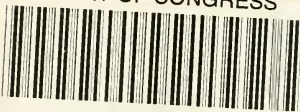


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SPALDING'S OFFICIAL BASE BALL GUIDE

Official Base Ball Rules

Adopted by the

National and American Leagues

and the

National Association of Professional
Base Ball Leagues

OFFICIAL PUBLICATION

1920

With Explanatory Notes on the Playing
Rules and Marginal Index

BY JOHN B. FOSTER

Including "Knotty Problems"

In Convenient Detachable Form for Ready
Reference

SPALDING

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Every player, manager, coach—and “fan”—should send for a copy of the new Spalding catalogue for 1920. Mailed free from any Spalding store (see list of addresses on inside front cover of Guide for store nearest you).



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Explaining the New Rules

In the chapter on "Knotty Problems," annually printed in the GUIDE, Mr. Foster has kindly offered to help readers in doubt as to the meaning and intent of the rules by answering individually questions pertaining to the conduct of a game. That his offer has been generally appreciated is apparent from the number of questions sent to him daily during the season from every portion of the United States and Canada and even foreign countries. With a view of helping to a clearer understanding of the meaning of the laws of the game, Mr. Foster has supplemented the rules with explanatory notes based on his long experience.

These Explanatory Notes* (which are printed in smaller type than the text of the official rules) are *not* a part of the official rules as promulgated by the joint committee on rules of the National and American Leagues, but were compiled by Mr. Foster exclusively for SPALDING'S OFFICIAL BASE BALL GUIDE and inserted therein to enable the rules to be more readily compared and understood.

PUBLISHERS SPALDING'S OFFICIAL BASE BALL GUIDE.

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Official Playing Rules Professional Base Ball Clubs

As adopted at the meeting of the Joint Playing Rules Committee of the National League and the American League, held at National League Headquarters, New York City, March 2, 1904. Amended February 14, 1906; February 25, 1907; February 27, 1908; February 17, 1909; January 24, 1910; February 13, 1914; February 13, 1916, and February 10, 1920.

These Rules also have been adopted by

THE NATIONAL ASSOCIATION OF PROFESSIONAL BASE BALL LEAGUES.
AMENDMENTS FOR 1920 INDICATED BY *Italics*.

OFFICIAL PUBLICATION

Official text of the rules printed in large type. Explanatory notes' by the Editor in smaller type.

The Ball Ground.

RULE The ball ground must be enclosed. Shortest distance on fair territory to obviate ground rules. Legal distance home base to backstop.

1 To obviate the necessity for ground rules, the shortest distance from a fence or stand on fair territory to the home base should be 235 feet and from home base to the grand stand 90 feet.

Enclosure applies to professional leagues.

To Lay Off the Field.

RULE To lay off the lines defining the location of the several bases, the catcher's and the pitcher's position and to establish the boundaries required in playing the game of base ball, proceed as follows :

Diamond or Infield.

From a point, A, within the grounds, project a straight line out into the field, and at a point, B, 154 feet from point A, lay off lines BC and BD at right angles to the line AB; then, with B as a center and 63.63945 feet as a radius, describe arcs cutting the lines BA at F and BC at G, BD at H and BE at I. Draw lines FG, GI, IH, and HF, each 90 feet in length, which said lines shall be the containing lines of the Diamond or Infield.

Surveyors' Measurements.

See diagram (page 2) for above measurements.

RULE 2(Official text of the rules in large type.
Explanatory notes by the editor in smaller type.)

In laying out a Base Ball field, proceed as follows:

Using a steel
tape.

With a steel tape measure lay out the base lines and place the home plate and pitcher's box as shown in the diagram on page 2. If it is possible to do so, have the home plate due north and the pitcher's plate due south.

Remove the sod from the base lines between the home plate and first and third bases; also from first base to second base and from second base to third base. The sod may be removed from around the pitcher's plate. Fill in the base lines and the ground around the pitcher's plate if the sod is removed.

Mark lines of batsman's box, on each side of home plate, with whitewash, lime or similar substance. Also foul lines, from home plate to first base and from home plate to third base, continuing out into the field beyond first and third bases.

Measurements.

Distance from home base, 90 feet; from first base to second base, 90 feet; from second base to third base, 90 feet, and from third base to home plate, 90 feet. Total distance around the bases, 360 feet.

Distance from point of home plate to pitcher's slab, 60 feet 6 inches. Distance is measured from point of home plate, where the base lines intersect, and not from the front part of the plate.

Distance across diamond, from home plate to second base, 127 feet $3\frac{3}{8}$ inches; from first base, across diamond, to third base, the same.

Size of batsman's box, 6 feet by 4 feet.

Size of pitcher's plate, 24 inches by 6 inches.

Size of base bags, 15 inches square.

Home plate, 1 foot square, with the corners filled in on the portion facing the pitcher, where it will measure 17 inches across.

To obviate the necessity for ground rules, where space is limited, the official rules specify that the shortest distance from home plate to a fence or stand in fair territory shall be 235 feet and from home plate to grand stand, 90 feet.

A simple method of laying out a ball field with a piece of cord is as follows:

Simple method
for outings and
impromptu
games.

First—Get a piece of rope or cord, with no stretch in it. Second—Measure off the following distances and make a knot at each distance: 60 feet 6 inches—90 feet—127 feet $3\frac{3}{8}$ inches—180 feet. Third—Decide upon the location of home plate (north and south is preferable, to avoid the sun in the fielders' eyes); fasten the rope end to a peg at home and walk out straight to full length of rope; 60 feet 6 inches will be the pitcher's slab; 127 feet $3\frac{3}{8}$ inches will be second base; put in spikes to mark same. Next fasten the knot at 180 feet

RULE 2

(Official text of the rules in large type.
Explanatory notes by the editor in smaller type.)

at second; grasp knot at 90 feet and walk out to right of home until the rope is tight at all points; this will be first base; go to the left in same manner and you will have third base. This can be done in less than ten minutes. This method is good for use at picnics, outings or similar events.

OFFICIAL DIMENSIONS OF DIAMONDS FOR BOYS UNDER SIXTEEN YEARS OF AGE.

Distance between bases, 82 feet; home plate to second base, 115 feet 11½ inches; same distance across diamond from first base to third base; home plate to pitcher's plate, 50 feet. See page 77 for diagram.

See diagram
on page 77.

The Catcher's Lines.

RULE SECTION 1. With F as a center and
3 10 feet radius, describe an arc cutting
line FA at Z and draw lines ZJ and ZK at
right angles to FA, and continue each out
from FA not less than 10 feet.

See official
diagram on
page 2.

SEC. 2. With F as a center and 90 feet radius
describe an arc cutting FA at L and draw lines
LM and LO at right angles to FA, and continue
each out from FL not less than 90 feet, to form
the back-stop line.

The Foul Lines.

RULE From the intersection point, F, con-
4 tinue the straight lines GF and HF
until they intersect the lines LO and LM, and
then from the points G and H in the opposite
direction until they reach the boundary lines
of the ground, and said lines shall be clearly
visible from any part of the diamond, and
no wood or other hard substance shall be used
in the construction of such lines.

See official
diagram on
page 2.

The Players' Lines.

RULE With F as center and 50 feet radius,
5 describe arcs cutting lines FO and
FM at P and Q; then, with F as center

See official
diagram on
page 2.

RULE 5

Official text of the rules in large type.
(Explanatory notes by the editor in smaller type.)

again and 75 feet radius, describe arcs cutting F'G and F'H at R and S; then, from the points P, Q, R and S draw lines at right angles to the lines F'O, F'M, F'G and F'H, and continue the same until they intersect at the points W and T.

The Coachers' Lines.

RULE With R and S as centers and 15 feet

6 radius, describe arcs cutting the lines R'W and S'T at X and Y and from the points X and Y draw lines parallel with the lines F'G and F'H and continue same out to the boundary lines of the ground.

See official
diagram on
page 2.

Coachers'
restriction.

Coachers are obliged to stay within the confines of the coacher's box, which, as will be noted on the diagram (page 2) does not permit them to go nearer than 15 feet to the base lines. Not more than two coachers may be on the field at the same time—one in each coacher's box.

The Three-Foot Line.

RULE With F as a center and 45 feet

7 radius, describe an arc cutting the line F'G at the figure one (1) and from the figure one (1) to the distance of three feet draw a line at right angles to F'G, and mark point 2; then from point 2 draw a line parallel with the line F'G to a point three feet beyond the point G, marked 3; then from the point 3 draw a line at right angles to line 2, 3, back to and intersecting with F'G.

See official
diagram on
page 2.

The Batsman's Lines.

RULE On either side of the line A'F'B

8 describe a rectangle 6 feet long and 4 feet wide (marked 9 and 10, respectively). The longest side of each rectangle shall be parallel with the line A'F'B and the rectangles shall be 29 inches apart or $14\frac{1}{2}$ inches on either

See official
diagram on
page 2.

RULE 8

(Official text of the rules in large type.
Explanatory notes by the editor in smaller type.)

side of line A F B. The middle of the long side of each rectangle shall be on a line with the middle corners of home base.

See enlarged section on diagram of field (page 2), showing position of home plate and batsman's box.

If it is not possible to outline a "box" it should be remembered that the batter is never allowed to step over home plate to strike at the ball, and that he must not run forward toward the pitcher, to exceed three feet from the center of the plate, to strike at the ball.

Batsman must not step over plate or out of box.

The Pitcher's Plate.

RULE SECTION 1. From point F measure
9 along line F E a distance of 60 feet 6 inches to point 4, which marks the front of the pitcher's plate. Draw a line 5, 6, passing through point 4 at right angles to F 4, and extending 12 inches on either side of line F B; then with line 5, 6, as a side, describe a rectangle 24 inches by 6 inches in which shall be placed the pitcher's plate.

See official diagram on page 2.

SEC. 2. The pitcher's plate shall not be more than 15 inches higher than the base lines or the home plate, which shall be level with the surface of the field, and the slope from the pitcher's plate to every base line and the home plate shall be gradual.

Pitcher stands on slight elevation.

The Bases.

RULE SECTION 1. Within the angle F, describe a five-sided figure, two of the
10 sides of which shall coincide with the lines F G and F H to the extent of 12 inches each, thence parallel with the line F B $8\frac{1}{2}$ inches to the points U and V a straight line between which, 17 inches long, will form the front of the home base or plate.

See official diagram on page 2.

SEC. 2. Within the angles at G and H describe squares, whose sides are 15 inches in length, two of the sides of which squares shall

RULE 10(Official text of the rules in large type.
Explanatory notes by the editor in smaller type.)

lie along the lines FG and GI, IH and HF, which squares shall be the location of the first and third bases respectively. At point I, the intersection of GI and HI, describe a square 15 inches on each side, the center of which is directly over point I and whose sides are parallel to GI and HI. This shall locate second base.

RULE The home base at F and the pitcher's

Home base and
pitcher's plate
must be of
rubber.

11 plate at 4 must be each of whitened rubber, and so fixed in the ground as to be even with its surface. The size of the pitcher's plate shall be 24 inches by 6 inches.

See enlarged section on diagram of field (page 2), showing position of home plate.

RULE The first base at G, the second base at

Bases of white
canvas.

12 I and the third base at H must each be a white canvas bag 15 inches square filled with soft material and securely fastened in place at the points specified in Rule 10.

The bases, except home plate, are best constructed of canvas bags filled with sawdust. Home plate should be of whitened rubber, whenever it is possible to obtain it. Some cruder substance may be used for bases if nothing else is obtainable, but it is best to follow the suggestions given. First, second and third bases should be attached to pegs driven in the ground, and home plate should be sunk so that its upper surface is on a level with the surface of the ground.

Attach bases
to pegs.

RULE The lines described in Rules 3, 4, 5, 6,

13 7, and 8 must be marked with lime, chalk or other white material, easily distinguishable from the ground or grass.

White lines to
designate
playing field.

Rules 2 to 13, inclusive, describe mathematically how to lay out a diamond for professional contests. For schoolboys, the joint rules committee of the National and American Leagues recommends a smaller size diamond, measurements for which will be found on page 77. Semi-professional and independent games are played on diamonds of the regulation size. For simple method of laying out a base ball field, see page 4.

(Official text of the rules in large type.
Explanatory notes by the editor in smaller type.)

The Ball.

RULE 14 SECTION 1. The ball must weigh not less than five nor more than five and one-quarter ounces avoirdupois, and measure not less than nine nor more than nine and one-quarter inches in circumference. The Spalding National League Ball or the Reach American League Ball must be used in all games played under these rules. Official ball.

SEC. 2. *The President of the League of which the contesting clubs are members shall specify the number of base balls which the home club must deliver to the umpire prior to the hour set for the commencement of a championship game, and all of such base balls shall be of the regulation make adopted by the said League.* If the ball placed in play be batted or thrown out of the grounds or into one of the stands for spectators or in the judgment of the umpire becomes unfit for play from any cause, the umpire shall at once deliver the alternate ball to the pitcher and another legal ball shall be supplied to him, so that he shall at all times have in his control one or more alternate balls. Provided, however, that all balls batted or thrown out of the ground or into a stand shall when returned to the field be given into the custody of the umpire immediately and become alternate balls, and so long as he has in his possession two or more alternate balls he shall not call for a new ball to replace one that has gone Number of balls to be given to umpire.

Returned balls.

The Spalding League Ball has been adopted by the National League for the past forty-three years and is used in all the League contests. It has also been adopted by the majority of other professional leagues and by practically all the colleges.

The Spalding "Official National League Jr." ball (cork center) is made exactly the same as the Official National League cork center ball and in accordance with the specifications approved for junior players by the Joint Rules Committee of the National and American Leagues. Games played by junior clubs with this ball count as legal championship games. See page 77 for diagram of field for junior players.

RULE 14

Official text of the rules in large type.
(Explanatory notes by the editor in smaller type.)

out of play. The alternate balls shall become the ball in play in the order in which they were delivered to the umpire.

SEC. 3. Immediately upon the delivery to him of the alternate ball by the umpire, the pitcher shall take his position and on the call of "Play," by the umpire, it shall become the ball in play. Provided, however, that play shall not be resumed with the alternate ball when a fair batted ball or ball thrown by a fielder goes out of the ground or into a stand for spectators until the base-runners have completed the circuit of the bases unless compelled to stop at second or third base in compliance with a ground rule.

Runs scored when fair batted or thrown ball crosses boundary fence.

Ground rule exceptions.

Discolored or Damaged Balls.

Discoloring or damaging ball.

SEC. 4. *In event of the ball being intentionally discolored by any player, either by rubbing it with the soil, or by applying rosin, paraffin, licorice, or any other foreign substance to it, or otherwise intentionally damaging or roughening the same with sand-paper or emery-paper, or other substance, the umpire shall forthwith demand the return of that ball, and substitute for it another legal ball, and the offending player shall be disbarred from further participation in the game. If, however, the umpire cannot detect the violator of this rule, and the ball is delivered to the bat by the pitcher, then the latter shall be at once removed from the game, and as an additional penalty shall be automatically suspended for a period of ten days.*

Umpire substitutes new ball.

Home Club to Provide Balls.

Home club furnishes balls.

Last ball in play property winning club.

SEC. 5. In every game the balls played with shall be furnished by the home club (as provided in Sec. 2, Rule 14), and the last in play

RULE 14

(Official text of the rules in large type.
Explanatory notes by the editor in smaller type.)

shall become the property of the winning club. Each ball shall be enclosed in a paper box, which must be sealed with the seal of the President of the League and bear his certificate that the ball contained therein is of the required standard in all respects. The seal shall not be broken by the umpire except *prior to game time, and for the purpose of inspecting the ball and removing the gloss therefrom.*

Umpire to
break seals.

Reserve Balls on Field.

SEC. 6. The home club shall have at least a dozen regulation balls on the field during each championship game, ready for use on the call of the umpire.

Plenty of balls
are needed in
reserve.

Sections 2, 4 and 5 of Rule 14 have been changed or amended. The president of the league shall determine the number of base balls which the home club must deliver to the umpire. This is far more to the purpose than the old method by which the home club was presumed to give two base balls of regulation make to the umpire. In reality, the umpire in major league games had at his command all of the base balls which were necessary to continue the game, if the number amounted to three dozen.

Section 4 is changed so completely that its original identity has been lost. Its new form is ironclad in its punishment of the discolored or damaged ball. It is direct legislation against the various kinds of freak delivery alleged to have been in existence—the “shine” ball, the “emery” ball, the “licorice” ball, the “spit” ball, the “split cover” ball, and so on. Punishment is meted out to the original offender, whether a fielder or a pitcher, if the umpire is able to determine the offender. The penalty becomes even more rigorous, because the umpire is given power to remove the pitcher from the game, carrying with it an automatic suspension of ten days, if the pitcher delivers the ball to the plate after it has been discolored or intentionally damaged in any way, whether the pitcher is or is not the original offender.

No more “freak”
deliveries.

It is the most drastic rule ever drafted against the use of anything which may be said to be artificial in pitching and the punishment is so severe that old and young pitchers would better abandon for all time any further effort to pitch in any other manner than that which is considered legitimate. The

RULE 14

(Official text of the rules in large type.
 Explanatory notes by the editor in smaller type.)

umpire's authority to remove an offender from the game is arbitrary and the rule, so far as he is concerned, makes it compulsory for him to take action.

Section 5 is modified sensibly. The umpire breaks the seal of the box containing the base balls prior to the game for the purpose of inspecting the ball and removing the gloss from its surface. It is not stated just how the gloss is to be removed, but a dry soft cloth will probably suffice. It is not necessary to open the box containing the base balls in the presence of the rival captains.

Regulation base balls for all kinds of games are provided by A. G. Spalding & Bros., who manufacture the official base ball of the National League. It is customary for the home team to provide base balls in amateur games as well as in professional games. The umpire has the custody of the ball when it is not in play, but at the completion of the game the last ball in play goes to the winning team. For players under sixteen years of age the Spalding "Official National League Junior—Cork Center" ball, made same as the "Official National League Cork Center" ball, only slightly smaller in size, should be used. Games played by junior clubs with this ball count as legal championship games. See page 77.

The Bat.

RULE The bat must be round, not over two

15 and three-fourth inches in diameter at

Official size
of bat.

the thickest part, nor more than 42 inches in length and entirely of hardwood, except that for a distance of 18 inches from the end, twine may be wound around or a granulated substance applied to the handle.

Handle of bat.

This rule is to be observed, except that in junior games lighter and shorter bats are permissible.

Number of Players in a Game.

RULE The players of each club, actively en-

16 gaged in a game at one time, shall be

Number of
players in a
game.

nine in number, one of whom shall act as captain; and in no case shall more or less than nine men be allowed to play on a side in a game.

This rule always is to be observed.

(Official text of the rules in large type.
 (Explanatory notes by the editor in smaller type.)

Positions of the Players.

RULE The players of the team not at bat
17 may be stationed at any points of the field on fair ground their captain may elect, regardless of their respective positions, except that the pitcher, while in the act of delivering the ball to the bat must take his position as defined in Rules 9 and 30; and the catcher must be within the lines of his position, as defined in Rule 3, and within 10 feet of home base, whenever the pitcher delivers the ball to the bat; *nor shall the catcher leave his natural position immediately and directly back of the plate for the purpose of aiding the pitcher to intentionally give a base on balls to a batsman, as provided by Section 9 of Rule 54.*

Captain place players, except pitchers and catcher.

Catcher not leave position for "intentional passing of batsman."

Two teams make up each contest, with nine players on each side. The fielders are known as the pitcher, the catcher, the first baseman, the second baseman, the third baseman, the shortstop, the left fielder, the center fielder and the right fielder. None of these is required to occupy an exact position on the field, except the pitcher, who must stand with his foot touching the pitcher's plate when in the act of delivering the ball to the batter, and the catcher, who must be within the "catcher's space" behind the batter.

Players must note without fail the added italic clause in Rule 17. The intent of this clause is to hinder the pitcher from giving an intentional base on balls. The catcher may not step deliberately to one side to receive the ball from the pitcher. If the catcher is standing in position and is compelled to reach to one side to prevent a wild pitch, he has not violated the rule as it reads. If the catcher moves out of position prior to the time of the ball leaving the pitcher's hand all base-runners are entitled to advance a base each as if a balk had been made. The rule doesn't say a base on balls cannot be given, but does say the catcher must not be the pitcher's accomplice.

Note italic clause in above rule

Must Not Mingle With Spectators.

RULE Players in uniform shall not be permitted to occupy seats in the stands,
18 or to mingle with the spectators.

Applies to league games, but worthy of observance always.

No players in uniform permitted in stands or among spectators.

