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## MEMORANDUM

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**TO:** All Traveling Baseball Coaches and Pro-Am Umpires

**FROM:** Gary Rinehart, WAA Traveling Commissioner  
Curt Schmillen, ERAA Traveling Commissioner  
Mike Schaefer, WYAL Traveling Commissioner  
Barry Schalkle, Umpire in Chief, Pro-Am Umpires, Inc.

**SUBJECT:** Lighting and Field Usage when back-to-back games are scheduled on field and delays in the game.

**DATE:** April 1, 2015

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**Let's make sure we are all aware of the light procedures on White 14 and the Black fields. Print this out, because you may need it for visiting teams or coaches who may forget this.**

Early games should start no later than 6pm, unless there is a school sanctioned High School game being played. The lights must go out at 10:30pm (This is Woodbury city mandate which takes precedent over Metro Baseball guidelines).

**Game 1** should start at 6pm. There is a 4 1/2 hour window for both game 1 & 2.

**Game 1** needs to be done by 8:10 (2 hr 10 min). That gives 10 minutes for field prep, so ..

**Game 2** starts at 8:20, that is a 2h 10 min window with the lights going out at 10:30pm.

**MUST KNOW RULES with suggestions below this**

**Game 1** - No new inning starts after 7:45 pm and a hard stop at 8:10. That means at 8:10 pm the game is over. PERIOD – done - over. The score reverts back to the last completed inning. No exceptions.

If there is a **Game 2** starting around 8:00pm there are 2 alternative rules.

1. If it is a second game of the evening, a game starting around 8:00pm must observe the same time constraints of the first game, regardless if it started at 8:20 or before. This means no new inning can begin after 1:45 of play and a 2:10 hard stop, regardless when the game started.
2. If it is the only game of the evening and starts around 8:00pm the game must be completed by 10:30 (hard stop). That means no new inning can begin after 10:05 and the game is over at 10:30pm – PERIOD. These are Woodbury city mandates, not Woodbury area traveling baseball decisions.

There may be occasions where sanctioned High School games are being played on these fields and they have precedence over WAA, ERAA or WYAL games. When those games finish you take the difference from that time until 10:30, subtract the 10 minutes field prep between games and divide by two. **That is the hard stop time of the games – play accordingly. Example:** The high school game ends at 6:20 - the traveling game will start at 6:30. You have 3 hours and 50 minutes of total playing time for the two games or 1 hour 55 minutes for each game (hard stop).

### **Scenario – First game of two doesn't get started until after 6:30 or rain delay**

It is possible that you could have a high school game that has a rain delay or the first game has a rain delay. This poses the question: what if that happens - what do the two traveling teams do and what happens if the first game doesn't have 5 complete innings before the scheduled hard stop time?

After much discussion, we have concluded that it doesn't make sense to have two suspended traveling games, so if the first game does not start until after 6:30 for any high school related game, weather delay prior to or after 6:30, the first team will have precedence to complete the first game. We understand that the second game will likely be suspended, but it is more likely these are two teams that will have shorter travel distances to make up or complete the suspended game.

If it appears that the second game will not be completed, coaches and umpires should make every effort to contact the coaches of the second game as soon as possible to inform them of the situation to allow them time to notify their team in the event they choose to cancel the second game (their option).

### **The manipulation challenge**

So here is the deal with coaches who want to manipulate the play to get the score to revert back. NFHS rules are very clear about this conduct and stalling tactics, which is why they have several rules to address this behavior, including charged conferences and the 20 second rule. When the umpire perceives any stall tactic whether by the offense or the defense the umpire must invoke the appropriate rule to preserve the integrity of the game.

### **Offensive conference**

Unless a defensive conference has been granted, if the batter goes to talk to any coach during his at bat, this is considered an offensive conference.

**Rule (3)(4)(2)** *Each team, when on offense, may be granted **not more than one** charged conference **per inning** to permit the coach or any of that team's personnel to confer with base runners, the batter, the on-deck batter or other offensive team personnel.*

**Penalty:** The umpire shall deny any subsequent offensive team requests for charged conferences.

### **Defensive conferences**

These are most often visits to the mound. You must know that they are different in NHFS (Metro) baseball than major league rules.

**Rule 3(4)(1)** *Each team, when on defense, may be granted **not more than three charged conferences during a seven-inning game**, without penalty, to permit coaches or their non-playing representatives to confer with a defensive player or players. In an extra inning game, each team shall be permitted one charged conference each inning while on defense without penalty. The number of charged conferences permitted is not cumulative.*

**PENALTY:** After three charged conferences in a seven-inning game, or for any charged conference in excess of one in each extra inning, the **pitcher shall be removed as pitcher for duration of the game.**

**Other Delay of Game Rules**

**Rule 6 (2)(2)(c)** *Delay of the game includes failing to pitch or make or attempt a play, including a legal feint, within 20 seconds after the pitcher has received the ball.*

**PENALTY:** The batter shall be awarded one ball.

**Rule 7(3)(1)** *Delay the game by failing to take his position promptly in the batter's box within 20 seconds. The batter must keep at least one foot in the batter's box throughout the time at bat.*

**PENALTY:** For failure of the batter to be ready within 20 seconds after the ball has been returned to the pitcher, the umpire shall call a strike. If the batter leaves the batter's box, delays the game, and none of the above exceptions apply, the plate umpire shall charge a strike to the batter. The pitcher need not pitch, and the ball remains live.

**Rule 6-2** *Delay of the game includes:*

*a. throwing to any player other than the catcher, when the batter is in the batter's box, unless it is an attempt to retire a runner;*

**PENALTY:** The pitcher shall be ejected from the game after a warning.

Coaches – teach your players to win and lose with integrity and dignity. When you purposefully play to manipulate the rules and spirit of the game, remember that you are teaching your boys far more than just baseball. Metro Baseball and all the Woodbury Area Associations try to provide a quality experience for the players, but having coaches bickering about unfair play or rule manipulations undermines the play of the game and it puts the umpire in a difficult position they should not have to be put in – that is babysitting adults.