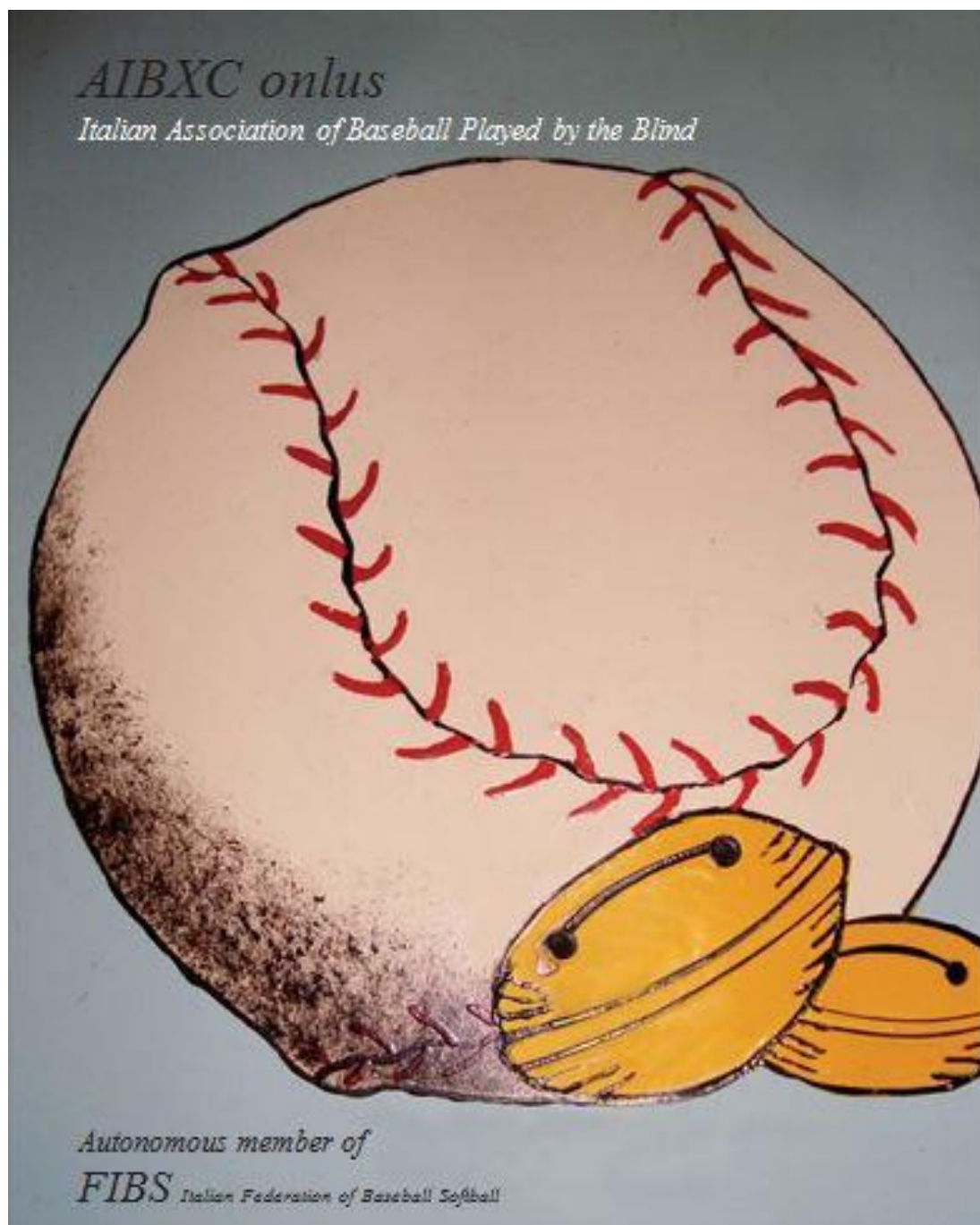


# AIBXC OFFICIAL RULEBOOK



**AIBxC Onlus**

## General Rule

Those, who join (support) **AIBxC** competitive and sporting activity, seriously commit to respect, in personal and game relationships, the best form and substance loyalty and integrity.

### ORIGINAL BXC GAME – BASEBALL PLAYED BY THE BLINDS



CASALECCHIO DI RENO – BOLOGNA - ITALY 16th of October 1994

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Author: Alfredo Meli

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The following rules are based on the official rules of baseball (RTG).

In any controversy the supplementary technical rules (RTI) of the **AIBxC Onlus** will prevail.

- Each umpire must assure that players, assistants, managers play the game in accordance with the Official Rulebook.
- Each umpire has the authority to remove from the playing field any person on the roster.
- Each umpire has the authority to enforce the “silence “ call with players as well as fans and onlookers .

Where “It” or its relative pronouns appear in these rulebook either as words or as part of words, they have been used due to literary reasons and must be interpreted in their general meaning (for example to include all people, either male or female ).

This document was drafted by Corrado Pasquali and Rodolfo Cristin, under the supervision of the AA Commissioner Stefano Malaguti, and it is based on the Original Official Rulebook written by Alfredo Meli. Many references have been taken from these first rules. Alessandro Meli contributed in various ways. Graphic processing edited by Andrea Pasquali.

Eva Trevisan translated in English and Cesare Pezzoli took care of the graphic layout.

Anyone who would like to give help in the addition and improvement of these rules may contact AIBxC at the following e-mail address: [info@aibxc.it](mailto:info@aibxc.it)

## SECTION OF THE RULES

**Introduction:** The AA Commissioner may intervene in order to insert and clarify the new rules due to particular game situations occurred during the championship, official tournaments and the Italian Cup.

This communication will be transmitted via a Circular Letter (CAA) that will make a new potential rule applicable immediately.

It will be up to the Technical Commission (TC), at the end of the season, to either accept or to reject any modification to the technical rules (RTI) and to ask for the Board's (CD) approval.

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## 1.00 - DEFINITION of VARIOUS TERMS

(All words are listed in alphabetic order)

**ASSISTANTS:** During games both teams are supported by assistants.

The offensive team has four assistants, two of which ( **SA** second base assistant and **TA** third base assistant), provided with clappers and positioned near second and third base, to allow the runners to reach safely the bases with the help of the clappers sound. The other two position themselves one behind home plate (**Hpa**) and one on first base (**AF**), whose role may be taken by first base umpire **U1** or by a neutral assistant.

The defensive team is supported by only one assistant (**MA** mound assistant), who, after each phase of the game, gives indications to reposition fielders so they can be ready to play the next ground ball. Usually he / she positions himself / herself on the mound.

**BALL IN PLAY:** It's a ball put in play by a regular hit which has been judged "Fair".

**BASES:** they have different thickness and, according to their use, they are hereinafter called:

- a) "Defensive" related to the Defense
- b) "Offensive" related to the Offense
- c) "Sound" which must indicate its position (1<sup>st</sup> base)
- d) "Passing" because it must not be earned (1<sup>st</sup> base)
- e) "Originals" those positioned as planned by the baseball technical rules (**RTG**).

**BATTER (B):** It's the offensive team player who comes in to the batting box wearing the blindfold properly.

**BATTER – RUNNER (BR):** It indicates the offensive team player from the moment in which s/he hits the ball to his/her elimination or until s/he gets to second base.

**BATTING ORDER (Line-up):** The batting order (**Dgr. No 11**) must be followed thru the game unless a player is substituted. In this case the substitute will take his/ her place in the batting order. If a player needs to be substituted and there are not any other player available for the substitution, the game continues regularly with a less player in the lineup. Each time the missing player turn at bat comes around, an out is counted against the team at bat. This rule counts also when a team, at the beginning of a game, lines up only four players. The arrival of a new substitute allows the team to complete the lineup and all penalties are removed.



**BOY:** It's the word which identifies the player who is under 15 years of age.

**CATCH:** It's the act whereby the **SDP**, using the hand or the glove, catches (maintaining foot contact with the base) a batted ground ball or thrown ball showing a solid possession.

**CIRCLES OF RUBBER ON THE GROUND:** They are rubber circles with a diameter of 10cm and a thickness of 0,5cm. They identify:

- a) The home plate target line.
- b) The hitting spot for women, boys and girls.
- c) First base for women, boys and girls.

**DEAD BALL:** It's a ball not in play

- a) Because it has been judged as a Foul Ball.
- b) Because of a temporary suspension of the game.
- c) Because, due to a wrong throw towards the **DSP**, it stopped in the **B** and **C** safety zones on second base.
- d) Because the **BR**, deviating from the run line, puts himself/herself at risk.
- e) Because the **TA** claps the clappers without a runner on second base.
- f) Because the play has been stopped by a “**No pitch**” call.

**Approved rule:** In the c) situation the **BR** and the runner, who is running from second towards third base, will immediately be judged safe while the runner, who is trying to score, must cross the home plate target line correctly as s/he may be eliminated (see 4.06b).

**DEFENSE ONLY (DO):** It's the word which identifies the player of the defensive team who doesn't come to bat since his/her place in the lineup is taken by the **DH**.

**DEFENSIVE INTERFERENCE:** It's the action of the defensive team done:

- a) By a blind fielder who, while attempting to get a ground ball, violates the internal foul zone.
- b) By the **DSP** who breaks the rules of second base safety zone.
- c) By the **DSP** who gives indications which are not allowed during the gameplays.
- d) By the **MA** who, due to his/her position, to his/her verbal informations or to a direct interference in the game, interferes against the opponent team.

**DESIGNATED HITTER (DH):** It indicates the offensive team player who comes to bat for one of his/her teammates who plays only defense (**DO**, Defense Only).

**DOUBLE BITE:** It comes from the necessity to reduce the change of field's positions at the end of every inning benefiting safety and time. The team which is playing defense remains on the field for two consecutive innings. When the defense is over the same team goes to bat and stays at bat for two consecutive innings. At the end of the first offensive inning any runner who remains on base must get out of the field.

**ELIMINATION (OUT):** It's one of the three action of play needed in order to stop the offensive team from batting. Should a defensive play produce more than 3 outs, these have to be considered valid but useful only for the scorer and the statistics. This does not bring any modification in the batting order (not even between the 2 innings of the double bite). The first batter of the following inning will be the one after the batter who concluded the previous inning.

**EXTRA BASE:** It's an offensive play in which, following a wrong throw towards the SDP, a runner attempts to reach the base next to the one regularly achieved after a fair hit.

**FAIR:** It's the **U3** call which makes a ball, hit regularly, defensible.

**FAIR BALL:** It's a ball regularly batted, which goes beyond the string marker after it has bounced at least one time in the internal foul zone.

**FOUL BALL:** It's a ball regularly batted, which stops in the foul zone, after it has bounced at least one time in the internal foul zone, without having been judged "Fair".

**GIRL:** It's the word which identifies the player who is under 15 years of age.

**HOME PLATE TARGET LINE (or runner's home plate):** It's an imaginary line of 3,96 m. The center of this line corresponds to the home plate vertex and from here it continues towards the right side along the first base foul line for 1,98 m, towards the left side along the whole foul zone line for 1,98 m. The two extremities are marked with the circles of rubber on the ground.

**ILLEGAL HIT:** It refers to a hit in which the ball is hit by the batter over his/her head or with an illegal bat (see **Strike**).

**IN FLY:** It's the first alert call by the **U3** who is obligated to call when a ball legally batted is not a bouncing ball but a high fly ball which may hit a blind fielder. The same hit can lately turn into (**Dgr.No 4**):

- a) **FAIR :** if the first touch of the ball occurs in the internal foul zone or right on the string.
- b) **FOUL:** if the first touch of the ball occurs in the internal foul zone but later the ball stops, still in the foul zone, without having been called "**fair**".
- c) **NO PITCH:** if the ball:
  - 1. Hits the runners on bases or it is stopped by the umpire or the assistant.
  - 2. Hits the **DSP** cushion.
  - 3. After being judged Fair it is rebounded back unintentionally by the defense in to the internal foul zone.
- d) **OUT:** if the first touch of the ball occurs in the fair territory or in the external foul zone (**5.01b**).

**LEGAL HIT:** It refers to a ball hit by the batter with a regulation bat and under his/her head.

**NO PITCH:** It's the umpire call that invalidates a hit and its consequences. The batter goes back to the batter's box maintaining the same count that s/he had before the hit. It is called when:

- a) A ball legally batted hits the runner on base or the **DSP** cushion (also a fly ball in the internal foul zone).
- b) An umpire or assistant stops a batted ball, either on the ground or a pop fly, which may hit a runner on the base.
- c) A fielder accidentally rebounds back a ball legally batted and judged "**Fair**" in to the internal foul zone (**Dgr.No 8**).
- d) An external noise (plane, train, car, crowd noise) precludes the blind players, during their actions, from hearing the ball or the sound on first base or the assistant clappers.
- e) A batter hits the ball before "**Play-Ball**" has been called.
- f) The ball or first sound base loses its functionality during a gameplay (**see 3.01 and 3.08**).
- g) A batter hits right after the elimination of a runner who left the base too early or due to an unfair attitude by the pertinent assistant.
- h) The runner on second and/or third base dangerously deviates from the run line, putting himself/herself and also fielders at risk.
- i) **TA** claps the clappers before the **U3** calls "**Fair**" (**see 5.04c**).
- j) An unforeseen situation by the **RTI** occurs.

**Comment:** If a batted ball hits the mound and/or the pitching rubber, it will be judged as if it hit a natural element of the ground

**OFFENSIVE INTERFERENCE:** It's the action of the offensive team done:

- a) By the runner on second base when, breaking his/her linear run, puts himself/herself and/or fielders at risk, violating their areas.
- b) By the **BR** who violates **B** and **A** safety zones even after having touched the offensive second base (see **Exception to 4.07b**).
- c) By the **SA** who obstructs or blocks the **DSP** play at second.
- d) By the assistants who, acting against the rules, help the runners taking advantages or disturb the defense.

**PLAY-BALL:** It's the **Hpu** call in order to inform the defense that batter is about to start batting. In case any hit is done before this call, the same is immediately called “no pitch” and ball is dead.

**PLAYERS LIST:** It's the list which is given to the head umpire at home plate before the game by the managers of the two teams. It includes all the players available for the manager and the list of all various people on the field. Usually it also includes the Line-up.

**RUN:** It is achieved by an offensive player who runs within the homeplate target line at the first attempt before the **SDP** on second base has solid possession of the ball.

**RUNNER (R):** S/he is an offense player who runs towards any base or s/he is on the base. The runner, who gets hit by a ball regularly batted, whether on the ground or in the air, while s/he is on base, has to be considered integral part of the base and the same hit will be judged as **no pitch**. The mentioned rule is applicable even if the batted ball is stopped by the **U3** or by the **AT** in order to protect runners getting hit by the ball.

**RUNNER LEAVING EARLY:** It occurs when a runner on second and/or third base loses contact with the base, regularly achieved, before the “Fair” call (see **5.04a** and **5.05a**). It can occur in three different moments:

- a) **Before the Hpu “Play-ball” call:** the ball is still dead therefore no out is possible; the runner goes back to the base.
- b) **After the Play-ball call but before the hit:** the “Play-ball” call makes the ball live, therefore the runner will immediately called “Out” and batter will not be allowed to hit. If the batter hits, the **Hpu** will declare the hit as “No pitch”.
- c) **After the hit but before the “Fair” call:** The **U2** or **U3** umpire shall call the runner, who made the infraction, “Out” according to the rules **Comments 5.04a** and **5.05a**.

**SIGHTED DEFENSE PLAYER (SDP):** S/he is the defense player who positions himself/herself on the defensive second base and catches the throws of the blind fielders so to eliminate runners. S/he is not allowed to bat (**Dgr.No 10**).

**STRIKE:** It is called by the home base umpire (**Hpu**) when:

- a) The batter swings the bat and doesn't hit the ball.
- b) Each hit is judged foul (even with a two strikes count).
- c) The “in fly” batted ball is later called “in fly foul”.
- d) The batter hits the ball illegally.

**STRING MARKER:** Its task is to indicate and to define some field's zones. There are two:

- a) The string marker which starting from the middle of the defensive second base and being perpendicular to it, gets to the third base foul zone. It indicates the line between the internal foul zone and the fair territory (**Dgr.No 3-4-8**) while its theoretical extensions separate the internal foul zone from the external foul zone. The string and its theoretical extensions belong to the internal foul zone.
- b) The second base strings which defines the three safety zones between the defensive second base of the sighted defense player **SDP** and the offensive second base. (**Dgr.No 6**).

**TIE BREAK:** In case of a tie game at the end of the regulatory innings, the following rule applies: each team, starting from the first extra-inning, will start with runners on second and third base, one out and the offensive team may choose the player who will come to bat. The two players listed before him in the lineup, will be positioned on second and third base. Once the **BR** is chosen in the first extra-inning, the order of each subsequent inning will be established depending on how the previous inning ended.

**TIE GAME:** It's a game which ends, if tie-break is not used, when both teams have scored the same amount of runs.

**UMPIRES:** their task is to check the game and if necessary to assist the players who risk to put themselves in physical danger. Usually there are 4 or 5 as follows:

- a) Head umpire or home plate umpire (**Hpu**)
- b) First base umpire (**U1**)
- c) Second base umpire (**U2**)
- d) Third base umpire (**U3**)
- e) Homerun umpire (**Hru**)

**WOMAN:** It identifies the female player who has already turned 15.

## 2.00 - THE PLAYING FIELD

Baseball for blind has, as first target, the safety of the players creating conditions in order to avoid any collision during the game. This lets us understand the play's areas that, starting from a normal baseball field, restricts the internal ground (diamond) to the offense and part of the external field to the defense

### 2.01 - THE FIELD

It's a baseball field conveniently modified. Any possible field's irregularity such as inexact measurements related to the bases set-up, category bases, rubber circles on the ground, out-of-bounds cones, string markers etc must be reported to the umpire before the start of the game by calling "**play-ball**". Subsequent reports may not be taken into account. (**Dgr.No 1**).

### 2.02 - FAIR TERRITORY

It is restricted to the defense and it is limited:

- a) On the left side, by the foul line which starts after 3,96 m from the original third base continuing for 35,61 m towards the homerun line.
- b) On the right side by the line (not marked) inclined 135° in relation to the string marker (**Dgr.No 6**) which starts from the top of the **SDP** second base continuing for 25,08 m towards the homerun line (**Dgr.No 1**).
- c) ) In the external part by the arc with a radius of 67,00 m which is marked by cones and defines the homerun line.
- d) In the internal part by the string marker which, from the center of the **SDP** second base, continues vertically till the third base foul line (it's the only line that isn't part of the fair territory).