(Official text of the rules in large type.
Explanatory notes by the editor in smaller type.)

Uniforms of Players.

Home and travel
uniforms for
players.

RULE 19 Every club shall adopt two uniforms for its players, one to be worn in games at home and the other in games abroad, and the suits of each of the uniforms of a team shall conform in color and style. No player who shall attach anything to the sole or heel of his shoe other than the ordinary base ball shoe plate, or who shall appear in a uniform not conforming to the suits of the other members of his team, shall be permitted to take part in a game.

Only regulation
shoe plates
allowed for
shoes.

Games played by players not clad in a regular uniform are called "scrub" games and are not recorded as "match" games. Every club should adopt a regular uniform, not only to enable the players to play properly and with comfort, but to distinguish one team from the other. In professional leagues the home uniform is usually white and the traveling uniform of some dark color.

No exception is to be made regarding attaching a foreign substance to the shoe.

Size and Weight of Gloves.

RULE 20 The catcher or first baseman may wear a glove or mitt of any size, shape or weight. Every other player is restricted to the use of a glove or mitt weighing not over 10 ounces and measuring not over 14 inches around the palm.

Catcher's and
first baseman's
glove may be
any size.

Other players'
gloves restricted
in size.

Younger players
can wear
suitable gloves.

These restrictions are meant for professionals. Younger players would find it impossible to use gloves of the size of those used by professionals, and smaller gloves are manufactured for their use. See list in advertising section.

Players' Benches.

Home club
furnishes
players' benches.

RULE SECTION 1. 21 Players' benches must be furnished by the home club and placed upon a portion of the ground not less than twenty-five (25) feet outside of the players'

RULE 21

(Official text of the rules in large type.
Explanatory notes by the editor in smaller type.)

lines. One such bench shall be for the exclusive use of the visiting team and the other for the exclusive use of the home team. Each bench must be covered with a roof and closed at the back and each end; a space, however, not more than six (6) inches wide may be left under the roof for ventilation. All players and substitutes of the side at bat must be seated on their team's bench, except the batsman, base-runners and such as are legally assigned to coach base-runners. Under no circumstances shall the umpire permit any person except the players and substitutes in uniform and the manager of the team entitled to its exclusive use to be seated on a bench.

Bench for each team.

Players and substitutes must be seated.

No outsiders on bench.

Penalty for Violation.

SEC. 2. Whenever the umpire observes a violation of the preceding section, he shall immediately order such player or players as have disregarded it to be seated. If the order be not obeyed within one minute the offending player or players shall be fined \$5.00 each by the umpire. If the order be not then obeyed within one minute, the offending player or players shall be debarred from further participation in the game, and shall be obliged to forthwith leave the playing field.

Umpire can order players seated.

One minute of grace.

Must leave field.

All ball grounds should be provided with two players' benches back of the base lines and on each side of the home plate. They must be not less than twenty-five feet outside of the coaches' lines. Each team should occupy one of these benches exclusively, and their bats and accoutrements should be kept near the bench.

Bats near bench.

Penalties provided for in the above rule apply to professionals.

A Regulation Game.

RULE 22 Every championship game must be commenced not later than two hours before sunset and shall continue until each team

Start play two hours before sunset.

RULE 22(Official text of the rules in large type.
Explanatory notes by the editor in smaller type.)

Contest to be nine innings, unless—
Side last at bat as scored more runs in eight innings than opponent in nine.
Winning run scores in last half of ninth inning.

has had nine innings, provided, however, that the game shall terminate :

SECTION 1. If the side first at bat scores less runs in nine innings than the other side has scored in eight innings.

SEC. 2. If the side last at bat in the ninth inning scores the winning run before the third man is out. *Provided, that if a batsman, in the last half of the final inning of any game, hit a home run over the fence or into a stand, all runners on the bases at the time, as well as the batsman, shall be entitled to score, and in such event all bases must be touched in order, and the final score of the game shall be the total number of runs made.*

All runners on bases score when home runs made in final inning.

SEC. 3. If the game be called by the umpire on account of darkness, rain, fire, panic, or for other cause which puts patrons or players in peril.

Game called for darkness, rain, fire, panic or other cause.

SEC. 4. *Whenever necessity demands that two games be played in one afternoon, the first game shall be the regularly scheduled game for that day.*

First game of double header regular game.

Rule 22 applies to all games, amateur or professional, unless it is mutually agreed to play less than nine innings. Sections 1, 2 and 3 of this rule apply to all games and are easily understood. Amateurs may begin a game at an hour later than two hours before sunset if they wish, and where the twilight is protracted, as in the Northwest, games are begun later than two hours before sunset.

Amateurs need not observe sunset rule.

Section 2 has received an addition by which the batsman who hits a home run in the last half of the final inning of a game is to get credit for it no matter what the score may be. It is a change which is only fair to the batsman. Home runs are not frequent and most of them are events of luck. Luck or not, they are something of which every batter is proud, and there is no reason why a batter who has made one should be deprived of credit for it simply because the state of the score does not arbitrarily need it. If the batter makes a home run in the last half of the final inning which is played and there

Batter finishing game with home run hit gets credit.

RULE 22

(Official text of the rules in large type.
Explanatory notes by the editor in smaller type.)

are three runners on the bases, all of them score, and the batter, too. That may give the winning team two or more runs than are actually necessary to win the game, but it will not matter. The score is to be the total of all the runs which were made in the final half inning in question. Do not forget, however, that each runner and the batter must touch each base in regular order.

Section 4 provides that the first game of any double-header is the regularly scheduled game. That always has been unofficially understood, but now it is absolutely regulated.

Priority of
games in
double-header.

Extra-Innings Games.

RULE If the score be a tie at the end of
23 nine (9) innings for each team, play shall be continued until one side has scored more runs than the other in an equal number of innings, provided, that if the side last at bat score the winning run before the third man is out in any inning after the ninth, the game shall terminate.

With score tied
in ninth inning
game continues.

Winning run can
be made by team
last at bat in any
inning after
ninth before
three outs.

This rule applies to all contests, amateur or professional. In the last half of the tenth inning, for example, if a run is scored with no one out, the game terminates.

Drawn Games.

RULE A drawn game shall be declared by
24 the umpire if the score is equal on the last even inning played when he terminates play in accordance with Rule 22, Section 3, after five or more equal innings have been played by each team. But if the side that went second to bat is at bat when the game is terminated, and has scored the same number of runs as the other side, the umpire shall declare the game drawn without regard to the score of the last equal inning. *Provided, that if the side last at bat shall, before the completion of its fifth inning, equal the score made by the opposing side in five complete innings, then the game shall be declared as legally drawn,*

Drawn game
equal score last
even inning.

If side second at
bat is still at bat
when game is
terminated by
umpire, with runs
equal, game is
drawn.

Legally drawn
game if fifth
inning, with
score tied, is
incompleted.

RULE 24

(Official text of the rules in large type.
Explanatory notes by the editor in smaller type.)

Records made in
legally drawn
game now
recognized.

and the individual and team averages shall be incorporated in the Official Playing Records.

The change which has been made in Rule 24 establishes the fact that a game is legal when the score is tied in the last half of the fifth inning. Furthermore, the records which are made by the players are to be incorporated into the official records. This definition of a legal game in the last half of the fifth inning is sane and sensible. It bears out the contention which was made in 1919, when the question of the legality of a five-inning game was brought up, that equal innings did not mean three hands out on each side but an equal score. In other words, when the score was tied in the last half of the fifth inning, the team second at bat had been given an equal chance with the team which was first at bat. If the side second at bat had scored two runs in the last half of the fifth inning it would have won. Most assuredly, if it could win in the last half of the fifth inning, it could tie in the last half of the same inning; and if a victory were legal, there seemed to be no reason why a tie should not be legal, also, since the team second at bat had removed all possibility of being defeated by scoring an equal number of runs with the team first at bat.

Rule is now
consistent.

Called Games.

Game called after
five innings.

RULE If the umpire calls a game in accordance with Rule 22, Section 3, at any

25

time after five innings have been completed, the score shall be that of the last equal innings played, except that if the side second at bat shall have scored in an unequal number of innings, or before the completion of the unfinished inning, at least one run more than the side first at bat, the score of the game shall be the total number of runs each team has made.

When team
second at
bat scores one
run more in
unequal innings.

No exception to this rule. If the score at the end of the first half of the fifth inning, or any subsequent first half of an inning, is 1 to 0 in favor of the team second at bat, the latter wins.

Forfeited Games.

Forfeited game.

RULE A forfeited game shall be declared
26 by the umpire in favor of the club not in fault, in the following cases:

RULE 26

(Official text of the rules in large type.
Explanatory notes by the editor in smaller type.)

SECTION 1. If the team of a club fail to appear upon the field, or being upon the field, refuse to begin a game for which it is scheduled or assigned, within five minutes after the umpire has called "Play" at the hour for the beginning of the game, unless such delay in appearing, or in commencing the game be unavoidable.

Team failing to appear.

Team refusing to play in five minutes, unless unavoidable delay.

SEC. 2. If, after the game has begun, one side refuse to continue to play, unless the game has been suspended or terminated by the umpire.

One side refusing to continue.

SEC. 3. If, after play has been suspended by the umpire, one side fails to resume playing in one minute after the umpire has called "Play."

One minute to resume play.

SEC. 4. If a team employ tactics palpably designed to delay the game.

Palpable delay by team.

SEC. 5. If, after warning by the umpire, any one of the rules of the game be wilfully and persistently violated.

Persistent rule violation.

SEC. 6. If the order for the removal of a player, as authorized by Rules 14, 21, 58 and 67, be not obeyed within one minute.

Order for removal not obeyed within one minute.

SEC. 7. If, because of the removal of players from the game by the umpire, or for any cause, there be less than nine players on either team.

Less than nine players.

SEC. 8. If, after the game has been suspended on account of rain, the orders of the umpire are not complied with as required by Rule 29.

Umpire's orders not obeyed.

SEC. 9. If, when two games are scheduled to be played in one afternoon, the second game be not commenced within ten minutes of the time of the completion of the first game. The umpire of the first game shall be the timekeeper.

Second game must begin within ten minutes after completion of first.

Umpire timekeeper.

SEC. 10. In case the umpire declare the game forfeited he shall transmit a written report thereof to the President of the League within

Umpire reports forfeit to president.

RULE 26(Official text of the rules in large type.
Explanatory notes by the editor in smaller type.)

Forfeit in effect
if umpire
neglects to notify
president.

twenty-four hours thereafter. However, a failure on the part of the umpire to so notify the President shall not affect the validity of his award of the game by forfeiture.

To punish bad
sportsmanship.

It is true that all the sections of this rule are not observed to the exactness of a second, nor even a minute, but the intention of the rulemakers is to provide a penalty which can be enforced for any violation of unsportsmanlike delay if the umpire feels it within his judgment to act. Section 1 is to provide for wilful absence from the field; Section 2 means exactly what it says, and any umpire should never hesitate to enforce it. An umpire can forfeit a game under Section 3, under Section 4, and under Section 5, but umpires do not always use a stopwatch. There have been times perhaps when it would have been better had they done so. Section 6 is violated frequently in the spirit if not in the letter, yet after one minute has elapsed the umpire has it within his power to act at once. No game can be played with fewer than nine players on a team (section 7). Section 8 is enforceable in amateur games, while sections 9 and 10 apply more to professional games governed by organized leagues.

No Game.

"No game."

RULE "No game" shall be declared by the

27 umpire if he terminates play in accordance with Rule 22, Sec. 3, before five innings are completed by each team. Provided, however, that if the club second at bat shall have made more runs at the end of its fourth inning, *or before the completion of its fifth inning*, than the club first at bat has made in five completed innings of a game so terminated, the umpire shall award the game to the club having made the greater number of runs, and it shall count as a legal game in the championship record.

Greater number
of runs win.

This rule provides explicitly that if the team second at bat has more runs at the end of the fourth inning than the team first at bat has made at the end of its completed half of the fifth inning, the team second at bat wins. An added line provides a legal definition of victory if the team second at bat is in the lead and the game is terminated before the fifth inning is completed.

RULE 27

(Official text of the rules in large type.
Explanatory notes by the editor in smaller type.)

Rulings relative to drawn games and games that are called because of atmospheric disturbances, fire or panic, will be found under head of "Umpires and Their Duties," on page 58.

Substitutes.

RULE SECTION 1. Each side shall be required to have present on the field during a championship game a sufficient number of substitute players in uniform, conforming to the suits worn by their team-mates, to carry out the provisions of this code which requires that not less than nine players shall occupy the field in any inning of the game.

Substitutes must wear similar uniforms.

SEC. 2. Any such substitute may at any stage of the game take the place of a player whose name is in his team's batting order, but the player whom he succeeds shall not thereafter participate in that game.

Substitutes may go in at any time.

Player out of the game cannot return.

SEC. 3. A base-runner shall not have another player whose name appears in the batting order of his team run for him except by the consent of the captain of the other team.

Captain's consent for base-runner.

SEC. 4. Whenever one player is substituted for another, whether as batsman, base-runner or fielder, the captain of the side making the change must immediately notify the umpire, who in turn must announce the same to the spectators. A fine of \$25.00 shall be assessed by the umpire against the captain for each violation of this rule, and the President of the League shall impose a similar fine against the umpire, who, after having been notified of a change, fails to make proper announcement. Play shall be suspended while announcement is being made. *Provided, however, that if, through oversight, such announcement is not made, the substitute player will be considered as in the game as follows: if a pitcher, when*

Notify umpire immediately of substitution.

Captain fined.

Umpire fined.

Play suspended during announcement.

Plays legal if announcement overlooked.

RULE 28(Official text of the rules in large type.
Explanatory notes by the editor in smaller type.)

he takes his place on the rubber; if a batter, when he takes his place in the batsman's box; if a fielder, when he takes the place of the fielder substituted for; if a runner, when the substitute replaces him on the base he is holding, and any play made by such unannounced substitute shall be legal under these rules.

Players may be changed about if they do not leave game.

It is always advisable to have a sufficient number of substitutes in uniform ready to take the field in case any player shall become disabled or be disqualified.

It is possible to substitute a fielder for the pitcher and place the pitcher in the fielder's position, or in some other position, and later return the pitcher to his position if the captain of the team so desires, provided the pitcher remains in the game. If the captain of the team in the field agrees to permit another player to run for the batter, after the latter has reached first base, and agrees to permit the batter to play as a fielder when the team at bat returns to the field, there is no objection.

It is the duty of the captain of each team immediately to announce changes of players to the umpire, and the umpire shall announce them to the opposing team and spectators.

A change in the rule regarding the substitution of players on the field provides that if the substitute takes the proper position assigned to him, any play which he makes is legal in spite of the fact that the umpire may not have been notified and may not have made announcement of the substitution. Penalties which are provided in fines apply solely to professional Base Ball.

Choice of Innings—Fitness of Field for Play.

RULE 29 The choice of innings shall be given to the captain of the home club, who shall be the sole judge of the fitness of the ground for beginning a game after a rain; but, after play has been called by the umpire, he alone shall be the judge as to the fitness of the ground for resuming play after the game has been suspended on account of rain, and when time is so called the groundkeeper and sufficient assistants shall be under the control of the umpire for the purpose of putting the ground in

Captain home club has choice of innings.

Before beginning, captain home club judge of fitness of ground after rain.
Umpire judge after game begun.
Groundkeeper under umpire's control.

RULE 29

(Official text of the rules in large type.
Explanatory notes by the editor in smaller type.)

proper shape for play, under penalty of forfeiture of the game by the home team.

It is customary for amateurs, as well as professionals, to give the choice of innings to the home team. Where teams are to play on neutral ground, the toss of a coin can decide.

THE PITCHING RULES.**Delivery of the Ball to the Bat.**

RULE SECTION 1. Preliminary to pitching, the pitcher shall take his position facing the batsman with both feet squarely on the ground and in front of the pitcher's plate or on top of the pitcher's plate; and in the act of delivering the ball to the bat he must keep one foot in contact with the pitcher's plate defined in Rule 9. He shall not raise either foot until in the act of delivering the ball to the bat, nor make more than one step in such delivery.

Pitcher faces batsman.

Pitcher's feet squarely on ground.

Pitcher's feet in front of plate or on top.

One foot in contact with pitcher's plate.

Only one step allowed in delivery.

SEC. 2. *At no time during the progress of the game shall the pitcher be allowed to (1) apply a foreign substance of any kind to the ball; (2) expectorate either on the ball or his glove; (3) rub the ball on his glove, person or clothing; (4) deface the ball in any manner; or to deliver what is called the "shine" ball, "spit" ball, "mud" ball or "emery" ball. For violation of any part of this rule the umpire shall at once order the pitcher from the game, and in addition he shall be automatically suspended for a period of ten days, on notice from the President of the League.*

No foreign substance.

No expectoration.

Ball may not be rubbed.

Ball may not be defaced.

(NOTE—Chicago, February 9, 1920.—In adopting the foregoing rule against "freak" deliveries, it is understood and agreed that all bona-fide spit-ball pitchers shall be certified to the respective Presidents of the National and American Leagues at least ten days prior to April 14, 1920, and that the pitchers so certified shall be exempt from the operation of the rule, as far as it relates to the spit-ball only, during the playing season of 1920.—John A. Heydler, Barney Dreyfuss, William L. Veeck, Clark Griffith, Connie Mack, D. C. P. Ball, Joint Rules Committee.)

RULE 30(Official text of the rules in large type.
Explanatory notes by the editor in smaller type.)

Young pitchers should take strict notice of Section 1 of this rule in order that they may not acquire an illegal delivery, which results in balking. It does not make any difference with what part of the plate the pitcher keeps his foot in contact when he delivers the ball, but he must touch it at some point.

Section 2 of Rule 30 is all new. It is the rule which announces the doom of the freak pitching deliveries that have crept into Base Ball from time to time. Young pitchers should specially take cognizance of this section. From now on it will be foolish for pitchers to experiment with freak deliveries. They can be of no assistance to their clubs, because they are liable to suspension at any time if the umpire decides that the rule has been violated. A penalty of that severity makes it absurd for a beginner to waste his time on anything except straight Base Ball.

A Fairly Delivered Ball.Fairly delivered
ball.

RULE 31 A fairly delivered ball is a ball pitched or thrown to the bat by the pitcher while standing in his position and facing the batsman that passes over any portion of the home base, before touching the ground, not lower than the batsman's knee, nor higher than his shoulder. For every such fairly delivered ball the umpire shall call one strike.

When umpire
shall call one
strike.

The last sentence refers, of course, to when the batsman does not attempt to strike at a fairly delivered ball. When the batsman swings at a pitched ball, fairly or unfairly delivered, it is automatically a strike and must be called by the umpire.

An Unfairly Delivered Ball.

RULE 32 An unfairly delivered ball is a ball delivered to the bat by the pitcher while standing in his position and facing the batsman that does not pass over any portion of the home base between the batsman's shoulder and knees, or that touches the ground before passing home base, unless struck at by the batsman; or, with the bases unoccupied, any ball delivered by the pitcher while no foot is in contact with the

When not over
plate.When over plate,
but not between
knee and
shoulder.Pitcher's foot
not in contact
with plate.Touching ground
before passing
home plate.

RULE 32

(Official text of the rules in large type.
Explanatory notes by the editor in smaller type.)

pitcher's plate. For every unfairly delivered ball the umpire shall call one ball.

When umpire shall call one ball.

Note particularly that if the ball touches the ground before passing home plate it is a ball, but if the batsman strikes at it a strike should be called. The editor of the GUIDE frequently is asked if a ball so delivered is a strike. Note, too, that if the pitcher delivers the ball without one foot in contact with the pitcher's plate, no matter how well it may have been delivered for a strike, it is arbitrarily a "ball."

Delaying the Game.

RULE SECTION 1. If, after the batsman be standing in his proper position ready to strike at a pitched ball, the ball be thrown by the pitcher to any player other than the catcher when in the catcher's lines and within 10 feet of the home base (except in an attempt to retire a base-runner), each ball so thrown shall be called a ball.

Pitcher delaying by throwing to player other than catcher.

SEC. 2. The umpire shall call a ball on the pitcher each time he delays the game by failing to deliver the ball to the batsman for a longer period than 20 seconds, excepting that at the commencement of each inning, or when a pitcher relieves another, the pitcher may occupy one minute in delivering not to exceed five balls to the catcher or an infielder, during which time play shall be suspended.

Call ball for over twenty seconds' delay.

Pitchers may throw five balls in "warming up."

SEC. 3. In event of the pitcher being taken from his position by either manager or captain, the player substituted for him shall continue to pitch until the batsman then at bat has either been put out or has reached first base.

