
INFORMATION SHEET
9TH ANNUAL WORD TOURNAMENT OF HISTORIC BASE BALL
AUGUST 13 & 14, 2011

WHEN YOU ARRIVE:

All participants in the 2011 *World Tournament of Historic Base Ball* program must check in at the registration booth before entering the Village. Be sure to bring your confirmation letter to check-in. Walk-up registrations will not be considered. If there are any questions regarding yours or anyone's status as a registered participant, please contact your club representative or E-mail ParticipantInfo@thehenryford.org prior to the event weekend.

REGISTRATION HOURS:

Saturday, August 13, 7:00am - 12:00pm (noon)

Sunday, August 14, 8:30am - 10:30am

The Registration Booth is located in the Eagle Tavern parking lot via *Eagle Lane* off of *Village Road* near (M-39) Southfield Expressway. (See enclosed map for location).

YOU MUST MAKE EVERY EFFORT TO ARRIVE DURING REGISTRATION HOURS.

If you have an emergency on the way and will be arriving after registration hours, you must call our Security Club at 313.982.6100, ext. 3220. **All incoming calls go directly to our automated answering system. When you call, please identify yourself and your club and specify that you need to make arrangements to enter the Village after hours.**

REGISTRATION PACKETS:

These packets contain important information and materials you will need. Included will be four (4) participant buttons, discount coupons, "Fun Money" tickets, program information updates, maps, and a visitor program guide.

Participant buttons serve as your identification for the weekend. These 1 inch, dark green, round, "11" buttons allow you admittance to the Museum and Greenfield Village on Saturday, August 13 - Sunday, August 14, 2011. **They are not valid for admission to IMAX or the Ford Rouge Tours.** Tickets for these venues must be purchased separately. Discount Admission coupons are valid only for purchase of Greenfield Village admission. If you are in period clothing, ***do not wear the button in a visible place***, but have it with you at all times and show it if asked to do so. If you leave the Village through the main Village Entrance, be sure to have your hand stamped by the ticket attendant. This will allow you back into the Village if you misplace your button.

If you wish to leave participant buttons or discount coupons for guests arriving at a later time, you may pick up an envelope when you check in. Put the person's name on the envelope and leave it at the Concierge Desk at the Village Entrance. **Only registered participants will be allowed to enter the Village through Eagle Gate. Please inform your guests that they must enter the Village through the Main Village Entrance. This request will be strictly enforced by our Security Department.**

Participant Lunches: In Lieu of boxed lunches, each participant will receive two (2) \$10 "Fun Money" tickets that can be used at any of the Greenfield Village food location during their business hours. This should afford greater flexibility and variety for the participants. The "Fun Money" can also be used at any retail location as well.

➤ **2011 AMMENITIES BREAKDOWN**

- ✓ (4) free admission (buttons) to Village/Museum for Saturday, Sunday and Monday
- ✓ (4) discount coupons for purchase of 4 additional Greenfield Village Admissions
- ✓ (4) discount coupons for purchase of 4 additional Ride Pass tickets
 - "lost" buttons will have to be replaced at the concierge desk in the Village Entrance Building by the registered participant with I.D.
 - discount coupons not replaceable
- ✓ (2) \$10 "Fun Money" tickets valid at any food or retail location in Greenfield Village.

PLAYER SKILLS COMPETITION (Sunday, August 14, 2011 ~ 1:30pm – 2:30pm):

In keeping with the activities in the original 1867 Base Ball Tournament in Detroit, we will conduct a Player's Base Ball Skills Competition on Walnut Grove #1 (*Most Accurate Thrower* and *Farthest Thrown Ball*) and Walnut Grove #2 (*Fastest Runner*) from 1:30pm – 2:30pm on Sunday, August 14, 2011. PLEASE SEND ONE (1) representative for each category from you club so that (3) members will represent your club accordingly. There are no scheduled games at this time to encourage participants to enter. Ribbons will be awarded for First, Second and Third places for each skill.