### 2.03 - FOUL TERRITORY

It's the remaining area of the field, outside the fair territory, with the exception of the homerun area. It is divided in to an **internal foul zone** (before the string marker and its extensions) and an **external foul zone** (after the string marker and its extensions).

**Note:** *The legally batted ball, which hits the runner on third or second defensive base, is always called "**No pitch**" by the umpire*



## 2.04 - THE STRING MARKER BETWEEN FOUL TERRITORY AND FAIR TERRITORY

It starts from the center of the **SDP** second base cushion continuing, vertically to it, towards the third base foul line. It divides the field between the fair territory and the internal foul zone while its extensions divide the foul territory between the internal foul zone (before the string) and the external foul zone (after the string) (**Dgr.No 3-4-8**).

- a) The string is considered foul (**Dgr.No 3**).
- b) A legally ground ball which stops on the string or touches the string and comes back in to the internal foul zone, it is a “**foul ball**” hit (**Dgr.No 3**).
- c) A legally ground ball which goes beyond the string and comes back in to the internal foul zone, it is a “**fair**” hit that turns in to a “**no pitch**”.
- d) A legally ground ball which totally stops beyond the string, is “**fair**”.
- e) A legally “**in fly**” ball which as first touch with the ground hits the string, becomes a “**in fly fair**” (**Dgr.No 4**).
- f) Any blind fielder who trying to find or catch the “**fair**” ground ball, unintentionally, pushes it back beyond the string in the foul territory, turns it into a “**no pitch**” (**Dgr.No 8**).

## 2.05 - HOMERUN

It's the whole field area starting from the arc with a radius of 67,00 m marked, on the internal part, by the out-of-bounds cones. (**Dgr.No 2**). Furthermore a homerun occurs when:

- a) A “**fair**” ball stops in the homerun area, however in the foul zone, both on the right and on the left.
- b) The **SDP** which doesn't have foot contact with the base, touches or stops a hit that, according to the umpire, could end in to the homerun area.
- c) A moving ball is deflected by a fielder into the homerun area. If the ball is stationary and it is deflected into the homerun area, the action is considered finished once the ball comes to a stop.

## 2.06 THE DIAMOND

It corresponds to a normal baseball field and it covers the whole foul territory. The only base where the defense is allowed to throw to make a play, is the **SDP** second base.

The baseball original bases are substituted by AIBXC flat bases. Homeplate is identified, in order to score runs, by the home plate target line.

## 2.07 - HOME PLATE (FOR THE BATTER)

It's the original home plate. The batter's positioning varies whether s/he is a man, a woman, a boy or a girl (**Dgr.No 7**):

- a) The male batter is positioned by the umpire in the box next to the regular home plate
- b) For woman players and boys the home plate is indicated on the ground by a rubber circle which is placed on the foul line, 3,96 m towards third base. S/he can give up this benefit batting from the male position. The passage at first base will depend on the choice made by the batter.
- c) For girls the home plate is indicated on the ground by a rubber circle which is placed on the foul line, 7,92 m towards third base. S/he can give up this benefit batting either from the woman/boy position or the male one. The passage at first base will depend on the choice made by the batter.

***Approved rule:** The woman players, boys or girls can choose where to stand at each bat's attempt.*

## 2.08 – FIRST BASE

The first base is not used as a base to be earned but it's used as a transit base. It's a rubber-covered metallic square with a regulation size of 38x38 cm. It's attached to the ground in its original position and it can have an electronic signal sound inside (**Dgr.No 7**).

- a) The male batter uses first base in its original position.
- b) For woman players or boys first base is indicated on the ground by a rubber circle which is placed 3,96 m towards second base.
- c) For girls first base is indicated on the ground by a rubber circle which is placed 7,92 m towards second base.
- d) **Malfunctioning first base:** if first base is not functioning for whatever reason before the runner has turned towards second base, the **U1 umpire** shall interrupt play by calling a “**No pitch**”, only if the **BR** stops or puts himself/herself at risk breaking dangerously his/her run line.

***Approved rule:** In case the **BR** properly passes first base, without any relevant slowing down, the play continues as if the malfunctioning never occurred.*

***Note 1:** The woman player or boy/girl who hits from the male batter's position, must use the first base in its original position (see 2.07b and 2.07c).*

***Note 2:** In case of sound first base damage or malfunctioning, the assistant at first base (**FA**) can use a whistle or the clappers without felts so to indicate its position (see 8.02).*

## 2.09 - DISTANCES BETWEEN BASES

- a) Home base – second base (man) 54,86 m
- b) Home base – second base (woman or boy) 50,90 m.
- c) Home base - second base (girl) 46,94 m.
- d) Second base – third base 27,43 m.
- e) Third base – home base target line 27,43 m

## 2.10 – OFFENSIVE SECOND BASE CUSHION

It's a padded rubber square fitted with tapered edges and with a regulation size of 38x38 cm and a maximum height of 2,5 cm. It's placed on the ground in the same position of the baseball original second base.

## 2.11 – DEFENSIVE SECOND BASE

It is placed 3,96 m from the baseball original second base as a projection of 1<sup>st</sup> to 2<sup>nd</sup> line towards the external field. Its dimensions correspond to those of the baseball original base.

## 2.12 – SECOND BASE SAFETY ZONE

It's the area between the defensive 2<sup>nd</sup> base and the offensive second base cushion. It limits the movement areas of the **SDP**, the **SA** and the **BR** in order to avoid any collision. The strings placed on the ground are used to limit it and to divide it in 4 zones (**Dgr.No 6**):

- a) The **A zone**, next to the defensive 2<sup>nd</sup> base, is restricted for action of the **SDP** provide he keeps foot contact with the base.
- b) The **B zone** in which both the **BR** or the **SDP** cannot enter. The **FA** is allowed to enter this zone only to stop the **BR**.
- c) The **C zone**, next to the offensive second base cushion, is restricted to the **BR**.
- d) The **D zone**, between the offensive second base cushion and the sound first base.

***Note:** Above mentioned zones include both the areas within the string (A,B,C,D) and their external lateral areas (respectively A1-A2, B1-B2, C1-C2, D1-D2).*

### **2.13 – OFFENSIVE THIRD BASE CUSHION**

It's a padded rubber square fitted with tapered edges and with a regulation size of 38x38 cm and a maximum height of 2,5 cm. It's placed on the ground in the same position of the baseball original third base.

### **2.14 – HOME PLATE TARGET LINE OR RUNNER'S HOME PLATE**

It's an imaginary line of 3,96 m. The center of this line corresponds to the top of home plate and continues to the right on the foul line towards first base for 1,98 m and to the left in the whole foul territory for 1,98 m. The two ends are defined by the rubber circles (**Dgr.No 7**).

## 3.00 – EQUIPMENT

### 3.01 – BALL

It's a “Rubber Pro.A Ball”, properly modified with 5 holes of 16 mm and 1 hole of 18 mm, eccentrically placed and containing two nickel-plated brass bells, model OL 24x21mm made by Metalmarc (**Dgr.No 12**). Official balls are available at AIBXC headquarters.

**Malfunctioning ball:** if the ball loses its original properties for whatever reason, the umpire shall interrupt play by calling “**No pitch**”. However if the defense can at least make an out, the play continues as if the malfunctioning never occurred and the team on defense shall choose whatever. The mentioned ball, at the end of the action, must be removed from the game.

### 3.02 – BAT

Wood, aluminum and composite baseball or softball bat, FIBS approved, can be used.

### 3.03 – UNIFORMS

All the players and the assistants of a team must wear properly and identical uniforms regarding the color, the cut and the style, and there must be an identification number on the back of it.

### 3.04 – GLOVES

Any kind (shape, color and dimension) of glove is acceptable as long as it is within the baseball and softball regulations.

### 3.05 – MASK / EYEGLASSES / BLINDFOLDS

AIBXC will supply the official version (regulation blindfold). If a player uses other type of mask / eyeglasses / blindfolds, the umpires must check that it conforms to regulation standards.

It must be properly worn by the batter when s/he steps up to bat and by the fielders before the **Hpu** umpire calls playball.

Should the umpire observe an improper use or an even partial removal of the blindfold, the following disciplinary actions may be taken:

- a) **Defense violation:** dead ball, **BR** earns second base and all the other runners earn one base. In case of repeated violation, after a warning has been already issued for it, the fielder may be punished by an expulsion.
- b) **Offense violation:** dead ball, no advancement is possible, the player which made the infraction, gets a warning and is called “**Out**”. In the case of repeated violation the player may be punished by an expulsion

***Note:** the request of a control check of the Mask / Eyeglasses / Blindfold can be requested, discretely and properly, ONLY by the manager of the opposing team to the Hpu, who will DIRECTLY check the batter or WILL APPOINT the umpire closest to the player (fielder or runner).*

*In any case the umpire must warn IN ADVANCE the player before checking the Mask / Eyeglasses / Blindfold.*

### 3.06 – CLAPPERS

They can be wooden or plastic and a size of a hand. In order to diversify the sounds, the clappers used on third base must be provided with two felt linings, the clappers used on second base must be provided with only one felt lining, the clappers used on first base (only in case of missing or malfunctioning sound first base) must have no felt linings.

- a) The first base assistant **FA** is allowed to clap clappers until the **BR** passes first base.
- b) The second base assistant **SA** is allowed to clap clappers only once **BR** has passed first base. Should the **FA** start before the **BR** passes first base, it is considered as an offensive interference. The **BR** is called out, ball is dead and runners go back to bases they left.
- c) The third base assistant **TA** is allowed to clap clappers only when runner leaves second base and after the umpire has called “**Fair**”. Should the **TA** start to clap clappers before the “**Fair**” call, the runner on second base is out, the potential runner on third base goes back to the base and the hit is declared as “**No Pitch**”.
- d) Should the third base assistant ( **TA**) clap clappers with no runner on second base, the (**BR**) is called “**Out**”, ball is dead and the potential runner on third goes back to the base.
- e) In case of a possible extra base run any offensive sighted assistant is forbidden to ask, by voice or signs, the third base assistant (**TA**) to clap clappers (**Penalty:** see 5.04d).



### 3.07 – WHISTLE

It can be used only in case of a malfunctioning or missing sound first base.

### 3.08 – SOUND FIRST BASE

AIBCX will supply the pertinent equipment (**Dgr.No 13**).

**Malfunctioning sound first base:** if the sound first base loses its original properties during an action, the **U1** or **Hpu** shall interrupt play by calling “**No pitch**”. Anyhow if the **BR** turns towards second base safely without slowing down, the play goes on as no malfunctioning has ever occurred.

***Note:** The umpire should call **No pitch** only if the **BR** stops or slows down.*

## 4.00 – GAME PLAY

### 4.01 – BASEBALL FOR BLIND (BxC/B4B)

It is a game between two teams, under the direction of a manager, played in a field enclosed and subject to AIBXC rules, within the jurisdiction of various umpires.

### 4.02 – GOAL OF EACH TEAM

Winning is scoring more runs than the opponent team. In some competitions a tie game is allowed.

### 4.03 – RUNS SCORED IN ONE INNING

A part of the inning will end when the fielding team will have completed 3 outs or the offensive team will have scored 5 runs. All runs scored in the last game action are acceptable, therefore 7 runs at maximum can be scored.

*Example 1: Bases loaded, the offensive team has scored 4 runs; the batter hits towards the left fielder. The runner on third scores the 5<sup>th</sup> run and the left fielder misses the throw towards the SDP. The runner on second reaches third base and succeeds in getting an extra base, scoring the 6<sup>th</sup> run of the inning for his/her team.*

*Example 2: Bases loaded, the offensive team has scored 3 runs; the batter hits a homerun. This allows his/her team to score 3 runs, that added to the other 3 come out to a total of 6 runs in the same inning.*

*Example 3: Bases loaded, the offensive team has scored 4 runs; the batter hits a homerun. This allows his/her team to score 3 runs, that added to the other 4 come out to a total of 7 runs in the same inning.*

### 4.04 – GAME DURATION

AIBXC is entitled to choose the duration of games, before the competitions start. Games are normally played in 7 or 9 innings. When two games are played on the same day, the duration may be limited to 5 or 7 innings.

## 9 innings game

- a) The double bite is applied in the first 6 innings.
- b) If a tie score is not scheduled, each extra inning shall be played singularly according to the Tie Break rule.
- c) ) If at the end of the 7<sup>th</sup> inning a team leads by 10 runs, it will win the game applying the “Mercy Rule”.
- d) The final score of a nine-innings game suspended due to playing field conditions shall be considered valid when at the end of the top of the 5<sup>th</sup> inning the home team is in the lead.
- e) The final score of a nine-innings game suspended due to playing field conditions shall be considered valid when at the bottom of the 5<sup>th</sup> inning the visiting team is leading.
- f) The final score of a nine-innings game suspended due to playing field conditions shall be considered valid when at the end of the 5<sup>th</sup> inning a tie score has been reached.

## 7 innings game

- a) The first 4 innings are played according to the double-bite system.
- b) If a tie score is not scheduled, each extra inning shall be played singularly according to the Tie Break rule.
- c) If at the end of the 5<sup>th</sup> inning a team leads by 8 runs, it will win the game applying the “Mercy Rule”.
- d) ) The final score of a seven-innings game suspended due to playing field conditions shall be considered valid when at the end of the top of the 5<sup>th</sup> inning the home team is in the lead.
- e) The final score of a seven-innings game suspended due to playing field conditions shall be considered valid when at the bottom of the 5<sup>th</sup> inning the visiting team is leading.
- f) ) The final score of a seven-innings game suspended due to playing field conditions shall be considered valid when at the end of the 4<sup>th</sup> inning a tie score has been reached.

## 5 innings game

- a) The first two innings are played according to the double-bite system.
- b) If a tie score is not scheduled, each extra inning shall be played singularly according to the Tie Break rule.
- c) If at the end of the 3<sup>rd</sup> inning a team leads by 6 runs, it will win the game applying the “Mercy Rule”.
- d) The final score of a five-innings game suspended due to playing field conditions shall be considered valid when at the end of the top of the 4<sup>th</sup> inning

the home team is in the lead.

- e) The final score of a five-innings game suspended due to playing field conditions shall be considered valid when at the bottom of the 4<sup>th</sup> inning the visiting team is leading.
- f) The final score of a five-innings game suspended due to playing field conditions shall be considered valid when at the end of the 3<sup>rd</sup> inning a tie score has been reached.

#### 4.05 – TEAMS (standard components)

They are composed of a total of six fielders, one sighted player (**SDP**) who plays at second base (**4**) and five blind players who play respectively at third base (**5**), shortstop (**6**), left field (**7**) center field (**8**) and right field (**9**). The defense mound assistant (**MA**) completes the fielding team.

When the team goes to bat, only the five blind players will hit, helped by the two assistants, the one at second base (**SA**) and the one at third base (**TA**). Other people may assist the runners as well as the assistant behind home plate (**Hpa**) whose task is to stop the runner after s/he passed the home plate target line, and the assistant on first base (**FA**) whose task is to advise the location of the base with the clappers without felt linings or with a whistle in case of malfunctioning of sound first base (**Dgr.No 10**).

#### 4.06 – TEAMS (legal number)

- a) The legal number to start a game consists of 5 blind fielders and 1 sighted assistant at second base .
- b) ) Should a team begin the game with only 4 blind players on the field, a penalty will apply whenever it is the absent fifth batter's turn to bat (**Rule 5.01d**).
- c) No team is allowed to play with only 4 players when there are more available on the list.
- d) ) Should a team fail to line up four blind players on the field during the game, it may use a fourth sighted player equipped with a blindfold as a blind player. The fourth batter will go to bat, and the penalty will occur only regarding the missing batter (**Rule 5.01d**).

**Note:** Should a team fail to line up 4 blind players to begin a game, or 3 blind players during the game, it shall lose by default with a score of zero for the planned innings (X-0). Should neither team be able to line up four players, both teams will be considered defeated by (X-0 / 0-X) rule.

**Exception:** *Should the home team lead the game at the last defensive inning, it may play even if it has fewer than 4 defensive players on the field. Should the visiting team tie or lead the game in this last inning, it will win the game and the home team will not go to bat. Should the visiting team tie the game, the loss will be with a score of zero for the planned innings (X-0), should it lead, the final score will be the one obtained at the end of the inning.*

#### 4.07 – EARNING BASES AND SCORING RUNS

An attempt to reach the bases can be made only after a “**Fair**” hit. The runners can earn the following base if they are not forced out. The batter becomes a **BR** after the hit and s/he will continue to be the same until s/he is out or earns the second base.

- a) **First base** is not used in terms of a base to be earned but it is a transit base. The rounding of first base is valid if the runner can touch or pass around the base. The passage is valid if his/her chest passes over an imaginary line projected upwards from the base itself; it is not valid if s/he passes with outstretched arms distant from the body or with the chest bent towards the base. In case of a no valid passage, no other attempt can be made (**Dgr.No 9**). The same rule applies also when the **BR** is a woman player, girl or a boy.
- b) **Second base** is the first goal for the **BR** to reach. It can be earned by a **BR** that after having hit a ball into fair territory runs around first base in a valid way, touches the offensive second base cushion with any part of his/her body before the ball is in solid possession of the **SDP** at second who must be in a sure contact with the base. Should the **BR** leave the base for whatever reason, s/he is not considered out.
- c) **Third base** is earned by the runner who, after having regularly left second base following a “**good**” hit made by his/her teammate, attempts to touch the offensive third base with any part of his/her body before the ball is in solid possession of the **SDP** at second who must be in a sure contact with the base. Should the **BC/BR** leave the base for whatever reason, s/he is not considered out.
- d) **Home base target line** is earned by the runner who, after having regularly left the third base following a “**good**” hit made by his/her teammate, crosses the home plate line with a normal running position before the ball is in solid possession of the **SDP** at second who must be in a sure contact with the base. It is considered valid the passage made with the chest touching an imaginary line projected upwards from the rubber circle which defines the target; it is not considered valid if the runner touches it with outstretched arms distant from the body. In case of a no valid passage, no other attempt can be made (**Dgr.No 5**).

