DELAYED STEALING RULE

** PRINT THIS OUT AND KEEP IN SCORE BOOK**

Updated June 2018

1) All baseballs thrown to the pitcher within the diameter is considered dead. A Player must return to base and not advance.

2) If a player starts to steal once the catcher catches the ball, prior to the catcher returning the ball back to the pitcher...they may steal as per the base running rules per age group.

3) If the catcher has thrown the ball back to the pitcher (or is in the process of throwing the ball back to the pitcher), the play is considered "dead" unless the ball is overthrown, then the runners may attempt to steal a base (as per the base running rules per age group).

4) If a player walks, the catcher throws the ball back to the pitcher. The player that walked cannot go into a full sprint to take second base. The ball is back in the pitchers diameter and is considered dead.

5) If a player walks, the catcher throws the ball back to the pitcher. If the ball is overthrown...The player that walked may attempt to take second base. The ball is considered live!

6) In 8u GREEN, Runner cannot go from 1st to 2nd on any overthrow from catcher to pitcher. (Inside or outside diameter of pitching mound). This rule is to be consistent with no stealing from 1st to 2nd base.

7) There is no rounding of first base by runner, if runner is issued a walk. This is to be consistent with not leading prior to pitch crossing the plate.

NOTE**

Please teach your catcher to throw the ball back to the pitcher quickly and have your players back up throws to pitcher.

In short, please refrain from deception...this does not teach the players anything and frustrates the opposition (akin to the hidden ball trick).