Pitcher's substitute must continue until batsman is through.

If there is no runner on third base and the pitcher throws the ball, say, to third base, with an evident effort to delay the game, and there is a batsman in position, the umpire should call a ball. This applies to any base other than third if there is no runner on the base to which the ball is thrown. Wilful

RULE 33(Official text of the rules in large type.
(Explanatory notes by the editor in smaller type.)Pitcher must not
delay for rain.

delay on the part of a pitcher in delivering the ball, especially when storm threatens, should be punished by the umpire, as Section 2 provides, though umpires as a rule are none too courageous in calling balls for this offense.

At the beginning of each inning the pitcher is allowed to throw five balls to the catcher or to an infielder for "warming-up" practice, the batsman refraining from occupying his position in the "box" at home plate.

Note that the substitute pitcher, according to Section 3, must finish with the batter who was at bat when he became pitcher. After that the substitute may be retired as pitcher and another pitcher go in.

Balking.Balk. **RULE** A balk shall be :Pitcher's motion
without delivery.Pitcher pretend-
ing to throw to
first without
completing
throw.Pitcher must
step toward base
when making
throw.Either foot back
of plate if not
in contact.Must face
batsman.Any motion
pitcher not in
position.Pitcher must not
delay game.Unless pitcher
holds ball.

34 SECTION 1. Any motion made by the pitcher while in position to deliver the ball to the bat without delivering it, or to throw to first base when occupied by a base-runner without completing the throw.

SEC. 2. Throwing the ball by the pitcher to any base to catch the base-runner without stepping directly toward such base in the act of making such throw.

SEC. 3. Any delivery of the ball to the bat by the pitcher while either foot is back of and not in contact with the pitcher's plate.

SEC. 4. Any delivery of the ball to the bat by the pitcher while he is not facing the batsman.

SEC. 5. Any motion in delivering the ball to the bat by the pitcher while not in the position defined by Rule 30.

SEC. 6. Holding of the ball by the pitcher so long as, in the opinion of the umpire, to unnecessarily delay the game.

SEC. 7. Making any motion to pitch while standing in his position without having the

RULE 34

(Official text of the rules in large type.
Explanatory notes by the editor in smaller type.)

ball in his possession; or, regardless of whether he makes any motion to pitch or not, if the pitcher takes a legal position on the rubber without the ball in his possession, or if he takes a position off the rubber and feints to deliver the ball to the bat.

Pitcher must not take position on rubber without ball in his possession.

SEC. 8. Making any motion of the arm, shoulder, hip or body the pitcher habitually makes in his method of delivery, without immediately delivering the ball to the bat.

Must deliver ball if he makes familiar pitching motion.

SEC. 9. Delivery of the ball to the bat when the catcher is standing outside the lines of the catcher's position as defined in Rule 3.

Catcher must be in position.

SEC. 10. After the pitcher has taken position, with both hands holding the ball in front of him, he cannot take either hand off the ball except in the act of delivering the ball to the batsman or in throwing to bases.

Pitcher must keep hands on ball while in position.

SEC. 11. If the pitcher steps off the rubber, after being in position, for the purpose either of drying his hands or rubbing his eyes, or for other reasons, and it is a legitimate action not understood or interpreted by the umpire to deceive the base-runner, then the umpire shall call "Time."

When pitcher may step from his position.

Umpire calls "Time."

SEC. 12. In case a "balk" is called, the ball shall be considered "dead" when announcement is made, and no play can be made until the runner or runners reach the base or bases to which they are entitled.

Ball dead on balk.

SEC. 13. If, with one or more runners on bases, the pitcher, in the act of delivering the ball to the batsman or in throwing to first base, drop the ball, either intentionally or accidentally, the umpire shall call it a "balk" and

If pitcher drops ball.

RULE 34(Official text of the rules in large type.
Explanatory notes by the editor in smaller type.)When no
penalty.*advance runner or runners. No penalty shall be imposed if, with no one on bases, the pitcher drop the ball while delivering it to the batsman.*"Ball" if pitcher
delivers ball
when not on
plate.If batsman
strikes, it
counts.**SEC. 14.** *If, with no one on bases, the pitcher deliver the ball while off the rubber, the umpire shall call a "ball" whether it goes over the plate fair or not. If, however, the batsman strikes at such illegally delivered ball it counts either for a strike or whatever play may follow.*

If the pitcher shall fail to comply with the requirements of any section of this rule, the umpire shall call a "balk."

Professionals are more inclined to try to balk, or half balk, as it is called, than amateurs. Section 3 emphasizes the fact that neither of the pitcher's feet may be behind the pitching plate when he delivers the ball. One must be in contact with the plate and both in front of it. Section 4 is violated with so much subtlety that it is often hard for even umpires to recognize when the pitcher is facing the batsman. Not only is there a penalty of a called ball against the pitcher if he fails to deliver the ball to the batter within twenty seconds, but if the umpire concludes that he is trying to delay the game he may call a balk, which would score a runner on third base and advance a runner on any other base.

The addition of the clause in Section 7 puts an end to the "hidden ball" trick. If the pitcher takes a legal position on the pitcher's rubber without the ball in his possession or if he feints to deliver the ball to the batter and is not on the rubber and the ball is not in his possession, it is a balk. No pitcher will fool with a possible "hidden ball" trick when there is a runner on third who may score the winning run by a balk being declared.

Sections 10, 11, 12, 13 and 14 of Rule 34 are all new. Each section is plain and definite. Pitchers are warned to read carefully the changes which have been made.

Section 10 refers to the position of the pitcher's hands on the ball. Section 11 refers to the stepping of the pitcher from the rubber. Section 12 enforces the dead ball penalty when a balk has been called. Section 13 refers to the pitcher dropping the ball. If there are runners on the bases and the pitcher

RULE 34

(Official text of the rules in large type.
Explanatory notes by the editor in smaller type.)

drops the ball in the act of delivering it to the batter it is a balk. Now the National and the American League agree on this interpretation of the balk; they did not heretofore. Section 14 refers to the duty of the umpire in calling a ball or strike if the pitcher should deliver the ball while off the rubber but with no one on the bases.

Dead Ball.**RULE**

(1) A dead ball is a ball delivered to the bat by the pitcher, not struck at by the batsman, that touches any part of the batsman's person or clothing while he is standing in his position; or (2) a wildly pitched ball which the batsman plainly makes an attempt to dodge to avoid being hit, but which ball accidentally hits his bat.

Dead ball not struck at touching batsman's person or clothing.

Dodging wild pitch.

When a pitched ball, at which the batsman has not struck, hits the batsman before the catcher touches it, the umpire must call it a dead ball and no base-runner can advance. The batsman, however, must be in his position at the time that the ball hits him and must make every effort to get out of the way of the ball if he fears that it will hit him.

Do not confound a dead ball with a ball not in play, although the ball is not in play when dead.

When a batter attempts to dodge a presumable wild pitch and the ball accidentally hits his bat, it is not a strike, as it was in the past, but a dead ball.

Ball Not in Play.**RULE**

In case of an illegally batted ball, a balk, foul hit ball not legally caught, dead ball, interference with the fielder or batsman, or a fair hit ball striking a base-runner or umpire before touching a fielder, the ball shall not be considered in play until it be held by the pitcher standing in his position, and the umpire shall have called "Play."

Illegally batted ball not in play.

Foul not caught.

Interference by player.

Fair hit strike runner or umpire.

Note each one of these specifications. An umpire had ruled that a base-runner could advance when another runner had

RULE 36

(Official text of the rules in large type.
 Explanatory notes by the editor in smaller type.)

been retired for interference. The first runner should have been held at the base which he occupied until the ball had been thrown to the pitcher and the umpire had given the word to resume play. The ball goes out of play when the interference takes place and annuls all that had taken place since the play began.

Block Balls.

Block ball.

RULE SECTION 1. A block is a batted or
37 thrown ball that is touched, stopped or handled by a person not engaged in the game.

Umpire must announce.

Runners at liberty.

Ball goes to pitcher.

SEC. 2. Whenever a block occurs the umpire shall declare it, and base-runners may run the bases without liability to be put out until the ball has been returned to and held by the pitcher in his position.

If spectator holds, kicks or throws ball.

Base-runners hold bases.

SEC. 3. If a person not engaged in the game should retain possession of a blocked ball, or throw or kick it beyond the reach of the fielders, the umpire shall call "Time" and require each base-runner to stop at the base last touched by him until the ball be returned to the pitcher in his position and the umpire shall have called "Play."

Whenever a person not engaged in the game touches a batted or thrown ball, a block follows. This must at once be announced by the umpire, and runners shall be privileged to advance bases until the ball is thrown to the pitcher, standing in his position. After that they advance at their peril, as the pitcher may then throw a runner out wherever he sees a possibility of doing so. When there are ground rules the block ball rule is not always necessary.

Section 3 was placed in this rule because there were spectators at professional games who were sufficiently unsportsmanlike to steal the ball, or kick it away from the fielder of a visiting team, when a game was being played. If there were ground rules for the bases, and no ground rule for the space behind the bat, and the ball should be handled by a spectator behind the bat, the block ball rule would be in force.

(Official text of the rules in large type.
Explanatory notes by the editor in smaller type.)

THE BATTING RULES.

The Batsman's Position.

RULE 38 Each player of the side at bat shall become the batsman and must take his position within the batsman's lines (as defined in Rule 8) in the order that his name appears in his team's batting list.

Each player bats.

Batting order.

The batting list of a team may be arranged as its captain desires. It is not necessary that the captain shall be first at bat. Nor is it necessary that there shall be any fixed order, as outfielders, infielders and then the catcher and pitcher. School-boys of a generation ago thought a batting order arranged as so outlined to be orthodox. In some sections it has come to be a practice which is considered one of the essentials of the game, but it is only by heritage, not authority.

The Order of Batting.

RULE 39 SECTION 1. The batting order of each team must be on the score card and must be delivered before the game by its captain to the umpire at the home plate, who shall submit it to the inspection of the captain of the other side. The batting order delivered to the umpire must be followed throughout the game unless a player be substituted for another, in which case the substitute must take the place in the batting order of the retired player.

Batting order on score card.

Umpire must have batting order.

Substitutes' place in batting order.

SEC. 2. When the umpire announces the pitcher prior to commencement of game, the player announced must pitch until the first batsman has either been put out or has reached first base.

Pitcher announced at commencement of game must serve at least one batter.

If there are no score cards it is always the custom of each captain to give to the other his list of batsmen as they will take their turn at bat.

If the umpire should make a mistake in announcing the pitcher it would not be permissible for him to correct his own blunder.

(Official text of the rules in large type.
 Explanatory notes by the editor in smaller type.)

The First Batsman in an Inning.

In this instance,
 "time at bat"
 means term at
 bat.

RULE After the first inning the first striker
40 in each inning shall be the batsman
 whose name follows that of the last man who
 completed his "time at bat" in the preceding
 inning.

After the first inning the first batter in each succeeding
 inning is the player following the man who completed his full
 time at bat in the inning before. "Time at bat" means a full
 time at bat. Two strikes, or one, two or three balls, or one
 strike and three balls, for example, is not a full "time at bat."
 If a batter has but one strike in the first inning and the third
 hand be put out while he is at bat, he becomes the first batter
 in the following inning, not having completed his full time at
 bat in the inning previous. In such case, any balls and strikes
 called in the previous inning do not count when he resumes
 his time at bat.

Players Belong on Bench.

Players of
 batting side
 must occupy
 bench.
 Until side is out.
 Except to bat,
 coach or
 substitute.

RULE When a side goes to the bat its players
41 must immediately seat themselves on
 the bench assigned to them as defined in Rule
21, and remain there until their side is put out,
 except when called to the bat or to act as coach-
 ers or substitute base-runners.

Reserved for Umpire, Catcher and Batsman.

Umpire, catcher
 and batsman
 only, in catcher's
 space.

RULE No player of the side "at bat," except
42 the batsman, shall occupy any portion
 of the space within the catcher's lines as defined
 in Rule 3. The triangular space back of the
 home base is reserved for exclusive use of the
 umpire, catcher and batsman, and the umpire
 must prohibit any player of the side "at bat"
 from crossing the same at any time while the
 ball is in the hands of the pitcher or catcher, or
 passing between them while standing in their
 positions.

No crossing when
 pitcher or catcher
 has ball.

RULE 42

(Official text of the rules in large type.
Explanatory notes by the editor in smaller type.)

Players have recently grown into the habit of infringing upon the space within the catcher's lines. Batsmen leave their bench before it is their turn to do so. Games expedited by being played with alertness and energy are desirable, but the rules should not be violated for speed. Moreover, too much speed makes it appear at times as if players cared little for the game. This refers more to the professional than to the amateur.

Fielder Has Right of Way.

RULE 43 The players of the side at bat must speedily abandon their bench and hasten to another part of the field when by remaining upon or near it they or any of them would interfere with a fielder in an attempt to catch or handle a thrown or a batted ball.

Bench must be abandoned.

A Fair Hit.

RULE 44 A fair hit is a legally batted ball that settles on fair ground between home and first base or between home and third base or that is on fair ground when bounding to the outfield past first or third base or that first falls on fair territory beyond first or third base, or that, while on or over fair ground, touches the person of the umpire or a player. *A fair fly must be judged according to the relative position of the ball and the foul line, and not as to whether the fielder is on fair or foul ground at the time he touches the ball.*

Definition of fair hit.

On fair ground beyond first or third.

On fair ground touches umpire or player.

Judging fair fly.

Player catching ball while reaching over line does not determine fair or foul.

Note last phrase, "while on or over fair ground, touches the person of the umpire or a player." This means the ball, not the player. A ball touched by a player standing on fair ground and reaching over into foul territory is a foul.

Any legally batted ball that settles on fair ground (the infield) between home and first base, or between home and third base, or that bounds from fair ground to the outfield inside of first base, or third base, or that touches the person of a player or the umpire on fair ground, is a fair hit.

A fair hit is also any legally batted ball that first falls on fair territory beyond first base or third base, even though it afterwards rolls into foul territory.

RULE 44(Official text of the rules in large type.
Explanatory notes by the editor in smaller type.)Rolling into
infield foul
territory.

Any legally batted ball that settles on foul ground is a foul hit, except that a ground hit, should it roll from foul to fair territory between first and home and third and home, and remain there, is a fair hit.

A ground hit that first strikes fair territory and rolls outside of the foul line between first and home, or third and home, is a foul hit if the ball remains outside.

Falling on foul
territory.

Any legally batted ball that falls on foul territory beyond first base, or third base, or that touches the person of a player or an umpire on foul ground, is a foul hit.

A Foul Hit.On foul ground
beyond first or
third.**RULE 45** A foul hit is a legally batted ball that settles on foul territory between home and first base or home and third base, or that

bounds past first or third base on foul territory or that falls on foul territory beyond first or third base, or, while on or over foul ground, touches the person of the umpire or a player. *A foul fly must be judged according to the relative position of the ball and the foul line, and not as to whether the fielder is on foul or fair ground at the time he touches the ball.*

Touching umpire
or player on
foul ground.

Note again the last phrase, "while on or over foul ground, touches the person of the umpire or a player." This does not mean that a ball is fair if it is over foul ground and the player is on fair ground. Many disputes arise over this point.

Position of ball
determines foul.**A Foul Tip.****RULE 46** A foul tip is a ball batted by the batsman while standing within the lines of his position, that goes sharp and direct from the bat to the catcher's hands and is legally caught.

A foul tip is the continuation of a strike which has merely been touched by the bat, shoots directly into the hands of the catcher and is held by him.

A slightly
deflected ball
going into
catcher's hands.**A Bunt Hit.****RULE 47** A bunt hit is a legally batted ball, not swung at, but met with the bat and tapped slowly within the infield by the batsman.

RULE 47

(Official text of the rules in large type.
Explanatory notes by the editor in smaller type.)

If the attempt to bunt result in a foul not legally caught, a strike shall be called by the umpire.

A foul bunt hit is a strike.

A bunt hit is legally tapping the ball slowly within the infield by the batsman. If a foul result, which is not legally caught, the batsman is charged with a strike, whether it be the first, second or third strike. So proficient have batters become that tapping the ball has been literally changed to pushing the ball by some. Speed, a quick start, and the ball lacking force as it rolls, are factors that combine for success.

Unlike regular batting, when a bunt rolls foul on third strike, batter is out.

Any bunt rolling foul is a strike.

The batsman is out on a bunt that rolls foul if the attempted bunt be made on the third strike.

Balls Batted Outside the Ground.

RULE SECTION 1. When a batted ball **48** passes outside the ground or into a stand the umpire shall decide it fair or foul according to where it *passes over the boundary line of the actual playing field.*

Fair or foul.

SEC. 2. A fair batted ball that goes over the fence or into a stand shall entitle the batsman to a home run unless it should pass out of the ground or into a stand at a less distance than two hundred and thirty-five (235) feet from the home base, in which case the batsman shall be entitled to two bases only. In either event the batsman must touch the bases in regular order. The point at which a fence or stand is less than 235 feet from the home base shall be plainly indicated by a white or black sign or mark for the umpire's guidance.

Boundary fence decides.

Home run if stand is 235 feet or more away.

Two bases, if less.

Bases must be touched in regular order.

Mark to denote where distance is less than 235 feet.

It is well that a change was made in the home run boundary rule. In the future a batted ball becomes a home run according to where it passes over the boundary line of the actual playing field. The editor of the GUIDE has favored the change in the past and believes that it will prove more satisfactory. The decisions of a ball game should be made on what takes place on the playing field and not on what takes place outside

RULE 48(Official text of the rules in large type.
(Explanatory notes by the editor in smaller type.)

of it. Under the old rule in regard to a home run the umpire was compelled to watch the ball until it disappeared completely from his sight. The ball might clear the boundary line of the playing field safely, but when it disappeared from the field proper it would be foul because it had curved. The umpire had no other alternative than to call it a foul, in spite of the fact that the batter and a great many of the spectators were certain that a home run had been made. In the future the batter will get his home run when the ball passes over the fence that separates the outfield from the stands, and that is as it should be.

If there were a ground rule that a home run could be batted into a stand or over a fence at a distance less than 235 feet from the home plate it would be observed, but such "home runs" are about like a squib as compared with a cannon cracker.

Note that the batsman must circle the bases in order, even if a home run is automatically such a run.

Strikes.

A strike is:

Batsman
misses.

RULE SECTION 1. A pitched ball struck at
49 by the batsman without its touch-
ing his bat.

Legally
delivered ball
not struck at.

SEC. 2. A fair ball legally delivered by the
pitcher at which the batsman does not strike.

Foul fly not
caught, unless
two strikes.

SEC. 3. A foul hit ball not caught on the fly
unless the batsman has two strikes.

Foul bunt not
caught.

SEC. 4. An attempt to bunt which results in
a foul not legally caught.

Pitched ball,
batsman swings,
hits batsman.

SEC. 5. A pitched ball, at which the batsman
strikes but misses and which touches any part of
his person.

Catcher holds
foul tip.

SEC. 6. A foul tip, held by the catcher, while
standing within the lines of his position.

When the batsman strikes at a pitched ball and misses it, a
strike is called.

When the batsman fails to strike at a pitched ball which

RULE 49

(Official text of the rules in large type.
Explanatory notes by the editor in smaller type.)

passes over the plate at the legal height, between knees and shoulder, a strike is called.

A foul tip caught by the catcher is a strike.

A foul hit, whether a fly or a ground hit, bounding to any part of foul ground, is a strike unless the batter has two strikes. After two strikes the batter may foul the ball without penalty unless he bunts or is caught out on a foul fly.

All bunts rolling foul are strikes. If the batsman strikes at the ball and misses it but the ball hits him, it is a strike.

If the batsman, with either of his feet out of the batsman's box, hits the ball in any way it is a foul strike and the batsman is out.

An Illegally Batted Ball.

RULE 50 An illegally batted ball is a ball batted by the batsman when either or both of his feet are upon the ground outside of the lines of the batsman's position.

One or both feet outside batsman's position.

A great many illegally batted balls escape the attention of the umpire, although it is not all his fault. Batters have changed their style a great deal since this rule was made. The batter of the last ten years tends to shift his position while at bat and does not depend upon a foot brace and a wild swing.

When Batsman is Out.

RULE The Batsman is Out:

51 SECTION 1. If he fail to take his position at the bat in the order in which his name appears on the batting list unless the error be discovered and the proper batsman replace him before he becomes a base-runner, in which case, the balls and strikes called must be counted in the "time at bat" of the proper batsman. But only the proper batsman shall be declared out, and no runs shall be scored or bases run because of any act of the improper batsman. Provided, this rule shall not be enforced unless the out be declared before the ball be delivered to the succeeding batsman. Should the batsman declared out under this section be the third hand out and his side be

Fails to take proper turn at bat.