**Exception to the 4.07 b):** Should the BR violates, after having touched the offensive second base and therefore been called “safe” by the U2, the B and A safety zones with any part of his/her body, s/he will be called “Out” due to an offensive interference. Ball is dead and runners go back to bases they left.

#### 4.08 – EXTRA BASE HITS

Earning an extra base (the base after the one reached after the hit) is allowed only after any fielder, after having caught the ball hit by the batter, makes a bad throw to the second base assistant **SDP**. The runners can try to earn the extra base while the **SDP** tries to recover the ball and to return back to the base. The runners who can benefit from this are the **BR**, who manages to reach third base after his/her hit, and the runner at second base, who tries to score a run. In these situations, runners are redirected towards the extra base. Under this regulation:

- a) assistant at second **SA** and assistant at third **TA** may give, to their runners, either verbal indications or physical adjustments only in the phase of leaving towards the extra base.
- b) all the offensive assistants (**SA, TA, FA, Hpa**) including the one in the dugout cannot give each other any indication, neither verbal nor gestural.
- c) The **TA** can regularly clap clappers for the **BR**
- d) The runner on third, who attempts to score a run after having been redirected towards home plate by the **TA**, is not allowed to receive any other indication.
- e) The runner, who attempts to earn an extra base, can only advance, otherwise s/he will be call out for giving up.
- f) Should two runners attempt to earn an extra base and the defense gets the **BR** out on third after the run has been scored, even if s/he is the third out, the run is valid because it is not a forced play.
- g) The **SDP**, in order to eliminate runners from earning an extra base, must recover the wrong throw and get back to the defensive second base before runners earn the pertinent extra bases.

#### 4.09 – HOMERUN

A regulation and “Fair” hit, which touches or passes the arc located at the minimum distance of 67 m from home plate angle, as well as in Foul Zone, has to be considered a homerun (**Dgr. No 1**).

This measurement may be modified by the Sport Commissioner with an official CAA Circular.

- a) The home run line is an internal tangent between cones (**Dgr.No 2**).
- b) Should a ball hit in fair territory, still on the move, sent by a fielder into the homerun zone, it has to be considered a homerun. Should the ball hit in fair



territory stop and later sent by the fielder into the homerun zone, the action has to be considered concluded at the time the ball stopped.

- c) Should the **SDP**, not maintaining foot contact with the base, intercept or touch, even if not intentionally, a regulation hit batted in fair territory which, according to the umpire's unquestionable judgment, could have ended over the homerun line, the umpire will call homerun due to interference.

***Note:** There is no possibility of an appeal play during a homerun. It is only a "choreographic" run, the **BR** and all the runners are allowed to be helped either physically or verbally by assistants, but they must touch all the bases and cross the home plate target line.*

#### **4.10 – BATTER OUT OF TURN**

When a batter goes to bat missing his/her right line-up position, the situation of the batter out of order occurs and the official game scorer must notify it. If the notification is not immediate, the following procedures will follow:

- a) **The irregular batter has not completed his/her turn yet:** s/he is taken down with no penalty and substituted by the regular batter who starts his/her turn at bat with a zero strike count.
- b) **The irregular batter has completed his/her turn at bat turning into a runner or being eliminated:** the whole action is cancelled (outs, scored runs, etc.) and regular batter goes to bat with a zero strike count.
- c) **There have been other batters after the irregular one:** once the mistake has been noted, all plays (outs, scored runs, etc.) are cancelled from the time the batter showed up to bat. The play resumes with the regular batter at bat with a zero strike count.
- d) **Bottom of the double-bite first inning:** the beginning of the double-bite's second inning validates all batters and plays related to the first inning.
- e) **Bottom of double-bite second inning and end of a single inning:** the defensive team's way out validates the last batter and all plays of the concluded inning.

***Approved rule:** the double-bite second inning starts when the **Hpu** calls the first batter while the way out from the field is defined as the passing of the foul line for the team on the third base dugout and/or the passing of the string marker for the team on the first base dugout.*

### 4.11 – THE DESIGNATED HITTER (DH)

Each team may benefit from the designated hitter rule (**DH**). If it is used, it must be indicated at the beginning of the game in the batting order given to the **Hpu**. The **DH** can hit for any player, who will therefore only play defense (**DO**). The line-up in this case is made of six players, where the **DH** is included in one of the first five batting positions, leaving the sixth position to the **DO**. The **DH** rule establishes that:

- a) ) The **DH** can be substituted by any player that has not played in the current game yet with the exclusion of the **DO**.
- b) The **DH** and the **DO** may exchange roles just once during the game (it is considered as an internal substitution).
- c) The **DH** can enter into defensive play in substitution of the **DO**, that cannot stay in the game once substituted.
- d) The **DH** can enter into defensive play (with the exclusion of the **DO**) for any other player, that will immediately be out of the game once substituted. The **DO** from the sixth position in the line-up goes to bat replacing the substituted batter.
- e) The **DO** can replace the **DH** on offense as batter. The substituted **DH** will definitively be out of the game.
- f) The **DO** can replace any batter (with the exclusion of the **DH**), that will automatically be out of the game. In this case either the **DH** or a new substitute, must enter into defensive play for the substitute player.

***Note:** According to the 4.11 a) and 4.11 b) rules the **DH** remains in the game, while according to the 4.11 c), 4.11 d), 4.11 e), 4.11 f), the team loses the possibility to use a **DH** and it remains with five players.*

#### Examples:

**Players list:** Aldo, Bruno, Carla, Dario, Enzo, Felice, Giulio, Heidi, Ignazio.

**Line-up:** 5 – Bruno  
6 – Dario  
DH – Felice  
8 – Giulio  
9 – Heidi

**Reserves:** Aldo  
Carla  
Enzo

7 – Ignazio (**DO**)

**4.11 a)** Felice is substituted by one of the reserve.

**4.11 b)** Ignazio becomes DH and Felice becomes DO.

**4.11 c)** Felice enters into defensive play with the position n.7 and Ignazio gets out of the game.

**4.11 d)** Felice enters into defensive play for any player between Bruno, Dario, Giulio and Heidi, who is substituted in the line-up by Ignazio.

**4.11 e)** Ignazio hits for Felice.

**4.11 f)** Ignazio replaces any batter between Bruno, Dario, Giulio and Heidi, who, once substituted, gets out of the game. Felice, or one of the reserves, enters into the defensive play for the substituted player but he keeps his position in the line-up.

## 5 - OUTS

### 5.01 – THE BATTER IS OUT

- a) Due to a strike out. When s/he accumulates three strikes before managing to hit a ball that has been called “**Fair**” by the umpire.
- b) For dangerous play when s/he hits the ball into the air (**in fly**) and the ball is successively called “**out**”.
- c) When a player gets hurt during the game and there are no substitutes available. Every time the hurt player’s turn at bat comes around, an out is counted against the team at bat.
- d) When the team fails to line up five batters on the field. In this case the last of the five positions in the batting order stays empty and every time the missing player’s turn at bat comes around, an out is counted against the team at bat.

***Approved rule:** Should a team lose one of its five players due to injury and not have a substitute available, a previously substitute player, that must not have been expelled, may be re-introduced to occupy the batting position of the injured player.*

***Comment to the 5.01d rule** A regularly registered player may enter into the field at any moment of the game, replacing the empty position in the line-up, restoring in this way the regular rotation.*

### 5.02 – THE BR IS OUT AT FIRST BASE IF:

- a) Turning towards second base, s/he passes on the internal part of the sound first base avoiding to touch with the chest the imaginary line projected upwards from the base itself.
- b) The **BR** woman, boy or girl, while turning towards second base, passes within the first base rubber circle avoiding to touch with the chest the imaginary line projected upwards the rubber circle. The first base rubber circle is positioned according to the measurements related to the category they belong to (**Dgr.No 9**).
- c) Deviating from the run line, s/he puts himself / herself at risk. Ball is dead and runners go back to the bases they left (see **7.02a**).

***Note:** The passages described in the **5.02a** and **5.02b** rules must occurred on the first attempt and in a natural running position.*

***Comment to the 5.02a/5.02b rules:** Should any runner be on base or should it already be two outs, the umpire will call the runner “**Out**” during his/her irregular passage, otherwise the umpire will point it out keeping his/her arm high as an out signal until the end of the action and only by this time s/he will complete the call by calling it verbally.*

### 5.03- THE BR IS OUT AT SECOND BASE WHEN:

- a) The assistant **SDP** gets the throw by the blind fielder and s/he catches securely tagging the defensive second base, before the batter-runner touches the offensive second base.
- b) The **SDP**, while keeping the contact with the defensive second base, catches a ball involuntary sent towards him by a blind fielder and s/he shows to have caught it securely.
- c) His/her “**fair**” hit is caught directly by the **SDP** who is keeping the contact with the defensive defensive second base before he/she touches the offensive second base cushion.
- d) Trying to touch the offensive second base of after having touched it, he/she violates the safety **A** and **B** zone (**Dgr.No 6**). Ball is dead and other runners go back to the bases they left (see **Exception to the 4.07b**).
- e) While touching the offensive second base cushion, s/he is helped physically or verbally by the assistant **SA**.
- f) The **SA** makes an offensive interference when s/he confuses or obstacles, in any way, the regular play of the **SDP**.
- g) The **SA** starts clapping the clappers before s/he has passed first base.
- h) The **TA** claps clappers with no runner on second base.

### 5.04– THE RUNNER IS OUT AT SECOND BASE WHEN:

- a) S/he leaves contact with the base before the “**Fair**” call.
- b) The assistant **SA** gives him/her verbal indications after the “**Play-ball**” call.
- c) The assistant **TA** claps the clappers before the “**Fair**” call.
- d) After the **BR** has left the base in the attempt to earn an extra base, if any sighted player of the offensive team asks the assistant **TA**, by words or by signs, to clap the clappers.

***Comment to the 5.04a rule:** with less than two outs the umpire **U2** will indicate the irregular leaving keeping the arm high as the **OUT** signal until the action is over and only at that time s/he will complete the call verbally. With two **outs** both the sign or the verbal call may be done at the same time.*

***General note:** In relation to the extra base attempts the assistants can give verbal indications only to their own runners and they are not allowed either to talk to each other (Example “Tell the runner to go”, “Claps the clappers”) or to use signs. Moreover it is forbidden for any sighted member of the offensive team seated on the bench or for any **Hpa** to give indications to the assistants **SA** and the **TA**. Players are allowed to ask their assistants to clap the clappers in case they haven’t done it yet.*

**Penalty:** *Ball is dead, the runner which is still on the base remains on the same base, the runner which has left towards the next base is called “Out”.*

### **5.05– THE RUNNER IS OUT ON THIRD BASE WHEN:**

- a) S/he leaves the contact with the base before the **U3** has called “**Fair**”.
- b) The assistant **SDP** gets the ball thrown from the blind fielder, and s/he catches it securely being in contact with the defensive second base before the runner touches the offensive third base.
- c) The **SDP**, while keeping contact with the defensive second base, securely catches a ball sent towards him involuntary by a blind fielder before the runner touches the offensive third base.
- d) In the attempt of a runner to earn an extra base, the **SDP** recovers a wrong throw by the blind fielder and touches the defensive second base, before the **BR** touches the offensive third base.
- e) The runner leaves the base regularly but s/he doesn’t continue and s/he manages to go back to the base s/he left.
- f) ) While running towards third base, s/he violates or only threatens to invade the fielding territory. The hit is called “**No pitch**” and any additional runner on third goes back to the base.
- g) The assistant **TA** helps him/her physically or verbally in touching the offensive third base.
- h) The **TA** gives him/her verbal indications after the “**Play Ball**” call (see **Exception**).

**Comment to the 5.05a rule:** *with less than two outs the umpire **U3** will indicate the irregular leaving keeping the arm high as the **OUT** signal until the action is over and only at that time s/he will complete the call verbally. With two **outs** both the sign or the verbal call may be done at the same time.*

**Exception:** *The assistant **TA** is allowed to say “**Stay**” to a runner which is not forced to run home, only if s/he does it before the umpire **U3** or **U2** has made the call “**Fair**” and provided s/he doesn’t interfere with the defense. Violating this rule causes an **Offensive Interference**.*



### 5.06– THE RUNNER IS OUT AT HOME PLATE WHEN:

- a) The assistant **SDP** gets the ball thrown by the blind fielder, and s/he catches it securely being in contact with the defensive second base before the runner crosses the home plate line.
- b) While running normally s/he doesn't cross the home plate line at the first attempt, but s/he passes around it (**Dgr. No 5**).
- c) S/he crosses the home plate line in a forced way with the chest on the external part of the rubber circles and with the arms wide open or with the chest bent on a side (**Dgr.No 5**).
- d) In the attempt to earn an extra base, the assistant **SDP** recovers a wrong throw by the blind fielder and touches the defensive second base, before the runner on second base crosses the home plate line.
- e) Running towards the home plate line, s/he dangerously deviates from the run line, to put himself / herself at risk. The hit is called “**No pitch**” and any additional runner on second goes back to the base.

***Comment to the 5.06 rule:** Should the runner touch with his/her chest the imaginary line projected upwards the rubber circle, s/he counts as passed within the home plate target line (**Dgr.No 5**).*

### 5.07 – MISSING SUBSTITUTE

- a) When after an ejection a team cannot line up five batters, every time the ejected or dismissed batter's turn at bat comes around an out is counted against his/her team.
- b) Should a runner earn a base and, consequently, abandon it for whatever reason, in case of no substitutes available, s/he is called out for leaving the base. (see **5.01 Approved Rule**)

## 6.00 – INTERFERENCES

There are two types of interferences: defensive and offensive. Should an interference occur due to spectators who, after the “play-ball” call, noisily disturb, the umpire calls “no pitch” and stops any kind of action.

### 6.01 – OFFENSIVE INTERFERENCE

**Foreword:** An out due to an offensive interference is always considered as a forced out, therefore should it be the third out, no run scored will be valid.

The offensive interference is committed by the offensive team when:

- a) The runner **BR** collides with the assistant **SDP** within his competence zone.  
**Penalty:** the **BR** is called out and runners go back to the base they left.
- b) The assistant **SA**, even if accidentally, obstacles, interferes, obstructs or gets in the way of the **SDP**, into his second base’s competence zone.  
**Penalty:** The **BC** is called out and runners go back to the base they left.
- c) The **runner** on second base, managing to earn third base, violates or dangerously gets close to the string marker. Anyone is allowed to block him/her with the “**Stop Offense**” alarm.  
**Penalty:** Runner is called out, the hit is called “**No pitch**”, therefore the **BR** goes back to bat and any potential runner on third goes back to the base.
- d) After the Umpire has called “**Play-Ball**”, the assistants **SA** and/or the **TA** doesn’t stay at least 1 meter from the runner who is attempting to leave the base or either one gives verbal or noisy signals to the runner.  
**Penalty:** The runner involved in the interference is called out, any other runner stays on base and the ball is dead. Should the batter hit the ball, the umpire **Hpu** immediately calls “**no pitch**”.
- e) The **SA**, after having physically ( Note: this is legal) blocked the **BR** on his arrival on second base, before he/she violates the safety area (**B zone and A zone**), somehow helps him/her in getting to the offensive base (either by pushing the runner with the hands or the body or by giving him vocal signals etc.).  
**Penalty:** The **BR** is called out, the ball is still in play.
- f) The assistant **SA** claps clappers before the **BR** passes first base.  
**Penalty:** the **BR** is called out, the ball is dead and runners go back to the base they left.
- g) The assistant **TA** claps clappers before the umpire **U3** or **U2** has called “**Fair**” with the runner on second base.  
**Penalty:** the runner on second base is called out, the hit is considered a “**No pitch**” and a potential runner on third goes back to the base.
- h) The assistant **TA** claps clappers even if there’s no runner on second base.  
**Penalty:** the **BR** is called out, ball is dead, a potential runner on third stays on

the base.

- i) The assistant **TA** touches the runner that is going to third base or gives him/her vocal signals, helping him/her to find the base.

**Penalty:** the runner that is going to third base is called out, the ball is still in play.

- j) The assistant **TA** gives verbal indications ("**Stay**") either to the runner that is not forced, after the umpire has called "**Fair**", or to the forced runner at any moment after the "**Play-Ball**" call.

**Penalty:** the runner on third base is called out, the ball is still in play.

- k) Any member on the bench, blind or not, who gives direct signals to the runners or who disturbs the defensive players by making any type of noise, interfering with the sound signal of the ground ball.

**Penalty:** the **BR** is called out, ball is dead and runners go back to the bases they left.

## 6.02 -DEFENSIVE INTERFERENCE

**Foreword:** the umpire, after having called "**Interference**", allows the runners the base they were attempting to earn and sends the runner **BR** to second base. Ball is dead.

The defensive interference is committed by the defensive team when:

- a) A blind defensive player, while attempting to retrieve a fair hit, touches or violates the internal foul zone, going over the string marker with any part of the body, glove included.
- b) The assistant **SDP**:
  1. while keeping a foot on the defensive base he/she violates the safety **B**, **C** and **D** zones, while attempting to catch a thrown ball.
  2. While attempting to retrieve a ball after a wrong throw made by the defense, violates the safety zone avoiding to pass behind the runner **BR**  
(Note : Only legal way is to pass BEHIND BR).
  3. Without maintaining foot contact with the 2<sup>nd</sup> base bag, s/he gets a ball sent not intentionally by a blind fielder.
  4. ) Without maintaining foot contact with the 2<sup>nd</sup> base bag, s/he touches or catches a ground ball. But if in the judgement of the umpire the ball was a possible homerun, the umpire will penalize the interference allowing the homerun to the batter.
  5. Touches with any part of the body or the glove the ball that has not passed over the string marker yet.
  6. Gives indications to the fielders regarding their positions on the field, before the ball has been hit but after the umpire has been call "**Play-Ball**".

7. After the batter hit the ball he gives a verbal indication to the defense, other than the words “**two, two**” (or “**second**” “**second**”) to signal second base to the blind defensive players or “**mine, mine**” to avoid collisions (***Rule 6.03 Approved Rule***).