AUTHENTICITY:

- ★ Please keep all modern items out of visitor sight during the program hours.
 - ★ Modern beverage containers, including those from THE HENRY FORD food outlets, **may not** be carried through the Village or demonstration areas while wearing uniforms and period clothing.
 - ★ Please make every attempt to conceal modern food/beverage while in uniforms and period clothing.
 - ★ Sunglasses of any sort are **not** permitted while wearing uniforms or period clothing. Please keep the use of modern eye wear to a minimum when in period clothing.
 - ★ Please maintain a period appropriate appearance in dress and behavior during event hours.
 - ★ Absolutely no wristwatches, modern jewelry, or piercings visible to the public other than the lower lobe of the ear while in uniform or period clothing.
 - ★ Please, no family or participants in modern clothes on the playing fields or bench during matches.
 - ★ Selling of any kind is not allowed in the Village during visitor hours.
 - ★ Modern bats, regardless of how well altered or camouflaged, are not permitted for use during matches.
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NINETEENTH CENTRY LOOK:

Our goal with the World Tournament is to represent as accurately as possible, the immersion into 19th century base ball. In doing so, we want to keep a nineteenth century look and atmosphere in the areas immediately surrounding the base ball field (club benches, etc.). Therefore, we ask you to keep all modern items (lawn chairs, coolers, etc.) out of the area. Guests in period clothing are welcome to sit with the club. All others will be asked to sit with the other Village visitors. This includes smoking – especially when in uniforms and period clothing.

FIELD HOSTS & SCORE KEEPERS:

There will be designated Field Hosts and Scorekeepers at each field. These staff (a The Henry Ford employee) will run the field operations and keep the official score. **Field Hosts** are in charge of the field and operations during the game. Among their responsibilities, they will facilitate game times, issue official game balls and back up balls, manage the bases, inspect club's bats for legal use in games and other similar field duties. The Field Hosts will have an official The Henry Ford radio to communicate with program leaders, support staff and security. Additionally, Field Hosts will have final ruling and decision, in consultation with umpires and club captains, on any issues that may arise.

Scorekeepers will be responsible for keeping the official score of matches, updating bracket standings and obtaining line-ups from the club captains. Club captains please provide the score keepers with your official line-up cards/sheets as soon as possible when you know the field and time you will be playing. Please note that these staff members will be dressed in period clothing that may also include base ball uniforms of the home clubs represented in the tournament. Although they may be dressed in the uniform of a club playing, they will maintain the utmost standards of fair and impartial rulings.

CAPTAIN'S MEETING:

Due to the early start times of the games and that some clubs are coming from some distance on Saturday morning – it does not make sense to have a single Captain's Meeting. Hopefully, the majority of questions can be answered in this document and/or other documents relating to the World Tournament. Several Creative Programs Staff Members will on Walnut Grove through out the day to answer questions that may arise. Please contact the Field Host at each of the fields to summon Jim Johnson, Kerry Skuta, Nathan Moseley or Brian Egen.

MODERN BAT POLICY:

As of August 1, 2006 Greenfield Village will not permit the use of modern wooden bats, regardless of how well disguised, sanded, altered and/or painted, for use in vintage Base Ball games in Greenfield Village. Only 19th century style bats as described in Section 2 *Haney's Base Ball Book of Reference for 1867* will be permitted for use at The Henry Ford for vintage Base Ball games.

Sec. 2. The bat must be round, and must not exceed two and a half inches in diameter in the thickest part. It must be made of wood, and may be of any length to suit the striker.

Included in this ban are 'Powerized', 'Pro-Stock', cupped barrel, and all other contemporary or modern bats. Many of these bats create increased batted ball speeds uncharacteristic of vintage base ball. Furthermore, in an era of gloveless defensive fielding, this "advantage" increases the chances of injury to players and/or spectators which is not the spirit of the original game. Injuries occur enough sans the use of modern striking equipment.

An inspection of a club's bats will be made by the umpire, in consultation by the participating club's captains prior to the game. However, the final decision of bat use for said match will be at the sole discretion of the umpire who has been empowered and supported by The Henry Ford. Use of a bat during a match deemed unusable by the umpire will result in that club's forfeiture of the match.

If the players of your club currently use a bat in question, it is suggested that they get used to, and practice with, a faithful and authentic reproduced bat of the era. There will be no exceptions to this policy and will be strictly enforced.

The Phoenix Bat Company makes and carries a line of 19th century style of bats that you can reference or use. The web site for Phoenix Bat Company can be found at <http://www.phoenixbats.com/19cenbasbalb.html>

UMPIRES:

The Henry Ford will provide four umpires during the Tournament which should be enough to cover the games. Should more umpires be needed a call will go out prior to the weekend if anyone can step in.