Error discovered before becoming base-runner.

Balls and strikes counted.

Only proper batsman out.

No runs scored.

Out must be declared before succeeding batsman.

RULE 51(Official text of the rules in large type.
Explanatory notes by the editor in smaller type.)

thereby put out, the proper batsman in the next inning shall be the player who would have come to bat had the players been put out by ordinary play in the preceding inning.

Proper batsman
next inning.One minute for
batsman to take
position.

SEC. 2. If he fail to take his position within one minute after the umpire has called for the batsman.

When foul is out.

SEC. 3. If he make a foul hit other than a foul tip as defined in Rule 46, and the ball be momentarily held by a fielder before touching the ground; provided, it be not caught in a fielder's cap, protector, pocket or other part of his uniform, or strike some object other than a fielder before being caught.

Out for illegal
batting.

SEC. 4. If he bat the ball illegally, as defined in Rule 50.

Out for hindering
catcher.

SEC. 5. If he attempt to hinder the catcher from fielding or throwing the ball by stepping outside the lines of the batsman's position, or in any way obstructing or interfering with that player; except that the batsman shall not be out under this section if the base-runner be declared out according to Section 15 of Rule 56.

Not out if
base-runner
declared out.Dropped third
strike out, with
runner on first,
unless two out.

SEC. 6. If, while first base be occupied by a base-runner, the third strike be called on him by the umpire, unless two men are already out.

Out if ball touch
batsman
attempting
third strike.

SEC. 7. If, while attempting a third strike, the ball touch any part of the batsman's person, in which case base-runners occupying bases shall not advance as prescribed in Rule 55, Section 5.

Base-runners
hold bases.

SEC. 8. If, before two hands are out, while first and second or first, second and third bases are occupied, he hit a *fair* fly ball, other than a line drive, that can be handled by an infielder. In such case the umpire shall, as soon as the

RULE 51

(Official text of the rules in large type.
 Explanatory notes by the editor in smaller type.)

ball be hit, declare it an infield or outfield hit ; *but the runners may be off their bases or advance at the risk of the ball being caught, the same as on any other fly ball. Provided, that, with first and second bases occupied, or first, second and third bases occupied, with less than two out, any attempt to bunt which results in a fair fly ball shall not be regarded as an infield fly.*

Umpire must declare infield or outfield hit.

Bunt not infield fly.

SEC. 9. If the third strike be called in accordance with Sections 4 or 5 of Rule 49.

Third strike out.

SEC. 10. If he steps from one batsman's box to the other while the pitcher is in his position ready to pitch.

Batsman stepping from one box to another.

Section 1 is very important and very often incorrectly ruled upon. If the wrong batter has two strikes and three balls called against him and it is discovered that he is the wrong batter, the right batter must take his place at once, with the right to have but one ball pitched to him. If the wrong batsman makes a home run with the bases filled and the mistake is ascertained before the ball has been delivered by the pitcher to the succeeding batter, the home run does not count, nor do the other runs score. The batter who missed his turn is out, of course, and his successor, who may have just made a home run, as noted, goes to bat again, this time as the rightful batter. If, however, no one observes the mistake until after the pitcher has delivered the ball to the succeeding batter, the game proceeds and the runs do count.

Section 2 is not enforced to the limit. As a matter of fact there is little reason to enforce it. Most players are too anxious to bat. Its purpose is to give the umpire authority to act if the game is purposely delayed.

The batsman is out if a foul fly, other than a foul tip, is caught by a fielder, provided the latter does not use his cap, his protector, or any illegal contrivance to catch the ball, and provided the ball does not strike some object other than a fielder before being caught. The batter is never out if a foul tip is caught in the catcher's chest protector.

Foul caught in chest protector does not make batter out.

If a fielder stands on fair territory and reaches over into foul territory to attempt to catch a fly and deflects the ball into fair ground, his position does not make the hit a fair ball. The reverse also holds true in regard to a player standing on foul ground and reaching after a fair batted ball.

Fielder's position does not make hit fair or foul.

RULE 51(Official text of the rules in large type.
Explanatory notes by the editor in smaller type.)

Two penalties
for batter's
interference.

Section 5 provides two ways of punishment if there is interference on the part of the batter. The second penalty only applies when there is a runner on third base, the object being to inflict the greatest penalty under the circumstances, otherwise a batsman might "sacrifice" a runner home by interference.

First-base
runner not
forced when
catcher drops
third strike,
with less than
two out.

Note Section 6. If the umpire calls a third strike with first base occupied and there are not two hands out, the batter is out whether the catcher holds the third strike or not. An important game was once lost in the National League because the runner on first base did not know this rule. He thought that he was forced when the third strike was called against the batter and the catcher dropped the ball. He did not need to leave first and was an easy out when he tried to go to second.

When the third strike hits the batter, the ball is dead and base-runners are not permitted to advance.

Explaining the
bothersome
infield fly.

Section 8 applies to the infield fly rule and the new wording is a great improvement over the old. Note, first of all, that it must be a "fair" fly. Then note that runners may be off their bases or advance at the risk of the fly being caught, same as on any fly ball hit. Also note that under the provisions of this section an attempt to bunt which results in a fair fly ball is not to be considered as an infield fly. If the umpire thinks an infield fly has been batted he usually shouts at the top of his voice, "Batter out," or "Infield fly." Much confusion arises over the impression that the infield fly is operative with a runner on first only, or runners on first and third bases. It is not. The rule is made to prevent a player from trapping the ball and starting a double play. With a runner on first only and a batter advancing on an infield fly, while there is a certainty that one player will be put out under usual circumstances, with a runner of any ordinary speed there is practically no chance of two hands being put out.

To prevent
double play,
object of infield
fly rule.

Section 9 is self-explanatory. The batsman is out on a bunt that rolls foul if the attempted bunt is made on the third strike. The batsman is out if, when it is the third strike, the batsman strikes at the ball and misses it, but is hit by the ball.

Third strike
bunt is out.
Batsman swings,
ball hits him.

Batsman may
not change
position when
pitcher ready.

Section 10 distinctly says, "while the pitcher is in his position ready to pitch." The batter may change from one box to the other when the pitcher is not in his position, the object of the ruling being to prevent the batter from disconcerting the pitcher and perhaps causing him to balk.

(Official text of the rules in large type.
Explanatory notes by the editor in smaller type.)

BASE RUNNING RULES.

Legal Order of Bases.

RULE 52 SECTION 1. The Base-Runner must touch each base in legal order, viz., First, Second, Third and Home Bases; and when obliged to return while the ball is in play, must retouch the base or bases in reverse order. He can only acquire the right to a base by touching it, before having been put out, and shall then be entitled to hold such base until he has legally touched the next base in order, or has been legally forced to vacate it for a succeeding base-runner. However, no base-runner shall score a run to count in the game ahead of the base-runner preceding him in the batting order, if there be such preceding base-runner who has not been put out in that inning.

Touch bases legal order.

Ball in play retouch bases legal order.

Touching base establishes right.

Legally touching next base or legally forced.

Base-runner can not score ahead of runner preceding him.

SEC. 2. *A base-runner having acquired legal title to a base cannot run bases in reverse order for the purpose either of confusing the fielders or making a travesty of the game. A runner violating this rule is out if touched with the ball, or the ball held on the base said runner was entitled to hold.*

Bases not to be run in reverse order.

SEC. 3. *In case a runner is being run down between bases, and the following runner occupies the same base the first runner has left, the second man cannot be put out while holding said base. If the first runner, however, returns safely to the base he left, and both runners are then occupying the same base, the second runner is the man out, if touched with the ball.*

When two runners on same base.

SEC. 4. *The failure of a preceding runner to touch a base (and who is declared out therefor) shall not affect the status of a succeeding runner who touches each base in proper order.*

Effect of failure of runner to touch base.

RULE 52(Official text of the rules in large type.
Explanatory notes by the editor in smaller type.)

After the batsman makes a fair hit in which he is not put out he must touch first, second and third bases, and then the home plate in regular succession in order to score a run. This applies to a fair hit over a fence.

Sections 2, 3 and 4 of Rule 52 are all new. They define base-running much better. Section 2 puts an end to a runner reversing the bases, either to confuse the fielders or to make the game look absurd. For instance, if a runner has left first base and has legally touched second base and has a legal claim to second base, he may not deliberately run the reverse way back to first base and expect to escape the penalty of being put out. If he violates the rule as it now reads he is out if he is touched with the ball or the ball is held on the base that the runner was entitled to hold.

Section 3 makes it clear which runner is entitled to a base without being put out when two runners occupy the same base. This question arises hundreds of times throughout the playing season and is the basis of numerous questions asked of the editor of the GUIDE annually.

Section 4 puts an end to the argument that because a preceding runner failed to touch a base and is put out, the runner who follows is also out.

When the Batsman Becomes a Base-Runner.

After fair hit.

RULE The batsman becomes a base-runner:
53 **SECTION 1.** Instantly after he makes a fair hit.

After four balls.

SEC. 2. Instantly after "Four Balls" have been called by the umpire.

After three strikes.

SEC. 3. Instantly after "Three Strikes" have been declared by the umpire.

Hit by pitched ball.

SEC. 4. If, without making any attempt to strike at the ball, his person or clothing be hit by a pitched ball unless, in the opinion of the umpire, he plainly makes no effort to get out of the way of the pitched ball.

Catcher's interference.

SEC. 5. If the catcher interfere with him in or prevent him from striking at a pitched ball.

Fair hit touch
umpire or runner
on fair ground.

SEC. 6. If a fair hit ball strike the person or clothing of the umpire or a base-runner on fair ground.

RULE 53

(Official text of the rules in large type
Explanatory notes by the editor in smaller type.)

The batsman must run to first base immediately after making a fair hit, or when four balls have been called by the umpire, or when three strikes have been declared by the umpire.

Batsman must run.

Section 4 means that if the pitcher tosses a slow ball and the batter deliberately permits the ball to hit him, it must be called a ball, and the batter may not have permission to go to first base, as he would have had if, in the opinion of the umpire, the pitcher was more at fault.

Must avoid slow ball.

The batsman is entitled to run to first base without being put out if the catcher interferes with him or tries to prevent him from striking at the ball.

The batsman is entitled to first base, without being put out, if before touching a fielder a fair hit ball touches either the person or clothing of an umpire or a base-runner who is on fair ground.

Entitled to Bases.

RULE 54 The base-runner shall be entitled, without liability to be put out, to advance a base in the following cases:

Four balls.

SECTION 1. If, while the batsman, he becomes a base-runner by reason of "four balls," or for being hit by a pitched ball, or for being interfered with by the catcher in striking at a pitched ball, or if a fair hit ball strike the person or clothing of the umpire or a base-runner on fair ground before touching a fielder. *Provided, that if a fair hit ball strike the umpire after having passed a fielder, or having been touched by a fielder, the ball shall be considered in play. Also, if a fair hit ball strike the umpire on foul ground, the ball shall be in play.*

Catcher's interference.

Hit by pitched ball.

Fair hit touch umpire on fair ground.

Note the change made about the ball striking the umpire after having passed a fielder or having been touched by a fielder; also about a fair hit ball striking the umpire while the latter is on foul ground.

SEC. 2. If the umpire awards to a succeeding batsman a base on four balls, or for being hit by a pitched ball, or being interfered with by the catcher in striking at a pitched ball and the

When batsman receives base on balls, is hit by pitched ball or catcher interferes.

RULE 54(Official text of the rules in large type.
Explanatory notes by the editor in smaller type.)

base-runner be thereby forced to vacate the base held by him.

Whenever the umpire sends the batsman to first base after four balls have been called, or for being hit by a pitched ball, or because he has been interfered with by the catcher, all runners on bases immediately ahead of him may advance a base each without being put out. A runner on second or third base with first base unoccupied would not be considered a runner immediately ahead.

Batter doesn't
run on balk.

SEC. 3. If the umpire call a "Balk."

Any base-runner is entitled to advance one base when the umpire calls a balk. The batter is not a base-runner.

Backstop 90 feet.

SEC. 4. If a ball delivered by the pitcher pass the catcher and touch any fence or building within ninety (90) feet of the home base.

Note that the regulation distance to the backstop is ninety feet. Within ninety feet the runner gets a base by ground rule and playing rule. There are backstops in major league grounds that are within 90 feet of home plate, the short distance being made necessary by limitation of ground area.

If fielder
obstructs.

SEC. 5. If he be prevented from making a base by the obstruction of a fielder, unless the latter have the ball in his hand ready to touch the base-runner.

If fielder
throws glove or
any part of
uniform at
thrown or batted
ball.

SEC. 6. If the fielder stop or catch a batted ball or a thrown ball with his cap, glove or any part of his uniform, while detached from its proper place on his person, the runner or runners shall be entitled to three bases if a batted ball or to two bases if a thrown ball.

All base-runners may advance three bases whenever a fielder stops or catches a batted ball with his hat, cap, glove, or any part of his uniform detached from its proper place on his person. If a thrown ball, base-runners may advance two bases.

Section 5 means that a runner must be given a clear path unless the fielder has the ball waiting for him.

If a fielder is foolish enough to try to make a clownish catch of a batted ball, each runner gets three bases. If the fielder tries the same thing with a thrown ball, each runner gets two bases.

RULE 54

(Official text of the rules in large type.
 Explanatory notes by the editor in smaller type.)

SEC. 7. If a thrown or pitched ball strike the person or clothing of an umpire the ball shall be considered in play and the base-runner or runners shall be entitled to all the bases they can make.

If thrown or pitched ball strikes umpire.

Younger players should note this. Runners get all the bases they can.

SEC. 8. *If a thrown ball strike a coacher on foul ground the ball shall be considered in play. Provided, that if in the opinion of the umpire the coacher intentionally interfere with such thrown ball, the runner or runners must return to the last bases touched, and the coacher penalized by removal from the playing field.*

Thrown ball strikes coacher.

This is an entirely new provision. At first sight it might seem to make it worth while to interfere on the part of the coacher, but when the penalty is noted it will be a very foolish coacher who will not try his best to get out of the way of thrown balls.

SEC. 9.—THE INTENTIONAL PASS. *It shall be illegal for the catcher to leave his natural position immediately and directly back of the plate for the purpose of aiding the pitcher to intentionally give a base on balls to a batsman. If the catcher shall move out of position prior to the time of the ball leaving the pitcher's hand, all runners on bases shall be entitled to advance one base.*

Catcher may not aid intentional pass.

This is the exact rule which attempts to put an end to the intentional pass. Note distinctly that if the catcher moves out of his position prior to the time that the ball leaves the pitcher's hands, all runners on bases are entitled to advance one base each. The intent of this rule is to make quite a radical change in Base Ball strategy. That it will lead up to argument is probable, but it should be given a fair test in order that it may be ascertained whether the intentional base on balls can be correctly ruled against. Some managers regard the intentional base on balls as excellent strategy.

(Official text of the rules in large type.
 (Explanatory notes by the editor in smaller type.)

Returning to Bases.

When base-
runner must
return to base,
not out.

Foul not caught.

RULE 55 The base-runner shall return to his base without liability to be put out:

SECTION 1. If the umpire declares any foul not legally caught.

Illegally
batted ball.

SEC. 2. If the umpire declares an illegally batted ball.

Dead ball.

SEC. 3. If the umpire declares a dead ball, unless it be also the fourth unfair ball, and he be thereby forced to take the next base, as provided in Rule 54, Section 2. *Provided, such fourth unfair ball shall not be called if the umpire declare the ball "dead" because of a pitched ball accidentally hitting the bat, as described in clause 2 of Rule 35.*

If fourth ball it
constitutes force.

Dead ball, but
not fourth ball.

This is an important exception. A dead ball, resulting from a pitcher's ball accidentally hitting the bat, is nothing.

Catcher
interfered with
by umpire.

SEC. 4. If the person or clothing of the umpire, while stationed back of the bat, interfere with the catcher in an attempt to throw.

Pitched ball
touching
batsman.

SEC. 5. If a pitched ball at which the batsman strikes but misses, touch any part of the batsman's person.

Umpire struck
by fair hit ball.

SEC. 6. If the umpire be struck by a fair hit ball before touching a fielder; in which case no base shall be run unless necessitated by the batsman becoming a base-runner, and no run shall be scored unless all the bases are occupied.

Interference of
batsman, base-
runner, or
coach.

SEC. 7. If the umpire declare the batsman or another base-runner out for interference.

SEC. 8. *If the coacher intentionally interfere with a thrown ball, as described in Section 8, Rule 54.*

Not necessary
to touch
intervening bases.

SEC. 9. In any and all of these cases the base-runner is not required to touch the intervening bases in returning to the base he is legally entitled to.

RULE 55

Official text of the rules in large type.
 (Explanatory notes by the editor in smaller type.)

The runner is obliged to go back to the base which he originally held when the ball was batted foul if the ball is not caught. The runner cannot be put out while returning. If a foul is caught on the fly, the runner is liable to be "doubled up" on the base from which he ran if he cannot get back before ball is thrown to base after foul is caught. In the case of an illegally batted ball, the runner must return to the base from which he has advanced, although that rule has been known to be overlooked in a major league game where, after the batter had been called out for illegally batting, the runners were not sent back to bases, as they should have been, exactly as in the instance of a foul hit.

Foul caught on fly, runner may be doubled up at original base.

Illegally batted ball.

If the umpire gets in the way of the catcher by accident, the runner cannot have the benefit of the mishap to the catcher, but must go back to his original base.

Note in Section 6 that the fair hit must strike the umpire before the ball touches the person of a fielder.

Note again in Section 7, which emphasizes the fact that if the runner be declared out "for interference," the runners ahead shall return to base.

In returning to base under the above circumstances, runners may go across the diamond to get back to the original base.

When Base-Runners are Out.

RULE The base-runner is out:

56 SECTION 1. If, after three strikes have been declared against him while the batsman, the third strike ball be not legally caught and he plainly attempts to hinder the catcher from fielding the ball.

Runner hindering catcher.

SEC. 2. If, having made a fair hit while batsman, such fair hit ball be momentarily held by a fielder before touching the ground or any object other than a fielder; provided, it be not caught in a fielder's hat, cap, protector, pocket or other part of his uniform.

Caught fly.

Ball must not be caught in any part of uniform.

SEC. 3. If, when the umpire has declared "Three Strikes" on him while the batsman, the third strike ball be momentarily held by a fielder before touching the ground; provided, it be not caught in a fielder's cap, protector, pocket or

Three strikes.

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(Explanatory notes by the editor in smaller type.)

Touch some foreign object. other part of his uniform, or touch some object other than a fielder before being caught.

Touched before reaching first base. **SEC. 4.** If, after three strikes or a fair hit, he be touched with the ball in the hand of a fielder before he shall have touched first base.

Fielder touches first base before runner. **SEC. 5.** If, after three strikes or a fair hit, the ball be securely held by a fielder while touching first base with any part of his person before such base-runner touch first base.

Running outside of 3-foot line to first base. **SEC. 6.** If, in running the last half of the distance from home base to first base, while the ball is being fielded to first base, he run outside the three-foot lines, as defined in Rule 7, unless he do so to avoid a fielder attempting to field a batted ball.

Avoiding fielder.

Running outside of 3-foot line to avoid being touched. **SEC. 7.** If, in running from first to second base, from second to third base, or from third to home base, he run more than three feet from a direct line between a base and the next one in regular or reverse order to avoid being touched by a ball in the hands of a fielder. But in case a fielder be occupying a base-runner's proper path in attempting to field a batted ball, then the base-runner shall run out of direct line to the next base and behind said fielder and shall not be declared out for so doing.

Avoiding fielder.

Obstructing fielder. **SEC. 8.** If he fail to avoid a fielder attempting to field a batted ball, in the manner described in Sections 6 and 7 of this rule, or in any way obstruct a fielder in attempting to field a batted ball, or intentionally interfere with a thrown ball; provided, that if two or more fielders attempt to field a batted ball, and the base-runner come in contact with one or more of them, the umpire shall determine which fielder is entitled to the benefit of this rule, and shall not decide the base-runner out for coming

Umpire shall determine.

