



WBSC

WORLD
BASEBALL SOFTBALL
CONFEDERATION

Game Time!

Reformatted Fast Pitch Casebook
(Including Modified Pitch)

Reissued: April 2021



The rulings in this casebook are based on the Official Rules of Fast Pitch Softball (“Official Rules”) of the World Baseball Softball Confederation (WBSC Softball), [formerly operating as the International Softball Federation (“ISF”)]. Any misuse or reprinting of these Official Rules without the prior written consent of the WBSC Softball is prohibited.

The Case Plays include references to Rules, Effects and Appendices of the Official Rules governing the playing of Fast Pitch and Modified Fast Pitch Softball.

The referenced Appendices and Effects form part of the Rule(s) in which they are cited and have the same force and effect as the Rule itself. The Table of Contents, where Rules are found, and the Index, a key word and subject matter indicator to the Rules, are for reference and do not form part of the Rules.

WBSC Softball disclaims and does not accept responsibility for defects or non-compliance of facilities or failure of persons involved in a game played for any failure to follow or apply these Official Rules and or associated case play interpretations and guidance notes, and is not liable for any consequences resulting from the playing of a game of Softball or the misuse of the Official Rules.

(© 2017 World Baseball Softball Confederation. All rights reserved.)

INTRODUCTION

In becoming a well informed and accomplished umpire, one requires a sound knowledge of all officiating components, one of the more important components is an in depth understanding of the rules and how these rules are applied. Your complete review of this Casebook will strengthen your knowledge of the rules and enhance personal confidence on and off the field.

The primary focus and effort of this publication is to promote consistency in rule interpretations by describing situations and addressing their rulings as interpreted by WBSC Softball. The Casebook will describe a situation (play), listing the proper interpretation and in several instances describe how to best handle the situation.

WBSC Softball Rules are now written every four years (with this casebook including plays dealing with the 2018-21 Reformatted Rules), and will be updated periodically to coincide with rule amendments, new rules, new interpretations, or change in wording.

WBSC Softball published their first Case Book in the mid-nineties. In subsequent versions additional plays have been added. For those of you who were familiar with earlier versions you will notice that all the case plays and associated rule reference have been renumbered to align with the rule numbering of the 2018-21 Reformatted Rules.

Altogether over 600 plays are included in the five chapters, broken down by sections within the rule.

ABBREVIATION KEY

B (N)	Batter
R1	Runner Closest to home
R2	Succeeding Runner
R3	Runner on First Base (Bases Full)
S (N)	Substitutes
FLEX	Player playing defense for DP (Refer 3.2.5)
DP	Designated Player (Refer 3.2.4)
OPO	Offensive Player Only (Refer 3.2.4)
TR	Temporary Runner (Refer 3.2.7)
F (N)	Fielder by Position (Refer 3.2.2)

Defensive Players: Pitcher (F1), Catcher (F2), First Baseman (F3), Second Baseman (F4), Third Baseman (F5), Shortstop (F6), Left Fielder (F7), Center Fielder (F8), Right Fielder (F9).

Whenever indicated, R1 stands for the first runner (which ever base they may be on), R2 stands for the second runner (when two runners are on base), and R3 the runner on first base when the bases are full. Batter could be listed as B1, B2 or B3, etc. Substitutes can also be listed as S1, S2 or S3, etc. "Home" team is listed as "H" and "Visiting" team as "V."

At the completion of each listed play, the rule reference(s) will be given like this: *[4.1.2; 4.3.3 f]; Effect 4.3.1 to 4.3.7*. When referring to a rule for a specific answer, make sure you also read any "EFFECT" portion of the ruling.

The April 2021 reissue includes a number of new case plays and updates to rule references. These updates are shown in "Bold Italic text".