FAMILIES & GUESTS:

Participants are welcome to bring guests to the World Tournament. Guests in period clothing need to act as if they are part of the show and on-stage just as the base ball players do. Any participant in period clothing will be held to the same authenticity standards as the players. No modern anachronism will be permitted within visitor sight lines (this includes cell phone use, modern sunglasses, drinking vessels, jewelry, etc.) There are many fun family activities that take place during the Greenfield Village Summer Celebration! Please check our visitor guide for all times and locations. ***In order to get all the requisite games in, a few matches each day will be played before the Greenfield Village open time of 9:30am. Your family/friends are permitted to watch those early games if your club is playing, but they MUST enter Greenfield Village with YOU via the Eagle Gate (see maps). The front gates of Greenfield Village WILL NOT OPEN UNTIL 9:30am.***

LUNCHES FOR PARTICIPANTS:

Each registered participant will receive two \$10 "Fun Money" tickets in their registration packets. These can be used at any food location in Greenfield Village during their normal operating hours. The "Fun Money" ticket option should provide more flexibility as you can use them when and wherever – these can be used at any retail location as well. Please treat the "Fun Money" tickets as cash.

The Village Pavilion adjacent to the Village Green, will serve as a player/participant "green room" if you chose to eat your meals there. This area is reserved for players and player's families for the weekend so please feel free to eat with your families, friends, etc. but we do ask that you minimize carrying modern food/drink containers as much as possible since you will more than likely be photographed by many visitors.

TOURNAMENT BRACKET & PAIRINGS:

A copy of the tournament bracket should be found in another attachment. Each club is guaranteed three games of the two days of competitive games – Saturday and Sunday. First round games commence at 8 AM on Saturday, so clubs who are scheduled at that time should make necessary arrangements to arrive and play at that time. Every effort has been made to consider travel distances of clubs and to schedule the three home clubs as well as the other closest clubs to play in the first round. Some clubs will be arriving Friday evening and are able to play in the first round.

TOURNAMENT GAMES & AWARDS CEREMONY:

All Tournament Games will be held on Walnut Grove #1, Walnut Grove #2 and Hawthorne Glade Field. Hawthorne Glade field is located at the end of *Maple Lane* beyond the Daggett Farmhouse opposite the Orange Gate. The Championship Game will be held on Walnut Grove #1 at 2:30pm on Sunday, August 15 and the Reserve Championship Game on Walnut Grove #2 at 2:30pm on Sunday, August 14.

As did the Detroit Base Ball Club, who hosted the 1867 Worlds Tournament, The Henry Ford issues awards for three categories; 'Best Uniform', 'Best Captain', and 'Furthest Traveled'. The Tournament also issues the **Henry Chadwick Sportsmanship Award to the club who exhibited great sportsmanship both on and off the field of play during the tournament** The Henry Ford's awards for these categories are custom pottery mugs from the Greenfield Village pottery shop. The Champion, Runner-up Champion and Reserve Champion of the Tournament received a custom made pitcher also made by the artisans of the Greenfield Village Pottery Shop. The winner of the original 1867 World's Tournament received \$300 in cash and in keeping with that practice; we will issue \$300 to the champion club. A check in that amount will be mailed to the winning club after the tournament.

The Awards Ceremony will take place immediately following the Championship game on Walnut Grove #1. Awards, in the form of custom made pottery pitchers and mugs made here at The Henry Ford, will be awarded.

	Champion	Runner-up Champion	Reserve Champion	Finest Club Uniform	Finest Captain	Farthest Distance Traveled	The Henry Chadwick Sportsmanship Award
2006	Clodbusters BBC	Bay City Independents	Columbus Capitals BBC	Bay City Independents	Mike Ochs ~ Spiegel Grove Squires	Clodbusters BBC	na
2007	Lah-De-Dahs BBC	Spiegel Grove Squires	Indianapolis Hoosiers	Detroit BBC	Jim Fisher ~ Welkin BBC	Indianapolis Hoosiers	West Side Emeralds
2008	Lah-De-Dahs BBC	Saginaw Old Golds	Indianapolis Hoosiers	Wyandotte Stars BBC	Jayne Johnson ~ Bay City Independents	Indianapolis Hoosiers	Bonneyville Millers
2009	Saginaw Old Golds	Columbus Capitals	Forest City BBC	Regular BBC	Rudy Frias ~ Columbus Capitals	Indianapolis Blues	Rob MacCallum ~ Early Risers BBC
2010	Columbus Capitals	Lah-De-Dahs BBC	Indianapolis Blues	Detroit BBC	Mike Ossy ~ Lah-De-Dahs	Indianapolis Blues	Unknown BBC

