



Neel "RIP" Woodall  
Cumberland Club of Nashville

# TWENTY TWENTY-FIVE BALLISTS' MANUAL

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# WELCOME

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Ballists,

2025 represents our twelfth season of educating people about the early history of our national pastime and providing a free, family-friendly program to historic sites all over Tennessee. Our success comes from our unwavering commitment to our values of civility, respect, sportsmanship, and authenticity. In the pages of this ballist manual you will find our credo, rules of play, match day procedures, and our captain's responsibilities, which we have developed and refined over the years. Read them and act upon them with the full spirit, and not just the letter of the law so that we can provide our fans, our venues, and our fellow ballists with the best experience possible.

John "The Mayor" Hixson



# BALLISTS' CREDO

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## PREAMBLE

The Tennessee Association of Vintage Base Ball (TAOVBB or the League) and its Board of Directors have established this Credo as a guide for members of the league to understand the expectations and responsibilities for participation in league events.

## MEMBER CONDUCT

Members acknowledge that the conduct of each player while in uniform reflects directly on the the League and the credibility of TAOVBB's program of living history events. Events are intended to be family friendly and it is imperative that at all times before, during, and after a match, team members comport themselves as 19th century gentlefolk, with respect for the game, their team members, all opponents, the TAOVBB volunteers, and event attendees.

These standards of conduct apply to any and all areas and events associated with the TAOVBB, such as but not limited to games, exhibitions, special events, meetings, email correspondence, media availability, social media, World Wide Web, etc. Each team captain is responsible for his or her team with regard to appearance and behavior on match day, and has the authority to discharge any team member from the match for rules violation.

It is expected that all players will exhibit sportsmanlike conduct at all times. Swearing, cursing, badgering, harassing, yelling, shouting or intimidating any player, volunteer, or attendee at a game, either verbally or physically, is strictly prohibited.

In the event that any individual player or team is guilty of egregious departure from sportsmanlike conduct, or of repeated occurrences of unsportsmanlike conduct, including by way of example, arguing with the umpire, emotional outbursts, throwing of a bat or other equipment, the League may impose disciplinary action.

Additionally, conduct deemed by the board as detrimental to the reputation of the organization (on or off the field) may also be subject to punitive measures. Such disciplinary measures may include, by way of example (but not limitation,) expulsion from the match/field, suspension of a player, forfeit of a game, fining the player/team, and/or expulsion from the League of either a player or a team.

## CLUB UNIFORMS

Ballists should strive to comport themselves in a way that shows pride in their club and fits the aesthetic of the re-enacted

time period. Uniforms (shirts, trousers, belts, hats, socks, and shoes) must comply with the design and standards set by the League. Each player is responsible for the acquisition and maintenance of his or her own uniform and shall do his or her best to keep it clean and in good repair. Shoes and laces must be all black with no visible logos or colors. Black spray paint or other shoe-blackening product will be used to cover any stripes, swooshes, or other trademarks or logo, including on the soles. Metal spikes are not permitted. No team member will be allowed on the playing field without his or her hat. Hats are never to be worn backwards or sideways. Shirts must be tucked-in at all times while in the playing area.

## **EQUIPMENT**

Bats, balls, and other equipment necessary to play the game shall be supplied by the League. At TAOVBB's discretion, captains may be granted permission to keep possession of bats during the playing season, in which case, that captain shall be responsible for all League bats assigned to him or her. League provided bats that break or become unusable must be turned in to TAOVBB for replacement. Any bats issued at the start of the season that are not returned to TAOVBB, shall in the sole discretion of TAOVBB, be replaced in kind by the team captain to whom the missing bats were assigned,

or replaced by TAOVBB at the expense of the team captain to whom the missing bats were assigned.

Should any member wish to use his or her own bat, it must comply with the style adhering to the on-field rules, fitting into the vintage aesthetic. Additionally, bats with imagery or logos deemed not in the spirit of our game by the Board of Directors are prohibited.

Ballists requiring unique safety equipment to be used during matches should seek board approval prior to use.

## **MATCHES**

Matches shall be played as scheduled except for weather-related delays. Players will arrive at the field and be ready to play by the designated start time.

Whether or not a game is played shall be determined by the the match day procedures section of the Ballist Manual.

All team members shall have the right to play their share of games. Team captains shall have the responsibility for making certain that all who wish to play have the opportunity to do so.

No player shall be discriminated against due to age, gender, race, or physical ability.

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## ON-FIELD RULES

On field rules are based on the historical rules of the 1860s and as modified by the TAOVBB rules committee and its Board of Directors. The rules can be found on the league's website and in the Ballist Manual.

## DEVICES & PERSONAL PROPERTY

Players are required to maintain the bench area as it might appear in the 1860s. Gym bags, plastic bags, and other modern devices inconsistent with the look and feel of a 19th century game shall remain away from the bench area during play. Water bottles with modern labels shall remain hidden from sight.

The wearing of modern sunglasses on the playing field is not allowed. Any sunglasses must have prescriptive lenses and attempt to conform to historic styles.

