.
RUNNER HURLING DEFENSIVE PLAYER	Same as Pro - allowed but subject to the MTL No Collision Rule.	Same as Pro but subject to the league's "no collision" rule.	Similar to Pro, but no contact can be made.	No provision.
TIED GAMES	See "Stoppage of play - weather" above.	Chapter 3 - Game Rules - tied games called by darkness or weather will be considered a "draw", with each team credited with a tie for standings purposes.	4.12 - Subject to individual league provisions, regulation games halted by weather or darkness in an uncompleted inning that were tied at the end of the last completed inning will be suspended and resumed at the point of stoppage.	Games that end in a tie are entered into the league records as a tie. After the season is concluded, if a tied game effects the final standings it is replayed as a new game.
TOBACCO/ALCOHOL	MTL Rule 6.3 - No Alcohol At Playing Fields - Violators subject to 1 game suspension. Ban also applies to post game conduct. No ban on tobacco use.	Same as Pro - chewing tobacco and "snuff" only. Cigarettes and any type of alcohol prohibited. Violators may be ejected for non-compliance.	XIV - Field Decorum , The use of tobacco and alcoholic beverages in any form is prohibited from the playing field, benches or dugouts. Violators are subject to ejection and/or arrest.	Use of all tobacco products, including smokeless tobacco is prohibited.