Greenfield Village World Tournament Champion winners 2003 - 2010

Champion 2003 ~ Clodbusters BBC
Champion 2004 ~ *Mother Nature*
Champion 2005 ~ Clodbusters BBC
Champion 2006 ~ Clodbusters BBC
Champion 2007 ~ Lah-De-Dahs BBC
Champion 2008 ~ Lah-De-Dahs BBC
Champion 2009 ~ Saginaw Old Golds
Champion 2010 ~ Columbus Capitals

SPECIAL CONSIDERATIONS:

Dogs (other than certified service animals) are no longer allowed on the grounds of Greenfield Village. This includes all parking and camping areas as well as the Village itself.

You, as a participant, will occupy an unusual position during this program. Not only are you a guest with respect due you, you are also a representative of the Museum with responsibility toward the visitors. You can help make our guests' visit memorable just by showing a genuine interest in them... share in their excitement... engage in some friendly conversation. We understand that we may ask more of you at our World Tournament program than at other events, but we need your help to present a successful program.

All The Henry Ford employee and guest participants are asked to follow these guidelines:

SAFETY IS EVERYONE'S RESPONSIBILITY:

The Henry Ford safety policies are aimed at preventing any employee, volunteer, visitor, vendor, or participant from being subjected to any unusual health risks. All employees, volunteers, and guests are asked to follow these guidelines:

- Demonstrate proper respect for Museum property and equipment.
- Abstain from potentially dangerous horseplay and practical jokes.
- Do not bring unauthorized weapons onto the Museum property.
- In case of emergency, contact the nearest employee and ask him/her to call Security.
- Shoes must be worn by participants and visitors at all times.

ALCOHOLIC BEVERAGES AND CONTROLLED SUBSTANCES:

For the days that you are here and part of our public programming, you represent The Henry Ford. They think of you as an extension of our staff. For this reason, we expect you to follow several of the same standards for professional behavior as we ask our staff. All The Henry Ford employees and guest participants are prohibited from consuming alcoholic beverages or controlled substances while on the property of the Museum and Village. For this reason, no alcoholic beverages will be served to participants in any of the Museum or Village restaurants.

If you are observed consuming or displaying alcoholic beverages or controlled substances during normal business hours, you may be asked to leave the premises and not allowed to return. Depending on the circumstances, you as an individual or your club may lose its invitation to participate in programs presented at The Henry Ford. Controlled substances are not permitted at ANY TIME.

- Potentially dangerous horseplay and practical jokes are not acceptable behavior.
- Museum and Village safety policies are aimed at preventing any employee, volunteer, visitor, vendor, or participant from being subjected to any unusual health and/or safety risks. Safety is everyone's responsibility.
- Regardless of the impression you are trying to portray, shoes MUST be worn at all times during the event.

In case of emergency, contact the nearest employee and ask them to call our Security Department at X 3220.

SMOKING:

In compliance with the May 1, 2010 state of Michigan public smoking ban, smoking of any tobacco products is **strictly** prohibited in all camps, military and civilian. Participants may smoke in the following areas:

- Inside their personal vehicles
- On the asphalt near the gate between the Edison statue and the Tin Type Studio (this may be slightly moved due to Tin Type demonstration)
- On the sidewalk between the entrance to Taste of History and the Stone Mill
- On the sidewalk next to the Yellow Gate at Lovett Hall

Signs and smoking urns are placed at all designated smoking areas. These rules apply to both daytime and evening hours. Please the enclosed map for these locations.

DORM ROOMS, RESTROOMS, SHOWERS & LOVETT HALL:

The Henry Ford has open, dorm room style, bunk beds available for participants to the World Tournament of Historic Base Ball. These dorms are used for our over night museum programs as well as for participants at other events. The rooms are colorfully labeled 'GAME 1 – 4'. **Game 1 is for women, Game 2 is for men** (southeast side) and **Game 3 & 4 is CO-ED** (northwest side). These accommodations are located in Lovett Hall – Greenfield Village and Henry Ford Museum administration building and offices. Participants will have access to the showers and locker rooms for men and women as well as simple vending machines in Lovett Hall.

