

THE OHIO 9 VINTAGE BASE BALL CLUB

COMPRISING THE RULES OF 1864

WITH INSTRUCTIONS FOR PLAY

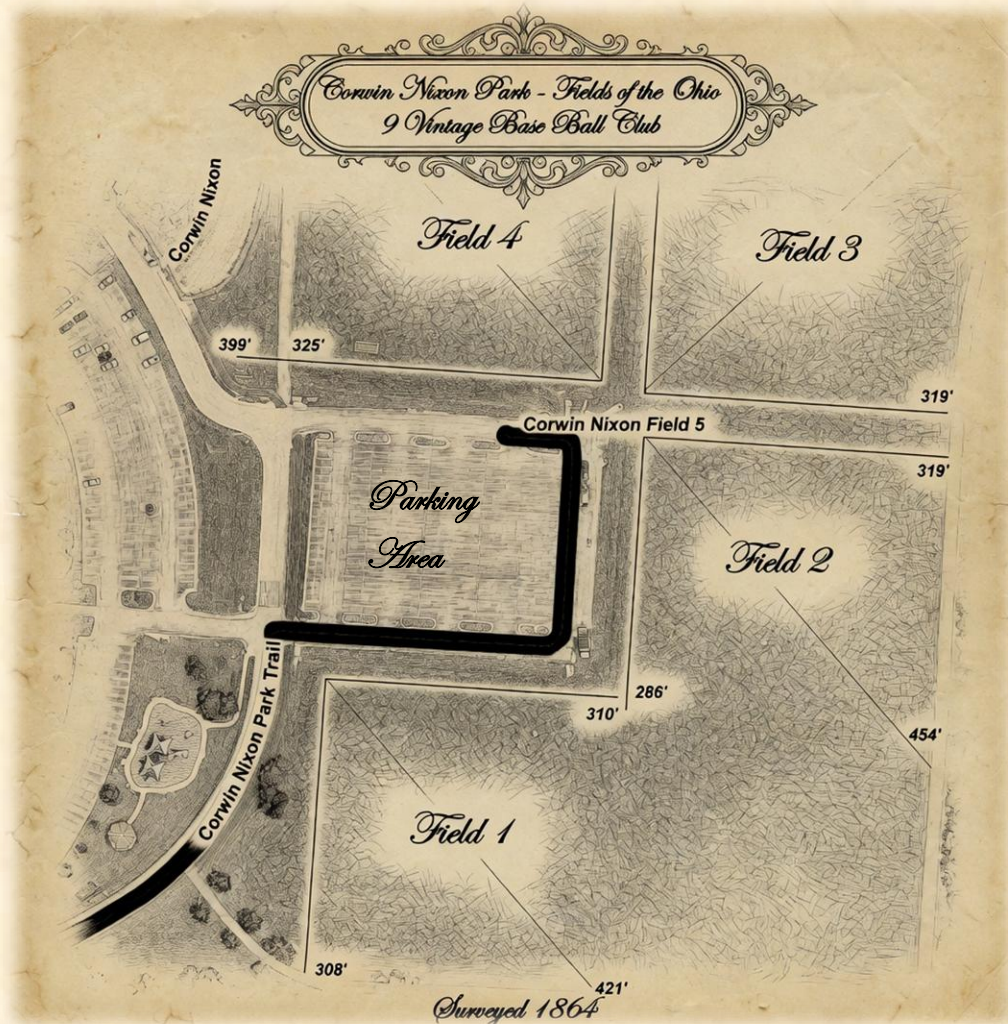


CINCINNATI, OHIO — 1864.

Corwin Nixon - Home Field Map & Rules

Gentlemen, Welcome to Corwin-Nixon Field, home of the Ohio 9! We are excited to host you all for our great game of 1864 base ball.

Our home field is located at [Corwin Nixon Park Entrance, Mason, OH 45040](#). Please park in the designated "Parking Area" shown below. Most will arrive via the dark line shown below.



To ensure that we adhere to the spirit of the game played in this time-period, we humbly request that you abide by the following notes and rules. This is in an effort to immitate as closely as possible the period in which this game was played as well as preserve the vintage "vibe" that goes along with this game.