The use of electronic devices is not allowed in the playing area, including the team bench. All personal property should be stored out of sight and/or in a secured location. All players acknowledge that any personal property brought to the field is being brought at such person's risk. The League shall have no duty or obligation relating to any such property, and neither the TAOVBB nor any of its agents, officers, directors, members, or other associated persons shall be responsible for any loss, theft

of, or damage to any personal property, irrespective of when such loss, theft or damage shall occur, whether on the field or in parked vehicles.

## TEAM FORFEITS

What constitutes a team forfeit is described in the on-field rules.

If for any reason a team forfeits 2 matches in the regular season, the following penalties shall be enforced:

- Team shall occupy the lowest seed in the season tournament.
- If more than one team has 2 forfeits, head to head record between those teams shall determine which gets highest/lowest seed between the two.
- Team shall not be eligible to receive team awards.

The Board reserves the right to enforce other measures it deems appropriate.

If for any reason a team forfeits 3 or more matches in the regular season, the following penalties shall be enforced:

- Team shall be ineligible to play in the season ending tournament.
  - Team shall no longer be deemed in good standing.
  - Once a team is no longer considered to be in good standing, the team shall be
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subject to review by the Board of Directors, who reserves the right to relocate or dissolve the team.

## **MEMBER ATTENDANCE & ABANDONMENT POLICY**

If for any reason a member misses 4 or more matches in the regular season, the following penalties may be enforced:

- Member's team captain has the option to petition the Board of Directors to classify the player's roster spot as abandoned.

If a member's spot is determined to be abandoned, the Board of Directors reserves the right to enforce the following penalties on the player in question:

- No longer be considered in good standing.
- Forfeit his roster spot for the remainder of the regular season and end-of-season tournament.
- Returning member status for the following season shall be revoked.
- Shall not be eligible for reimbursement of any league fees.

The Board reserves the right to enforce other measures it deems appropriate.

## **MID-SEASON VACANCIES**

In the event a ballist voluntarily

relinquishes their roster spot the following must be adhered to:

- Ballist states intention to relinquish spot in writing to the Board of Directors.
- Board of Directors acknowledges the vacancy and will fill the vacancy from the league's Volunteer/Interest list as possible. The Board of Directors will be cognizant of average age of overall team roster when filling the spot.
- New player must pay league fee based on \$10 per remaining game.
- New player must be fully uniformed before playing.
- New player would be eligible for returning player fee the following season.

## **CREDO VIOLATIONS**

If a member is found by the Board of Directors to have violated this Credo, the Board shall take such actions as it deems necessary.

Players who are removed from the League for violations of the Credo are not eligible for refund of League fees or costs of any kind.

## **GRIEVANCES**

Should any team member have a grievance against a member of his or her own team or another team, he or she shall first attempt resolution through the applicable team captains. If a satisfactory resolution cannot be agreed



upon between the individuals involved in the dispute, he or she can submit the dispute to Dispute Resolution Committee via a written statement setting forth the nature of the dispute, the individuals involved in the dispute and a reasonably detailed summary of the facts involved. All such submissions shall be delivered to the TAOVBB's Dispute Resolution Committee via email to [dispute@tennesseevintagebaseball.com](mailto:dispute@tennesseevintagebaseball.com)

Should any team member have a grievance against an official volunteer or agent of TAOVBB or the League, he or she may submit

the grievance for resolution by the board of directors of TAOVBB via email to [boardofdirectors@tennesseevintagebaseball.com](mailto:boardofdirectors@tennesseevintagebaseball.com)





# ON-THE-FIELD RULES

Rules and Regulations  
Adopted by the NATIONAL  
ASSOCIATION OF BASE-  
BALL PLAYERS Held in  
New York December 9, 1863.  
Amended October 11, 2018 by  
the Tennessee Association of  
Vintage Base Ball for the 2019  
season of play.

## SEC. 1.

The ball must weigh not less than five and one-half, nor more than five and three-fourths ounces, avoirdupois. It must measure not less than nine and one-half, nor more than nine and three-fourths inches in circumference. It must be composed of india-rubber and yarn, and covered with leather, and, in all match games, shall be furnished by the challenging club, and become the property of the winning club, as a trophy of victory.

## 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.

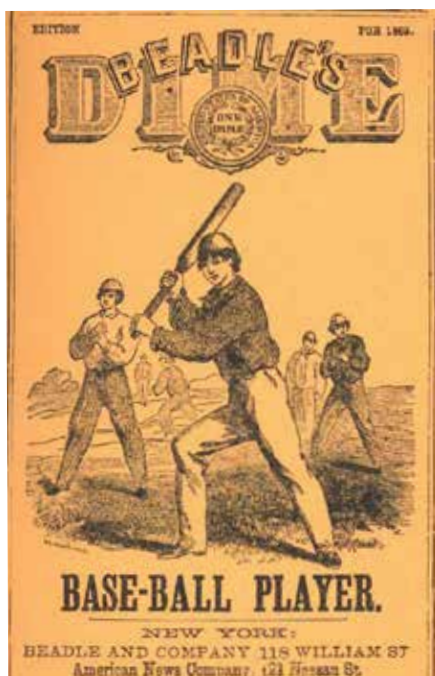
**NOTE:** Bats must be made of solid wood, and may be of any length to suit the striker. A bat can not have an axe handle

or be cupped. Ballist may use only white or black cloth tape, twine, or pine tar to increase grip. If a ballist is wishing to purchase a bat outside of those provided by the league they will need to request team captian approval.

