



Ground Rules for the Modiin Amphi Field for Minor and Juvenile Play

- (a) The Amphi is capable of holding one or two Juvenile and Minor League games at any one time. It is possible to configure the field for three Minor League games at one time for tournaments. This Ground Rule does not apply to three games.
- (b) When only one game is taking place, the field may be set up at the home field manager's discretion, at either the "hill side" or the "flat side" of the Amphi.
- (c) When setting up the field at the "hill side" (i.e., the side with the very high, very steep bank), home plate shall be in front of the base of the hill. If available, a portable backstop should be placed behind home plate. A thrown ball that goes inside a "tent-like" portable backstop is considered live, and runners may continue to advance at their own risk.
- (d) When setting up the field at the "flat side", home plate shall be placed in the area where the grass is worn out. If available, a portable backstop should be placed behind home plate. A thrown ball that goes inside a "tent-like" portable backstop is considered live, and runners may continue to advance at their own risk.
- (e) The bases and the pitcher's plate are to be placed at the distances specified in IAB Rule 12.01.04 and IAB Rule 12.01.07 for Juvenile League play and IAB Rule 11.01.04 and IAB Rule 11.01.07 for Minor League play.
- (f) When the field is set up at the "hill side", the foul areas to the right of 1st base and to the left of 3rd base are live areas. A wild throw by the pitcher is a live ball.
- (g) When the field is set up at the "flat side", the foul areas to the right of 1st base and to the left of 3rd base are live areas. A wild throw by the pitcher is a live ball.
- (h) The sidewalk perimeter encircling the entire Amphi is the "out of play" boundary. Any batted or thrown ball that touches this sidewalk is "out of play". Little League Rule 6.09 (d) and Rule 6.09 (e) apply to a fair batted ball that touches this sidewalk.
- (i) (1) Each manager is to place their team's seating area (i.e., the "dugout") a minimum of 5 yards from the foul line and a minimum of 15 yards from home plate.
- (2) A batted or thrown ball that enters the dugout will be a dead ball. In the case of a batted ball, the ball will be considered a foul ball. From the time a thrown ball enters the dugout, runners will be awarded one base from their last legally occupied base.
- AMGR01.08 An on-deck position may be used provided the on-deck batter's manager with the concurrence of the umpire-in-chief, ensures that the location of the on-deck position will not expose the on-deck batter to possible injury. (See Minor League Rule 11.01.08 and Juvenile League Rule 12.01.08)
- AMGR03.16 If both fields are in use at the same time and a ball travels into the second field, the ball is considered live and in play. If a player on the second field prevents a fielder from catching a fly ball, the ball shall remain live and in play. The umpire at the field where the ball has entered should call "time", to allow the other team to retrieve the ball and throw it back to their field. After "time" has been called, the batter and all runners will only be awarded one base beyond the base they touched just prior to

“time” being called. However, if before “time” is called, the ball is touched by a player in the second field or a player on the second field interferes with an attempt to throw a ball, the umpire shall place the batter and all runners on the base which in his judgment, they would have reached. The ball shall be dead at the moment of interference if a batted ball is touched or there is interference with an attempt to throw a ball.

AMGR06.09 Except as specified in Ground Rule AMGR01.04 (h) and Ground Rule AMGR03.16, a fair batted ball into the outfield is live regardless of how far it is hit or how far it rolls.

AMGR07.04

(a) One base is awarded to all base runners when a batted ball is caught in live ball territory and subsequently carried into dead ball territory by the fielder.

(b) One base is awarded to the batter/runner and all base runners if a thrown ball is gloved by a fielder in live ball territory and subsequently carried by the fielder into dead ball territory.

Ground Rule AMGR07.04 (a) and (b) Comment: The award of bases will be adjudged from the time the ball was carried into dead ball territory.

AMGR07.05

(a) When the field is set up at the “hill side”, a pitched ball that rolls up the hill and goes to the sidewalk at the top of the hill is considered a dead ball. On ball four, the batter/runner may advance to 1st base, but may not advance to 2nd base. Runners may advance one base, provided they have left the base before the ball reached the top of the hill.

(b) When the field is set up at the “flat side”, a pitched ball that passes the backstop and reaches the sidewalk is considered a dead ball. On ball four, the batter/runner may advance to 1st base, but may not advance to 2nd base. Runners may advance one base, provided they have left the base before the ball reached the top of the hill.

(c) Rule 7.05 (g) and Rule 7.05 (h) apply if a thrown or pitched ball becomes lodged in any part of any portable backstop; thereby becoming unplayable.