***Note to the 6.02 b7:** The signal “two, two” can be given only after a fielder has caught the ball. Should the **SDP** give this signal before this occurs, s/he will commit a defensive interference.*

- c) The assistant **MA**:
  1. Enters into fair territory before an action has finished.
  2. Gives directions to the defense during the action.
  3. Intervenes in the action touching a moving ball.
- d) Causes interference anyone in the bench who gives indications regarding the path of the ground ball or the position of the ball in play before the action has finished.

### **6.03 – SIGHTED DEFENSE PLAYER (SDP)**

Maintaining foot contact with the defensive base and not committing interference s/he is allowed to:

- a) Enters into **A Zone**.
- b) Directly catches hits into fair territory. In this case the **SDP** eliminates only the **BR**; when the out occurs, ball becomes dead and additional runners on second or third base go back to the bases they left.
- c) ) Catches balls sent even unintentionally by a blind fielder. In this case the action occurs normally (a double or triple play may be done).

***Approved Rule:** During these actions the **SDP** can call “mine” in order to avoid collisions.*

### **6.04 – WRONG THROW TO THE ASSISTANT SDP**

- a) When the **SDP**, after a wrong throw made by a fielder, has to retrieve the ball in the internal foul zone between bases, is allowed to cross the **A1, B1, C1** and **D1 zones** only after the passage of the potential runner at second base, and must go back in to fair territory moving along the string marker. Should the **BR**

manage to earn an extra base, the **SDP**, while coming back to the base, is allowed to cross the 2<sup>nd</sup> – 3<sup>rd</sup> lane after the passage of the **BR**.

- b) ) When, managing to retrieve the ball after a wrong throw, the **SDP** hits or bumps into the assistant **SA**, s/he must be warned and, should the offense be repeated, expelled. When, for the same reason, the **SDP** hits or bumps into the **BR**, s/he must be immediately expelled. In both cases **BR** gains second base and additional runners gain the bases they were attempting to earn.
- c) The **SDP**, which in case of a wrong throw crosses the safety zone, commits a defensive interference, unless s/he violates it after the passage of the **BR** (see **6.02 b2**). The **BR** gains third base and the potential runner which left from second base will score a run. Should the **SDP** intentionally commit this infraction, s/he must be expelled for bad conduct.
- d) ***Approved rule:** The potential runner running from third base is obliged to cross the home plate target line and s/he can be eliminated.*

## 7.00 – WARNING SIGNALS AND SAFETY ON THE FIELD

On the field situations of danger may occur for one or more players due to possible collisions.

In this case the umpire or the assistants, must immediately interrupt the play.

Dangerous situations occur when a runner is about to collide with an obstacle on the field or with a fielder, otherwise when a fielder is about to bump into his/her teammate or into the runner.

**In situations of potential danger, the umpire must give a warning signal loudly and repeat it until the involved person doesn't stop. The calls to be done are:**

### 7.01 – STOP DEFENSE

- a) When two or more fielders, while managing to field the ball, may collide.
- b) When a fielder, while managing to field the ball, violates the internal foul zone restricted to the runner.

**Penalty:** *Ball is dead, the **BR** gains second base and potential runners earn the base following the one they were on at the moment the hit has been done. The third base runner not forced to progress to whom the **TA** had given the order “**STAY**” remains in third Base.*

### 7.02 – STOP OFFENSE

The warning “**Stop Offense**” alarm must be given by anyone, when the **BR** and/or other runners, breaking their run line, put themselves or fielders at risk. Depending on the offensive player, different situations may occur. This mentioned signal must be given when:

- a) The **BR** risks going towards the dugout or the fence: ball is dead, the **BR** is out, potential runners go back to the base they left.
- b) The **runner on second base** violates or attempts to violate the fair territory: the hit is declared “**No pitch**”, ball is dead, the **BR** goes back to the batting box with the same count, runner on second base is called **out**, potential runner on third base goes back to the base.
- c) The **runner on third base** risks going towards the dugout or to the fence: the hit is declared “**No pitch**”, ball is dead, the **BR** goes back to the batting box with the same count, runner on third base is called **out**, potential runner on second base goes back to the base.

**Note:** *if the warning signal is called by a member of the team, the umpire must judge the adequacy of the call and apply the respective rules. Should the call not be*

*considered adequate, the umpire, by using the interference's rule, applies those sanctions that, according to his unquestionable judgement, fix the play as if the call has never been done.*

### 7.03 – SECOND BASE SAFETY ZONE

It comes from the need to define the **SDP** and **BR** action areas that, after a normal playing action after a hit ball, meet into the same zone. For measurements and shape please refer to **Dgr.No 6**.

The area between the **SDP** defensive second base and the **BR** offensive second base is defined as the **Safety Zone**, made up of four distinct zones: **A**, **B**, **C** and **D**.

- a) **A Zone** is a trapezoidal area with a width of 1,00m, restricted for use to the **SDP**.
- b) **B Zone** is a rectangle area with a width of 1,00m, in which the **SDP** and the **BR** must not enter.
- c) **C Zone** is a rectangle area with a width of 1,96m, restricted to the **BR**.
- d) **D Zone** is a rectangle area with a width of 23,47m, which is the lane between first base and the offensive second base, restricted for use to the **BR**.

***Note:** if a thrown ball stops for any reason in B or C zones, it is considered dead.*

***Penalty:** see the Approved Rule under the definition of “Dead Ball”.*

### 7.04 – COMPETENCE WITHIN THE SAFETY ZONE

Only the **SDP**, the **BR**, the **SA** and the **U2** can enter into the safety area.

- a) **Sighted defense player (SDP).** During the action of play, the **SDP** is allowed to:
  - 1. Enter into the **A Zone** only by maintaining foot contact with the second base bag.
  - 2. **NOT** to enter into **B** and **C Zones** for any reason.
  - 3. Cross the **D Zone** only after the passage of the **BR**.
- b) **Batter-Runner (BR).** The **BR** coming from first base is allowed to:
  - 1. Move free into the **C Zone**.
  - 2. Absolutely **NOT** to enter into the **B** and **A Zones**.

***Approved Rule:** the **BR**, which hits the **SDP** while attempting to earn second base, will be warned. In case of **REPEATED** violation, s/he will be expelled from the game.*

- a) **Second Base Assistant (SA)**



His/her role is to lead or stop (in case of danger) the **BR** on the line between the **C** and **B Zones**. S/he can enter into the **B Zone** (NB the AS/SA temporarily but NEVER the BR) only to stop, in any way, the **BR** but s/he cannot enter for any reason into the **A Zone** or interfere anyhow with the normal play of the **SDP**. S/he is not allowed to give any verbal indications.

**Penalty:** *In case of interference with the SDP, or verbal indications, the umpire calls interference and eliminates the BR. The ball is dead and potential runners go back to the bases they left.*

### 7.05 – SAFETY ON THE FIELD

The **RTI (AIBXC rulebook)** has been studied in order to guarantee total safety to athletes in every moment of the game:

- a) To the **batter** which has to toss the ball by himself/herself since there's no one pitching.
- b) To the **Batter-Runner (BR)** which, running from home base to second base, finds no obstacle and a well levelled path since first base is placed underground. The **SA** shall help the runner ,by means of clappers, in getting to second base.
- c) To the **Runner on Second Base** which, running towards third base, finds no obstacle and a well levelled path. The only restriction is the string marker positioned on his/her right at 3,5m from his/her run line. There's no chance that the runner hits the ball, in fact his/her run starts when the umpire calls "**Fair**" and therefore the ball is over the string marker. The **TA** shall help the runner , by means of clappers, in getting to third base.
- d) To the **Runner on Third Base** which, running towards the home plate target line, finds no obstacle and a well levelled path. When s/he is positioned on third base, there's no danger of getting hit by the ball, since the **U3** wears a glove and s/he is in charge of stopping any batted ball in case it could hit the runner. The crossing of the home plate target line is facilitated by the call of the **Hpu** which shall judge if the scored run is valid or not. Should s/he continue to run, s/he will be physically stopped by the **Hpa** in order to avoid a potential collision with the fence.
- e) To the **Fielders** which, in case of high fly ball, they are promptly warned by the umpire's "**In Fly**" call, allowing them to bend and/or protect their face or head with the glove.

## 8.00 – ASSISTANTS

The assistants on the field, within fixed times, are in charge of leading their own players by giving them physical indications or verbal signals.

### 8.01 – MOUND ASSISTANT (AM/MA)

S/he is the only assistant on the field for the defensive team and s/he positions himself/herself on the pitching mound. S/he helps the fielders occupy their positions when their turn at bat has ended and after each action of play, s/he is allowed to give indications in order to reposition them until the umpire **Hpu** has called “**Play-Ball**”. S/he manages the two balls on the field, by giving one to the head umpire right after the defensive play has ended, and by recovering the other one that has just been played or sent in to the foul zone.

S/he is allowed to stop players in order to prevent them by any collision during the fielding action by using the “**Defense Stop**” call.

During the action of play s/he commits defensive interference if:

- a) Moving from the mound, s/he enters into the internal foul zone or into fair territory.
- b) s/he gives suggestions to the defense.

***Penalty:** ball is dead, **BR** gains second base while runners will advance to the base following the one they were on at the moment the ball was hit.*

### 8.02 – FIRST BASE ASSISTANT (FA)

**Foreword:** In case of absence of regular first base umpire (**U1**), the **FA** will be in charge of the below mentioned situation.

Should the sound base on first break or malfunction, s/he positions in the internal corner of the sound base and leads the **BR** through the passage on first (rounding first). To help **BC/BR** to locate the first bases, s/he uses a whistle or clappers without felts but s/he cannot give verbal indications (unless the **BR** puts himself/herself at risk) or else s/he commits an offensive interference (the **BR** is out, ball is dead and potential runners go back to the bases they came from). His/her role can also be carried out by a neutral assistant, which operates for both teams.

### 8.03 – SECOND BASE ASSISTANT (AS/SA)

S/he is a member of the offensive team which directs the **BR** throughout his/her attempt to earn second base. S/he must use the clappers with one felt, in the form and according to the time determined by the **3.06b**. S/he positions behind the offensive

second base to help the BR to locate the base with the help of clappers. When the runner is about to start running from one base to the other, s/he must stay at least 1m away from the runner when the **“Play-Ball”** call has been made.

During the action of play s/he is allowed to:

- a) Physically stop the runner that risks to violate the safety zone.
- b) On an extra base action, physically and verbally direct the runner towards third base only at the moment s/he is leaving the base.

During the action of play s/he commits an offensive interference if:

- a) After having physically stopped the runner, s/he pushes him/her towards the base.
- b) S/he physically or verbally helps the **BR** to reach the base.
- c) S/he confuses or obstacles in whatever way the normal play of the assistant **SDP**.
- d) S/he uses the clappers improperly (see **6.01f**).
- e) S/he talks to the runner on second base or bothers the defense making any kind of noise after the **“Play-Ball”** call.

#### **8.04 – THIRD BASE ASSISTANT (AT/TA)**

S/he is a member of the offensive team which leads the runner in his/her attempt to reach third base. S/he must use clappers containing two felts inside. S/he positions behind third base in order to help the **BR** to locate the base with the help of clappers. With runner on third base cushion, she/he will position herself/himself at least one meter away from **BR**, in the foul zone, to protect the same from possible batted balls.

During the action of play s/he is allowed to:

- a) On an extra base action, physically and verbally redirect the runner towards the home plate target line.
- b) Stop the batted ball that may hit the runner on base.
- c) Before the **“Fair”** call, suggest the runner, which is not forced, to remain still by saying **“Stay”**.

During the action of play s/he commits an offensive interference if:

- a) S/he physically or verbally helps the runner to touch the base.
- b) S/he uses the clappers improperly (see **3.06c** and **3.06d**).
- c) S/he talks to the runner on third base or bothers the defense making any kind of noise after the **“Play-Ball”** call.

## 8.5 – HOME BASE ASSISTANT (Hpa)

S/he is a member of the offensive team which positions behind home plate on the third base-home base line and s/he is in charge of stopping the runner after s/he has crossed the home base target line. S/he can position at any time during his/her team's offensive inning and s/he is allowed to give indications to the batter before the "**Play-Ball**" call. S/he absolutely cannot interfere with the umpire's judgement (**Penalty:** Warning and Expulsion in case of repeated violation).

During the action of play s/he commits an offensive interference if s/he gives verbal indications.

**Penalty:** the ball is still in play and runner is called out.

***General note:** During **extra base** attempts the assistants can give verbal indications only to the pertinent runners and they cannot talk to each other (Example "Make the runner go", "Clap the clappers"). It is then absolutely forbidden for the manager in the dugout or the **Hpa** to give any kind of indications to the **SA** and the **TA**. In this case ball becomes dead and runners stay on the base they just legally earned.*

## 9.00 – UMPIRE

The CAA must designate three or more umpires in order to direct the game. The umpires are responsible for the direction of the game in compliance with the baseball RTG integrated by the current RTI and to maintain order and discipline during the game. Should the umpires verify irregularities of the field and/or the equipment, they must report them to the manager of the team and/or the organizing authority in order to restore the proper situation. Each umpire represents AIBXC and s/he is entitled to comply with all the rules.

**9.01 – The HEAD or HOME PLATE UMPIRE (Hpu)** must wear a baseball glove and must position some meters behind the plate in a direct line with the third base foul line. After the exchange of the Line-up at home plate s/he is totally in possession of the game.

His/her tasks are:

- a) Taking full supervision and being responsible for the regular direction of the game; announcing at his/her discretion any type of special field's rule; ruling the playing field unfit for use.
- b) Calling the batter, giving him/her the ball and setting him/her in the batter's box. (NB In absence of the official speaker he/she may announce the name of the batter up at plate.)
- c) Requesting the base assistants to clap clappers in sequence to aid the batter to locate the various bases.
- d) Calling **"Play-Ball"**.
- e) Calling and counting **"Strikes"**.
- f) Calling and stating **"Foul Balls"**.
- g) Calling the arrivals at home plate either **"Out at Home plate"** or **"Run scored"**.
- h) Signing the umpire's report and the two Line-Up.

***Note:** Should there be more than one game on the same day, before the exchange of the Line-Up, the Head Umpire from the previous game shall rule the playing field unfit for use (the head umpire of the first game shall rule the playing field unfit for use for the second game, the one of the second game shall decide for the third, etc.).*

**9.02 – SECOND BASE UMPIRE (U2)** can position both in the internal or external field according to the safety zone and his/her tasks are:

- a) To check the runner while leaving the base at second base.
- b) To check that SA acts accordingly to the rules (see 5.03 and 5.04).
- c) To judge the BR's arrival at second base.
- d) To check the correct management of the safety zone at second base.

- e) To judge if the **SDP** maintains foot contact with the defensive second base bag. In case the **SDP** simply touches or catches the balls hit toward second base, he/she must also check that these have crossed the string marker.
- f) To judge whether the hit that goes by the second base is “**Fair**” or “**Foul**”.
- g) With bases loaded to check the homerun (in case **Hru** is missing and after the **BR** has earned second base) according to his/her pertinence zone.

**9.03 – THIRD BASE UMPIRE (U3)** must wear a baseball glove and must position in the foul zone some meters in front of the intersection between the string marker and the third base foul line. His/her tasks are:

- a) To protect the runner from potential hits that could hit him/her.
- b) To call “**Fair**”.
- c) To judge if a hit is: “**Foul Ball**”, “**No pitch**”, “**In fly**”, “**In fly out**”.
- d) To check the runner while leaving third base.
- e) To check that the **TA** doesn’t make any illegal action (see 5.05).
- f) To judge the arrivals at third base.
- g) To check the homeruns (in case **Hru** is missing) with empty bases or with only one runner on base.

*Note: the “**Play-ball**” and “**Fair**” calls are structural and inevitable part of the game play. Any play that takes place without one of these has to be considered void and the game starts again from the most recent legal action (**No pitch**).*

## **Additional fourth or fifth designated umpire**

### **9.04 – FIRST BASE UMPIRE (U1)**

his/her tasks are:

- a) To activate the sound first base as soon as the batter hits the ball.
- b) To switch the sound on first base off once the **BR** has passed the base.
- c) To judge the passage on first base.
- d) To signal first base in case of breaking or malfunctioning of the sound base.
- e) If necessary to update the scoreboard (**ROC**).

### **9.05 – HOMERUN UMPIRE (Uhr)**

his/her tasks are:

- a) To check whether the batted ball touches or crosses the homerun line.
- b) To signal dangerous situations to the fielders that position themselves and field a ball close to the homerun line.