## SEC. 3.

The bases must be four in number, placed at equal distances from each other, and securely

fastened upon the four corners of a square, whose sides are respectively thirty yards. They must be so constructed as to be distinctly seen by the umpire, and must cover a space equal to one square foot of surface. The first, second, and third bases shall be canvas bags, painted white, and filled with



sand or sawdust; the home base and pitcher's point to be each marked by a flat circular iron plate, painted or enameled white.

**NOTE:** As the pitcher's point is already marked by chalked lines, the TAOVBB does not use this circular iron plate.

#### **SEC. 4.**

The base from which the ball is struck shall be designated the Home Base, and must be directly opposite to the second base; the first base must always be that upon the right-hand, and the third base that upon the left-hand side of the striker, when occupying his position at the Home Base. And in all match games, a line connecting the home and first base and the home and third base, shall be marked by the use of chalk, or other suitable material, so as to be distinctly seen by the umpire.

#### **SEC. 5.**

The pitcher's position shall be designated by two lines four yards in length, drawn at right angles to a line from home to the second base, having its center upon that line, at two fixed iron plates, placed at points fifteen and sixteen yards distant from the home base. The pitcher must stand within the lines, and must deliver the

ball as near as possible over the center of the home base, and for the striker.

**NOTE:** As the pitcher's point is already marked by chalked lines, the TAOVBB does not use these circular iron plates.

#### **SEC. 6.**

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.

**NOTE:** As TAOVBB pitchers will endeavor to deliver hittable balls, and strikers will endeavor to swing at them, balls and strikes will not normally be called. At the umpire's discretion, if he determines the pitcher is not endeavoring to pitch hittable balls, or a striker is not endeavoring to swing at hittable balls, the umpire will call a ball or strike per Sec. 6. See also Sec. 39.

#### **SEC. 7.**

The ball must be pitched, not

jerked nor thrown to the bat; and whenever the pitcher draws back his hand, or moves with the apparent purpose or pretension to deliver the ball, he shall so deliver it, and he must have neither foot in advance of the front line or off the ground at the time of delivering the ball; and if he fails in either of these particulars, then it shall be declared a baulk.

**NOTE:** In the 1860s, "pitching" referred to an underhanded delivery with the arm straight and the palm facing forward. The pitcher must present the ball to the striker prior to each pitch.

## SEC. 8.

When baulk is made by the pitcher, every player running the bases is entitled to one base, without being put out.

**NOTE:** With base stealing not a part of the TAOVBB's customs, the decision to call a baulk will be at the discretion of the umpire.

## SEC. 9.

If the ball, from a stroke of the bat, first touches the ground, the person of a player or any other object behind the range of home and the first base, or home and the third base, it shall be termed foul, and must be so declared by the umpire, unasked.

If the ball first touches the ground, either upon, or in front of the range of those bases, it shall be considered fair.

**NOTE:** Unlike the modern game, under 1864 rules fair balls may roll foul and still be in play. Under the customs of the TAOVBB, if a ball touches the backstop on the fly or on the bound, the ball will be considered dead.

## SEC. 10.

A player making the home base, shall be entitled to score one run.

## SEC. 11.

If three balls are struck at, and missed, and the last one is not caught, either flying or upon the first bound, it shall be considered fair, and the striker must attempt to make his run.

## SEC. 12.

The striker is out if a foul ball is caught, either before touching the ground, or upon the first bound.

## SEC. 13.

Or, if three balls are struck at and missed, and the last is caught, either before touching the ground, or upon the first bound;

## SEC. 14.

Or, if a fair ball is struck, and the ball is caught either without

having touched the ground, or upon the first bound;

**NOTE:** The ground is always considered the first bound, regardless of whether the ball has previously struck a person or obstruction (such as a tree) located in the field of play. Bases and other equipment, with the exception of the backstop, are considered part of the ground.

### SEC. 15.

Or, if a fair ball is struck, and the ball is held by an adversary on the first base, before the striker touches that base.

### SEC. 16.

Any player running the bases is out, if at any time he is touched by the ball while in play in the hands of an adversary, without some part of his person being on a base.

**NOTE:** The base runner is out as soon as he is touched by the ball, and the fielder is not required to maintain possession immediately after.

### SEC. 17.

No ace nor base can be made upon a foul ball; such a ball shall be considered dead, and not in play until it shall first have been settled in the hands of the pitcher. In such cases players running bases shall return to them, and may be put out in so returning in the same manner as the striker when

running to the first base.

**NOTE:** Under the customs of the TAOVBB, in the event of a foul ball a baserunner may return to his base without jeopardy of being put out.

### SEC. 18.

No ace or base can be made when a fair ball has been caught without having touched the ground; such a ball shall be considered alive and in play. In such players running bases shall return to them, and may be put out in so returning, in the same manner as the striker when running to first base; but players, when balls are so caught, may run their bases immediately after the ball has been settled in the hands of the player catching it.

### SEC. 19.

The striker must stand on a line drawn through the center of the home base, not exceeding in length three feet from either side thereof, and parallel with the line occupied by the pitcher. He shall be considered the striker until he has made the first base. Players must strike in regular rotation, and, after the first innings is played, the turn commences with the player who stands on the list next to the one who lost the third hand.