American base ball is a gentleman's game, and we encourage gentlemanly play. If you are out, call yourself out. If a ballist is safe, call him safe. If it's too close to know for sure, ask the arbiter/umpire. If the arbiter doesn't know, ask the fans. It all evens out in the end. In the event there is not an arbiter, or if no decision can be made, home team will make final call.

Please encourage your ballists and cranks to refrain from vulgar language as we encourage a family friendly environment.

The arbiter/umpire for the day is volunteering his time, all day, to help your game. If they blow a call, let it slide. They aren't trying to cheat you or your team. They are here, in the hot sun (or rain) because they love the game, too. They'll make mistakes, too, just like that ball you should have caught in the third inning.

FIELD POSITIONS

- Base Tenders: First, second, and third base tenders are asked to play two steps from their bag, in any direction.
- Short Scout: May play in any position on the playing field.
- Fielders: Outfield scouts are to play straight away, no shading.
- Behind: The catcher may play as far as ten feet behind home plate.
- Pitcher/Hurler: The pitcher's position is marked by two parallel lines, each four yards (12 feet) long, perpendicular to the line running from home base to second base. One line is at 15 yards (45 feet) from the home base, the other at 16 yards (48 feet) from the home base.
- The pitcher shall stand within these lines when delivering the ball.

CORE WAYS FIELDERS RECORD OUTS (Catching/Tagging)

- Fly Out: The striker is out if a fair or foul ball is caught without having touched the ground (fly).
 - Trees, sheds, team benches are not considered the ground.
- Bound Out: The striker is out if a fair or foul ball is caught upon touching the ground once (bound).
 - Trees, sheds, team benches are not considered the ground.
- Strike Out: Three strikes missed, with the last caught on the fly or first bound, is also an out. (Behind must catch and control the last missed strike).
- Force out at first base: A fair ball struck and held by a fielder on first base before the striker reaches it.
- Tag outs on runners: Any player running the bases is out if touched by the ball while in play in the hands of a fielder/adversary, without some part of their person on a base.
 - The fielder must have control of the ball;
 - Possession after the tag is not strictly required in interpretations.

LIVE BALL / DEAD BALL RULES AFFECTING FIELDERS

- Foul balls: Dead until settled in the pitcher's hands. Runners must return to bases and can be put out while returning (force-like). No advance on fouls. Fair/foul determined by where the ball first touches the ground.
- Fair fly catch (no ground touch): Ball remains alive. Runners must return/tag up and can be put out while returning, but they may advance immediately after the ball is settled in the catcher's hands.
- Bound catch on fair ball: Striker out, but runners could advance without tagging up (unlike fly catches).
- Hands only: Fielders may not use their hat/cap or other equipment or clothes to stop, or catch, a ball. Doing so will result in all runners advancing 1 base past their next advancement base, and the striker will be considered safe on Second Base.
- Errant ball: On a ball overthrown out of the playing field (the parking lot, street, or into fair territory of an adjacent field, etc.) runners advance one base.

INTERFERENCE AND OBSTRUCTION RULES

- Any player (runner or otherwise) who intentionally prevents an adversary from catching or fielding the ball is declared out. Umpire shall judge intent; accidental contact does not result in an out.
- The fielder may not block the base path of any base runner or striker without first having the ball in complete control with their hands (completely caught or holding the ball). Doing so will result in the base runner/striker being safe.
- Ball taken/received from non-active player or crank: No outs until ball is settled in pitcher's hands.
- Live ball contact with temporary canopies, umbrellas, or similar structures and/or cranks is a considered a dead ball from the time of such contact.
- A live ball exiting the playing field results in a dead ball. Any base runners already attempting advancement to the next base shall be awarded that base.

