

# 60s / 65s

*Play in the Classics and Seniors divisions of the Roy Hobbs World Series is governed by the Official Rules of Baseball rulebook and the Roy Hobbs rules amplifications, with the following additional addendums.*

## CLASSICS

◆ **Courtesy runners:** Allowed for pitchers and catchers ONLY and must be inserted when the hitter initially reaches base. *(That means a catcher cannot single, later advance to second and then be run for – if a courtesy runner is to be used, he must be used as soon as the pitcher or catcher reaches base safely.)* Those courtesy runners can be anyone not in the offensive lineup but may only be used once an inning. *(If all players are in the offensive lineup, the courtesy runner must be the last player who made an out, hitting or running.)* Teams must use Shared Lineup provisions otherwise.

◆ **Bunting:** There is no prohibition on bunting.

◆ **Stealing:** There is no prohibition on stealing bases.

◆ **Advance** on passed balls/wild pitches:

1. Base runners will be limited to a one-base advance on either a wild pitch or passed ball, including if they were stealing on the pitch; however, if the defense makes a play at any base – the ball is live and all baseball rules apply. *(A bluff throw from either the catcher or pitcher is NOT considered initiating play.)*

2. Runners may not score on wild pitches or passed balls. Catchers do not have to chase wild pitches or passed balls, and may accept a new ball from the plate umpires. *A wild pitch or passed ball will be defined as a ball that gets away from the catcher and exits the dirt circle around the plate.*

3. Runners actively stealing home in a passed ball/wild pitch situation may score.

**Note:** Runner must be moving toward home during pitcher's delivery; any hesitation toward home plate means runner must return to third in case of passed ball/wild pitch.

◆ **Lineups:** Each team is required to make sure that every player at the game who is WILLING and ABLE gets at least ONE at-bat during each game and plays at least TWO innings defensively. The only reason for a player not to do one or both would be injury or their personal decision.

## SENIORS

◆ **Game logistics:** Games are 7 innings; teams guaranteed 6 pool games (one game a day) plus playoffs (minimum of 7 games). Time limits: no new inning after 2:30 of playing time. In time-limit tie situations, follow RH shootout rules.

◆ **Courtesy runners:** Recommended/allowed for pitchers and catchers ONLY and must be inserted when the hitter initially reaches base. *(That means a catcher cannot single, later advance to second and then be run for – if a courtesy runner is to be used, he must be used as soon as the pitcher or catcher reaches base safely.)* Those courtesy runners can be anyone not in the offensive lineup but may only be used once an inning. *(If all players are in the offensive lineup, the courtesy runner must be the last player who made an out, hitting or running.)* Teams must use Shared Lineup provisions otherwise.

◆ **Bunting:** There is no prohibition on bunting, including safety or suicide squeeze bunts (see stealing).

◆ **Stealing:** There is no stealing of second base; stealing is allowed for third base and home.

◆ **Advance** on passed balls/wild pitches:

1. Base runners will be limited to a one-base advance on either a wild pitch or passed ball, including if they were stealing on the pitch; however, if the defense makes a play at any base – the ball is live and all baseball rules apply. (*A bluff throw from either the catcher or pitcher is NOT considered initiating play.*)

2. Runners may NOT score on wild pitches or passed balls. Catchers do not have to chase wild pitches or passed balls, and may accept a new ball from the plate umpires. *A wild pitch or passed ball will be defined as a ball that gets away from the catcher and exits the dirt circle around the plate.*

3. Three case examples on rulings:

a. CASE 1: Runners actively stealing home in a passed ball/wild pitch situation may score. **Note:** Runner must be moving toward home during pitcher's delivery; any hesitation toward home plate means runner must return to third in case of passed ball/wild pitch.

b. CASE 2: Runners on first and second, the runner from second steals third with no play being made. Runner from first is not allowed to steal second. However, if a play is made at third, the runner from first may proceed.

c. CASE 3: A runner from first mistakenly heads to second. The catcher can simply throw the ball to first and appeal the runner leaving illegally. The runner is out. (This will not be a tag play, and returning runner must beat the throw to the base.) Since this is an appeal play, the ball is live and other runners may advance at their own risk.

◆ **Outfield Rules:** Runners may not be thrown out at first base by any defensive player who starts the play with one or both feet in the outfield grass. Outfielders may throw to second or third base to record outs on force plays.

**Note:** Defensive players may throw behind the runner at first from the outfield. Once a batter/runner reaches first safely, any move toward second is at runner's jeopardy.

◆ **Lineups:** Each team is required to make sure that every player at the game who is WILLING and ABLE gets at least ONE at-bat during each game and plays at least TWO innings defensively. The only reason for a player not to do one or both would be injury or their personal decision.

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**Roy Hobbs Note VI:** *These rules are effective with the editing of September, 2008, and supersede any previous version – Tom Giffen, Roy Hobbs President.*