**NOTE:** Under the customs of the TAOVBB, the striker may stand astride the line. Also note that

the first striker of an inning follows the one who made the last out of the previous inning. Under this circumstance, a player might be the last striker of one inning, and the first striker of the next.

## SEC. 20.

Players must make their bases in the order of striking; and when a fair ball is struck, and not caught flying or on the first bound, the first base must be vacated, as also the second and third bases, if they are occupied at the same time. Players may be put out on any base, under these circumstances, in the same manner as the striker when running to the first base.

**NOTE:** When the ball is caught on the bound, the force play is no longer in effect, just as if the ball were caught on the fly. Unlike the fly catch, however, the baserunners are free to advance without tagging up.

## SEC. 21.

Players running the bases must, so far as possible, keep upon the direct line between the bases; and, must make them in the following order: first, second, third, and home, and if returning must reverse this order; and should any player run three feet out of this line for the purpose of avoiding the ball in the hands of an adversary, he shall be declared out.

## SEC. 22.

Any player, who shall intentionally prevent an adversary from catching or fielding the ball, shall be declared out.

**NOTE:** If a baserunner unintentionally makes contact with a batted ball, he shall be free to continue to his next base without penalty. If a baserunner intentionally collides with a fielder, the baserunner is out.

## SEC. 23.

If the player is prevented from making a base, by the intentional obstruction of an adversary, he shall be entitled to that base, and not be put out.

**NOTE:** Under the customs of the TAOVBB, the basepaths belong to the baserunner, and no fielder in the vicinity of the base shall be permitted to block the runner's path (extending into foul territory) with any part of the body, with the exception of the arm for the purpose of tagging the runner with the ball.

## SEC. 24.

If an adversary stops the ball with his hat or cap, or takes it from the hands of a party not engaged in the game, no player can be put out unless the ball shall first have been settled in the hands of the pitcher.

**NOTE:** Under the customs of

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the TAOVBB, if any thrown ball lands into or near the spectators or is touched by a spectator, the ball will be called dead by the umpire, and all runners are awarded the base they are initially running to, plus one more (i.e., on an overthrow to first base, the batter will be awarded second base; a runner who started at second base will be awarded home plate.) On an overthrow at home plate, the rule is different, inasmuch as every runner will only be awarded the base they are running to at the exact time the arbiter declares a dead ball.

If a batted ball hits in fair territory, and then proceeds into or near the spectators or is touched by a spectator, the ball will be called dead, and the batter and every runner will receive the base they are running to at the time the ball was called dead.

### **SEC. 25.**

If a ball, from the stroke of a bat, is held under any other circumstances than as enumerated in Section 24, and without having touched the ground more than once, the striker is out.

### **SEC. 26.**

If two hands are already out, no player running home at the time a ball is struck, can make an ace if the striker is put out.

**NOTE:** This rule only applies until the striker makes his first base, after which he becomes just another baserunner. Unlike the modern game, a force at another base does not negate a run that has already scored on the play.

### **SEC. 27.**

An innings must be concluded at the time the third hand is put out.

### **SEC. 28.**

The game shall consist of nine innings to each side, when, should the number of runs be equal, the play shall be continued until a majority of runs, upon an equal number of innings, shall be declared, which shall conclude the game.

**NOTE:** Under the customs of the TAOVBB, if the club batting in the last half of an inning is ahead at the top of the ninth inning, the bottom of the ninth inning will not be played.

### **SEC. 29.**

In playing all matches, nine players from each club shall constitute a full field, and they must have been regular members of the club which they represent, and of no other club, for thirty days prior to the match. No change or substitution shall be made after the game has been commenced unless for reason of illness or injury. Position of

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players and choice of innings shall be determined by captains previously appointed for that purpose by the respective clubs.

**NOTE:** Under the customs of the TAOVBB, all uniformed club members in good standing may participate in games. In the spirit of sportsmanship, free substitutions are allowed. An injured baserunner may be replaced by a courtesy runner, who will generally be the ballist who has made the last out. Once a baserunner has been replaced by a courtesy runner, he shall not be eligible to return to the game.

### SEC. 30.

The umpire shall take care that the regulations respecting balls, bats, bases, and the pitcher's and striker's positions, are strictly observed. He shall keep a record of the game, in a book prepared for the purpose; he shall be the judge of fair and unfair play, and shall determine all disputes and differences which may occur during the game; he shall take special care to declare all foul balls and baulks, immediately upon their occurrence, unasked, and in a distinct and audible manner. He shall, in every instance, before leaving the ground, declare the winning club, and shall record his decision in the score books of the two clubs.

**NOTE:** In the spirit of

sportsmanship, the players involved should determine the outcome of a given play. If no consensus can be reached, the respective captains will confer with the umpire. If there is still no consensus, the umpire may ask one spectator with a view of the play. The umpire's word is final, and players may not complain or comment on that decision.

### SEC. 31.

In all matches the umpire shall be selected by the captains of the respective sides, and shall perform all the duties enumerated in section 30, except recording the game, which shall be done by two scorers, one of whom shall be appointed by each of the contending clubs someone appointed by the captain of the host club.

**NOTE:** Under TAOVBB customs, the league is responsible for providing an umpire. It is each team's option to keep score however they deem appropriate.