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in contact with a fielder other than the one the umpire determines to be entitled to field such batted ball. *If a fair hit ball goes through an infielder, and hits a runner immediately back of him, the umpire must not declare the runner out for being hit by a batted ball. In making such decision the umpire must be convinced that the ball passed through the infield and that no other infielder had the chance to make a play on the ball. If, in the judgment of the umpire, the runner deliberately and intentionally kicks such a hit ball, on which the infielder has missed a play, then the runner must be called out for interference.*

Fair hit
through fielder,

SEC. 9. If at any time while the ball is in play, he be touched by the ball in the hands of a fielder, unless some part of his person be touching the base he is entitled to occupy; provided, however, that the ball be held by the fielder after touching him, unless the base-runner deliberately knock it out of his hand. *The ball must be firmly held by the fielder after touching the runner. The ball cannot be juggled, even though the fielder may retain possession of the ball and prevent same from dropping to the ground.*

Base-runner
touched when
not on base.

Fielder must
hold ball.

Must not
"juggle" ball.

SEC. 10. If, when a fair or foul hit ball (other than a foul tip as defined in Rule 46) be legally caught by a fielder, such ball be legally held by a fielder on the base occupied by the base-runner when such ball was batted, or the base-runner be touched with the ball in the hands of a fielder, before he retouch such base after such fair or foul hit ball was so caught; provided, that the base-runner shall not be out in such case, if, after the ball was legally caught as above, it be delivered to the bat by

Base-runner
out if unable to
get back to base
after fair or
foul fly caught.

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Not out if
pitcher delivers
ball before out
is claimed.

When base-
runner is safe
if base is
detached.

When base-
runner may
advance on fly
ball caught.

Forced by
succeeding
batsman.

No force on
infield fly.

Base runner
out if hit by
batted ball not
touched by
fielder.

No base run.

No run scored.

Umpire puts
ball in play.

Cutting bases,
in regular or
reverse order.

the pitcher before the fielder hold it on said base, or touch the base-runner out with it; but if the base-runner, in attempting to reach a base, detach it from its fastening before being touched or forced out, he shall be declared safe. *A base-runner who holds his base on a fly ball shall have the right to advance the moment such fly ball touches the hands of a fielder.*

SEC. 11. If, when the batsman becomes a base-runner, the first base, or the first and second bases, or the first, second and third bases be occupied, any base-runner so occupying a base shall cease to be entitled to hold it, and may be put out at the next base in the same manner as in running to first base, or by being touched with the ball in the hands of a fielder at any time before any base-runner following him in the batting order be put out, unless the umpire should decide the hit of the batsman to be an infield fly *according to Section 8 of Rule 51.*

SEC. 12. If a fair hit ball strike him before touching a fielder, and, in such case, no base shall be run unless necessitated by the batsman becoming a base-runner, but no run shall be scored or any other base-runner put out until the umpire puts the ball back into play.

SEC. 13. If, when advancing bases, or forced to return to a base, while the ball is in play, he fail to touch the intervening base or bases, if any, in the regular or reverse order, as the case may be, he may be put out by the ball being held by a fielder on any base he failed to touch, or by being touched by the ball in the hands of a fielder in the same manner as in running to first base; provided, that the base-runner shall not be out in such case if the ball be delivered

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to the bat by the pitcher before the fielder hold it on said base or touch the base-runner with it.

Not out if pitcher delivers ball before out is claimed.

SEC. 14. If, when the umpire call "Play," after the suspension of a game, he fail to return to and touch the base he occupied when "Time" was called before touching the next base; provided, the base-runner shall not be out, in such case, if the ball be delivered to the bat by the pitcher, before the fielder hold it on said base or touch the base-runner with it.

Failure to retouch base when "Time" was called.

SEC. 15. If with one or no one out and a base-runner on third base, the batsman interferes with a play being made at home plate.

Runner on third; batsman interferes at home plate.

SEC. 16. If he pass a preceding base-runner before such runner has been legally put out he shall be declared out immediately.

Passing preceding runner.

SEC. 17. *If, in the judgment of the umpire, the coacher at third base by touching or holding the runner physically assists him in returning to or leaving third base. The runner, however, should not be declared out if no play is being made.*

Base-runner touched by coacher.

SEC. 18. The base-runner in running to first base may overrun said base after touching it in passing without incurring liability to be out for being off said base, provided he return at once and retouch the base, after which he may be put out as at any other base. If, after overrunning first base, he attempts to run to second base, before returning to first base, he shall forfeit such exemption from liability to be put out.

Overrunning first base.

Must return at once and retouch base.

When base-runner forfeits exemption.

SEC. 19. If, while third base is occupied, the coacher stationed near that base shall run in the direction of home base on or near the base line while a fielder is making or trying to make a play on a batted ball not caught on the fly, or on a thrown ball, or a fly ball, and thereby draws

Third base occupied.

Coacher runs toward home to disconcert fielder.

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Base-runner out.

a throw to home base, the base-runner entitled to third base shall be declared out by the umpire for the coacher's interference with and prevention of the legitimate play.

Base-runner out if team-mates collect at base.

SEC. 20. If one or more members of the team at bat stand or collect at or around a base for which a base-runner is trying, thereby confusing the fielding side and adding to the difficulty of making such play, the base-runner shall be declared out for the interference of his teammate or team-mates.

Catcher's interference with "squeeze" play.

SEC. 21. *In event a base-runner is trying to score from third base on a pitched ball or the "squeeze" play, a "balk" and also an "interference" should be called if the catcher runs out in front of the plate to catch the ball; and the runner shall be allowed to score and the batsman be entitled to first base. The same penalties must be imposed in case the catcher pushes the batsman out of the way, or tips his bat.*

When "force-out" occurs.

SEC. 22. DEFINITION OF A "FORCED" PLAY.— *A force-out can be made only when a base-runner legally loses the right to the base he occupies by reason of the batsman becoming a base-runner, and he is thereby obliged to advance.*

There is more in Rule 56 than in all the other rules of the base ball decalogue.

Section 1 tells the batter very plainly that if he interferes with the catcher when the latter has not caught the third strike, he suffers the penalty of being called out.

"Momentarily held," in Section 2, means "firmly held," in the sense that the ball is not afterwards dropped to the ground.

Base-runners sometimes forget.

Section 3. In this case "fielder," of course, refers to the catcher. If there is a runner on first base and no one out, or only one out, the catcher does not even have to hold the ball. The batter is out automatically (see Section 6 of Rule 51). It is a "bone" play for a runner who is on first to think he must

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run when the batter has a third strike called on him and the catcher drops the ball, unless two hands are out.

Section 4 says "fielder," because any fielder—pitcher, catcher or first or second baseman—can touch the runner out if possible before the latter gets to first base. In other words, the first baseman does not have a monopoly of putting runners out at first base.

Pitcher or catcher is a "fielder."

Section 5 defines the second way of putting runners out at first. If a fielder—meaning any player of side not at bat—with the ball in his possession, touches first base before the runner arrives at the base, the runner is out.

Often when a batter makes a long hit on which it appears he may go to second base, or third, or home, he runs outside the base path while rounding first base and there are some who instantly shout that he is out "for running out of the line." Note what Section 6 says. The runner is out only for running out of line if the ball is being fielded to first base and he runs out to avoid being put out. It is apparent that the farther he deviates from the base path, the more he is handicapping himself. To cite an extraordinary circumstance: The runner could even stop, sit on the players' bench and then resume his run to first base (provided he returned to the base path at the point from which he left it) without liability to be called out if the ball had not been held on first base before he reached it. When a batter hits for a home run the ball is not fielded to first base on the first play, except the runner is presumed to have omitted to touch first base, which is quite another matter from running out of line.

Batsman can run out of line rounding first base.

Section 7 holds the runner to the base line to avoid being touched by the ball in the hands of a fielder. On the other hand, if the runner is trying for a long distance hit, the base line rule is not exacted. He can make his turn as best he can so that he shall not cut the bases. The runner never is out if he runs behind a fielder who is trying to field the ball. He may run in front of the fielder; indeed, sometimes it is almost impossible to do otherwise, but he must be careful that he does not interfere with the fielder.

Runner can go behind fielder when latter is fielding ball.

Section 8 is easily understood. If the fielders have run into one another, the runner is not at fault if the collision happens to be with that fielder who, in the opinion of the umpire, had the lesser opportunity to field the ball. The added change has clarified the original rule.

When fielders collide.

The runner is always out at any time he is touched by the ball in the hands of a fielder, unless the runner is on the base to which he is legally entitled. The ball, however, must be held by the fielder after he has touched the runner. If the runner deliberately knocks the ball out of the

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fielder's hands to avoid being put out, he must be declared out. Note that the new addition to the rule states the ball cannot be juggled.

Section 10 means that the runner is out if he cannot get back to the base that he originally occupied, after a foul or fly catch has been made, and the ball has been thrown to the base ahead of him. For instance, a runner is on second base. The ball is batted so hard and so close to the foul line that the runner is sure it is a fair hit. He starts to run and when he arrives at third finds that the hit was foul. In the meantime the ball has been thrown to second ahead of him and held on the base. That retires the runner. The same prevails at first and third bases. If the runner slides back to a base or jumps into it, and unloosens it from its fastening, he is safe because he does not follow the base, but the base follows him. If a fielder can touch him with the ball before he can regain the original base he is out. The new clause in the rule says the base-runner shall have the right to advance the moment a fly ball touches the fielder's hands.

Batsman the
 only player who
 can start a
 "force play."

Section 11 embraces the much misunderstood "force" rule. No runner can be forced on the base paths except the batsman becomes a base-runner. For instance, with runners on, say, all of the bases, the runner on third suddenly decides to steal home and the runner on second moves up to third base and touches it. The runner, who had been on third, however, decides that he can not make home safely, and returns to third base. He is legally entitled to do so, while the runner who had come up from second will have to hurry back to that base the best way he can. Many amateurs think that the moment the runner on second touches third base, the runner who was on third becomes "forced" to the plate, but he is not. The same applies in like manner to runners on first and second, respectively. The runner is always entitled to return to the base he held originally—always with the possibility of being put out by being touched with the ball until that time when the batsman forces all runners immediately preceding him by becoming a base-runner. If there were three runners on bases when that happened, all of them necessarily would have to start. The runner on third base would try to get home, the runner on second would try to get to third, and the runner on first would try to get to second, while the batter would try to beat the ball to first. His play at bat forced everybody, *but until the batter starts a force play there is no force play in base ball.* Nine-tenths of the "knotty problems" submitted to the editor of the GUIDE each year bear upon misconception of what constitutes a "force." In the event of an infield fly, the umpire is expected to announce "infield fly" or

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"outfield fly," for no other purpose than to kill the "force." When he says, "batter out," it is an infield fly and the runners may hold their bases in safety.

After a long fly to the outfield is caught—fair or foul fly—the base-runners have the privilege of trying to advance a base, at their own risk. On a long foul fly to the outfield, with a runner on third and a long throw to the home plate in prospect, it is not always good policy for a fielder to try for the foul. A fast runner may beat the throw-in. Ball games have been lost by outfielders not taking careful note of such conditions.

The runner is out if he is hit while on fair territory by a batted ball. The ball is dead. That should not be forgotten. The batter takes his base, however.

If the runner, in trying for a three-base hit, should fail to touch either first or second base, he is out if the attention of the umpire is called to the play, and if the umpire saw the omission. In like manner, if the runner in returning to bases—the ball being in play—fail to touch the bases in regular order, if he is called upon to do so because of the play that is being made, he is out, if the attention of the umpire is called to his transgression, and if the umpire saw his failure to do so. If the pitcher has delivered the ball to the batter before the claim is made, the runner may not be called out. It should be noted that the attention of the umpire must be called to the act of a runner having omitted to touch a base. The umpire is a referee, not a policeman; and questions of fact are submitted to him for decision in his judicial capacity.

Calling "Play" or "Time" is exactly as calling fair or foul, so far as returning and touching a base is concerned.

Section 15 gives the umpire right to call the runner out at third base if there is such a runner, and if there is no one out or one out and the batsman interferes with a play that is being made at home plate. It must be thoroughly understood that if the runner is called out, the batter may not be called out also.

A base-runner never should be foolish enough to pass a preceding base-runner. This seems like an unnecessary warning, but there have been instances where base-runners have been that foolish.

Section 17 is now so clear that no misunderstanding should arise as to its intent. The wording of the rule makes it very plain when the runner is, and is not, out.

When the runner goes to first base, after he has finished being a batter, he may overrun the base as far as he wishes and turn either to the right or to the left, but if he should make an apparent effort to go to second base, when he thus

Runners may start from base instant ball touches fielders' hands.

Batter entitled to first when batted ball hits base-runner.

Latter out.

Umpire's attention must be called to omission to touch bases.

Calling "Play" or "Time."

Batter not out on interference if base-runner is called out.

Coachers "interference."

Overrunning first base.

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overruns first base, he loses his right to return to first base without exemption from being put out.

Section 19 warns the coacher at third not to try to fool the players of the team in the field into making a false throw to head off an apparent runner trying to score. Before the rule was adopted there were some players who made a specialty of this unsportsmanlike practice and became more adept at it than they did in playing the game.

Section 20 very plainly tells the players of the side at bat to keep away from the bases unless they are runners, or batters, or legitimate coaches.

When Umpire Shall Declare an Out.

RULE The umpire shall declare the batsman
57 or base-runner out, without waiting

Appeal must be made for decision when runner cuts a base or turns first improperly.

for an appeal for such decision, in all cases where such player be put out in accordance with any of these rules, except Sections 10, 13 and 18 of Rule 56.

An appeal must be made to the umpire when a runner "cuts a base," either in trying for a long hit, or in returning to the base that he held originally. The umpire may see the failure to touch a base, but he must not rule on it, unless players of the team in the field have been as observant as he and ask for a ruling. Likewise, if a runner turns toward second base, after he has passed first base, the attention of the umpire must be called to it by an opposing player before the runner is declared out. There are times when the umpire does not observe the runner omitting to touch a base. If a player of the opposing side asks for the ruling, it is not in the province of the umpire to declare the runner out if the umpire failed to see the runner miss the base.

Coaching Rules.

RULE A coacher may address words of as-
58 sistance and direction to the base-runners or to the batsman. He shall not, by words or signs, incite or try to incite the spectators to demonstrations, and shall not use language which will in any manner refer to or reflect upon a player of the opposite club, the umpire or the spectators. Not more than two coaches, who

Coachers may talk only to batsman or runners.

(Must not incite spectators.

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must be players in the uniform of the team at bat, shall be allowed to occupy the space between the players' and the coaches' lines, one near first and the other near third base, to coach base-runners. If there be more than the legal number of coaches or this rule be violated in any respect the umpire must order the illegal coacher or coaches to the bench, and if his order be not obeyed within one minute, the umpire shall assess a fine of \$5.00 against each offending player, and upon a repetition of the offense, the offending player or players shall be debarred from further participation in the game, and shall leave the playing field forthwith.

Only two coaches.

One at first ;
 one at third.

Illegal coaches
 to bench.

Fines are not assessed in amateur games, but amateurs, as well as professionals, should live up rigidly to the rules in regard to coaching. There is nothing meaner than to appeal to the spectators to clamor at the top of their voices against the visiting players. One of the most disgusting features of any game is the use of language equally disgusting, and it is not good sportsmanship to "ride" the opposing players; that is, to goad them to anger by the use of personalities.

The Scoring of Runs.

RULE One run shall be scored every time a
59 base-runner, after having legally touched the first three bases, shall legally touch the home base before three men are put out; provided, however, that if he reach home on or during a play in which the third man be forced out or be put out before reaching first base, a run shall not count. (*For definition of a "force-out" see Rule 56, Sec. 22.*)

Base-runners
 must touch all
 bases legally,
 before three out.

No run on third
 hand out before
 reaching first.

Again the "force out" is brought plainly to attention. A run cannot be scored, if the third hand out is forced out or is put out before he reaches first base. For instance, three runners are on bases and the batter hits a slow grounder to the short-stop. Before he gets the ball the runner on third, who has a good start toward home, is quite up to the plate, but the runner who was on first is slow and the shortstop throws him

Defining
 force-out.

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out before he is able to make second base. The run does not count. The force play does not necessarily have to be made at first base.

When runs cannot be scored as third hand is being put out.

If there is a runner on third and the batter hits the ball to the pitcher, who fumbles it, and the third baseman recovers it and throws the batter out at first base, and it is the third hand out, a run does not score even if the runner on third was over home plate before the ball got to first base. On the other hand, if the third hand should be put out at second base, and not on a force play, and a runner on third should have scored before the put out was made, the run does count. Note carefully in this rule that the force play must be the third out to prevent the run from scoring, or that the third hand must be out before the batter reaches first base to establish the fact that the run is void.

UMPIRES AND THEIR DUTIES.**Power to Enforce Decisions.**

RULE 60 The umpires are the representatives of the League and as such are authorized

Umpires enforce all rules.

and required to enforce each section of this code. They shall have the power to order a player, captain or manager to do or omit to do any act which in their judgment is necessary to give force and effect to one or all of these rules, and to inflict penalties for violations of the rules as hereinafter prescribed. In order to define their respective duties, the umpire judging balls and strikes shall be designated as the "Umpire-in-Chief"; the umpire judging base decisions as the "Field Umpire".

Players, captains and managers under their control.

Umpire-in-Chief decides balls and strikes.

Field umpire on bases.

Umpires in amateur games have equally as much authority as those in professional games except that fines are not imposed in amateur games.

The Umpire-in-Chief.

RULE SECTION 1. The Umpire-in-Chief shall

Umpire-in-Chief behind catcher.

Umpire-in-Chief in full charge.

61 take position back of the catcher; he shall have full charge of and be responsible for the proper conduct of the game. With exception of the decisions to be made by the Field Umpire,

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as described in Rule 62, the Umpire-in-Chief shall render all the decisions that ordinarily would devolve upon a single umpire, and which are prescribed for "The Umpire" in these Playing Rules.

SEC. 2. He shall call and count as a "ball" any unfair ball delivered by the pitcher to the batsman. He shall also call and count as a "strike" any fairly delivered ball which passes over any portion of the home base, and within the batsman's legal range as defined in Rule 31, whether struck at or not by the batsman; or a foul tip which is caught by the catcher standing within the lines of his position, within 10 feet of the home base; or which, after being struck at and not hit, strike the person of the batsman; or when the ball be bunted foul by the batsman; or any foul hit ball not caught on the fly unless the batsman has two strikes; provided, however, that a pitched ball shall not be called or counted a "ball" or "strike" by the umpire until it has passed the home plate.

SEC. 3. He shall render base decisions in the following instances: (1) If the ball is hit fair, with a runner on first, he must go to third base to take a possible decision; (2) with more than one base occupied, he shall, *on appeal*, decide whether or not a runner on third leaves that base before a fly ball is caught; (3) in case of a runner being caught between third and home, when more than one base is occupied, he shall make the decision on the runner nearest the home plate.

Note the words, "on appeal."

SEC. 4. The Umpire-in-Chief alone shall have authority to declare a game forfeited.

Section 3 should be well studied by the umpire in order that he may learn where to place himself when there are runners on the bases.

Makes all decisions, except those of Field Umpire.

Calls each "ball."

Calls each "strike."

Calls foul tip.

Batsman hit.

Foul bunt.

Foul fly not caught.

No decision until ball has passed home plate.

Umpire-in-Chief goes to third on fair hit, with runner on first.

Decision on runner leaving third before fly caught.

When more than one base occupied.

Sole power to forfeit game.

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The Field Umpire.

Field Umpire's
position.

RULE SECTION 1. The Field Umpire shall
62 take such positions on the playing field

as in his judgment are best suited for the rendering of base decisions. He shall render all decisions at first base and second base, and all decisions at third base except those to be made by the Umpire-in-Chief in accordance with Section 3, Rule 61. *He shall also have equal authority with the Umpire-in-Chief in the calling of "balks" on the pitcher, and in enforcing Section 4, Rule 14, and Section 2, Rule 30, prohibiting the use of foreign substance on the ball and prohibiting "freak" deliveries.*

Decisions at
first and second.

Decisions at
third.

Deciding balk.

May not
forfeit game.

Fining or
removing
players.

SEC. 2. He shall aid the Umpire-in-Chief in every manner in enforcing the rules of the game and, with the exception of declaring a forfeiture, shall have equal authority with the Umpire-in-Chief in fining or removing from the game players who violate these rules.

The Field Umpire may not forfeit a game, but he may remove a player who does not observe the rules. He now has authority to rule on balks and "freak" deliveries.

No Appeal From Decisions Based on Umpire's Judgment.

RULE There shall be no appeal from any de-
63 cision of either umpire on the ground

that he was not correct in his conclusion as to whether a batted ball was fair or foul, a base-runner safe or out, a pitched ball a strike or a ball, or on any other play involving accuracy of judgment, and no decision rendered by him shall be reversed, except that he be convinced that it is in violation of one of these rules. The captain shall alone have the right to protest against a decision and seek its reversal on a claim that it

To appeal from
umpire on fair
or foul ball.