LINE-UPS ~ A NOTE TO CAPTAINS: If at all possible, Captains should make out their line-ups in advance on several sheets of paper so you can simply turn in your line-up to the scorer's table. Please feel free to turn in your line-ups to the Field Hosts of the respective fields toward the end of the match prior to yours so they can prepare the official score card. PLEASE PROVIDE FIRST AND LAST NAMES of your line-up, especially for the CHAMPIONSHIP MATCH where the game will be announced, so we can have participant names attached to the permanent record that we keep in our research center.

PARTICIPATING CLUBS ~ 2011:

- | | |
|--------------------------|------------------------|
| 1. Spiegel Grove Squires | 9. Saginaw Old Golds |
| 2. Northville Eclipse | 10. Early Risers |
| 3. Columbus Capitals | 11. Walker Wheels BBC |
| 4. Bay City Independents | 12. Indianapolis Blues |
| 5. Welkin B.B.C. | 13. Forest City |
| 6. Regular B.B.C. | 14. Lah-De-Dahs BBC |
| 7. Bonneyville Millers | 15. Nationals B.B.C. |
| 8. Wyandotte Stars | 16. Detroit B.B.C. |

GAME LOGISTICS & 1867 RULES:

Haney's Base Ball Book of Reference for 1867

The World Tournament clubs will play by the rules of the 1860's as found in *Haney's Base Ball Book of Reference for 1867* by Henry Chadwick. Specific rules and customs will be agreed upon by club captains and the umpires at the Captain's Meeting. However, we will keep as true to the 1867 rules as possible. The only restrictions or modifications are the specific reality of situation items such as the field geography, time limits to get games in, etc. See "Ground Rules" section below. An overview hand out of the 1867 rules will be available to the clubs prior to the tournament.

Ground Rules

Chadwick accounted for various differences in the base ball fields of the era and thus made a provision as such found on page 38 of *Haney's Base Ball Book of Reference for 1867*.

The Special Rules of a Ball Ground

The Umpire, before calling "play," should see that the Captains of the contesting sides are mutually agreed upon what the rules of the ground are for the match. Thus, for instance, that a ball going over a fence shall give but one base, or that a ball taken on the fly from a tree, or the roof of a house, or the side of fence, shall be regarded as a bound catch and only legitimate in the case of a foul ball; or that a ball passing through the catcher, and being stopped by a fence too close the home base, shall give one base, et.

As such, Greenfield Village has a couple of Ground Rules regarding the field of play.

Walnut Grove #1:

- ✓ A ball hit in the air or on the ground onto or over the FIRST RR track rail (closest to the playing field) to the right of the large tree (on the right) in right field is considered a single.

- ✓ A ball hit in the air onto or over the FIRST RR track rail (closest to the playing field) to the left of the large tree (on the right) in right field is considered a double.
- ✓ A ball hit on the ground onto or over the FIRST RR track rail (closest to the playing field) to the left of the large tree (on the right) in right field is considered a double.
- ✓ A ball hit in the air or on the ground onto the Train Platform is considered a double.
- ✓ A ball that goes into the tree on the fly cannot be caught on the fly for a hit, as the tree is part of the ground and hitting the tree is thus a considered a bound.
- ✓ Game play is momentarily paused for safety as train passes.

Walnut Grove #2:

- ✓ A ball hit in the air or on the ground onto or over the Train Platform is considered a double.
- ✓ A ball hit in the air or on the ground onto or over the FIRST RR track rail (closest to the playing field) is considered a double.
- ✓ Game play is momentarily paused for safety as train passes.

Hawthorne Glade:

- ✓ A ball hit in the air into the woods in center and left field is a considered a double.
- ✓ A ball hit on the ground into the woods in center and left field that can not be easily taken by a fielder (on the edge) is a considered a single.
- ✓ A ball hit in the air over the perimeter fence (chain link and barb wire) onto Village Road without hitting ANY trees is considered a home run. Any other ball hit on the bounce or off a tree into or over the railroad tracks is considered a double.

Please Note: A tree is considered the ground and therefore should be played accordingly whether in fair or foul territory. Another words, if the ball hits any portion of a tree in foul territory, you need to catch it on the fly. If the ball hits any portion of a tree in fair territory it is considered hitting the ground.

Game Time Limits

Due to time restrictions and the number of games needed to be held, there will be a 1 ½ hour time games (1/2 hour increase from past Tournaments). The Reserve Championship and Championship games will play a full nine innings. "Warming up" between innings will be discouraged – make preparations before your scheduled game if possible. Captains – please have your line-ups ready for the scorekeepers prior to the game to expedite the playing time.