### SEC. 32.

No person engaged in a match, either as umpire, scorer, or player, shall be either directly or indirectly, interested in any bet upon the game. Neither umpire, scorer, nor player shall be changed during a match, unless with the consent of both parties, except for a violation of this law, except as provided in section 29, and then the umpire



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may dismiss any transgressors.

**NOTE:** As indicated in Section 29, in the spirit of inclusiveness free substitutions for players will be allowed.

### **SEC. 33.**

The umpire in any match shall determine when play shall be suspended; and if the game can not be concluded, it shall be decided by the last even innings, provided five innings have been played, and the party having the greatest number of runs shall be declared the winner.

### **SEC. 34.**

Clubs may adopt such rules respecting balls knocked beyond or outside of the bounds of the field, as the circumstances of the ground may demand; and these rules shall govern all matches played upon the ground, provided that they are distinctly made known to every player and umpire, previous to the commencement of the game.

**NOTE:** Ground rules for all regular venues are published in the TAOVBB program and on the website. Ground rules for other venues will be discussed between the respective captains before the match.

### **SEC. 35.**

No person shall be permitted to approach or to speak with the umpire, scorers, or players, or

in any manner to interrupt or interfere during the progress of the game, unless by special request of the umpire.

**NOTE:** In order to encourage spectators to interact freely with the players and umpire and to ask questions about the game, the TAOVBB will not enforce this rule.

### **SEC. 36.**

No person shall be permitted to act as umpire or scorer in any match, unless he shall be a member of a Base-Ball Club governed by these rules.

**NOTE:** Members of the TAOVBB who are not members of a specific club involved in the current match may also act as umpires and scorers.

### **SEC. 37.**

Whenever a match shall have been determined upon between two clubs, play shall be called at the exact hour appointed; and should either party fail to produce their players within fifteen minutes, the party so failing shall admit a defeat.

**NOTE:** Out of respect for our spectators, the TAOVBB umpire will wait a reasonable amount of time after the scheduled start to allow teams to gather at least nine players. In the rare event a club does not have enough players to conduct a match,

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an exhibition game shall be played with a mix of the two scheduled clubs. The results of this exhibition game will not count in the standings, and the incomplete club will suffer a forfeit by an official score of 9-0.

### SEC. 38.

No person who shall be in arrears to any other club, or who shall at any time receive compensation for his services as a player, shall be competent to play in any match.

### SEC. 39.

Should a striker stand at the bat without striking at good balls repeatedly pitched to him, for the apparent purpose of delaying the game, or of giving advantage to a player, the umpire, after warning him, shall call one strike, and if he persists in such action, two and three strikes. When three strikes are called, he shall be subject to the same rules as if he had struck at three fair balls.

**NOTE:** As TAOVBB pitchers will endeavor to deliver hittable balls, and strikers will endeavor to swing at them, balls and strikes will not normally be called. At the umpire's discretion, if he determines the pitcher is not endeavoring to pitch hittable balls, or a striker is not endeavoring to swing at

hittable balls, the umpire will call a ball or strike per Sec. 6.

### SEC. 40.

Every match hereafter made shall be decided by a single game, unless otherwise mutually agreed upon by the contesting clubs.

**NOTE ON STOLEN BASES:** While stealing bases and advancing on passed balls were common in the 1860s, the TAOVBB has decided in the spirit of inclusivity not to allow these tactics. One gentlemanly stride to lead off a base is encouraged.

**NOTE ON SLIDING AND BUNTING:** As sliding and bunting do not appear to have been common in the 1860s, they are not practiced in the TAOVBB. Any player advancing to a base through sliding or head-first diving will be called out. Players are allowed to return to a previous base by lunging.

**NOTE ON UMPIRES:** Regardless of what the on-field rules outlined above say, calls made by the umpire at the game supersede all above rules, even if said call appears to contradict a rule as outlined above. Players should observe what Henry Chadwick described as "silent acquiescence."

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# MATCH DAY PROCEDURES

In 1864, Base Ball matches were an event. We treat our matches the same way, honoring the ceremonial aspects of the game. With this in mind, clubs are asked to utilize the following pre- and post-match procedures.

## PRE-MATCH

Both Clubs will be afforded the opportunity to have 15 minutes to warm up on the grounds before a match. Captains should respect time limits to be fair to each club. Management of time is the responsibility of the captains and is not a duty of the umpire.

Umpire will review the expected conduct, procedures for conflict resolution, and ground rules in a conference with both captains.

Clubs line up before match. At match time, the clubs line up diagonally across the diamond from 3B to 1B. The visiting club starts at 3B, the captain of the host team or his/her designee stands in the middle, and the host team finishes the line toward 1B.

## WELCOME

The host team's captain will welcome the spectators to the match.

- a. It is suggested to use an anecdote or story linked to the date, teams, place, to

introduce the match.

- b. Provide a brief synopsis of key rule differences, such as the bound rule and no gloves.

- c. Warn crowd to be alert for bats and balls. This is a real game played with real bats and balls!

- d. Visiting club introduces itself, with each ballist saying their nickname and tipping their caps to the crowd.

- e. Host captain introduces self, followed by the host club, with each ballist saying their nickname and tipping their caps to the crowd. Host captain introduces and thanks the umpire, as well as acknowledges the merchandise tent and volunteers.