Runner safe
or out.

"Strike" or
"ball."

Or any play
involving
accuracy of
judgment.

No decision
reversed unless
rule violated.

Only captain
may protest.

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is in conflict with a section of these rules. In case the captain does seek a reversal of a decision based solely on a point of rules, the umpire making the decision shall, if he is in doubt, ask his associate for information before acting on the captain's appeal. Under no circumstances shall either umpire criticise or interfere with a decision unless asked to do so by his associate.

Umpire may ask information of associate.

Neither umpire to criticise or interfere with decision unless requested by associate.

An umpire may not change decisions of the other umpire unless the latter asks for a conference. Umpires may change decisions if satisfied that they are in the wrong. All make mistakes and only the more obtuse decline to admit them. No captain can protest a decision of the umpire where it is simply a matter of judgment on the part of the latter. Many do protest, and that practice is what leads to obnoxious and annoying delay brought about in direct violation of the rule. Protests on balls and strikes are absurd, although the Umpire-in-Chief not infrequently calls a ball or a strike which seems not to have been one. However, his position for judgment is far better than that of any player except the catcher, and of any spectator, no matter where the latter may be seated. A Field Umpire may decide wrong in the rapidity of play, and when he thinks he may have done so, has a perfect right to ask the Umpire-in-Chief as to the accuracy of the decision. The camera has shown that umpires, even the best of them, do make incorrect decisions, and has also shown that players, even the best of them, do make foolish objections.

Remarks on umpire's duties.

Duties of Single Umpire.

RULE 64 If but one umpire be assigned, his duties and jurisdiction shall extend to all points, and he shall be permitted to take his stand in any part of the field that in his opinion will best enable him to discharge his duties.

Single umpire's jurisdiction extends to all points.

He may umpire from behind home plate or from behind the pitcher's plate.

May stand anywhere.

Must Not Question Decisions.

RULE 65 Under no circumstances shall a captain or player dispute the accuracy of the umpire's judgment and decision on a play.

Captain cannot dispute umpire's decision.

RULE 65(Official text of the rules in large type.
(Explanatory notes by the editor in smaller type.)

If the captain thinks the umpire has erred in interpretation of the rules he may appeal to him, but no other player is privileged to do so. The umpire has the right to remove players for objecting to decisions or behaving in an ungentlemanly manner.

Clubs Can Not Change Umpire.**RULE** The umpire can not be changed during

66 a championship game by the consent of the contesting clubs unless the official in charge of the field be incapacitated from service by injury or illness.

Only illness
permits change
of umpire.

Penalties for Violations of the Rules.**RULE SECTION 1.** In all cases of violation

67 of these rules, by either player or manager, the penalty shall be prompt removal of the offender from the game and grounds, followed by a period of such suspension from actual service in the club as the President of the League may fix; *except, that in event a pitcher is removed from the game for violation of either Section 4 of Rule 14, or of Section 2 of Rule 30, he shall be automatically suspended for a period of ten days.* In the event of removal of player or manager by either umpire, he shall go direct to the club house and remain there during the progress of the game, or leave the grounds; and a failure to do so will warrant a forfeiture of the game by the Umpire-in-Chief.

Removed from
game.

Suspension by
league
president.

Player removed
must go direct
to club house or
leave ground.

Failure to leave
cause for
forfeiture.

Fine if captain
fails to notify
umpire of
substitution.

SEC. 2. *The umpire shall assess a fine of \$25.00 against (1) the captain who fails to notify him when one player is substituted for another; (2) against any player who crosses the field in going to the club house after he has been ordered from the game or bench. (Players so removed must go around the playing field.) A fine of \$5.00 shall be assessed against*

RULE 67

(Official text of the rules in large type.
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any player who fails to be seated on his bench within one minute after ordered to do so by the umpire.

SEC. 3. In cases where substitute players show their disapproval of decisions by yelling from the bench, the umpire shall first give warning. If the yelling continues he shall *order the offender or offenders from the bench; but in event the disturbance is continued and the umpire is unable to detect the offenders, then he shall clear the bench of all substitute players; the captain of the team, however, to have the privilege of sending to the club house for such substitutes as are actually needed to replace players in the game.*

Umpire to Report Violations of the Rules.

RULE 68 The umpire shall within twelve hours after fining or removing a player from the game, forward to the President a report of the penalty inflicted and the cause therefor.

Umpire's report.

RULE 69 Immediately upon being informed by the umpire that a fine has been imposed upon any manager, captain or player, the President shall notify the person so fined and also the club of which he is a member; and, in the event of the failure of the person so fined to pay to the Secretary of the League the amount of said fine within five days after notice, he shall be debarred from participating in any championship game or from sitting on a player's bench during the progress of a championship game until such fine be paid.

President of league notifies player and club of fine.

Fine paid within five days.

Debarred from players' bench if fine unpaid.

RULE 70 When the offense of the player debarred from the game be of a flagrant nature, such as the use of obscene language or an assault upon a player or umpire, the umpire shall within four hours thereafter forward to the President of the League full particulars.

Umpire must make immediate report.

Official text of the rules in large type.
(Explanatory notes by the editor in smaller type.)

Warning to Captains.

Umpire warns captains. **RULE 71** The umpire shall notify both captains before the game, and in the presence of each other, that all the playing rules will be strictly and impartially enforced, and warn them that failure on their part to co-operate in such enforcement will result in offenders being fined, and, if necessary to preserve discipline, debarred from the game.

On Ground Rules.

Umpire must enforce rules regarding materials. **RULE SECTION 1. 72** Before the commencement of a game the umpire shall see that the rules governing all the materials of the game are strictly observed.

Spectators overflow. **SEC. 2.** In case of spectators overflowing on the playing field, the home captain shall make special ground rules to cover balls batted or thrown into the crowd, provided such rules be acceptable to the captain of the visiting club. If the latter object, then the umpire shall have full authority to make and enforce such special rules, and he shall announce the scope of same to the spectators.

Home captain makes ground rules. **SEC. 3.** In all cases where there are no spectators on the playing field, and where a thrown ball goes into a stand for spectators, or over or through any fence surrounding the playing field, or into the players' bench (whether the ball rebounds into the field or not), or remains in the meshes of a wire screen protecting the spectators, the runner or runners shall be entitled to two bases. The umpire in awarding such bases shall be governed by the position of the runner or runners at the time the throw is made.

Visiting captain must agree. **SEC. 4.** The umpire shall also ascertain from the home captain whether any other special

If visiting captain objects, umpire makes ground rules.

Thrown ball in stand.

Through fence.

In players' bench.

In screen.

Runners get two bases.

Home captain notifies umpire as to special ground rules.

RULE 72

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 Explanatory notes by the editor in smaller type.)

ground rules are necessary, and if there be he shall advise the opposing captain of their scope and see that each is duly enforced, provided they do not conflict with any of these rules and are acceptable to the captain of the visiting team.

Umpire notifies
visiting captain.

Section 2 means what it says. If the ground rules are not satisfactory to the visiting club, the umpire has authority to make ground rules.

The latter part of Section 3 means that if a runner has started to steal second base and an overthrow is made, the runner shall be given not only second, if in the opinion of the umpire he might have made the base, but two bases in addition.

Official Announcements.

RULE 73 The umpire shall call "Play" at the hour appointed for the beginning of a game, announce "Time" at its legal interruption and declare "Game" at its legal termination. Prior to the commencement of the game he shall announce the batteries, and during the progress of the game shall announce each change of players. In case of an overflow crowd, he shall announce the special ground rules agreed upon, and he shall also make announcement of any agreement entered into by the two captains to stop play at a specified hour.

Calling "Play."

Announcing
"Time."

Declaring
"Game."

Announcing
batteries.

Changes of
players.

Special ground
rules.

Agreement to
stop play.

"Play" is the order of the umpire to begin the game or to resume it after "Time" has been called.

"Time" is the order of the umpire to suspend play temporarily.

"Game" is the announcement of the umpire that the contest is terminated.

Suspension of Play.

RULE 74 The umpire shall suspend play for the following causes:

Play suspended.

SECTION 1. *If rain fall so heavily that in the judgment of the umpire play should be suspended, he shall note the time of suspension, and if, at the end of thirty minutes, rain shall*

Heavy rain.

Thirty minutes'
wait.

RULE 74(Official text of the rules in large type.
Explanatory notes by the editor in smaller type.)

continue to fall, the umpire shall then be the sole judge of whether or not resumption of play will be possible, and he alone shall have authority to prolong the suspension or terminate the game.

Game
terminated.Accident to
umpire or
player.Removing
spectator or
player from
ground.Play in progress
is completed
before "Time"
is called.

SEC. 2. In case of an accident which incapacitates him or a player from service in the field, or in order to remove from the grounds any player or spectator who has violated the rules, or in case of fire, panic or other extraordinary circumstances. *Provided, that in case of accident to a player or players in attempting to make a play on either a batted or thrown ball, "Time" shall not be called until, in the judgment of the umpire, no further play is possible.*

A very definite distinction as to when the umpire shall call "Time."

Calling "Time"
suspends play.

SEC. 3. In suspending play from any legal cause the umpire shall call "Time"; when he calls "Time" play shall be suspended until he calls "Play" again, and during the interim no player shall be put out, base be run or run be scored. "Time" shall not be called by the umpire until the ball be held by the pitcher while standing in his position, except that this does not apply to Section 3, Rule 37, nor does it apply in case of fire, panic or storm, *or in case of accident to a player or umpire.*

No out, base
run, or run
scored.Pitcher's
position.

Note the addition of the words, "in case of accident to a player or umpire."

FIELD RULES.Who may go
on field.
Players in
uniform.
Managers.
Umpires.
Officers of law.

RULE 75 No person shall be allowed upon any part of the field during the progress of a game except the players in uniform, the manager of each side, the umpire, such officers of the law as may be present in uniform, and

RULE 75(Official text of the rules in large type.
Explanatory notes by the editor in smaller type.)

such watchmen of the home club as may be necessary to preserve the peace.

Home club
watchmen.

This is not strictly observed in amateur games, but it is best to have the field as clear as possible.

RULE 76 No manager, captain or player shall address the spectators during a game except in reply to a request for information about the progress or state of the game, or to give the name of a player.

Addressing
spectators.

This rule has been violated in every way possible, although it stands in the code as an official mandate for clean Base Ball. One unsportsmanlike feature in connection with its non-observance is the practice of players of visiting teams to incite hostility against players of the home team or to provoke acrimonious dispute certain to develop rowdyism. "Mucker" play is condemned in foot ball and is subject to as severe condemnation in Base Ball. No tolerance should be held for deliberate misconduct on the field.

The fault is not always the players', however; spectators, too, indulge in much unwarranted personality to players.

RULE 77 Every club shall furnish sufficient police force to preserve order upon its own grounds, and in the event of a crowd entering the field during the progress of a game, and interfering with the play in any manner, the visiting club may refuse to play until the field be cleared. If the field be not cleared within 15 minutes thereafter, the visiting club may claim and shall be entitled to the game by a score of 9 runs to 0 (no matter what number of innings has been played).

Preserving
order.Forfeiture to
visiting team.**General Definitions.****RULE 78**

"Play" is the order of the umpire to begin the game or to resume it after its suspension.

"Play."

RULE 79

"Time" is the order of the umpire to suspend play. Such suspension must not extend beyond the day.

"Time."

(Official text of the rules in large type.
Explanatory notes by the editor in smaller type.)

“Game.” **RULE** “Game” is the announcement of the
80 umpire that the game is terminated.

“Inning.” **RULE** “An Inning” is the term at bat of the
81 nine players representing a club in a game and is completed when three of such players have been legally put out.

“Time at Bat.” **RULE** “A Time at Bat” is the term at bat of
82 a batsman. It begins when he takes his position, and continues until he is put out or becomes a base-runner. But a time at bat shall not be charged against a batsman who is awarded first base by the umpire for being hit by a pitched ball, or on called balls, or when he makes a sacrifice hit, or for interference by the catcher.

“Time at Bat” not charged on
Hit by pitched ball.
Base on balls.
Sacrifice.
Interference by catcher.

Why omitted from score. A time at bat “not being charged” refers to the score. For instance, if Smith goes to the plate five times and makes three hits, and is given one base on balls, and is hit once by a pitched ball, he is charged officially in the score with three times at bat, and three single base hits, while in the score summary it is stated that he received a base on balls and was hit once by the pitcher. As batting averages are determined by dividing the total number of base hits by the total times at bat, to give a “time at bat” to a batter when he goes to first base on called balls, or for any other reasons stated in the rule, would act as penalty on the batsman, by reducing his batting average, for something for which he was not responsible.

“Legal.” **RULE** “Legal” or “Legally” signifies as
83 required by these rules.

THE SCORING RULES.

All scorers must follow instructions. **RULE** To promote uniformity in scoring
84 championship games the following instructions are given and suggestions and definitions made for the guidance of scorers, and they are required to make all scores in accordance therewith.

(Official text of the rules in large type.
 (Explanatory notes by the editor in smaller type.)

The Batsman's Record.

RULE SECTION 1. The first item in the tabu- Times at bat.
85 lated score, after the player's name
 and position, shall be the number of times he
 has been at bat during the game, but the excep-
 tions made in Rule 82 must not be included.

SEC. 2. In the second column shall be set down Runs.
 the runs, if any, made by each player.

SEC. 3. In the third column shall be placed Base hits.
 the first-base hits, if any, made by each player.

SEC. 3-a. *If, in the last half of the final* Credit for
inning, with the winning run on base, the bats- bases scored on
man drives home that run, credit shall be given winning run.
him for as many bases on his hit as the runner
advances; except, however, that in case of the
batsman driving a fair ball out of the playing On home run.
field, he shall receive credit for a home run.

Be sure that the batter gets a home run when the ball goes
 out of the playing field.

The Scoring of Base Hits.

SEC. 4. A base hit shall be scored in the Defining base
 following cases: hit.

When the ball from the bat strikes the ground Ball out of
 on or within the foul lines and out of the reach fielders' reach on
 of the fielders, provided the batter reaches first fair ground.
 base safely.

When a fair-hit ball is partially or wholly Ball partially
 stopped by a fielder in motion, but such player stopped cannot
 can not recover himself in time to field the ball recover.
 to first before the striker reaches that base or
 to force out another base-runner.

When the ball be hit with such force to an in- Bail a player
 fielder or pitcher that he can not handle it in time cannot handle,
 to put out the batsman or force out a base-runner. a hit if in
 In a case of doubt over this class of hits, a base doubt.

RULE 85(Official text of the rules in large type.
Explanatory notes by the editor in smaller type.)

hit should be scored and the fielder exempted from the charge of an error.

Slow hit, fielder cannot get in time.

When the ball is hit so slowly toward a fielder that he cannot handle it in time to put out the batsman or force out a base-runner.

Base hit for batted ball hitting runner unless batted by himself.

In all cases where a base-runner is retired by being hit by a batted ball, unless batted by himself, the batsman should be credited with a base hit.

Batted ball hitting umpire or his clothing.

When a batted ball hits the person or clothing of the umpire, as defined in Rule 53, Section 6.

Force-out kills credit of base hit.

In no case shall a base hit be scored when a base-runner is forced out by the play.

Fielder's choice.

When a fielder after handling a batted ball, elects to try to retire a base-runner instead of the batter, the play is known as a "fielder's choice." In case the runner is retired, or would be retired but for an error, the batter shall be charged with a time at bat, but no hit. If the runner is not retired, and no error is made, the batter shall be charged with a time at bat, but no hit, provided he swung at the ball, and shall be credited with a sacrifice hit, provided he bunted the ball; if, however, in the judgment of the scorer the batter could not have been retired at first base by perfect fielding, he shall be credited with a base hit.

Time at bat no hit.

Sacrifice on bunt.

Base hit if batter could not have been retired.

Sacrifice Hits.

Sacrifices in summary.

SEC. 5. Sacrifice hits shall be placed in the Summary.

Bunt sacrifice.

A sacrifice hit shall be credited to the batsman who, when no one is out or when but one man is out, advances a runner a base by a bunt hit, which results in the batsman being put out before reaching first, or would so result if it were handled without error.

Sacrifice fly.

A sacrifice hit shall also be credited to a batsman who, when no one is out or when but one

RULE 85

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man is out, hits a fly ball that is caught but results in a run being scored on the catch, or would in the judgment of the scorer so result if caught ; *but no distinction shall be made in the Summary as between bunted or fly-ball sacrifices.*

In other words, a "sacrifice" is a "sacrifice," whether a bunt, a slow hit, or a fly ball.

Fielding Records.

SEC. 6. The number of opponents, if any, put out by each player shall be set down in the fourth column. Where the batsman is given out by the umpire for an illegally batted ball, or fails to bat in proper order, or is declared out on third bunt strike, the put-out shall be scored to the catcher. In cases of the base-runner being declared "out" for interference, running out of line, or on an infield fly, the "out" should be credited to the player who would have made the play but for the action of the base-runner or the announcement of the umpire.

SEC. 7. The number of times, if any, each player assists in putting out an opponent shall be set down in the fifth column. One assist and no more shall be given to each player who handles the ball in aiding in a run-out or any other play of the kind, even though he complete the play by making the put-out.

An assist should be given to a player who makes a play in time to put a runner out, even if the player who could complete the play fails, through no fault of the assisting player.

And generally an assist should be given to each player who handles or assists in any manner in handling the ball from the time it leaves the bat until it reaches the player who makes the put-out, or in case of a thrown ball, to each player who throws or handles it cleanly, and in such a

Put-outs.

Batting out of order.

Third strike a bunt, catcher gets credit for put-out.

Out for interference, out of line or infield fly.

Assists.

One assist only in run-out.

Assist given if another player fails on put-out.

Assists in operation from time ball leaves bat until it reaches put-out man.

RULE 85

(Official text of the rules in large type.
Explanatory notes by the editor in smaller type.)Assist, even if
error is finally
made.When each
player handling
ball gets assist.Double play
defined.

way that a put-out results, or would result if no error were made by a team-mate.

Assists should be credited to every player who handles the ball in the play which results in a base-runner being called "out" for interference or for running out of line.

A double play shall mean any two continuous put-outs that take place between the time the ball leaves the pitcher's hands until it is returned to him again standing in the pitcher's box.

Errors.

Errors.

SEC. 8. An error shall be given in the sixth column for each misplay which prolongs the time at bat of the batsman or prolongs the life of the base-runner or allows a base-runner to make one or more bases when perfect play would have insured his being put out. But a base on balls, a base awarded to a batsman by being struck by a pitched ball, a balk, a passed ball or wild pitch shall not be included in the sixth column.

Failure to make
perfect play.Base on balls
not error.Batsman hit by
pitcher, balk,
passed ball, wild
pitch, not
errorsWhen catcher
is exempt.

An error shall not be charged against the catcher for a wild throw in an attempt to prevent a stolen base, unless the base-runner advance an extra base because of the error.

Failure to
make second
part of
double play.

An error shall not be scored against the catcher or an infielder who attempts to complete a double play, unless the throw be so wild that an additional base be gained. This, however, does not exempt from an error a player who drops a thrown ball when by holding it he would have completed a double play.

Dropping thrown
ball.

In case a base-runner advance a base through the failure of a baseman to stop or try to stop a ball accurately thrown to his base the latter shall be charged with an error and not the player who made such throw, provided there was occasion for it. If such throw be made to second base

RULE 85

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the scorer shall determine whether the second baseman or shortstop shall be charged with an error.

Scorer to determine.

In event of a fielder dropping a fly but recovering the ball in time to force a runner at another base, he shall be exempted from an error, the play being scored as a "force-out."

Force-out will save error on dropped fly.

An error shall be charged to the catcher if he drop a third strike, allowing the runner to reach first base; except this rule is not to apply in case of a wild pitch.

Error for catcher.

At last it has been ordered in black and white that a muffed third strike is an error.

An error shall be charged to the first baseman if, on receiving a throw in ample time to retire the batsman, he fail to touch first base.

Error for first baseman.

Here is another instance where an error, that always was an error, now officially goes on record as one.

Stolen Bases.

Sec. 9. A stolen base shall be credited to the base-runner whenever he advances a base unaided by a base hit, a put-out, a fielding or a battery error, subject to the following exceptions:

Stolen base.

In event of a double or triple steal being attempted, where either runner is thrown out, the other or others shall not be credited with a stolen base.

Attempted double or triple steal.