**9.06– TIMELY CALL**

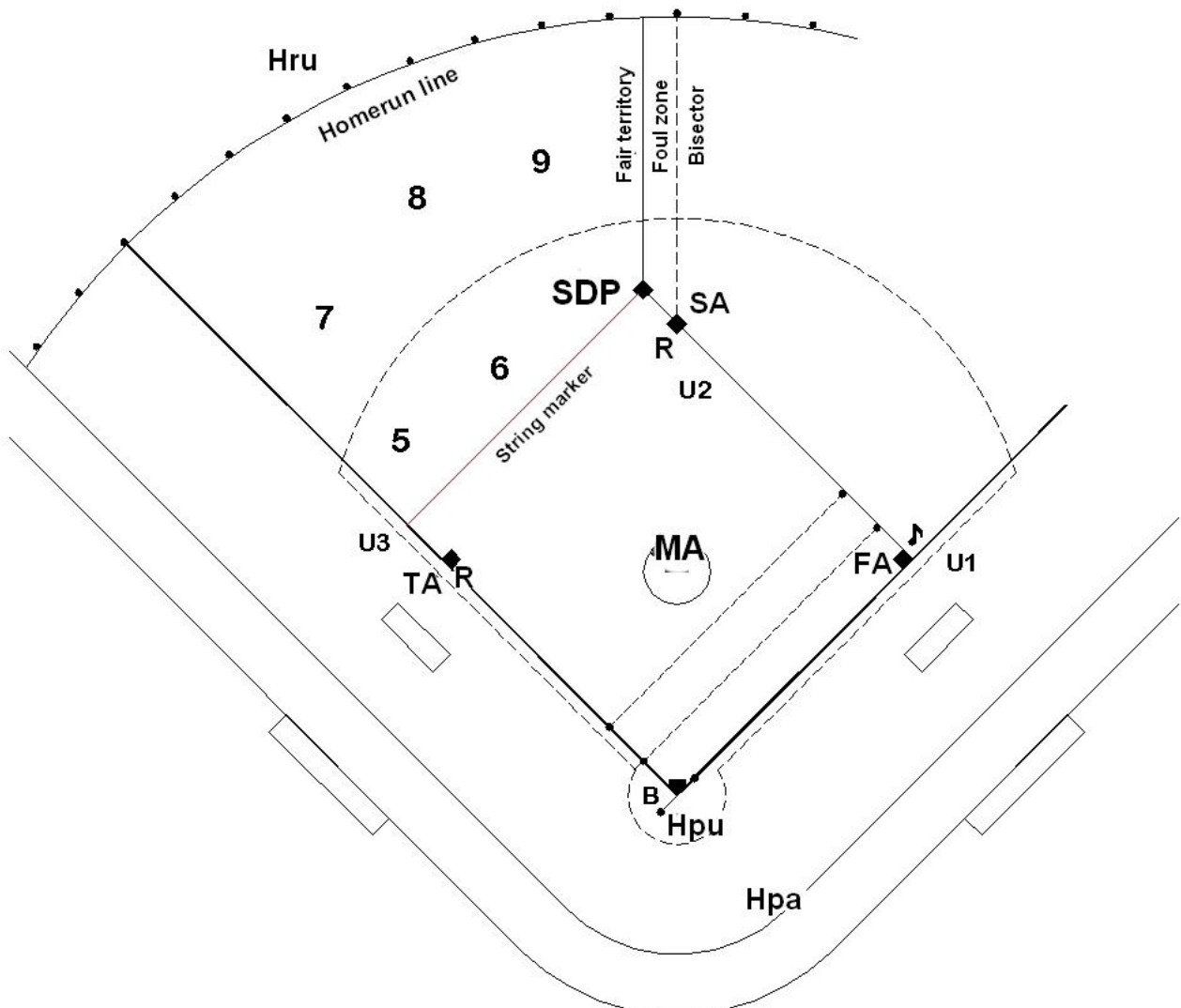
The umpire is obliged to give the save/out call immediately. If after the “**Out**” call, the **SDP** loses the ball and the runner is near the base or the home plate target line, the umpire must call “**Save**” and assign the base to the runner.

***Comment:** When the runner hears the call “**Out**”, s/he usually desists from gaining the base and therefore s/he earns it according to the rule.*

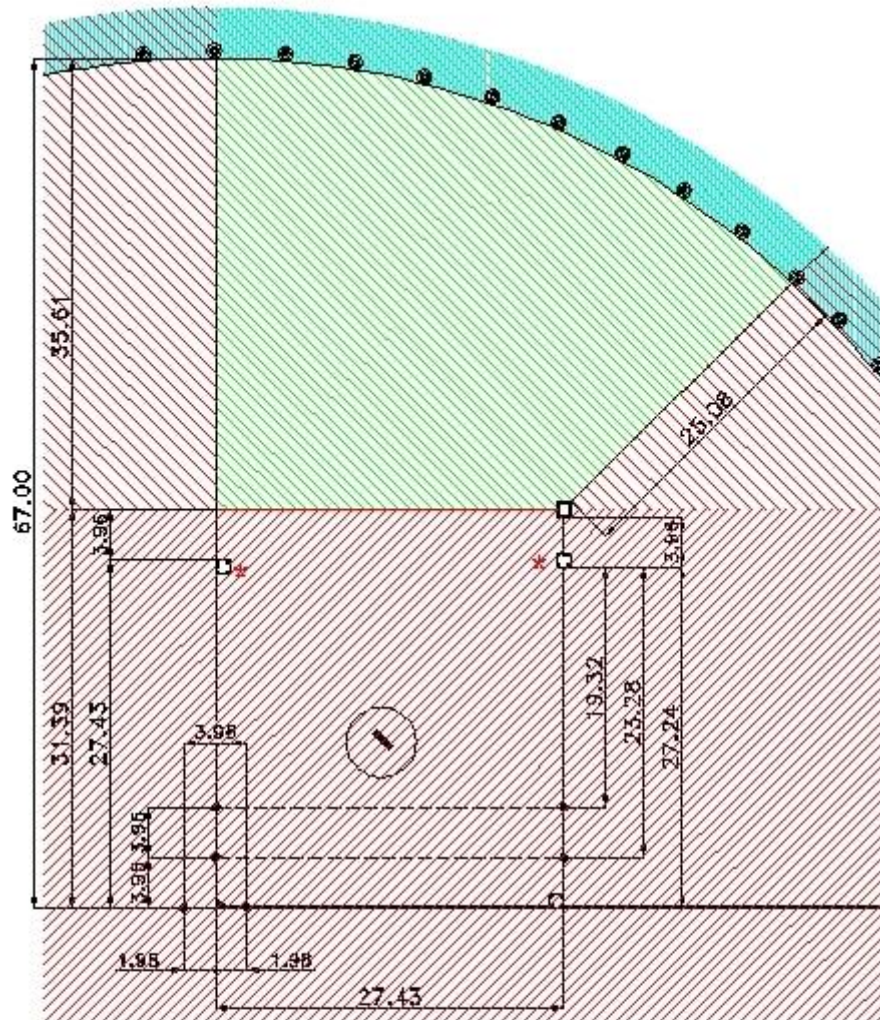


## DIAGRAMS

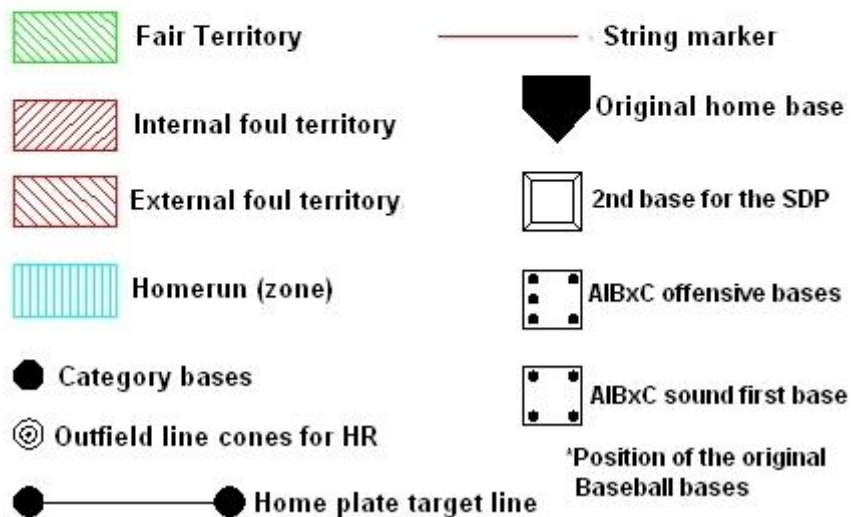
| DEFENSIVE ROLES |   | OFFENSIVE ROLES  |  | UMPIRE ROLES |   |
|-----------------|---|--|--|--------------|---|
| MA:             | Directs the defense                                       | B batter   |  | Hpu          | Hands ball to the batter<br>Orientates the batter<br>Declares "Play Ball"<br>Make judgement calls at home plate |
|                 | Retrieves foul balls                                      | BR batter -runner  |  |              |   |
|                 | Provides the ball to the umpire                           | R runner   |  |              |   |
| SDP:            | Catches throws and eliminates BC/BR and runners           | FA 1st base assistant judgements<br>(only in case of breaking or malfunctioning of sound base) |  | Hru          | Make for homeruns   |
|                 |   | SA 2nd base assistant  |  | U1           | Assists runner<br>Make judgements calls at 1st base   |
| 5/6/7/8/9:      | Field ground balls and throw to the DV/SDP at second base | TA 3rd base assistant  |  | U2           | Make judgements calls at 2nd base   |
|                 |   | Hpa home plate assistant   |  | U3           | Make judgements calls at 3rd base<br>Rules on fair balls  |



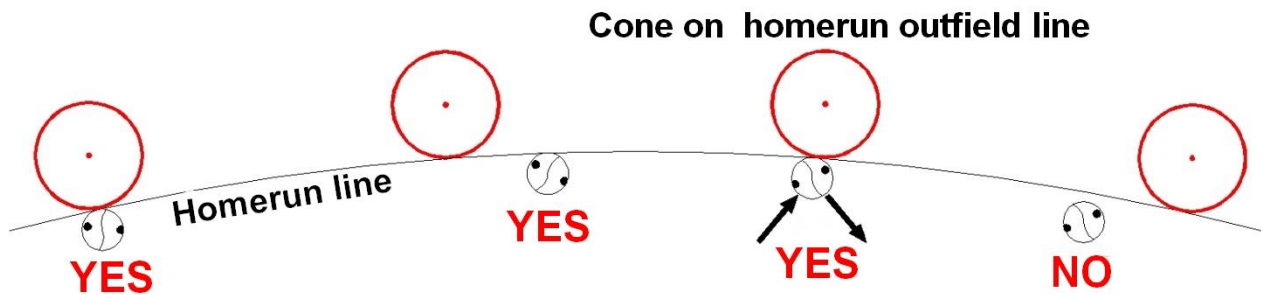
## Diagram 1 – BASEBALL DIAMOND B4B



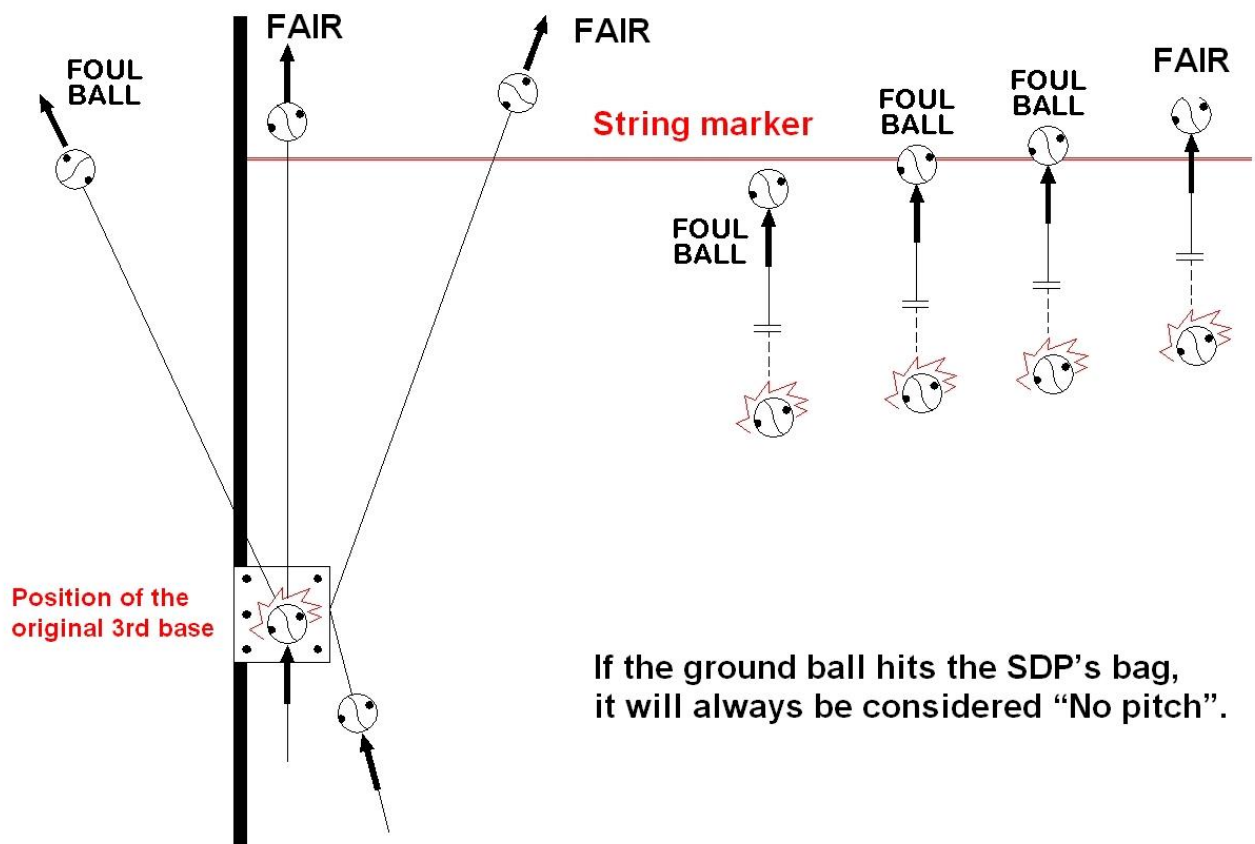
Bases and signals off scale



## Diagram 2 – HOMERUN

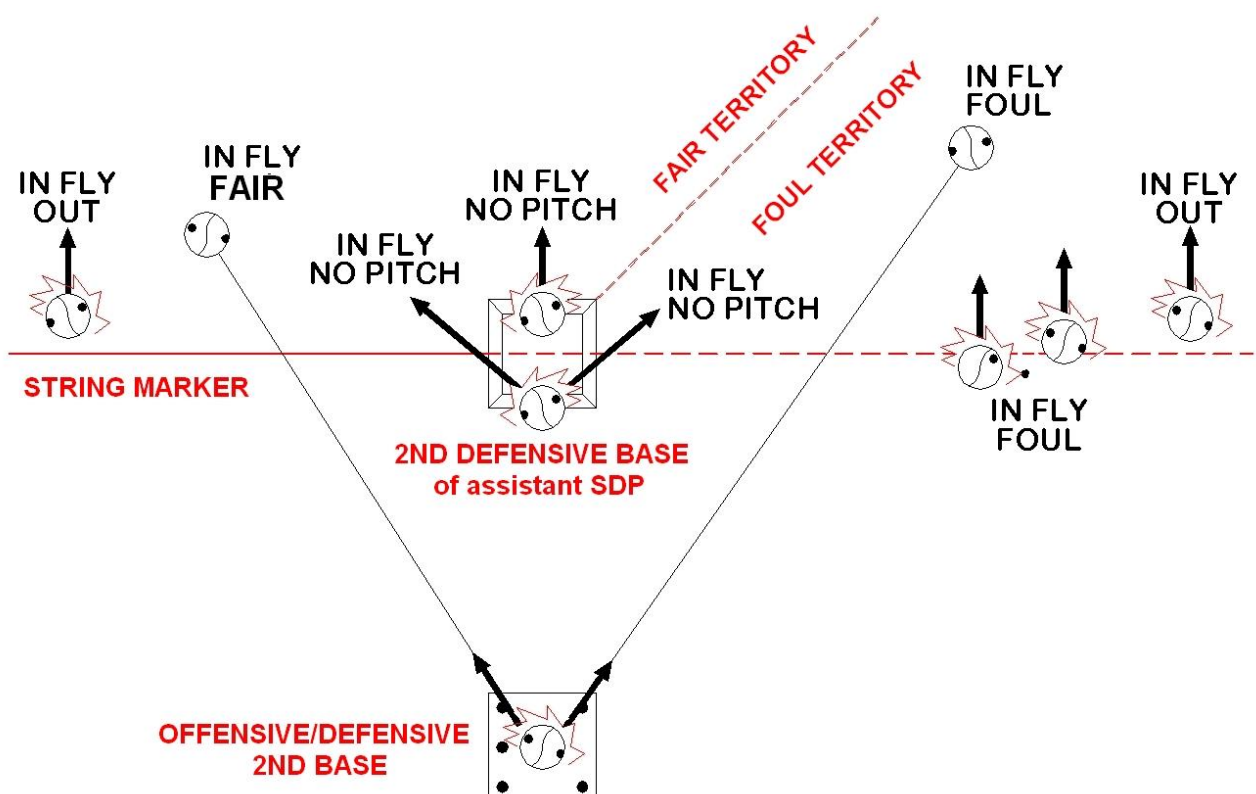
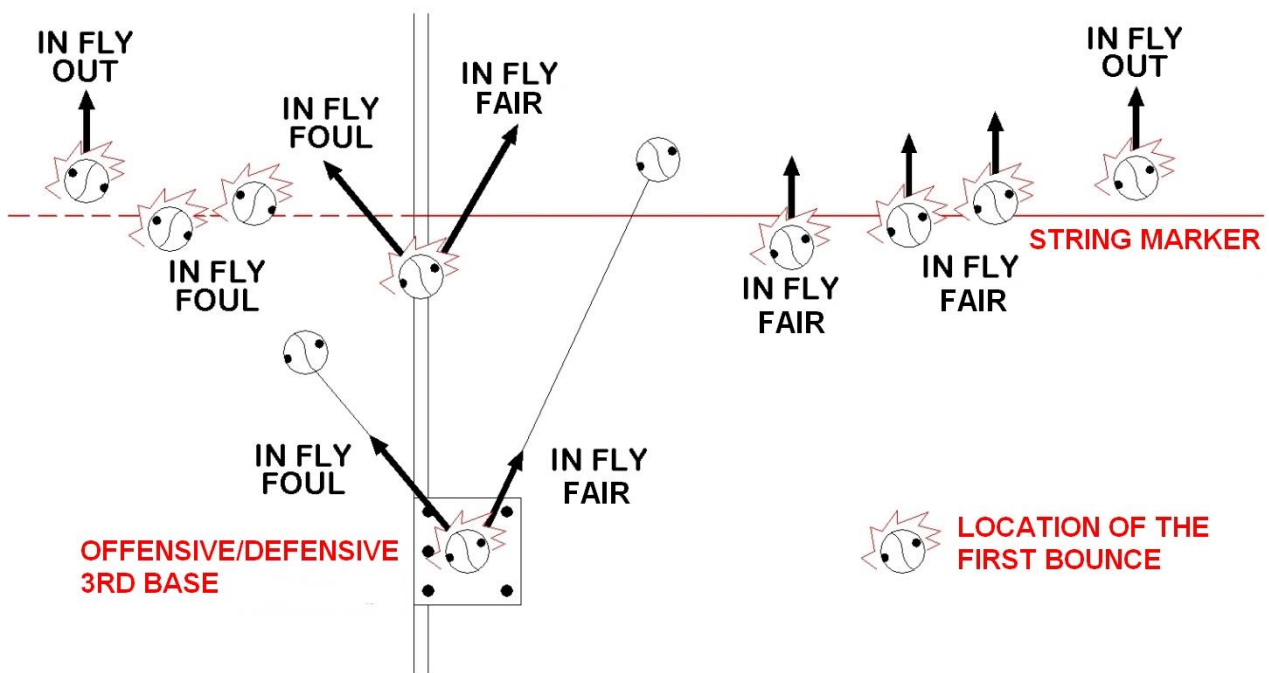