## CEREMONIAL FIRST PITCH

This is encouraged, but optional. Host team's captain will invite someone to hurl a ceremonial first pitch. In an effort to remain apolitical, please do not consider politicians actively running for office.

## CHOICE OF PLAY

There are several methods of deciding which team will bat

first and which will bat last. Team captains will agree on which method to use:

a. Bat toss. The umpire tosses a bat in the air, knob-high, and the captain of the visiting club catches it. The captain of the host team grasps the bat with one hand, on top of the visiting captain's hand. Then the visiting captain grasps bat with one hand, on top of the host captain's hand, and they alternate to the top of bat, until one captain can put his hand on the top of the knob. That captain will then have the choice of batting first or last in the match.

b. Coin flip. Umpire flips a coin, and the visiting captain calls "heads" or "tails". Whoever wins the flip then chooses whether to bat first or last in the match. One variation is to have a captain choose a child from the crowd to call the flip. The child chosen should be old enough to physically flip a coin. When a child is brought in for the coin flip, should have the umpire present the coin to the child. The child then flips the coin, and the visiting captain calls "heads" or "tails".

c. Other games of chance. For instance, "lagging for home" where each club has a player bowl a baseball toward

home. Closest to the dish as determined by the umpire wins.

The match should commence.

## POST-MATCH

Upon conclusion of the match, ballists will make their way to the middle of the infield, shaking hands with ballists from the opposing club. This should not be a lineup with the goal of shaking every ballist's hand. Rather, the ballists merge organically on the field for a few handshakes and kind words.

## RE-FORM LINES

Once ballists have offered a few handshakes and kind words to the opposing club, they will once again line up from 1st to 3rd as before the match (i.e., the visiting club starts at 3B, the captain of the host team stands in the middle, and the host team finishes the line toward 1B.) This gives a more formal appearance to the match's conclusion and the thanking of necessary parties.

## ANNOUNCEMENT OF SCORE

The host team's captain will announce the final score to the crowd.

## AWARDING OF GAME BALL

The same ball should be used for the entire match, and at the match's conclusion, the game ball is awarded to the winning

club. There are two methods of awarding the game ball.

a. Visiting club wins. If the visiting club wins, the host captain gives the ball to the visiting captain after announcing the score.

b. Host club wins. If the host club wins, the umpire will award the ball to the host captain. (This avoids the awkward situation of the host captain awarding the ball to oneself.)

## FINAL ANNOUNCEMENTS

The host captain makes a number of announcements after awarding the game pill.

- a. Thank the umpire.
- b. Thank the musicians (if there are musicians.)
- c. Host team's captain should promote the website to the crowd.
- d. Announce when the next matches will be played.
- d. Invite kids to run bases.
- e. Host club will offer up three cheers for the visiting club: "Hip, Hip, Huzzah!" (three times.)

Clubs are encouraged to allow people onto the grounds after the game and to invite children to run the bases. Spectators may want to swing a striker and throw a ball. Captains are asked to pack up all but a couple balls and strikers to make sure

no equipment walks away. The host team should have a few ballists designated to oversee this to make sure nobody gets hurt as well as to answer questions from the crowd. This is an excellent opportunity to promote the league.

## RAINOUT POLICY/PROCEDURES

As we are guests in all of our venues, ultimate decision regarding the playing of a match shall reside with the venue director.

Games shall continue to be played in light to moderate rain but will be suspended if it is raining heavily, or if there is standing water on the field, or the field is found unfit to play, or there is lightning/severe weather present.

Before a game commences, unless it is the second game of a double header, the venue director, in concert with the umpire is in charge of deciding whether or not the game should be delayed or canceled due to rain or other inclement weather.

Once an official pitch has been thrown in the game, the umpire, in concert with the venue director or representative, has the authority to decide if a game should be delayed or canceled. This also applies to the second game of a doubleheader.

Umpires are encouraged to see

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that games are played if at all possible.

If a game is rained out before play begins, it is rescheduled for a later date that is mutually agreed upon by both clubs and the venue. If it has already begun and rain falls, several scenarios are used to determine the need to resume play:

If the game has completed the top half of the 5th inning and the home team is ahead, the game can be deemed an official game. The home team is declared the winner, and the game officially counts in standings.

If the game has completed the bottom half of the 5th inning and either team is ahead, the game can be deemed an official game. The leading team is declared the winner, and the game officially counts in standings. However, if the game is rained out prior to the completion of an inning in which the visiting team scored

one or more runs to take the lead, and the home team has not retaken the lead, the game is suspended, to be resumed at a later date.

If the game has completed the 5th inning, and the teams are tied, the game is considered suspended, and the resumption of the game is scheduled for a future date. The game picks up from where it left off.

If none of the previous scenarios apply, the game cannot be deemed official. The umpire declares "No Game," and a make-up of the game is scheduled for a future date.

In the postseason, all games stopped at any time for weather are considered suspended and continued from the point of stoppage when play resumes, no matter if the game has not reached the requirements above.