In event of a base-runner being touched out after sliding over a base, he shall not be regarded as having stolen the base in question.

Over-sliding.

In event of a base-runner making his start to steal a base prior to a battery error, he shall be credited with a stolen base and the battery error shall also be charged.

Battery error.

In event of a palpable muff of a ball thrown by the catcher, when the base-runner is clearly

Palpable muff.

RULE 85(Official text of the rules in large type.
Explanatory notes by the editor in smaller type.)

blocked, the infielder making the muff shall be charged with an error and the base-runner shall not be credited with a stolen base.

No credit for
alleged "steal."

No stolen base shall be credited to a runner who is allowed to advance without any effort being made to stop him.

In other words, when runners are deliberately permitted to circle around because the team at bat cannot conceivably win, there are no stolen bases.

Definition of Wild Pitch and Passed Ball.

Batsman
reaches first.

SEC. 10. A wild pitch is a legally delivered ball, so high, low or wide of the plate that the catcher cannot or does not stop and control it with ordinary effort, and as a result the batsman, who becomes a base-runner on such pitched ball, reaches first base or a base-runner advances.

Runner
advances.

Passed ball
defined.

A passed ball is a legally delivered ball that the catcher should hold or control with ordinary effort, but his failure to do so enables the batsman, who becomes a base-runner on such pitched ball, to reach first base or a base-runner to advance.

Definition of Run Earned Off Pitcher.

Earned run.
Safe hit.
Sacrifice.
Stolen base.
Base on balls.
Hit batsman.

SEC. 11. A run earned off the pitcher shall be scored every time a player reaches home base by the aid of safe hits, sacrifice hits, stolen bases, bases on balls, hit batsmen, wild pitches and balks, before fielding chances have been offered to retire the side.

Wild pitch.
Balk.

Pitcher gets
benefit of doubt
in fielding
error.
Fielding
error.

The pitcher shall be given the benefit of doubt whenever fielding errors are made and in determining the base to which a runner should have been held with perfect support on part of fielders. A fielding error made by the pitcher shall be considered the same as any other fielding error. No run can be earned that scores as re-

Pitcher's
error.

RULE 85

(Official text of the rules in large type.
Explanatory notes by the editor in smaller type.)

sult of batsman having reached first base on a fielding error or passed ball ; nor can any run be earned after the fielding side has failed to accept chances offered to retire the side.

Fielding error, or passed ball to batsman, prevents earned run.
Chances to retire side.
When no earned run.

To determine the pitcher's percentage for the season, the total number of runs earned off his pitching shall be divided by the total number of innings he has pitched ; then multiplied by nine, to find his average effectiveness for a complete game.

Pitcher's percentage.

The Summary.

The Summary shall contain :

- | | | |
|----------------|---|--|
| RULE 86 | SECTION 1. The score made in each inning of the game and the total runs of each side in the game. | Score by innings.
Total runs. |
| SEC. 2. | The number of stolen bases, if any, made by each player. | Stolen bases. |
| SEC. 3. | The number of sacrifice hits (<i>including sacrifice flies</i>), if any, made by each player. | Sacrifice hits.
Sacrifice flies. |
| SEC. 4. | The number of two-base hits, if any, made by each player. | Two-base hits. |
| SEC. 5. | The number of three-base hits, if any, made by each player. | Three-base hits. |
| SEC. 6. | The number of home runs, if any, made by each player. | Home runs. |
| SEC. 7. | The number of double and triple plays, if any, made by each team and the players participating in same. | Double and triple plays. |
| SEC. 8. | <i>The number of runs batted in by each batsman.</i> | Runs batted in. |
| SEC. 9. | The number of innings each pitcher pitched in. | Innings each pitcher. |
| SEC. 10. | The number of base hits, if any, made off each pitcher, and the number of legal "at bats" scored against each pitcher. (<i>The</i> | Base hits against pitcher.
"At bats" against pitcher. |

RULE 86(Official text of the rules in large type.
Explanatory notes by the editor in smaller type.)

Summary to be in form as follows: "Hits off, 6 in 4 innings; one man out in 5th.")

- Strike-outs. SEC. 11. The number of times, if any, the pitcher strikes out the opposing batsmen.
- Bases on balls. SEC. 12. The number of times, if any, the pitcher gives bases on balls.
- Wild pitches. SEC. 13. The number of wild pitches, if any, charged against the pitcher.
- Hits batsman. SEC. 14. The number of times, if any, the pitcher hits a batsman with a pitched ball, the name or names of the batsman or batsmen so hit to be given.
- Passed balls. SEC. 15. The number of passed balls by each catcher.
- Time of game. SEC. 16. The time of the game.
- Umpires. SEC. 17. The name of the umpire or umpires.

In scoring always exercise common sense. Merely because a fielder touches a ball it does not constitute an error. Batters are to be given encouragement and, in any question of doubt as to whether they make base hits, are to be entitled to the benefit of the doubt.

How to Determine Percentage of Club Standing and Individual Player Averages.

1. *To determine the percentage of Games Won and Lost, divide the total number of games won and lost into the number won.*

2. *To determine Batting Averages, divide the total "Times at Bat" into the total number of base hits.*

3. *To determine Fielding Averages, divide the total of put-outs, assists and errors into the total of put-outs and assists.*

In all cases where the remaining fraction is one-half or over, a point is added to the average.

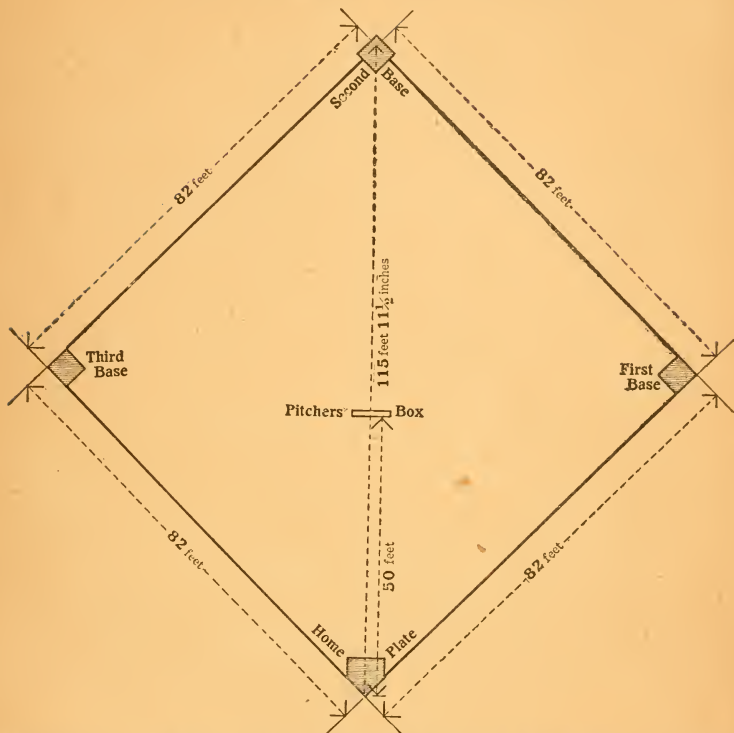


Diagram of Diamond for Boys Under 16 Years of Age.

As Approved by the Joint Playing Rules Committee, Chicago, February 10, 1920.

The official dimensions of the diamond for boys under sixteen years old, as approved by the major leagues' joint rules committee, is as follows: Distance between bases, 82 feet; home plate to second base, 115 feet $11\frac{1}{2}$ inches; home plate to pitching rubber, 50 feet. The official ball shall be not less than $8\frac{1}{2}$ nor more than $8\frac{3}{4}$ inches in circumference and shall weigh not less than $4\frac{1}{2}$ nor more than $4\frac{3}{4}$ ounces. The Spalding "Official National League Jr." ball or the Reach "Official American League Jr." ball should be used in all games played under these rules.

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Knotty Problems

BY JOHN B. FOSTER AND BILLY EVANS.

As in previous years, the editor of the GUIDE, Mr. John B. Foster, will be pleased to answer any questions relative to interpretation of the rules. These inquiries should be written on one side of the paper, typewritten if possible, and accompanied by a self-addressed two-cent stamped envelope. Send your inquiries to Mr. John B. Foster, 45 Rose Street, New York.

"Knotty Problems in Base Ball" is a new number of the Spalding Athletic Library series and contains the principal questions and answers printed in the first edition, together with those published in the SPALDING GUIDE of the last few years. Every player and fan should have a copy of this book, as it contains answers to questions that are practically identical with situations arising daily on the ball field. Keep "Knotty Problems" handy, as some incident may arise covered "to the dot" by one of the explanations. Price 25 cents.

"How to Umpire" is now published separately and contains a great deal of information that will be helpful to the arbiter and of undoubted interest to the player and spectator. Price 25 cents.

An attempt to bunt is a strike even if the batsman does not touch the ball if there is no one out.

There is no one out and two strikes on the batter. The latter attempts to bunt the ball but misses it. The catcher also misses the ball. The batsman runs to first base but is called out by the umpire. Was the umpire right?

The batsman was not out. He became a base-runner immediately after three strikes had been called by the umpire. Had the batsman bunted a foul on the third strike he would have been out, but his attempt to bunt—even though he missed the ball—was as if he had swung freely at the ball. If the catcher failed to hold the third strike, the batsman becoming a base-runner, must proceed to first base. If he arrived there in advance of the ball he was safe.

It is against the rules to cut the bases while trying for a run.

A base-runner is on second base and starts to steal third as the pitcher delivers the ball to the batsman. The latter hits a fly to the field. The runner who had started to steal third and had touched the base thinks the ball may be caught and attempts to retrace his way to second base. The fielder misses the fly ball and thereupon the runner, without trying to touch third base, again leaves the base line between second and third bases and goes home. The umpire called the runner safe, but could he do so in view of the fact that the runner had not retouched third base?

The umpire in this instance was wrong. To score a run the bases must be touched continuously in legal order. The runner had not made his title legal to third base in the first place, because a play was in continuation by which he could have been put out. Rule 56, section 13, says the base-runner is out if, when advancing bases or forced to return to a base while the ball is in play, he fails to touch the intervening base or bases in the regular or reverse order. The ball was in play when he touched third base and to make his run legal it was necessary that he should return to third base and touch it again on his way to home plate. He also ran outside the base line.

Batsman should be given reasonable time to regain his balance if he slips when swinging at the ball.

Batsman swung very hard at the second strike and, slipping, staggered back three or four steps. Before he had recovered his balance and could return to the batsman's box the pitcher delivered the ball and the batsman was called out on strikes. Was the umpire right?

Technically he was. The literal construction of the rule gives the umpire no alternative than to call a strike if the batsman has begun his turn at bat. On the other hand, if the umpire was satisfied that the batsman was a victim of an accident—in other words, had slipped out of position—it would have been permissible for him to suspend play.

The umpire must use his judgment if the batter deliberately walks out of the box.

In the last half of the seventh (and final) inning, the game being shortened by mutual agreement, with the score 7-5 in favor of the team in the field, no runs, two hands out, two strikes and no balls on the batter, the latter walked out of his box. The pitcher threw the ball and the umpire called a strike, which retired the side and ended the game. The losing team protested. If the protest was sustained it was a question whether the game was to start again where it had terminated in the seventh inning, with two strikes and no balls, or whether the game should be played from the start.

If the batsman did not ask the umpire to suspend play for some cause of more than ordinary importance, a protest of the game should never have been considered. In all that is related above the umpire is sole judge.

Substitute runner's status depends upon whether captain of team in field gave consent for him to run.

First man at bat received a base on balls. After he had touched first base a runner was substituted for him. The runner reached third base later, but after he had arrived at third base it was his turn to bat. Could another runner be substituted for him?

The runner first substituted, unless he were permitted to run by consent of the captain of the opposing team, was out of the game the moment that his term as substitute runner was fully completed. That would happen when he was put out or when his own side was put out. If the captain of the team in the field had granted permission to this substitute to run, from necessity he would be compelled to follow this permission up by permitting him to bat while another runner took his place. All depends upon whether the captain of the team in the field had given permission.

Running across the base line with the ball in a fielder's hand does not retire a base-runner by a presumable force play.

If a fielder with the ball in his hand runs across a base line ahead of a runner who is trying to advance from one base to another, can the runner be declared out on a force play?

A base-runner may not be put out in this manner and the query which came from the Far West is not so extraordinary as it may seem. There has been an opinion of this nature held by heritage of custom of long ago. It is due to improvised rules which were made for "two old cat" and "town ball" and very likely the idea insinuated itself into Base Ball because of local desire.

Advancing a base on a wild pitch with an overthrow ground rule.

A city league adopted a rule by which the base-runner was to be allowed to take one base on an overthrow at first base, third or home. A runner started from second to steal third and the pitcher also made a wild pitch at the same time. The umpire would not permit the runner to score from second, holding him at third. Was he right?

Advancing a base on a wild throw as a rule means that the runner is awarded a base if he has made a start for it and in addition is given another base, which is the penalty of the wild throw. The same penalty would be enforceable so far as a wild pitch is concerned.

Runners score ahead of home run in final inning.

I have read the new rule in regard to making a home run in the last half of the final inning of any game. Do I understand that all of the runners who are on bases, provided there are any, must score ahead of the batter, even if more runs are to be made than the actual one which wins for the team last at bat?

That is the correct understanding. If the score is 2 to 1 in favor of the team which was at first at bat when their half of the final inning is played and three runners should get on bases, followed by the next batter who made a home run, all of the runners as well as the batter would score. That would make the score 5 to 2 in favor of the team last at bat in the final inning. Be sure to note that all of the runners as well as the batter must touch the bases in regular order. Penalty for failure to touch the bases in regular order would be enforced as at any other stage of a game.

First game of double-header regular game.

Our amateur league occasionally plays a double-header, due to postponement of some other game. We would like to know if there is an official ruling as to which of the games of the double-header is the game regularly scheduled for that afternoon.

The game first played has been declared to be the regularly scheduled game in the professional leagues and the same rule should apply in amateur games, to bring about uniformity.

Legal game if score equal in last half of fifth inning.

Is a tie game in the last half of the fifth inning legal if the side second at bat is unable to complete its half of the fifth inning because of storm or for other good reason?

Your question has been definitely settled by the new rules, which provide that if the side last at bat in the fifth inning has equaled the score which has been made by the team first at bat, the game is a legal drawn game if it is impossible to proceed further.

Umpire must rule on "freak" delivery without appeal.

Must the umpire enforce the new rules which have been adopted to eliminate the "freak" pitching? I mean, is it necessary that he shall enforce the rule without an appeal from the side at bat?

The umpire is expected to enforce the rule without appeal and, more than that, if there are two umpires, the Field Umpire has the same jurisdiction over the "freak" deliveries as the Umpire-in-Chief. It will keep both of them busy, but ultimately it is safe to say that "freak" deliveries will be dropped out of the game. The pitchers will learn to depend upon their personal skill as opposed to "freak" pitching.

Game won in last half of fifth inning.

The score of a game in which we were playing was 3 to 2, in favor of the team second at bat in the last half of the fifth inning, with only one out, when rain fell and prevented the continuance of the game. Did the team second at bat win?

It did.

Failure to announce substitutes does not affect plays.

If the umpire fails to announce a substitute because the captain of the team on which the substitution took place forgot to tell him, are the plays in which that player engaged illegal?

No. The rules now provide distinctly that whether the substituted player is a batter, fielder, catcher, or pitcher, each play in which he took part is legal, even if the umpire did fail to make an announcement.

"Hidden ball" penalized.

Has the pitcher the right to stand on the pitcher's plate, as if he meant to pitch, but without the ball in his possession?

No. Section 7, Rule 34, states explicitly that if the pitcher takes a legal position on the rubber without the ball in his possession, regardless of whether he makes any motion to pitch or not, it is a balk. A balk advances each base-runner and, in addition to that, the ball is dead. Should a pitcher try the old "hidden ball" trick with the score even and a runner on third base his foolishness would lose the game for his side.

Dead ball if ball hits bat accidentally.

The pitcher threw a fast inshoot at which the batter dodged and in dodging he threw up his bat. The ball passed over the batter's head but struck his bat and fell foul. What is the ruling?

Before the changes were made in the rule code this would have been a strike if the batter did not have two strikes when the ball hit his bat. Now it is a dead ball.

Balk if pitcher drops ball.

With a runner on first base the pitcher in the act of delivering the ball to the batsman dropped it. What is the ruling?

It is a balk under the new rules. It is also a balk if he drop the ball in the act of throwing it to first base. There is no balk penalty if the ball is dropped in the act of delivering it to the batter when there is no one on bases, since the batter never advances to first base on a balk.

Position of ball determines whether fair or foul.

A fly was batted just within the right field foul line. The right fielder had one foot on foul territory and one foot on fair territory when he caught the ball. The umpire said it was a foul because the fielder had one foot on foul territory although the ball was plainly over fair ground. Was the umpire right?

No. The position of the fielder has nothing to do with a decision of this kind. It is the position of the ball which must govern the umpire as to whether the hit is fair or foul. If the ball is outside the foul line and the fielder on fair ground it is a foul. If the ball is over fair ground and the fielder outside the foul line, it is a fair hit.

Pitcher may step off plate.

May the pitcher step off the plate after being in position because perspiration trickling into his eyes temporarily blinds him?

He may. The umpire should call "Time." He may also step off the plate to dry his hands. This becomes necessary when a game is played in a heavy mist or a light shower.

Strike even if pitcher is off plate.

The pitcher was not standing on his plate, but, as much for fun as anything else, delivered the ball to the bat and the batter swung at it. The umpire called a strike. The batter said it could not be a strike unless the pitcher were on the plate.

The umpire was right. It is a strike. If the batter had batted the ball to the shortstop and the shortstop had thrown it to first base the batter would have been out if the ball had reached the base before him. Also, if he made a safe hit it would have counted as a safe hit.

Umpire decides home run on boundary fence.

A long fly was batted into the stand in right field. The ball passed over the fence between the stand and the field on fair ground but it curved after passing the fence and dropped foul. Was it a foul ball or a fair ball?

The new rules would make it a fair ball. The umpire is no longer required to give a decision on a hit where he last sees the ball, but where he noted it when it passed the boundary fence.

Bunted fair fly not an infield fly.

The batter bunted and lifted a fair fly into the air. Was it an infield fly?

See Rule 51, Section 8. The umpire is not to call it an infield fly.

Definition of infield fly.

Please define the infield fly rule. It seems to be misunderstood by the umpires in our industrial league. They insist there are two ways to rule upon it.

The change in the rules which was made February 10, 1920, should help every umpire to understand the "infield fly" rule without trouble in the future. Section 8 of Rule 51 now reads: "If before two hands are out, when first and second, or first, second and third bases are occupied, the batter hit a fair fly (note the word 'fair') other than a line drive that can be handled by an infielder, he is out. In such case the umpire shall, as soon as the ball be hit, declare it an infield or outfield hit." Now comes an addition to the rule that makes it much clearer than before: "The runners may be off their bases or advance at the risk of the ball being caught, the same as on any other fly ball." This change will make customs uniform in all leagues.

May not run bases in reverse order.

Although there was no reason for so doing, but as a joke, one of our players ran back to first base after he had touched second. Is there any penalty?

Yes. In the future, however, there will be little of this fun, because a new section—section 2—has been added to Rule 52, which makes it possible to put the runner out.

When fair ball hits umpire on foul ground.

A hit on fair ground after it passed third base rolled foul and struck an umpire who was watching a play. The side in the field insisted the ball was dead and base-runners must hold their bases. Were they right?

No. In Rule 54, section 1, it explicitly states that if the ball fairly hit strike the umpire on foul ground, the ball shall be considered in play.

When thrown ball hits coacher.

In throwing to third base the ball got away from the baseman and hit the coacher. The latter did not purposely get in the way of the ball, but the side in the field claimed that it was dead because it had hit him. Was the claim right?

If the coacher did not interfere purposely, the ball was not dead but in play. If the umpire thought the coacher purposely interfered, he should send the runners back to their bases and put the coacher on the players' bench.

Catcher cannot help pitcher to give intentional base.

Do the new rules say that the pitcher may not give an intentional base on balls?

No. They do provide that the catcher may not leave his position in order to assist the pitcher to give an intentional base on balls. If the catcher remain in his position and the pitcher can devise some method by which to get a batter to first base without permitting him to hit the ball, he has that privilege. However, he can no longer have the catcher as an ally when the latter is standing far to one side of home plate.

Dead ball not fourth ball if bat is accidentally hit.

The ball accidentally hit the bat of the player at bat. It should have been the fourth ball in the sequence of delivery. What was the right decision?