Warming Up and Practice

Please do not warm up and/or practice near any of the historic structures in Greenfield Village. We have had some broken windows in the past and want to avoid doing so again this year.

Base Coaches

Base coaches on first or third base were not part of the 1867 game – you can "shout all you want" from the bench (typically the captain or a designated individual). In the 1870s the game started to see "Coachers" as they were called, allowed to be within 15 feet of the base, but this practice was not codified until later. Therefore, we will not have base coaches, etc. during Tournament play.

Base Stealing (THIS IS THE SAME AS WE HAVE BEEN PLAYING FOR THE PAST FOUR YEARS – with slight clarifications in response to questions)

The implementation of base stealing has been a highly discussed and vetted over topic with historic baseball programs as well as the World Tournament. In an effort to keep the game true to the 1867 rules set and the 1867 Tournament, stealing is permitted. However, to adequately keep a modern visitor's interest, maintain games within our time constraints and still be visually appropriate with a look and feel of the 1867game, the following will be considered a "ground rule" for stealing.

"Runners can take any size lead they wish but cannot advance further once the pitcher has started his established pitching motion. Once the pitcher's motion has started, base runners can advance/steal only after the ball hits the ground (including home plate), catcher, batter, bat, umpire, or the catcher. Players can steal at any time other than during the pitcher's motion and while a pitch is in flight (other than times when advancing is prohibited by other rules, e.g., after a foul ball)."

This puts an emphasis on pitchers, catchers and base players to hold the runner, attempt pick-offs, and still provides the attempt to throw out advancing runners. Additionally, this still provides the appropriate feel to the 1867 game without it getting out of hand by leveling the playing field so to speak. This practice has been used by several New England clubs and by the Greenfield Village clubs the past few seasons and has proven successful up to this point.

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Sliding & Cleats

Sliding is not mentioned or found in *Haney's Base Ball Book of Reference*. Greenfield Village's policy on sliding is based on Peter Morris' description of sliding in *A game of inches*, in which he notes that

"Sliding does appear to have remained uncommon in the early days of base ball, and generally inadvertent. That is, a runner realized at the last moment that he would be unable to avoid overrunning the base and therefore chose instead to dive... a premeditated slide in 1865 may have been regarded as a novelty" (p. 265); and "It was not until the early 1880s that sliding became at all customary, and this did not happen until after there had been serious talk of banning the slide... Until the 1880s slides were defensive maneuvers rather than aggressive ones. The base runner's intent was generally to defend himself from going past the base and being tagged out. Since form follows function, his method was similarly defensive: to protect himself from injury as he fell. As a result, early base runners who hit the dirt were often not so much sliding as sitting down on the base" (p. 266).

Thus, eluding tags (within the running paths) is more likely the course of 1867 ball and is acceptable. This could include reaching with a hand, foot, etc. However, as described by Peter Morris above, we know that the modern foot-first slide was not really developed by 1867, and so we discourage its use. Also, the rules in the 1860s didn't require a fielder to hold on to a ball on a tag play -- just making the tag was sufficient for the out, whether the fielder held on to the ball or not -- and so there is never a reason for a "collision play" or a hard slide to try to knock the ball out of a fielder's hands. Finally, cleats, both metal and rubber, ARE permitted for use (another reason why the "modern" baseball slide is discouraged). **However**, sometimes it is safer to slide rather than risk a collision at a base, and safety is our ultimate priority.

In light of all of this, the policy on sliding at the World Tournament is as follows: **Sliding was not at all common in 1867, and thus is strongly discouraged, as it presents an inaccurate representation of 1867 base ball.** Given this discouragement, repeated use of slides in a game will likely generate ill will from opposing clubs, and would be seen as contrary to the spirit of the game we are portraying. However, if in the base runner's view it is safer to slide (to avoid a throw from a fielder coming so as to hit the base runner, or to avoid harming a defender at a base), then the base runner should slide. **Let's play hard, but play safe.**

Foul Ball/Dead Ball ~ Understanding 1867 rules ~ by Marcus "RAZORBACK" Dickson

Please NOTE: In the 1860 and the 1867 *Beadle's Guide*, written by Henry Chadwick (in the section called "Selection of a Ground"), it states that *"The home base must be full seventy feet from the head of the field."* Clearly, it is more than 70 feet that a ball can roll behind home plate on Walnut Grove #1 field, but Chadwick suggests 70 feet as a minimum.