## Diagram 3 – FAIR / FOUL BALL

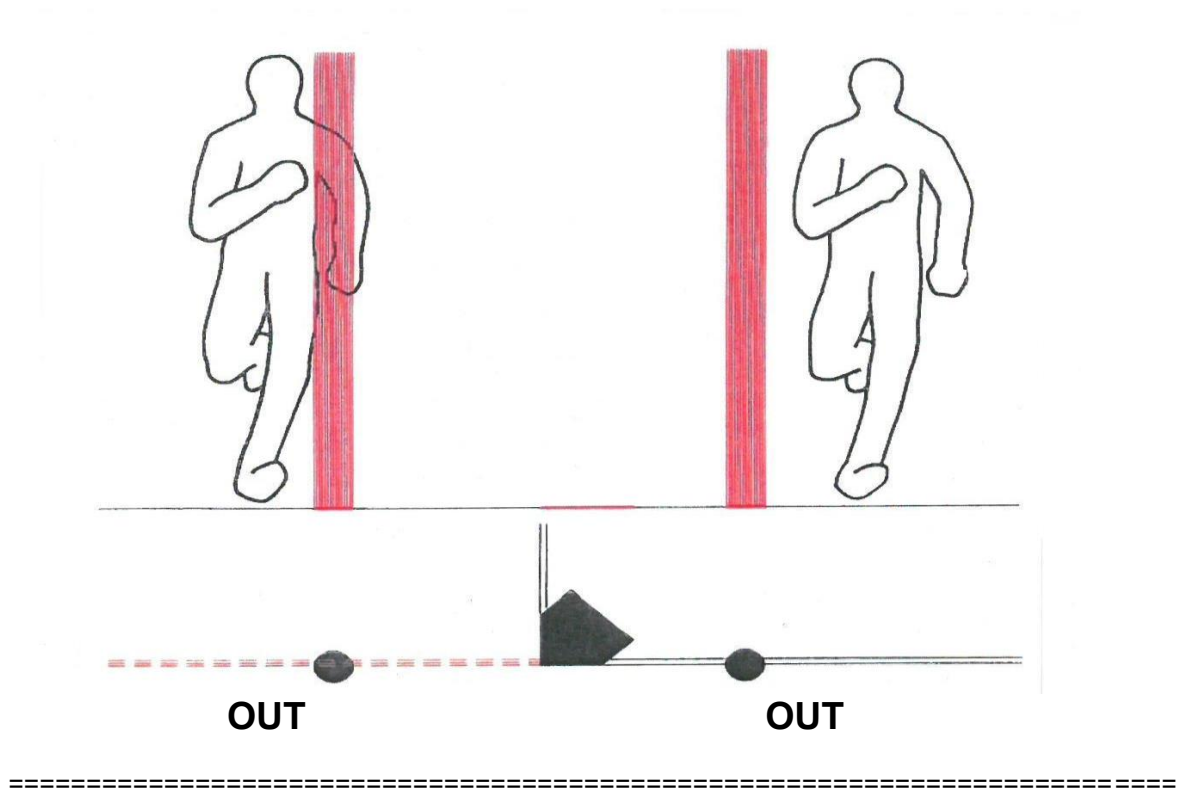
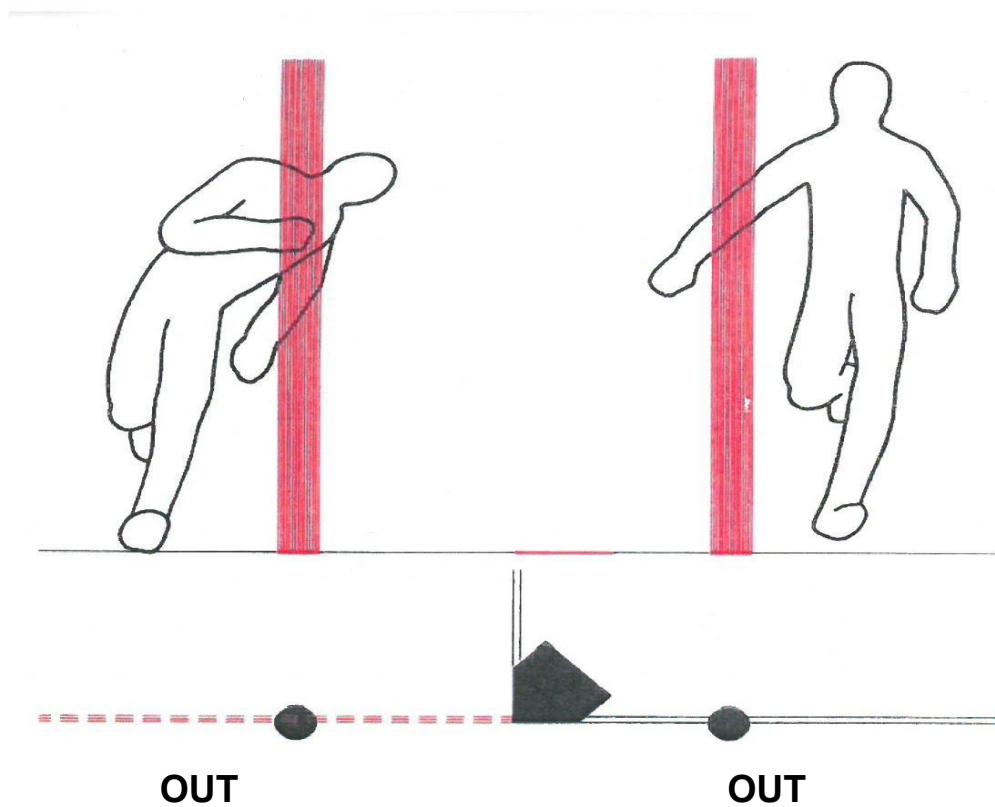


The ground ball that hits the **SDP's** bag or that may hit the runner on third base is always judged as a "No pitch". The **U3** or the **TA** can protect the runner by fielding the ball (that has either bounced or it is still in the air).(see rule 1.03)

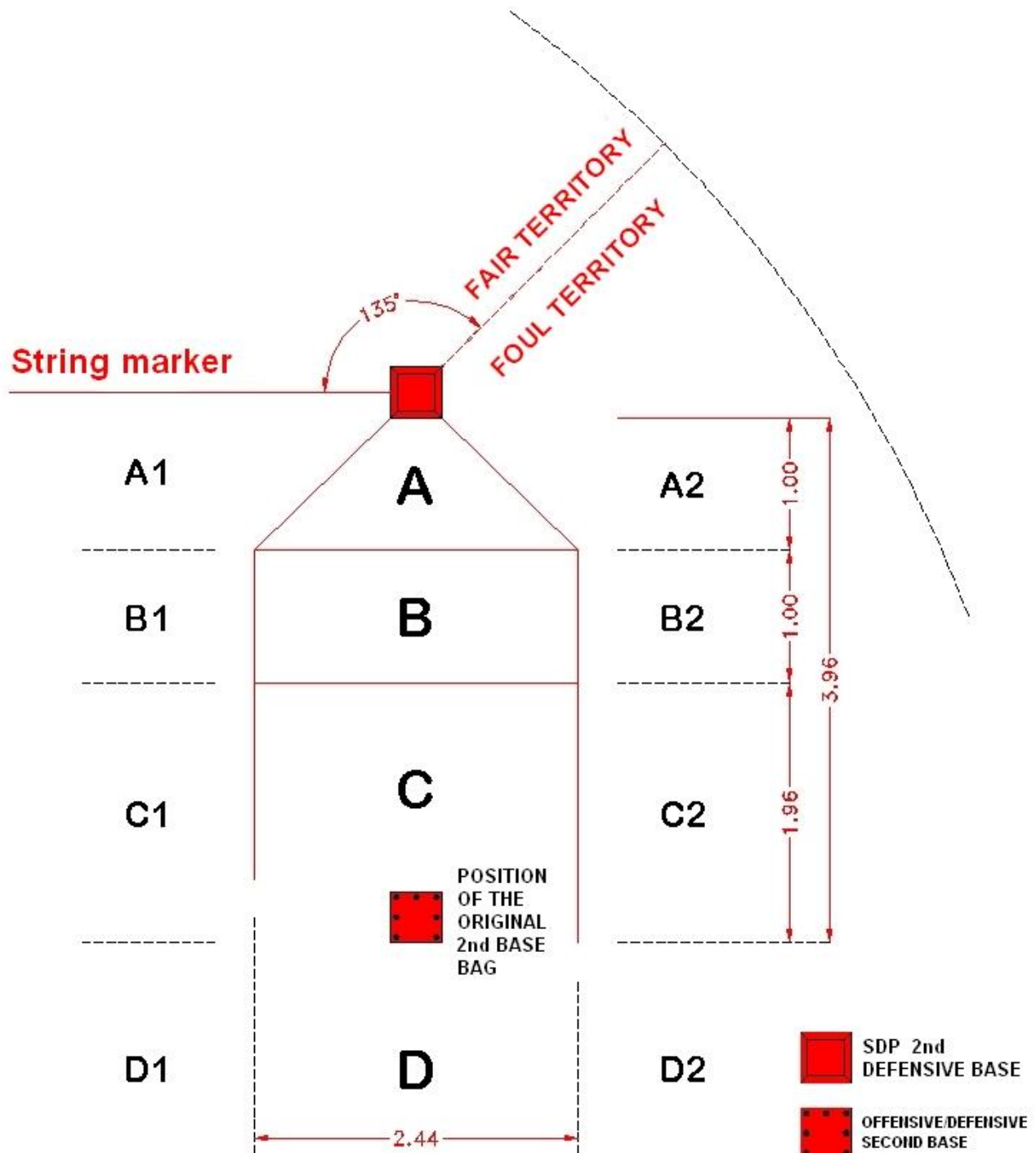
## DIAGRAM 4 – IN FLY: “Fair”, “Foul”, “Out”