PITCHING

- Present the ball: The ball must be pitched, not jerked nor thrown to the bat
- Intent: Present a strikable ball to the striker at all times.
- Balk:
 - Whenever the pitcher draws back his hand or moves with the apparent purpose or pretension to deliver the ball, he shall so deliver it; if he fails to do so, then it shall be declared a balk.
 - He must have neither foot in advance of the front line or off the ground at the time of delivering the ball; if he fails in either of these particulars, then it shall be declared a balk.
- Penalty for a Balk:
 - All base runners advanced one base without being put out (a “dead ball” advance for the runners)
 - The pitch itself did not count as a delivered ball toward balls/strikes, and the batter did not receive a “ball” call for this violation.
- Called Balls:
 - Should the pitcher repeatedly fail to deliver to the striker fair balls, for the apparent purpose of delaying the game, or for any other cause, the umpire, after warning him, shall call one ball, and if the pitcher persists in such action, two and three balls;
 - When three balls shall have been called, the striker shall be entitled to the first base; and should any base be occupied at that time, each player occupying them shall be entitled to one base without being put out.
- Called Strikes:
 - The umpire could warn the striker for not swinging at good pitches (“for the striker” / over the home base area).
 - After the warning, the umpire could call strikes. Three called strikes = out (if the third strike is caught on the fly or first bound by the catcher).
 - Foul balls are not counted as strikes.

STRIKER'S POSITION and EQUIPMENT

- Bat: Must be round, wood only, and not exceed 2½ inches in diameter at the thickest part. It may be of any length to suit the striker. No modern bats, no cupped bats, or otherwise modified bats that would not have been available to strikers during this period of play. Modifications for safety reasons are generally allowed (i.e. handle wraps to prevent slipping, or pine tar).
- Stance: The striker must stand or staddle a line drawn through the center of the home base, not exceeding three feet from either side thereof, and parallel with the pitcher's line (a 6-foot line total).
- No Run-Up: No softball “run up” is allowed or picking the plant foot up to “twist” in an attempt to hit the other way.
 - First offense will result in a “Dead Ball” being called. Second offense will result in the striker being called out.
- Equipment: No sunglasses. No batting gloves.

BATTING ORDER and STATUS

- Batting Order: Players must strike in regular rotation.
- Last Out: After the first innings, the turn commences with the player next on the list after the one who made the last out (“lost the third hand”).
- Hit by pitch: No award of a base; the striker is not entitled to first base if hit by a pitched ball.
- Bunting: Not permitted. The bat must be fully swung for the intent of striking the ball.
- The Fair/Foul Hit: Striking a ball sharply into the ground just in fair territory near home plate with the intent of striking the ball into foul territory before passing first or third base is not permitted. We all know what this is – let's not split hairs.
- The player remains the striker until he reaches (makes) first base; after that, he becomes a base runner.

BASE RUNNING

- Leading: Base runners remain within a normal (not exaggerated) two-step leadoff.
- Stealing: Base runners may steal on a muff of the catcher or on two bounds before the behind/catcher.
- Sliding: Sliding feet first is allowed. Sliding (or diving, or “tripping”) head first is not. 1st time is a warning. Second time the runner will be declared out.
- Overrunning First Base: The striker cannot overrun first base without risk of being tagged out.
 - Team captains may waive this rule if both agree (i.e. weather conditions, safety, etc.)

MISCELLANEOUS

- Gentlemanly Sport: We are here to enjoy the game as closely as it was played in 1864, and request that all terminology and gestures be of that nature (Huzzah, Leg-it, and Handshakes, etc.).
- Attire: Vintage attire strongly encouraged. Please avoid modern logos on clothing or equipment.
- Footwear: For the safety of our ballists, metal spikes ARE NOT PERMITTED. If you are found wearing metal spikes, you will be required to remove your cleats in order to play.
- Players: If you bat, you must field. If you field, you must bat. You may not be “only” a defender or “only” a hitter.
- Pinch Runners: Allowed only after the striker has reached first base. We believe if the ballist can strike the ball and play the game, then he can at least make it to first base before a courtesy runner may replace him. The ballist making the previous out will be the base runner.
 - Team captains may waive this rule if both agree on a case-by-case basis
- Ace Tally on 3rd Out?: If there are 2 outs, and the striker is put out at 1B, no Ace can be tallied. If a runner is put out, not the Striker, and the Ace is tallied prior to the 3rd out, Ace will count.



WOOD BAT
HARD BALL
NO GLOVES