At all of the fields at Greenfield Village, but especially at Walnut Grove #1, there is substantial room behind home plate, and spectators often gather in those locations. This is appropriate to the era, as Henry Chadwick states (in the *Beadle's guide for 1867* and many other places) that there should be no barrier behind the catcher closer than 70 feet from home plate, and that more space behind home plate is actually desirable. The spectators behind home plate (and elsewhere, but especially behind home plate) can pose challenges.

On a **foul ball** (a ball that first touches the ground outside the range of the baselines), runners cannot advance. They can be put out, however, and so they must return to their bases quickly. If the defending team is able to field and get it to the pitcher at the base, or to the pitcher who then throws to the base, before the runner can return to the base, the runner is out. The play at the base is a force play, not a tag play.

On a **foul ball-dead ball** (a foul ball that becomes a dead ball as well, because a spectator stops or holds it), runners also cannot advance. Just like on a foul ball, they can be put out, but it is harder. On a foul ball-dead ball, the pitcher has to hold the ball *inside the pitcher's box* before either throwing it or taking it to the base to get the runner out. This essentially gives the defending team a "penalty" of having a more difficult time getting a runner out on a foul ball. So if on a foul ball-dead ball the pitcher runs to the base and takes the throw there, the runner would not be out, because the ball has to first go to the pitcher *while the pitcher stands in the pitcher's box*.

On a **dead ball** (a ball in play that is stopped or held by a spectator, usually occurring on an overthrow that goes into the crowd, or a pitch that is muffed by the catcher), runners CAN advance. They are free to advance without threat of being put out until the ball is made live again by being held by the pitcher inside the pitcher's box.

It is important to remember that in 1867, "dead ball" does NOT mean "play is suspended," as it does in the modern game (and as it came to mean in 1868). "Dead ball" simply means "this ball can not be used to put a runner out." Technically, any foul ball is a dead ball, in that the ball can't be used to put out a runner until it is made live again. However, there is no term in the rules for a foul ball that is held by a spectator, and so for clarity for the players in the field, we use "dead ball" to refer to those balls that are stopped or held by spectators.

Examples and Clarifications:

Simple Foul ball: Runners must return to their base before the ball is held at the base by the pitcher, OR has been thrown to the pitcher and then on to the fielder at the base.

EXAMPLE: Runner on first, no outs. Striker hits a fly ball down the right field line. Runner on first takes off for second, thinking it is a fair ball. The ball curves outside the lines of the field, and the Umpire calls "Foul Ball!" Right fielder fields the ball after two or more bounces. Pitcher runs to first base. Right fielder throws to pitcher at first base. If pitcher holds the ball at first before runner returns to the base, runner is out. This is a force play – no tag is required.

EXAMPLE 2: Runner on third, one out. Striker hits a fly ball down the left field line, and the runner on third takes off for home. The ball curves foul, and the umpire calls "Foul Ball!" The left fielder gets excited seeing the runner taking off and throws the ball directly to the third baseman. The runner CANNOT be put out this way – the ball has to go to the pitcher first.

EXAMPLE 3: Imagine that, in Example 2, the left fielder's throw to the third baseman is bad and the ball sails on down the line past the catcher. If the runner from third makes it back to third base and tags up, he CANNOT then advance and try to score on the overthrow, because you aren't allowed to advance on a foul ball, and the ball has not yet been held by the pitcher. If the runner DID try to score in this way, the pitcher could take the ball at third base, and the runner would be out, because he has to be on the base at or after the time the pitcher holds the ball, before he can attempt to advance.

NOTE: *The runner cannot advance unless he touches the base he started from while or after the pitcher holds the ball. So on a foul ball, the runner cannot sprint back to the base and tag it and then try to*

advance before the pitcher has held the ball, because the ball is still a foul ball until the pitcher holds it. He has to return to his base, and stay on the base until the pitcher holds the ball. At that point, he is free to attempt to advance, as he is at any other point in the game. (This tag-up is just like when you try to advance on a fair ball caught by an outfielder – you can't try to advance until you have touched the original base while or after the fielder catches the ball. In the case of a foul ball, it is the same, except that it is the pitcher holding the ball, rather than the fielder catching the ball.)

Foul ball held or stopped by a spectator (i.e., a “foul ball-dead ball”): Runners must return to their bases before the ball has been held by the pitcher *in the pitcher's area*, and then thrown or taken on to the base.