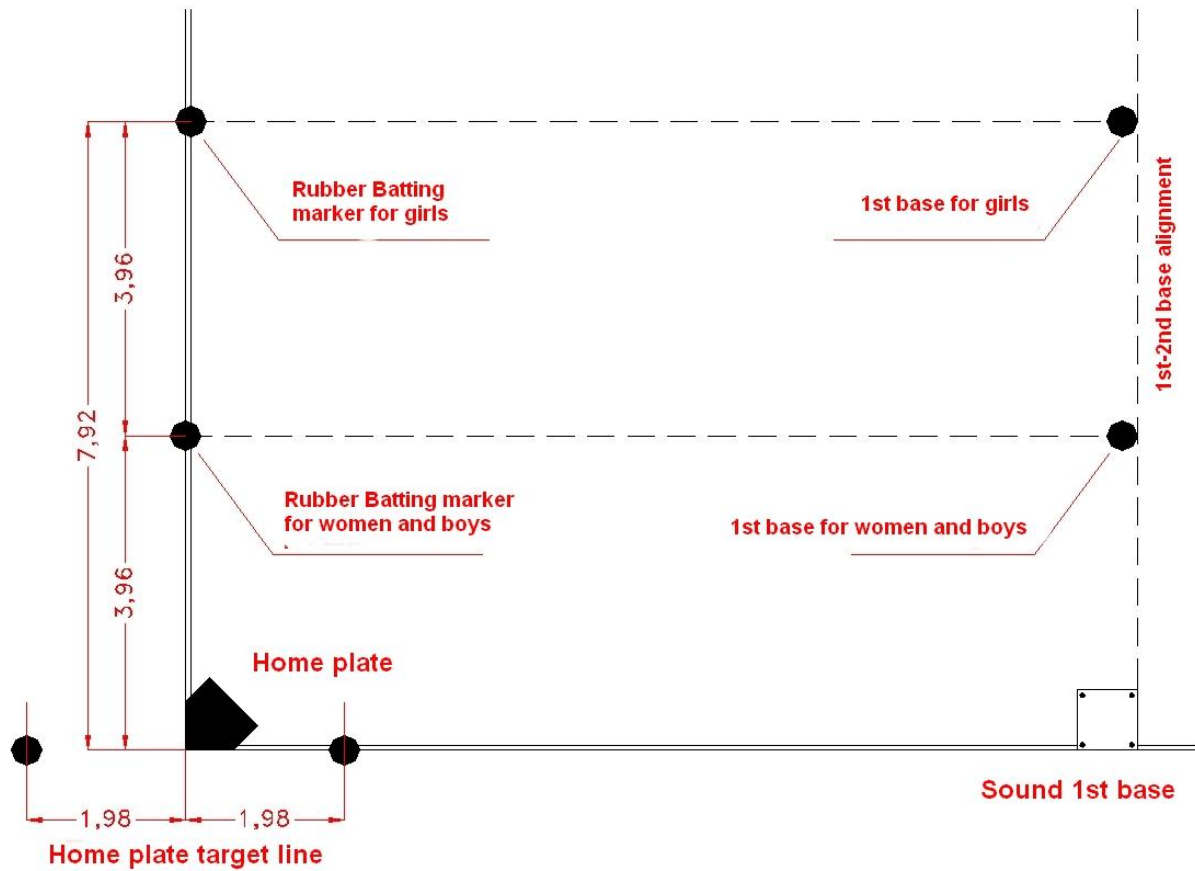


**DIAGRAM 5 – HOME PLATE TARGET LINE****Natural running position****Unnatural running position**

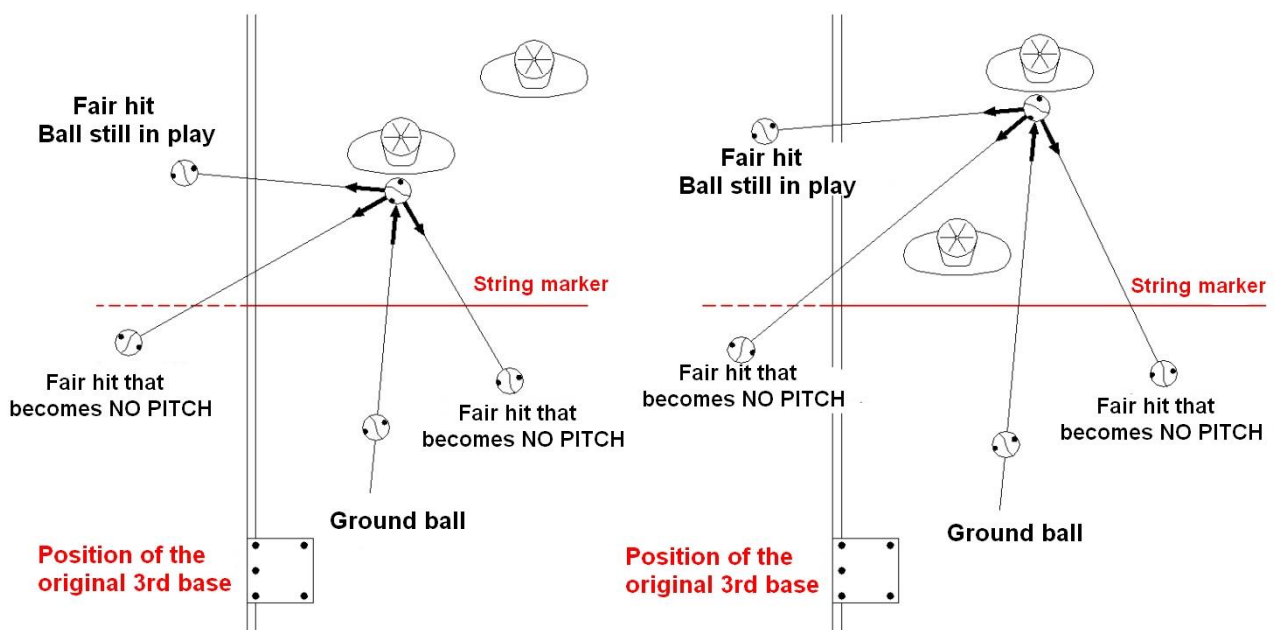
## DIAGRAM 6 – SECOND BASE SAFETY ZONE



## DIAGRAM 7 – POSITIONING OF RUBBER CIRCLES

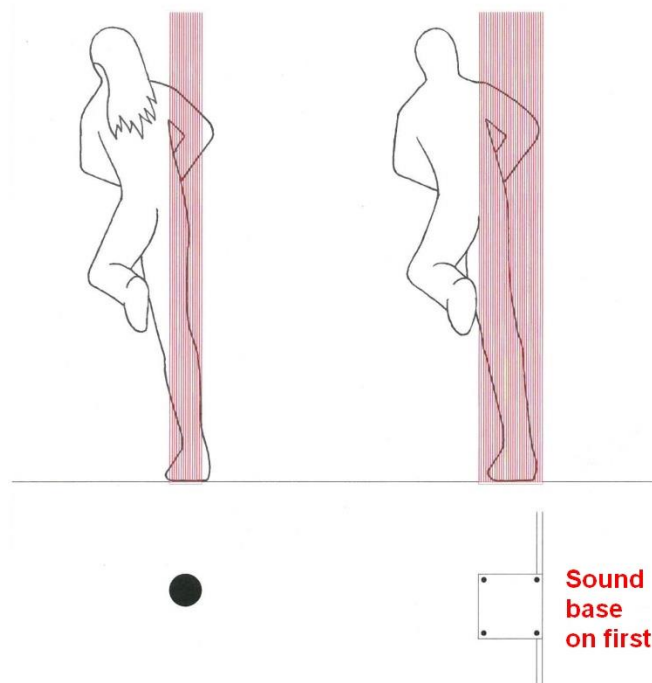


## DIAGRAM 8 – DEVIATION OF THE BALL IN TO THE FOUL ZONE

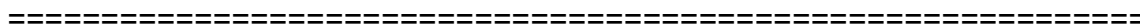




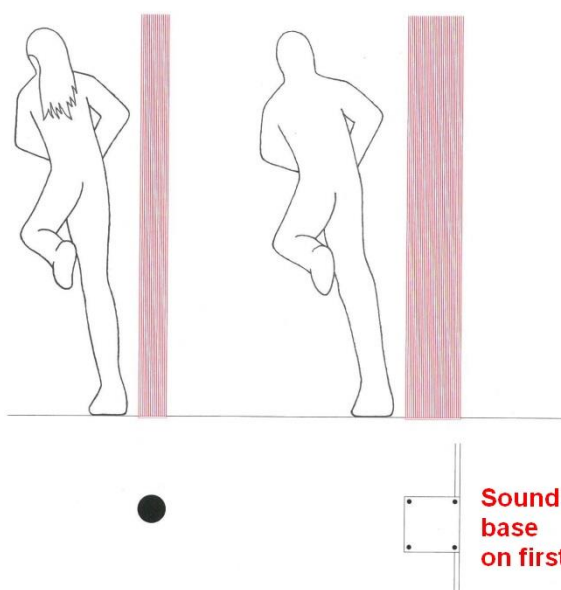
## DIAGRAM 9 – ROUNDING of FIRST BASE



**VALID PASSAGE**

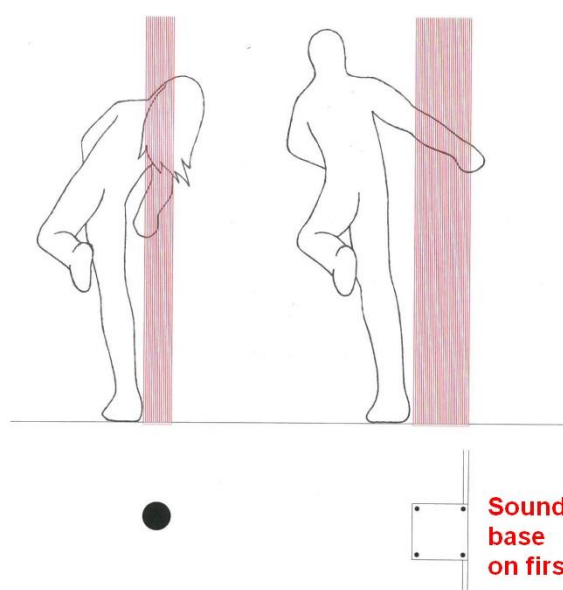


**OUT**



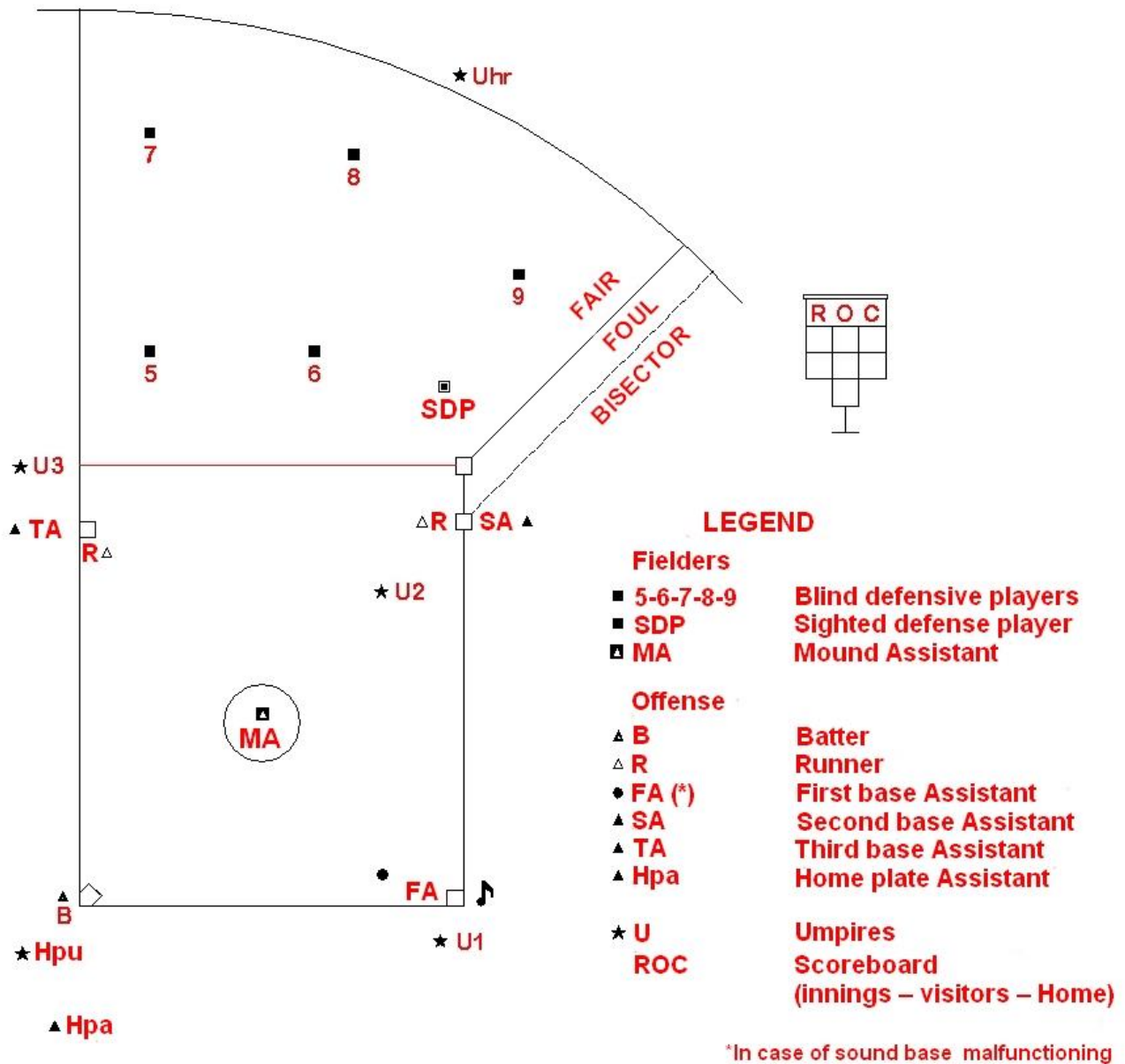
**Out due to passage on the left  
of the pertinent first base**

**OUT**



**Out due to passage with an  
unnatural running position**

## DIAGRAM 10 – PLAYERS, ASSISTANTS, UMPIRES



Game code

- ☐ Italian Championship
- ☐ Italian Cup
- ☐ Others

| n° | Pos. | Surname Name | JN |
|----|------|--------------|----|
| 1  |      |              |    |
| 2  |      |              |    |
| 3  |      |              |    |
| 4  |      |              |    |
| 5  |      |              |    |
| DO |      |              |    |

| Signed players |   |  |
|----------------|---|--|
| DV             | 4 |  |
| AM             | 1 |  |

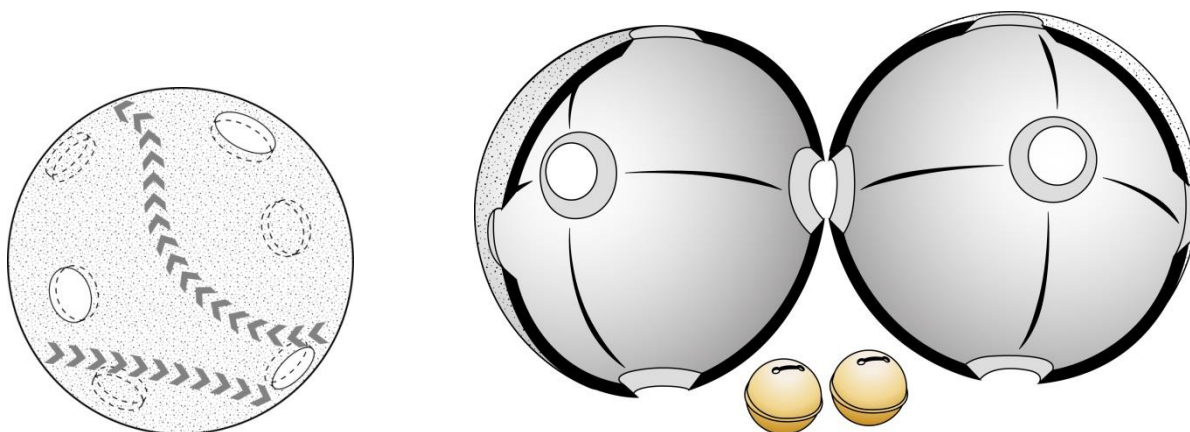
Team manager signature

[illegible]

Signed beneath

[illegible][illegible]

## DIAGRAM 12 – SOUND BALL



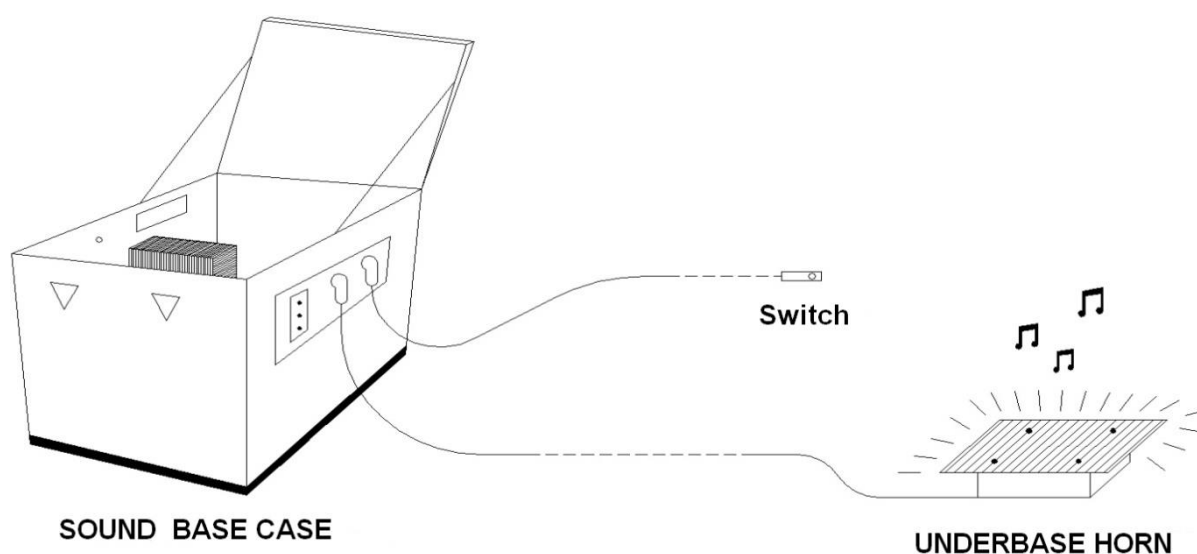
Pro. A or similar – Regulation size, weight, dimpled, low bounce baseball, Saz. 9th

Hole Layout

Brett ball Model A with 1 geometrically eccentric 18mm hole and 5 geometrically eccentric 16mm (see hole layout)

Containing two brass jingle bells made by the MetalMarc Company, model OL (24x21mm)

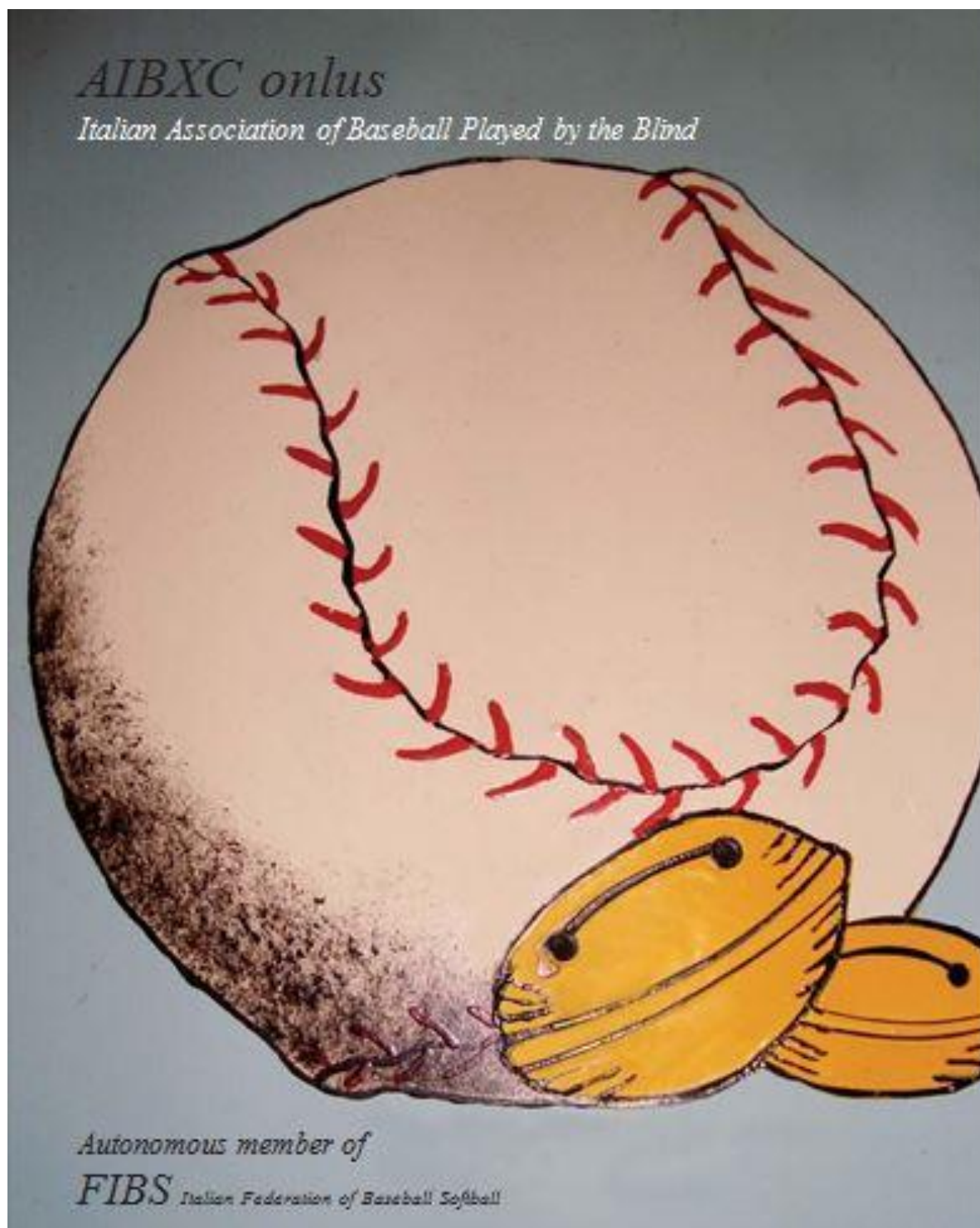
## DIAGRAM 13 – SOUND FIRST BASE “EP 2505237 PATENT”



Electronic scheme available at AIBXC headquarters



# REGULATIONS OF COMPETITIVE AND AMATEUR SPORTS ACTIVITY



**AIBxC Onlus**



**(articolo 16.3 dello Statuto)**

Il Regolamento di Attività agonistica (RAA) definisce le modalità di adesione e di svolgimento del Campionato italiano di BxC, di Tornei e delle loro singole partite.

**General rule**

Anyone who participates in AIBXC competitive and amateur sports activities must strictly adhere to all precepts of fair play in personal relationships as well on the field.

**1.0 – WHO MAY REGISTER: Groups or Teams**

- 1.01 - Competitive Team (CT) and Amateur Team (AT)**
- 1.02 - Membership**
- 1.03 - Team Registration**
- 1.04 - Registration in the competitive activities**
- 1.05 - Registration deadline for competitive activities**
- 1.06 - Written request**
- 1.07 - Registration deadline for amateur activities**

**2.0 - REGISTERED MEMBERS: People**

- 2.01 - Registered members: People**
- 2.02 - Suspension of membership**
- 2.03 - Official registration**
- 2.04 - Change of AT**
- 2.05 - First official registration**
- 2.06 - Membership**
- 2.07 - Sighted defense player (SDP) and Assistants**
- 2.08 - Manager Director and Witness of Signature Director**
- 2.09 - Obligation**
- 2.10 - Transfers and loans**
- 2.11 - Physical injuries**
- 2.12 - Physical examination**

**3.0 - ACTIVITIES**

- 3.01 - Competitive activities**
- 3.02 - Participation**
- 3.03**



**4.0 - GAME CONTROLS AND REGISTRATION**

- 4.01 - Umpires judgements and decision calls**
- 4.02 - Umpire report**
- 4.03 - Scorekeepers**
- 4.04 - Competition commissioner**

**5.0 - COMPETITIVE ACTIVITIES (PD)**

- 5.01 - Winning position**
- 5.02 - Playing season**
- 5.03 - International tournaments**
- 5.04 - Registration in competitive activities**
- 5.05 - Formula**
- 5.06 - Ranking**
- 5.07 - Playing field**
- 5.08 - Safety**
- 5.09 - Obligatory accessories**

**6.0 - GAME PRELIMINARIES**

- 6.01 - Inspections**
- 6.02 - List of players**
- 6.03 - Field availability in the pre-game**
- 6.04 - Game forfeit**
- 6.05 - 30 minutes waiting period**
- 6.06 - General restrictions**

## **1.0 - WHO MAY REGISTER GROUPS or TEAMS**

### **1.01 - COMPETITIVE TEAM and AMATEUR TEAM**

A Competitive Team (CT) is defined as a group of volunteers of which at least seven are blind (B1-11) or visually impaired (B2-12 and B3-13) and have declared, via registration, their intention to participate in AIBxC Onlus competitive activities.

An Amateur Team (AT) is defined as a group of volunteers who have declared, via registration, their intention to participate in AIBxC amateur activities.

### **1.02 – MEMBERSHIP**

Membership in AIBxC and participation in either the CT or the AT is completely independent from membership in any other organization, association, league or federation, whether sports-affiliated or otherwise.

### **1.03 – TEAM REGISTRATION**

A CT shall be considered registered from the moment that the conformity of its written request to participate in the competition has been ascertained. The President or Manager of a CT or an AT which registers in the competitive activities of the AIBxC must be a full member of the association (see **article 5** of the Statutes). An AT shall be considered registered from the moment that the conformity of its written request to participate in the competition has been ascertained.

### **1.04 – REGISTRATION IN THE COMPETITIVE ACTIVITIES**

Registration in the competitive activities must be made by properly filling and submitting the appropriate **IAA forms**. The following documents must be submitted together with or subsequent to the registration forms:

- a) **List of players**: Registration is valid for all the names listed on the forms.
- b) **Request for membership Cards** for new or transferred players (see **Art.2.04 RAA**).