# CAPTAIN'S RESPONSIBILITIES

## GENERAL RESPONSIBILITIES

Captain shall be a liaison between the Board of Directors and his team. This includes, but is not limited to:

- Promptly respond to players and the league via phone or email.
- Be liaison between their team members and league.
- Be liaison between home venue and league.
- Educate and enforce the credo, rules, and customs for the league

## PRACTICES

Captains shall organize team practices and other social events as desired by the club members.

## MEDIA REQUESTS

Captains shall coordinate with league Media Director to handle media requests pertaining to the team or league.

## SOCIAL MEDIA

Captains shall coordinate with league Media Director to maintain team's Twitter and Facebook accounts. The TAOVBB encourages captains to give unique voices to their social media presences.

## SPONSORSHIPS

Captains shall coordinate

with league Sponsorship Committee to develop relationship opportunities with area businesses and other organizations.

## UNIFORMS

While team colors and identities are established by the Board of Directors, captains shall work with league on determining team uniform styles and proposed uniform changes. Captains should assist club members with ordering of uniforms.

## GAME RECAPS

Captains shall coordinate or assign the write up of post game recaps and submit to the league no more than two (2) days after each game.

## EQUIPMENT

In terms of equipment, captains are responsible for:

- Coordinating the storing and transportation of all league equipment to and from games.
- Reporting broken or stolen equipment to league treasurer.
- Returning equipment to league once the season is over.

## AVAILABLE PLAYERS/LINEUPS

Captains shall coordinate with team members before each



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game to verify team will have enough available players. If not enough players can be found, the team captain is responsible for alerting the league Vice-President of a potential forfeit.

Captains shall complete team lineup cards for each game, ensuring that each available team member bats and plays the field. Captains are solely responsible for the game management of his team. TaoVBB requires that all available players have the opportunity to be included in the batting rotation and play a minimum of five innings in the field, unless injured.

## **SCORECARDS/SCOREKEEPING**

If an individual team wishes to keep statistical records, a captain should secure a qualified person to keep score during the game. Scorekeepers should be volunteers and are not compensated by the league. Scorecards may be shared amongst the competing teams.

## **WATER/ICE**

Coordinate the availability of water and ice for players during home games. Water and ice is not reimbursed through the league.

## **HOST TEAM MATCH DAY RESPONSIBILITIES**

Since we are guests at each venue

in which we play, Captains must have a good working relationship with the venue directors.

For each scheduled event at a venue, a host team will be named by the league. The Captain of this host team will have extra responsibilities as outlined below to ensure a smooth event.

## **FIRST PITCHES**

If a team desires, the host team's captain should find and secure public figures to deliver the first pitch for team's home games.

Captains must submit the person's name and title to the league three (3) days prior to each game.

## **UMPIRES**

The Board of Directors will be responsible for assigning umpires to matches. Captains are asked to participate as umpires in matches that their clubs are not participating in.

In the case of more than one (1) game during the same day at the same site, the same umpire may be used for both matches. However, the TAOVBB recommends a different umpire for each match.

Umpire names and contact information will be provided by the league.

Umpires are volunteers and are

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not compensated through the league.

## **PRE/POST GAME ANNOUNCEMENTS**

Captains are responsible for making pre- and post-game announcements as outlined in the match day procedures.

## **MATCH MUSIC**

If desired, the host team captain should find and secure period appropriate music for all of team's home games.

The Board of Directors prefers music at home games, however, the decision is left up to the individual host teams.

Captains shall discuss with their team and determine how musicians will be compensated. No league funds are available for musician compensation

## **MERCHANDISE/ INFORMATION TENT**

Host team's captain is responsible for coordinating with the team's merchandising liaison for staffing of the information/merchandising tent.

Host team's captain should assist with the venue's director in inviting vendors such as food trucks to work the games.

Captains must submit the vendor /merchandise/information tent information to the league three

(3) days prior to each game.

## **SET UP/TEAR DOWN**

Coordinate at least five individuals to show up at least two hours before game time to assist with field layout and preparation. Including setting up backstop, benches, chalking field, scoreboard, information/merchandise tent (if applicable.)

## **IN THE EVENT OF SERIOUS INJURY**

Captain shall call 911 and obtain the emergency help necessary for the injured player. Captain shall notify the emergency contact listed on a player's registration form. Captain shall ensure that he or a designee accompanies the injured player to the hospital. Someone from the league should remain with the injured player until the emergency contact or other help has arrived.

Captain shall fill out an Incident Report to be filed with the Board of Directors. This information will be used to fill out any future insurance forms that may be applicable.

## **FOREIGN POLICY**

Captains need board approval before scheduling matches between teams other than league teams.

# WAIVER AND RELEASE

In consideration of being allowed to participate in any way in events organized by the Tennessee Association of Vintage Base Ball, including athletic sports program, related events and activities, the undersigned acknowledges, appreciates, and agrees that:

1) The risk of injury from the activities involved in this program is significant, including the potential for permanent paralysis and death, and while particular rules, equipment, and personal discipline may reduce this risk, the risk of serious injury does exist; and,

2) I KNOWINGLY AND FREELY ASSUME ALL SUCH RISKS, both known and unknown, EVEN IF ARISING FROM THE NEGLIGENCE OF THE RELEASEES or others, and assume full responsibility for my participation; and,

3) I willingly agree to comply with the stated and customary terms and conditions for participation. If, however, I observe any unusual significant hazard during my presence or participation, I will remove myself from participation and bring such to the attention of the nearest official immediately; and,

4) I, for myself and on behalf of my heirs, assigns, personal representatives and next of kin,

HEREBY RELEASE AND HOLD HARMLESS the Tennessee Association of Vintage Base Ball their directors, officers, officials, agents, volunteers and/or employees, other participants, sponsoring agencies, sponsors, advertisers, and if applicable, owners and lessors of premises used to conduct the event ("RELEASEES"), WITH RESPECT TO ANY AND ALL INJURY, DISABILITY, DEATH, or loss or damage to person or property, WHETHER ARISING FROM THE NEGLIGENCE OF THE RELEASEES OR OTHERWISE, to the fullest extent permitted by law.