EXAMPLE: Runner on third, no outs. Striker hits a fly ball down the left field line, with the runner on third running for home at the crack of the bat. The ball curves outside the lines of the field, and the umpire calls “Foul Ball!” The ball bounces twice, and then a spectator picks it up and hands it to the left fielder. Umpire calls “Dead ball!” Left fielder throws the ball to the pitcher *in the pitcher's box*. Pitcher throws to third base before the runner returns (having to touch home again if he had already passed home), so the runner is out. This is a force play – no tag is required.

NOTE: *A dead ball must go back to the pitcher in the box before the ball can be used to put runners out. However, as soon as the ball is held by the pitcher anywhere, it releases the runners (in other words, the runners who returned to their bases after the foul ball can now run at their own risk). So if it is a foul ball – dead ball, the pitcher should refuse to take the ball until he stands within the box. Otherwise, the runners are free to run because the pitcher has held the ball, but the defense can't try to put them out until the pitcher has held the ball while in the box.*

Ball in play that is held or stopped by a spectator (i.e., a dead ball): On a ball that is initially fair and in play, and that is subsequently held or stopped by a spectator, the runners can continue to make their bases, and the team in the field can not put a runner out until the ball has been retrieved and sent to the pitcher in the pitcher's box. At that point, plays can be made on the runners in an attempt to put them out.

EXAMPLE: Runners on first and second, no outs. Striker hits a ball to the center fielder, who fields the ball on one bounce. The runner on second holds up until he sees that the ball is not caught, and then runs for third, and the center fielder throws the ball to third base. The throw is bad, and the ball goes into the crowd of spectators, and a spectator picks up the ball and hands it to the third baseman. Umpire calls “Dead ball!” The runner from second keeps running past third and scores.

EXAMPLE 2: (Continue the play from Example 1). While the runner from second scores, the runner from first goes to second, then to third, and then tries to score. The ball is thrown by the third baseman to the pitcher in the pitcher's box. Pitcher throws to home to try to get the runner who started at first. Runner is out if he is tagged with the ball before touching home plate. This is a TAG play, not a force play.

EXAMPLE 3: Runner on first, no outs. The runner is taking a big lead, and the pitcher throws over to first in a pick-off attempt. The ball sails past the first baseman, and a friendly spectator standing over by the merchandise picks up the ball, and then realizes he made a mistake and immediately drops the ball. Umpire calls “Dead ball!” At this point, the runner can take off as fast as he can, knowing that the team in the field has to get the ball to the pitcher while he stands inside the pitcher's box before they can try to make a play on the runner. Any play on the runner will have to be a tag play.

NOTE 1: *If a ball simply touches a spectator and bounces away, the ball is not dead – it is in play. The rule clearly states that the ball must be HELD or STOPPED by the spectator for the dead ball rule to come into effect.*

NOTE 2: *As noted above, technically, a foul ball is a dead ball, in that the ball can't be used to put out a runner until it is made live again. However, there is no term in the rules for a ball that is held by a spectator. This is important because there is an extra requirement – that the pitcher have the ball inside the pitcher's area – before the ball becomes live, so players need to know whether a ball is just a foul ball, or is a foul ball that has been held by a spectator.*

Our best reading of game accounts is that a foul ball was called a foul ball, and a ball held by a spectator was called a dead ball, even though both are technically dead balls, and the foul ball held

by a spectator is sort of a "dead-ball-plus" ball. So in our games at Greenfield Village, we use the terms as described above, because there is some evidence that this is how the game was actually called, even though it is not 100% accurate within the rules. The rules were changed the next year, by the way, to eliminate the confusion that arose from the 1867 rules' lack of clarity on these points.

Courtesy Runners:

As described in by Henry Chadwick in his *Guide for Umpires*, author of *Haney's Base Ball Book of Reference*, courtesy runners must start at the striker's line and can start running after the striker has struck the ball. The player who made the last out shall be the courtesy runner as needed. Courtesy runners will not be awarded by the umpire at any other base unless there is an injury running to that base. The Greenfield Village clubs have put this into use and it works well. Umpires will show Courtesy Runners their starting point.

Quick Overview:

- Fair balls on the fly, foul balls on the bounce
- Substitute runners start from home plate
- Foul ball, foul ball-dead ball, fair ball-dead ball
- Open stealing (except for during pitcher's motion and ball flight), and balks
- Strikers must have one foot on the line, can stride with the front foot if back foot is on line
- No over-running first base
- No requirement to hold the ball on a tag