### **1.05 – REGISTRATION DEADLINE FOR THE COMPETITIVE ACTIVITIES**

Registration deadline for the competition shall be, unless otherwise specified, the **last working day of February**.

### **1.06 – WRITTEN REQUEST**

Registration in amateur activities is made by a simple written request.

## **1.07 – REGISTRATION DEADLINE FOR AMATEUR ACTIVITIES**

There is no deadline for registration in amateur activities.

## **2.00 – REGISTERED MEMBERS PEOPLE**

### **2.01 – REGISTERED MEMBERS: People**

- Blind players (**B1-11**)
- Visually impaired (**B2-12** and **B3-13**)
- Sighted players
- Coaches
- Competition Commissioner
- Umpires
- Scorekeepers
- Managers – Assistants
- Team doctors
- Masseurs
- Anyone having demonstrated membership according to the stated prerequisites.

### **2.02 – SUSPENSION OF MEMBERSHIP**

The suspension of membership shall occur in case of:

- Voluntary withdrawal
- Expulsion
- Cessation of **AIBxC**

### **2.03 – OFFICIAL REGISTRATION**

Membership, or official registration, is compulsory for:

- Blind players (**B1-11**)
- Visually impaired players (**B2-12** and **B3-13**)
- Sighted players
- Coaches
- Competition Commissioner
- Umpires

- Scorekeepers
  - Managers – Assistants
  - Managing Director and Witness of Signature director if necessary
- This occurs as specified in these rules (**RAAS**).

#### 2.04 – CHANGE OF AT

Membership must be renewed for players who change teams in the course of the year. All requests for membership submitted in previous years by players who do not change teams in the course of the year shall be considered valid. Membership registration is compulsory for incoming players.

#### 2.05 – FIRST OFFICIAL REGISTRATION

Membership may be granted to blind (**B1**) and visually impaired (**B2** and **B3**) players **at any time** during the playing season.

#### 2.06 – MEMBERSHIP

Blind and visually impaired players join a team by membership registration, thus obliging them to belong to that team for the entire and current playing season.

#### 2.07 – SIGHTED DEFENSE PLAYER (SDP) AND ASSISTANTS

Sighted players who intend to play as sighted second base defenders (**SDP**) and/or base assistants may register with **AIBxC** with no obligation of team affiliation. The **AIBxC** requires that the sighted second base defender remain with the same team **throughout the season**.

#### 2.08 - MANAGING DIRECTOR and WITNESS OF SIGNATURE DIRECTOR

The Managing Director and Witness of Signature director, the latter necessarily sighted, indicated at the time of team registration, are required to remain with the same team for **the duration of the season**. They can be substituted by others, but they are not allowed to change team before the end of the playing season. *The presence of the Witness of Signature director is not necessary if the Manager Director is a sighted person.*

#### 2.09 – OBLIGATION

No Competitive Team (**CT**) may be without at least one sighted manager during the playing season.

#### 2.10 – TRANSFERS AND LOANS

The **AIBxC** permits transfers and loans of players without restrictions of formalities. However they are not permitted during the playing season.

### **2.11 – PHYSICAL INJURIES**

Blind or visually impaired players attest to their awareness of the risks of physical injury inherent in baseball for the blind by signing their membership cards. The **AIBxC**, its members and anyone registered for the competitive activities shall therefore be in no way liable for any injuries or their consequences. Members may authorize **AIBxC** to take out an insurance policy that covers them. The **AIBxC** is therefore not required to insure its players.

### **2.12 – PHYSICAL EXAMINATION**

Blind or visually impaired players must submit to a physical examination in order to participate in **AIBxC**-sponsored competitions attesting that they are fit to carry out sports activities during the current year.

## **3.00 – ACTIVITIES**

### **3.01 – COMPETITIVE ACTIVITIES**

The competitive activities organized by **AIBxC** are in the form of:

- a) Italian Championship
- b) Italian Cup
- c) Tournaments
- d) Demonstration games
- e) International games

### **3.02 – PARTICIPATION**

Participation in competitive activities organized by **AIBxC Onlus** shall be permitted only to those who have registered.

## **4.00 - GAME CONTROLS AND REGISTRATION**

### **4.01 - UMPIRES JUDGEMENTS AND DECISION CALLS**

Judgements calls refer to the dynamics of a play, while decision calls deal with the application of the rules regarding the play. Judgements are immutable and final, while in the case of decision calls, the umpire must first confirm the fact and give audience to the parties against whom the call was made who may then briefly and civilly express their grievances. Any protest, that may compromise the final result of a finished game, is not authorized.

### **4.02 – UMPIRE REPORT**

The umpire's report (or the Scorekeeper's register, undersigned by the umpire) submitted to the AIBxC ratifies the final results of the game.

### **4.03 – SCOREKEEPERS**

The scorekeepers represent the AIBxC and/or the FIBS and are responsible for accurately compiling the scorecards.

### **4.04 – COMPETITION COMMISSIONER**

The Competition Commissioner may intervene in order to include and clarify the new rules related to particular game situations which occur during the playing season.

This notice shall be done through the competitive activity circular that will immediately apply for a potential new rule.

The Technical Commission (TC), at the end of the playing season, may accept or reject the modify to the RTI and however ask the Board of Directors for the approval.

## **5.00 - COMPETITIVE ACTIVITIES (PD)**

### **5.01 - WINNING POSITION**

The **AIBxC** assumes as defining principle that the status of winner as awarded to the winning team of Championship or Tournament games shall be indisputable. The winning position, based on the number of points accumulated, may vary during the different phases but there will always be one winner.

### **5.02 – PLAYING SEASON**

The Playing Season organized by the **AIBxC** includes: the Italian Championship, Italian Cup and National Tournaments of Baseball for the Blind (B4B). Participation in competitions organized by **AIBxC** shall be permitted only to Teams which have regularly registered.

### **5.03 – INTERNATIONAL TOURNAMENTS**

The **AIBxC** organizes International Tournaments.

### **5.04 – REGISTRATION IN COMPETITIVE ACTIVITIES**

Registration in **AIBxC** competitions implies that the registered team will compete in the National Championship and the Italian Cup of B4B, unless adequate justification for non-participation has been submitted. Registration in the Competitions requires payment of a tax and a deposit.

### **5.05 – FORMULA**

The formula of the Championship, the Italian Cup and the Tournaments shall be under the jurisdiction of the Competition Commissioner.

### **5.06 – RANKING**

Ranking, partial and final, of the championship and tournaments shall be communicated to the teams by the **AIBxC**.

### **5.07 – PLAYING FIELD**

The playing field shall be that of the senior baseball leagues equipped with the necessary accessories (**Rule 5.09 RAAS**). Other types of playing fields may be utilized as long as they permit adequate safety distances.

### **5.08 – SAFETY**

Safety must be guaranteed on every playing field. They must remain free of obstacles. Any steps leading to the dugouts must be marked, protected and



described to the players. Rules of safe behavior may be read to the teams before the start of the games.

### **5.09 – OBLIGATORY ACCESSORIES**

- The original bases: Home and 2<sup>nd</sup>
- The flat offensive bases: 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, and the flat signals for home base target line and 1<sup>st</sup> for women, boys and girls
- Acoustic device on 1<sup>st</sup> base (may be replaced by a person clapping hands or paddles or by a whistle)
- Signals marking the outfield home run line
- String marker between Fair Territory and Internal Foul Territory
- String marker of 2<sup>nd</sup> base safety zone

## 6.00 - GAME PRELIMINARIES

### 6.01 – INSPECTIONS

**30'** (thirty minutes) before the start of the game, the umpires must check that the playing field and all the necessary accessories are in order, especially that:

- a) The playing field is free of obstacles
- b) The difference in height between the dirt and the grass is minimal and in any case not over the 2.54cm
- c) There are neither bumps nor holes in the base-running area
- d) The flat bases are firmly attached to the ground
- e) The sound 1<sup>st</sup> base (if available) is properly functioning
- f) The string marker 2<sup>nd</sup>-3<sup>rd</sup> and the 2<sup>nd</sup> base Safety Zone has been properly set up

### 6.02 – LIST OF PLAYERS

**10'** (ten minutes) before the start of the game the two team managers must submit triple copies of a signed List of players and their membership cards to the umpires and the Scorekeeper. The Home Plate Umpire, or the Scorekeeper, will then call roll to verify the identity of players.

### 6.03 – FIELD AVAILABILITY IN PRE-GAME

**25** (twenty-five minutes) before the start of the game shall be used as follows:

- a) Between minute **25** (twenty-five minutes) and **15** (fifteen minutes) before the start of the game the field will be available for the infield practice of the home team.
- b) Between minute **15** (fifteen minutes) and **5** (five minutes) before the start of the game the field will be available for the infield practice of the visiting team.
- c) The remaining **5** (five minutes) shall be used by the umpires in order to coordinate the exchange of the line up between the two team managers or coaches at home plate and to line up on the field the team which will play defense first.

***Note:** During this period of time, the umpires shall remind the 2 coaches or managers the safety and behavior rules to be maintained during the game.*

#### ***How to organize the group (appendix to the note of the RAAS 6.03c rule)***

- a) The two team coaches on the field (defense) are in charge of:
  - 1) Positioning the players on the field (see 6.11c RAAS). Players shall be instructed to move according to “voice signals” of the managers in such a way they don't have to physically intervene every time.

- 2) Collecting the gloves and leading athletes to the dugouts at the end of their turn at bat.
- Gloves of third base dugout players will be placed in foul territory beyond the string marker.
  - Gloves of first base dugout players will be placed in foul territory behind second base and distant from the play.
- b) Coaches or assistants in the dugout shall call in players and make them ready for hitting.
- c) An offensive team assistant must, as per regulation, be positioned behind home plate in order to assist the runner coming from third base.
- d) Batters shall wait to be called by the umpire.

***Note:** Should more than one game be played (during the inter-round and tournaments) in one day, teams that have to play successively are allowed to warm up at the end of the field, on the right field if possible, trying not to disturb the current game.*

#### **6.04 – GAME FORFEIT**

Should one or both teams fail to arrive on the playing field after **30** (thirty) minutes, the umpire may rule that the absent team or both teams is/are defeated.

#### **6.05 – 30' WAITING PERIOD**

Should the head umpire receive word within **30** (thirty minutes) from the start of the game that the absent team is on its way, s/he may rule to extend the waiting period at his/her own discretion.

#### **6.06 – GENERAL RESTRICTIONS**

Teams will not allow on the field players who:

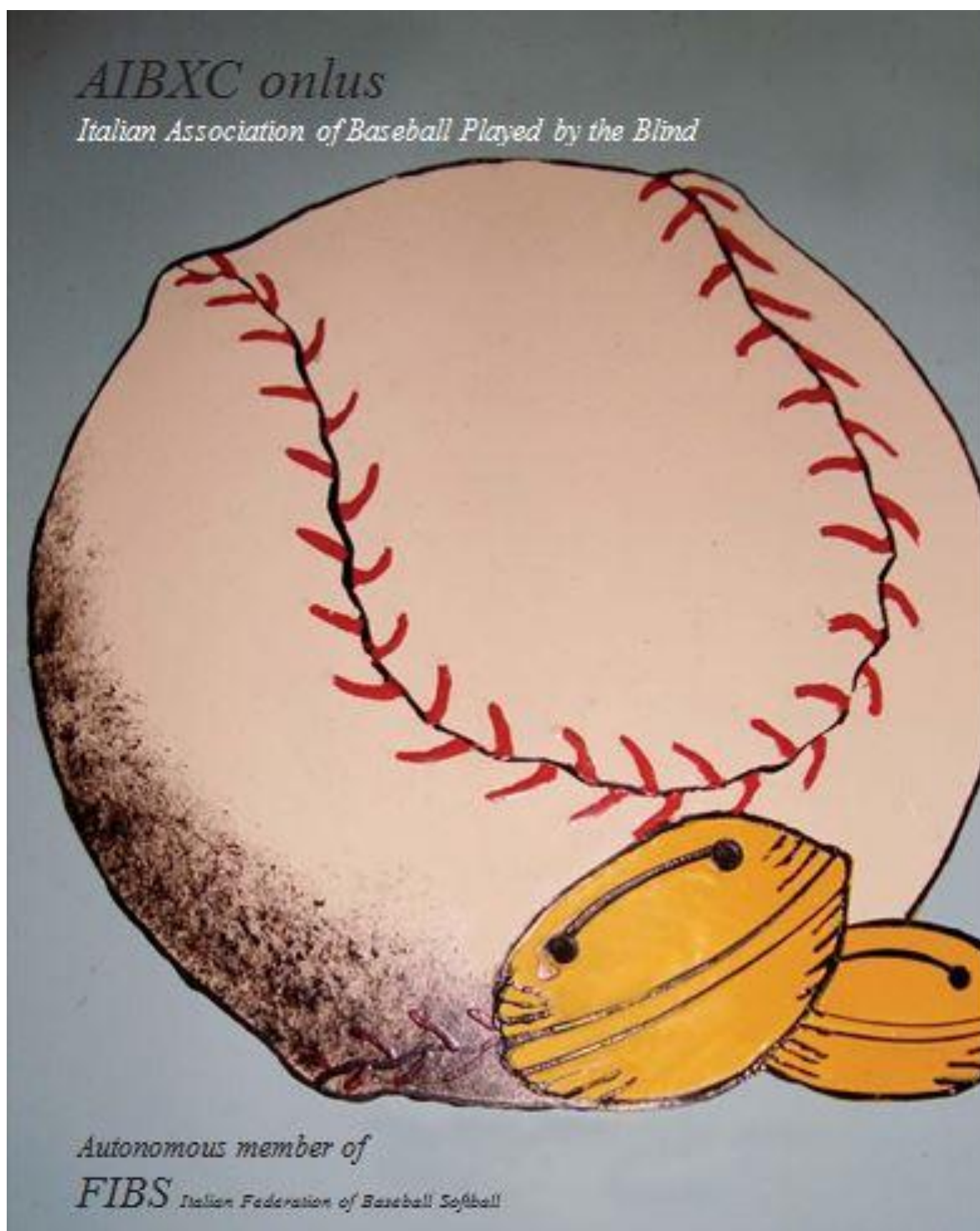
- Are not registered
- Are registered with other Teams
- Are not blind-folded if visually impaired or sighted

The umpire shall prevent these categories of players from participating.





# DISCIPLINARY RULES



**AIBxC Onlus**

**(Art. 16.4 of the statutes)**

Disciplinary rules define the violations to the Regulations of competitive and amateur sports activity and, more generally, to the fair play sanctioning relevant penalties.

**General rule**

Anyone who participates in AIBXC competitive and amateur sports activities must strictly adhere to all precepts of fair play in personal relationships as well on the field.

**1.00 - PROVISOS****1.01 - Definitions****1.02 - Disciplinary Authority****1.03 - Commissioner of B4B****2.00 - GENERAL SAFETY****3.00 - SILENCE****4.00 - BLINDFOLD MANIPULATION****5.00 - GAME FORFEIT****1.00 - PROVISOS****1.01 – DEFINITIONS**

- a) **ALERT:** Request to rectify dangerous conditions, cease disturbances and/or not to repeat dangerous and/or illegal actions.
- b) **WARNING:** First disciplinary action to prevent repetition of dangerous and/or illegal plays or infractions against precepts of fair play in personal relationship as well as on the field.
- c) **EXPULSION:** If an infraction is repeated after a warning has already been issued for it, the responsible player on the field may be punished by expulsion.
- d) **EJECTION:** Anyone who has already been called out twice for disturbances from off field may be asked to leave the area.
- e) **DEFERENCE:** Action carried out by the Head Umpire, informing the Commissioner of B4B, by means of a brief, explanatory report, of a significant violation of the norms of fair play in personal relationships or on the field before, during or after the game.
- f) **DISQUALIFICATION:** The Commissioner of B4B, whose decisions are irrevocable, may make provisions for the suspension (or disqualification) of a player for up to three games, which shall be the subsequent three from the moment of disqualification, regardless of at which point in the season the suspension occurs).



***Note:** Should the Judge consider the behavior sufficiently serious as to warrant more severe punishment, the case will be taken up by the Board of Directors of the AIBXC.*

## 1.02 – DISCIPLINARY AUTHORITY

Each of the following may take specific disciplinary actions relative to his/her role:

- a) Field Umpires (U)
- b) Single Judge
- c) Competitive Activity Commissioner
- d) Board of Directors of the AIBXC

## 1.03 – COMMISSIONER OF B4B

The office of Commissioner is held by a **single individual** nominated by the President of the AIBXC.

# 2.00 – GENERAL SAFETY

The Home Team and/or the Organizing Committee, in addition to the obligations specified in the Competitive Rules, must see that every possible safety measure has been taken to prevent players on and off the field from sustaining injury of any kind (**introduction to the Rule 8.00 RTI and Rule 5.08 RAAS**).

Umpires may enforce this injunction by means of **Calls and Deferences (Rule 1.01a and Rule 1.01e of the Disciplinary Rules)**.

## 3.00 – SILENCE

Silence is a fundamental condition for this game to be played properly. Except for the standard regulation acoustic signals and communication (audible ball, sound base, whistle, hands or clappers, regulation calls on the part of sighted second-base players, judgement and decision calls on the part of the umpires) no other sound or noise must disturb the play.

***Approved rule:** Defensive blind players seeking a ball are the only one permitted to communicate vocally.*

Umpires may enforce this rule by means of Calls, Expulsion and Ejection (**Rule 1.01c – Rule 1.01d of the Disciplinary Rules**).

#### **4.00 – BLINDFOLD MANOMISSION**

The regulation blindfold provided by the **AIBxC** or an approved substitute, must be properly worn. Should the opposing team notice any irregularities, their only recourse is to request the umpire to verify the facts. The umpire is the only person authorized to intervene in these circumstances.

Should the Umpire observe even partial removal of the blindfold, s/he may enforce this rule by referring to the **Rule 3.05** of the **RTI**.

#### **5.00 – GAME FORFEIT**

The **AIBxC** through the Competitive Activity Commissioner will penalize any Team which has failed to show up to their scheduled games according to the Official Calendar and any properly communicated scheduling modifications, the penalty levied shall be the same number of points that the team would have earned if they had won the game.