The umpire should have called it a dead ball. So far as strikes and balls were concerned it was nothing.

Umpire to determine batted ball hitting runner.

The ball, after being hit by the batter, passed the shortstop and hit the runner back of the shortstop. The umpire called the runner out, although it looked as if the shortstop should have handled the ball. Was the decision right?

This is a matter of judgment on the part of the umpire. If he were satisfied that the shortstop should have handled the ball he should not have called the runner out. On the other hand, if satisfied that the hit might have been safe, so far as fielding was concerned, the runner should have been called out.

When bases are not to be credited as stolen.

With the score 10 to 2 in the first half of the ninth inning, and two hands out, the side at bat got a man to first base. He stole second and third, no effort being made to prevent him. The next batter made a hit. He also stole second and third, no effort being made to prevent him. That resulted in a total of four stolen bases. Should they be credited?

No longer. They were credited in the past and it was an unfair method. In case of a keen race between players for the base-stealing championship of the year, one or two bases given any one of three or four men might decide an unearned title in favor of the recipient of the gifts.

When umpire calls time players colliding.

In a collision on the base lines the ball was diverted to one side and two runners scored from second and third. The side in the field said the umpire should have called "Time" and not permitted more than one to score. Is there a rule to govern this?

Yes. Rule 74, section 2, says: "In case of accident to a player or players in attempting to make a play on either a batted or thrown ball, 'Time' shall not be called until, in the judgment of the umpire, no further play is possible." If two runners had an opportunity to score, he could not rule against them.

Catcher may not interfere on "squeeze" play.

With a runner on third the batter tried the "squeeze" play to get him home. The catcher ran in front of the batter and caught the ball, touching the runner out. The umpire allowed it. Was he right?

There was some question in regard to this play up to 1920, but there should be none in the future. Rule 56, section 21, distinctly provides that if the catcher leaves his position to run in front of the batter and prevent a "squeeze" play, the runner shall be permitted to score and the batter be permitted to go to first base. If the catcher pushes the batter out of the way or tips his bat, the same penalty must be enforced. As the "squeeze" play, which is a bunt-and-run play, nothing else, usually is tried in an attempt to tie the score or win a game, the catcher will have to be very careful that he does not interfere with the intent of the batter.

Error for catcher on dropped third strike.

The catcher dropped the third strike, allowing the runner to reach first base. How should this be scored?

Score it as an error. It's just the same as a fumble on the part of an infielder or a muffed fly.

Error for first baseman failing to touch first.

The first baseman had the ball in time to put out the runner, but he failed to touch first base. How should that have been scored?

Give the first baseman an error.

Third put-out ends inning; batsman had term at bat.

The rule reads a base on balls is not a "time at bat." Suppose a player receives a base on balls or is hit by a pitched ball and there is a runner on the bases who is put out while the player receiving the base on balls is jogging to first base; does the player who received a base on balls go to bat first in the next inning? He did not have a "time at bat."

It is true that he did not have a technical "time at bat," so far as the scoring definition is concerned, but he did have a term at bat, and he does not go to bat first in the following inning. The batter who succeeds him in the batting order is the first batter in the next inning.

Home run not scored if preceding runner is third out.

A runner is on first base and the batter raps the ball over the fence. The runner on first cuts second on his way to the plate and is declared out. He is the third hand out. Is the batter given a home run for his hit over the fence?

No. The game was completed when the third hand was put out. The batter could not get to second base, because the runner was theoretically out at second base before the batter could touch it, and the runner positively out when it was decided that he did not touch the base.

Evolution of Base Ball Paraphernalia

BY JOHN B. FOSTER.

To those who are fortunate enough to own old Base Ball Guides, published back in the days when they did not have stadiums, and Base Ball values of stadium dimensions, the advertising pages are by no means the least interesting of the old-time books.

There is a regular progression to be noted in them of the introduction of new ideas and as regular fading out of the older customs, manners and appliances. Fashions change in Base Ball, for there always have been styles in the national game. One of these days, as time rolls around, the ball player of 2000 A. D. rigged up in his costume of that date may be a smarter looking chap than the ball player of 1920, but he will have to do very well, however, to become a great deal superior.

The good old bat and ball retain their original importance. Perhaps every other item of Base Ball paraphernalia could, under certain circumstances, be dispensed with, but not the ball and bat. No ball, no game; no bat, no game. You can have the corner of the barn for first base, but you can't bat the ball with the barn door.

Reason for an official ball.

In the early days of the national game the ball was furnished by the home team and was of local manufacture. It not only varied in construction but sometimes was made in accordance with the capabilities of the local representatives. Thus, if the latter were good batters, a lively ball was in evidence, while the reverse was the fact if the opponents were superior in that department. This accounts for the seemingly startling reversals in form as indicated by the large scores of that period and served to create an impression that sinister influences were tampering with the players when, as a matter of fact, the ball was at fault.

With the organization of the National League in 1876 and the establishment of base ball on a standard basis, the need became apparent for a ball that would give the same service every day and to all alike. The league officials invited the manufacturers of that period to submit samples. After exhaustive tests, the ball submitted by A. G. Spalding, who had been a prominent player on the Boston and Chicago teams and shortly before had started in business, was accepted and has continued since to be the official ball. With the Spalding ball a home run in New York is made under precisely the same conditions as one in Chicago; the players use the same ball constantly, and the public and players realize that the inherent honesty of the game is unquestioned; circumstances of ground and weather, combined with the variability of the human element, serving to make base ball sufficiently uncertain and exciting to have attraction for every degree of temperament and every class of patron, rendering it truly the "National Game."

More than four decades have elapsed since the Spalding National League Base Ball was adopted as the official Base Ball of the then newly formed organization. What an influence this organization has had, not only on Base Ball, but on sports of all kinds! Who would have thought that so much in athletics would have been modeled on the success of the type of organization that was put together by the National League?

Made strictly according to National League requirements, the Spalding Base Ball was quickly established as the standard Base Ball of the United States. Under the watchful care of the late A. G. Spalding, who, although a club owner, had also been a player, there was no deviation in manufacture. The result was uniformity. All

games were played with a ball of the same weight and measurement and there was an end to the "ringing in" of balls and the jockeying which had spoiled so many contests.

All the history of Base Ball has been marked by continued legislation on the part of the rule makers. Changes that have been made in the playing rules, except those which relate to scoring and the details of base-running and fielding, have been based on the varying degree of attack and defense. The pitcher and the batter always have been at war. When the batting became too strong, so strong that too many runs were scored and the game became tiresome, the pitcher was given a chance. When the pitcher got the upper hand the rule makers went after him and attempted to reduce his effectiveness. To the credit of the pitcher it may be said that he has kept the rule makers busy for a greater part of Base Ball's existence.

In 1880 eight called balls entitled a batter to take first base.

In one year four strikes was the rule, but one year was enough of that. There have been six called balls, and seven called balls, and eight called balls. There has been a fair ball. One year, and one only, a base on balls was given as a base-hit. It never should have been, but they had theories of their own in the old days exactly as they have them in the modern. The foul strike is still a part of the game. The extended pitching distance is still with us. Now there are to be restrictions on the pitcher which are likely to stand him on his head and may remove him temporarily from the game if he forgets any of them. Once there was a flat bat. What a lot of comment it made and what a fiasco it proved!

Through all of this shifting and changing, the ball has remained exactly the same. One may venture to say that is a fact which pretty much all Base Ball enthusiasts have forgotten. The ball in weight and measurement is the same old ball with which the game began. Its cover has been knocked off a few times, but it's the old ball nevertheless in everything except original material.

Introduction of the cork center ball.

By 1908 the pitcher had overcome a great deal of the handicap that went into effect against him when the pitching distance was lengthened and there was a cry for more batting. The firm of A. G. Spalding & Bros. undertook to solve the new problem by changing the material of the ball, and the Cork Center Ball was introduced after exhaustive tests extending over a period of several years which were conducted under the personal supervision of Mr. A. G. Spalding. With almost the first trial after the ball was made to suit the requirements of Mr. Spalding, it was proved that the cork center had again established a balance of power between the batter and the pitcher. Its use was begun in league contests in 1910 and it has been used since. The cork center gives just that amount of resiliency that makes the ball go "true and sweet" off the bat, and it is a great improvement over the old rubber cored ball. There has been a general feeling of satisfaction on the part of all leagues the longer the ball has been in use, and from the time that it was placed in championship games it has been so uniform in make that pitchers and fielders rely upon it because of its true flight.

Official base ball diamond adopted for junior players.

At the meeting of the Joint Rules Committee in Chicago, February 10, 1920, it was agreed that it would be a good idea to establish an official field for boys. It is true that boys can "lay out" any field that they may wish, but if their games are played on fields which vary in area there is no standard to the contests and the result is nothing

like actual championship form. A boy likes to be a champion every bit as well as a man. If boys play on their own official diamond they will not be required to go through so much physical effort and they will become accustomed to the measurements, so that their efficiency as players will improve. The new official diamond is a little smaller than the diamond for the big fellows. The base lines are 82 feet in length against 90 for the regulation diamond. At the same time that the smaller diamond was adopted it was recommended that a ball be used which would be more suitable for a boy's hands.

For many years the Spalding Official National League Junior Ball was made with this very object in view. Later, with the introduction of the cork center ball for major league games, it was found practical to use the cork center in the junior ball. The Spalding Official National League Junior Ball is therefore official for games played by junior clubs just as much as its "daddy" of the National League.

The price of a Spalding Official National League Base Ball is \$2.50. When ordered in lots of one-half dozen or more the price is at the rate of \$24.00 per dozen. The price of the Spalding Official National League Junior Ball—the boys' official ball—is \$1.75 each.

The old style rubber center Base Ball is still made if there are those who prefer to use it. It is known as the Spalding Rubber Core League Base Ball. It is of best quality throughout, with pure Para rubber center, and is superior to any other rubber center ball made. The price of this ball is \$2.00 each or, when ordered in lots of one-half dozen, at the rate of \$21.00 a dozen.

Other Base Balls in the Spalding line embrace a variety suitable to every condition of play and at reasonable prices, comprising the "Minor League" at \$1.50; the "Spalding Match," \$1.00; "Junior Professional," 55 cents; the old reliable "King of the Diamond," 55 cents; "League Junior," 30 cents; "Star," 30 cents; "Boys' Favorite," 20 cents; "Rocket," 12 cents.

Next to the ball, the bat is the important implement.

If the player is restricted to the use of an official ball for reasons of standardization, there is no limit except in maximum weight and length to which he may aspire in selecting his bat. There are as many styles of batting as there are individual players. Although batters may be classed in groups as batting in a general style, when it comes to actual form there is an individuality that always will be apparent. As an instance of the variety in just one style of bat—the Spalding Double Oil Tempered Autograph Ash Bat is cited—there are not less than twelve models. Five are 34 inches long, five are 33 inches long and two are 32 inches long. The weights will have a variation of eight ounces in some cases. These bats are made of the finest second growth osage ash, air dried over a period of two to three years, of hard stock, double oil tempered (literally "boiled in oil" for two successive days), hard filled, hand rubbed and French polished. Even the oldtimer, whose talk is of Anson's White Stockings or when "Jim" Mutrie managed the Giants, shakes off his years when he grips one of these bats and makes a "shadow homer." The price is \$2.00 each.

The Spalding Players' Autograph, as the name would suggest, is a bat modeled after the specifications outlined by some prominent batter whose name is autographed on the bat. The "Ross Youngs" model, as an instance, is 35 inches long and weighs from 40 to 60 ounces. It has a medium thick handle and a large batting surface, which gives immense driving power in the hands of players capable of swinging a heavy bat. Other models are selected according to the peculiar adaptiveness of certain players for some particular style of batting.

Players who succeed in finding a model which gives them the best results order from season to season by model name. Although stars have passed out of the game, who originally gave a name to a particular style of bat, the model is not abandoned. Hundreds of persons who have found that style the best continue to order it. The batter

who originated the model knew what he wanted and what was good, and those who have tried the model prefer it to any that can be turned on the lathe. The technical description of a Players' Autograph Bat is: "Made from finest air dried second growth straight grained white ash, cut from upland timber, with a special oil finish which hardens with age and increases the bat's resiliency and driving power." The price of this bat is \$1.50.

For the same price—\$1.50 each—may be obtained the "Spalding Natural Finish" ash bat, in 12 models, as also the "Spalding Dark Brown Taped" ash bats, of 12 models. In the \$1.25 listing are three ash bats, "All Star," "New Special College" and "Special National Association." Twelve models in each title give a comprehensive variety. For outfielding practice the Spalding hardwood "Fungo" bat, 38 inches long, is specially useful. This model costs \$1.25.

The remainder of the bat line includes the "Spalding League" model, with a choice of either plain or taped handle in assorted models, \$1.00 each; another "fungo" bat of light basswood in assorted lengths, 75 cents each; a white ash boys' bat, costing 50 cents each, and the "Spalding Junior League" in light weights at 25 cents each.

For those who wish a special model copied or an old favorite duplicated, Spalding will make such a bat to order. Directions for shipping, price and other information will be found in the advertising pages pertaining to bats in this edition of the GUIDE.

The ball and bat are essentials of the game, but there are other items which are to be classified as "necessary." The catcher and the first baseman can use any size of mitt. The other players are restricted in the size which they may use. The catcher will find a dozen sizes of mitts in this year's Spalding list, from the "Boys' Amateur," at \$1.50, to the "Honor" mitt at \$22.00. In the advertising section of the GUIDE, complete details of the Spalding catchers' mitts for 1920 are listed with descriptions and prices.

Only catcher and first baseman may use any size mitt.

Now come the mitts for the basemen. The first baseman is the recipient of special privileges, as he, like the catcher, may wear a mitt of any size which he wishes. All other fielders, except catcher and first baseman, are limited to a size which is specially stipulated by rule. This rule provides for a glove or mitt not weighing over 10 ounces and measuring not more than 14 inches around the palm.

Spalding mitts are carefully made, both as regards size and material. Expert knowledge enters into the fashioning of each one. For these reasons they last longer under strain and service. Experience of years, which is possessed by the Spalding firm, is a fine advantage to the user of a glove.

The range in prices for basemen's mitts extends from \$2.50 for the "League Junior" to \$13.50 for the beautiful "ABX" models, which are known as "Stick-on-the-Hand." A complete description of these models is in the advertising section of the GUIDE.

How the infielder's glove came into being.

In the early days of professional Base Ball the use of a glove was looked upon as being unnecessary. When games began to be scheduled continuously, the pounding of the ball on the bare skin of the hand soon used up both palm and fingers. Mr. A. G. Spalding in his book, "Base Ball: America's National Game," relates how the glove came into existence. Mr. Spalding wrote: "The first glove I ever saw on the hand of a ball player in a game was worn by Charles C. Waite in Boston in 1875 (Mr. Spalding was a member of the champion Boston teams of 1872-3-4-5). He had come from New Haven and was playing first base. The glove worn by him was of flesh color, with a large round opening in the back. Now, I had for a good while felt the need of some sort of hand protection for myself. In those days clubs

did not carry an extra carload of pitchers, as now. For several years I had pitched in every game played by the Boston team and had developed severe bruises on the inside of my left hand. When it is recalled that every swift ball pitched had to be returned, and that every swift one coming my way, from infielders, outfielders, or hot from the bat, must be caught or stopped, some idea may be gained of the punishment received.

"Therefore, I asked Waite about his glove. He confessed that he was a bit ashamed to wear it, but had it on to save his hand. He also admitted that he had chosen a color as inconspicuous as possible, because he did not care to attract attention. It was not until 1877, however, that I overcame my scruples against wearing a glove. I got a black one, but it did not evoke the ridicule that had greeted Waite. I had been playing so long and had become so well known that its use seemed to excite sympathy rather than hilarity. I found that the glove, thin as it was, helped considerably, and inserted one pad after another until a good deal of relief was afforded. If anyone wore a padded glove before this date I do not know it."

Spalding Infielders' Gloves afford almost unlimited choice in material, construction and price. The latter ranges from as low as \$1.00 for a glove to the "Honor" models at \$10.00. The list in the advertising section presents the details of individual gloves.

The invention of the catcher's mask.

As with many other good ideas that came out of Boston, we are indebted to the Hub for the origin of the catcher's mask. This was invented by Fred W. Thayer, Harvard student, and patented by him in 1878. The first player to wear a mask, as related in a letter to Mr. Spalding by Mr. Thayer, the latter subsequently becoming a prominent lawyer of Boston, was James Tyng, also well known in Harvard Base Ball annals. He used it in a game played at Lynn, Mass., on Fast Day, 1877. This was the first time that the mask was used in a match game.

The catcher is the only member of the team who may be said to need individual paraphernalia. His mask must be strong, yet as light as consistent with safety. Many years' experience have brought to this important branch of Spalding manufacturing the knowledge of knowing how to make the right thing for the ball player.

A neat uniform may win a pennant.

Base Ball uniforms afford a wide choice of material and range of prices. Spalding uniforms are made from flannels that are woven for the especial purpose intended. They are tailored in a clean, sanitary factory and have the wearing qualities that make for economy. Teams owe it not only to themselves but to their patrons always to look their best on the field. Spectators at a ball game are neatly dressed and they like to see their favorites well uniformed. A well known manager says:

"I have found that it always pays to get the best equipment that can be bought. It has been my experience that the playing abilities of a team have been aided by the knowledge of its members that they present an attractive appearance on the field. Dress a man well and you may be certain that he will feel many per cent. better and play accordingly. Nothing contributes more to slovenly work by a player than the feeling that he is ill clad or inferiorly equipped to his opponent. A player will take an interest in his club proportionate to the interest his management takes in him."

All of which is true—every word of it. Before ordering an outfit managers should get the Spalding samples and prices.

The following from the New York Times of March 6, 1920, shows the importance with which a neat uniform is considered in major league circles:

"The distinction of 'Sunday best' in wearing apparel finally has hit Base Ball. Since the time that the first Sunday game was played in the major league the Sunday suit has not differed one iota from the suit which the player wore each day from Monday to Saturday, inclusive. The idea of having a special suit for Sunday never got any serious attention until last summer, when Phil Ball began to consider the idea. Phil happened to gaze on his St. Louis Browns one Sunday and decided that the uniforms did not fit his idea of Sunday cleanliness. Now he has sent in an order for a special set of uniforms for the Browns to wear in all Sunday games on their home grounds, and Jimmy Burke has been informed that the suits are for Sundays only. The Browns bid fair to win honors as the best dressed team in the league, especially on Sundays."

Much depends upon the player's shoe in base ball.

In the general selection and use of Base Ball equipment we give every attention to the implements and accessories, but often neglect the most important of all—the shoe. The writer has had many years' experience with big league Base Ball teams, traveling with the players from day to day. In conversation with many of the best exponents of the national game in the last quarter of a century, he has found that all agree that the "shoe" is a big per cent. of the player's value. An ill fitting or a poorly made shoe is not only expensive because of the necessity of early replacement, but, what is of more importance, it may adversely affect the value of a player to a club. A player would strenuously object to a diamond laid out with 100-foot base paths as against the rule, yet that is the distance that he is running when he handicaps himself with unsuitable shoes. All know with what care a sprinter selects his footgear. A ball player, who for the time being is a sprinter and upon whose running ability frequently depends his team's chances of winning, often has his good work at bat nullified to a large extent by improper selection of Base Ball shoes. It is only a fraction of a second that tells whether a runner is safe or out when running to bases. All perhaps do not realize that often the real cause of the player losing out is the unsuitable shoe that hinders him in his stride. It takes but a few games on the lost side of the ledger in these days to lose a championship, and what pangs of remorse if a bad shoe sacrificed a pennant.

Spalding shoes are made in Spalding factories. They are put together with the finest materials by men who specialize in Base Ball footwear. All of the Spalding shoe experts have the advantage of direct information which they have obtained from players who will wear nothing but Spalding shoes and who have expressed their requirements for these shoes so well and so much to the point that the best of information has been derived by the Spalding factory from the best source.

Every one interested in Base Ball, whether as player or spectator, should write for a Spalding catalogue to any Spalding store. That is the way to become familiar with all kinds of up-to-date equipment used in the national game.

Spalding's Athletic Library

is the most comprehensive series of books on athletic subjects published anywhere. In addition to containing the official rules of the various games, the Spalding annuals are the recognized authorities on their respective sports in all matters of records and authentic information. The books of instruction of the Spalding Athletic Library Series are written by experts, and by text and picture illustrate the correct methods of obtaining proficiency in the special field.

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Ruling bodies in track and field athletics certify to Spalding Quality in the recognition of Spalding implements for use in Olympic and championship contests.

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