5) I hereby authorize TaoVBB to use in any manner my, his or her or our likenesses obtained while participating in League events. I hereby disclaim any right to privacy related to the use of such likenesses and also hereby waive any and all claims, counterclaims, rights, demands, actions and causes of action, foreseen or unforeseen, actual or potential arising out of, or in any way related to, use by the League or TaoVBB of such likenesses. The foregoing references to my, his or her or our likenesses include any and all forms or reproductions of my, his or her or our image, voice or name, including, but not limited to video, audio or photo, whether recorded or live, printed or broadcast, moving or still.



# 2025 ACCEPTANCE FORM

**FULL NAME (PRINT):** \_\_\_\_\_

**CLUB:** \_\_\_\_\_

**ACKNOWLEDGEMENT:**

I have read and understand what will be expected of me as a member of the Tennessee Association of Vintage Base Ball and will pledge to follow the rules or suffer the penalties as described in this document.

**WAIVER AND RELEASE:**

Furthermore, I have read this release of liability and assumption of risk agreement, fully understand its terms, understand that I have given up substantial rights by signing it, and sign it freely and voluntarily without any inducement.

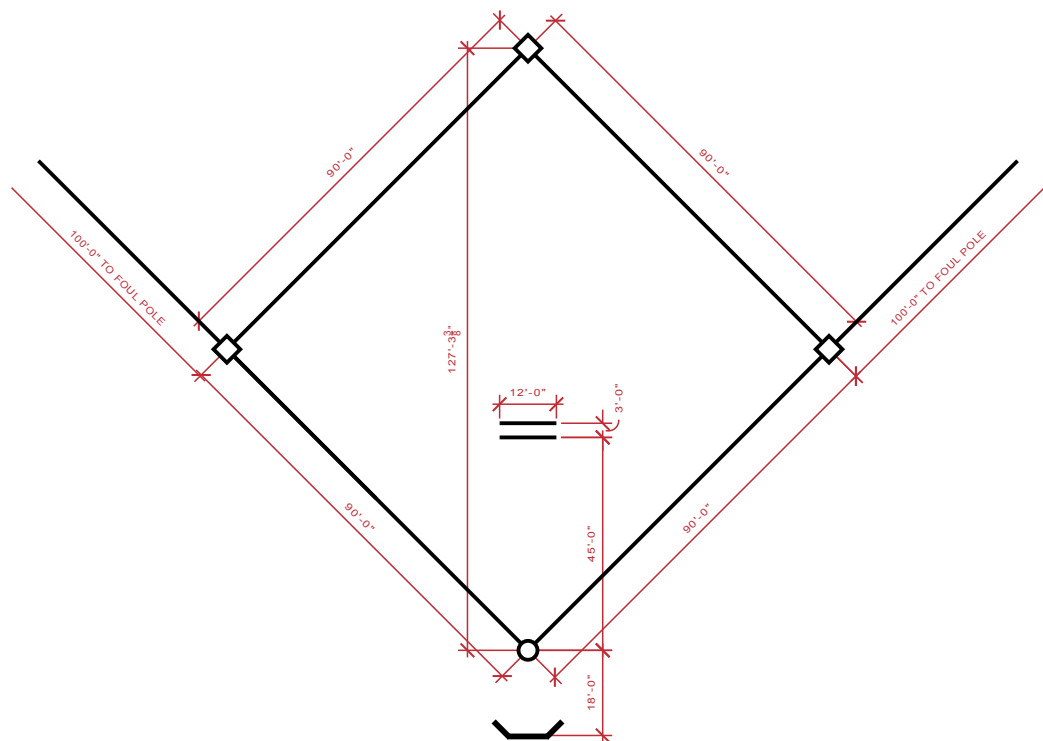
**SIGNATURE:** \_\_\_\_\_

**DATE:** \_\_\_\_\_

This form is to be signed and returned to the Board of Directors before taking the field for 2022. Please scan and email to [info@tennesseevintagebaseball.com](mailto:info@tennesseevintagebaseball.com) or mail to:

Tennessee Association of Vintage Base Ball  
P.O. Box 41866  
Nashville, TN 37204

# FIELD LAYOUT



Base Ball - This healthful and exciting exercise was generally very popular this fall, especially in the Northern States, and we hope it will be introduced here as soon as the heated term passes off. We noticed the other evening a party engaged in Base Ball on the Edgefield side of the river, all apparently enjoying themselves.

Let us have Base Ball Clubs organized, then, and the fun commenced.

-Nashville Republican Banner,  
Wednesday, July 25, 1860