WBSC Softball hopes that this book will help you find the answers to your questions on how to rule in certain situations. If you have any situation that requires a special ruling, send it to:

Bob Stanton,
Director of Umpires (WBSC Softball)

E-mail to: bob.stanton@wbsc.org

Table of Contents

1. THE GAME

1.1	Definitions	(14 plays)	Page 6
1.2	Regulation Game Requirements	(46 plays)	Page 8

2. PLAYING FIELD AND EQUIPMENT

2.1	Definitions	(24 plays)	Page 17
2.2	The Playing Field	(4 plays)	Page 20
2.3	Game Equipment	(10 plays)	Page 21
2.4	Player's Equipment	(15 plays)	Page 22
2.5	Uniforms	(14 plays)	Page 24
2.6	Coaches Uniforms	(1 play)	Page 26

3. PARTICIPANTS

3.1	Definitions	(29 plays)	Page 27
3.2	Line-up and Rosters	(39 plays)	Page 32
3.3	Appeals	(Included in context elsewhere)	
3.4	Coaches	(5 plays)	Page 40
3.5	Team Personnel	(2 plays)	Page 40
3.6	Umpires	(30 plays)	Page 41
3.7	Scorers	(no plays)	

4. PITCHING

4.1	Definitions	(8 plays)	Page 47
4.2	Charged Defensive Conference	(9 plays)	Page 49
4.3	Legal Pitch Requirements	(51 plays)	Page 50
4.4	Warm-up Pitches	(4 plays)	Page 59
4.5	No Pitch	(8 plays)	Page 60
4.6	Dropped Ball	(2 plays)	Page 61
4.7	Return of Pitcher	(1 plays)	Page 61
4.8	Illegal Pitcher	(2 plays)	Page 61

5. BATTING AND BASE RUNNING

5.1	Definitions	(99 plays)	Page 63
5.2	Charged Offensive Conference	(8 plays)	Page 79
5.3	On-Deck Batter	(7 plays)	Page 80
5.4	Batting Order	(52 plays)	Page 81
5.5	Batter-Runner	(42 plays)	Page 89
5.6	Double Base (if Used)	(10 plays)	Page 96
5.7	Using an Illegal Glove	(6 plays)	Page 98
5.8	Removal of the Helmet	(5 plays)	Page 99
5.9	Touching the Bases in Legal Order	(9 plays)	Page 100
5.10	Runners	(75 plays)	Page 101
5.11	Base Running Effect (other than for Obstruction)	(17 plays)	Page 114

GAME MANAGEMENT	(6 plays)	Page 117
------------------------	-----------	----------

1. THE GAME

1.1.1 Appeal Play

Play 1 With R1 on 1B, B2 hits a triple. R1 scores but fails to touch 2B. The umpire observes this, but no appeal is made. Since no appeal is made, does the play stand?

Ruling: Yes. Runners are assumed to have touched a base once they pass the base. The defense must make the appeal. It is the responsibility of the umpire to only observe whether or not the runner touched the base and to make a decision only if appealed by the defense. [1.1.1; 1.2.6]

Play 2 A runner leaves a base before a caught fly ball is touched. When should the runner be called out?

Ruling: The umpire must wait for an appeal from the defensive team. [1.1.1; 1.2.6]

Play 3 R1 is on 3B and advances home on B2's hit. R1 misses home plate and enters the dugout. F2 makes an appeal play and tags home plate.

Ruling: R1 is out. They may not return to tag home plate after entering the dugout. [1.1.1; 1.2.6; 5.10.3 a)*xi* and Effect]

Play 4 R1 on 2B and R2 on 1B with none out, when B3 flies out to deep F9. Both runners advance two bases, but R1 leaves before the ball is touched by F9. F9 returns the ball to the infield where F4 receives it and makes a proper live ball appeal at 2B by touching the base. R1 is called out. R2 breaks for home as the appeal is being made and scores.

Ruling: The advance by R2 is legal, as the ball is live on the appeal and R1 is out for leaving the base too soon. [1.1.1; 1.2.6; 5.10.3 a)*vii*]

Play 5 R1 is at 2B when the batter hits a single. R1 misses 3B on the way to the plate. As the ball is thrown to the plate, R1 returns to 3B where they are obstructed, and R1 is tagged prior to returning 3B. The umpire rules a dead ball and awards R1 third base on the obstruction call. Can a successful appeal be made to the umpire on R1 missing 3B?

Ruling: Since the offensive runner R1 was obstructed by the defense, and R1 returned to 3B on the award prior to the appeal, the appeal cannot be honored. [1.1.1; 5.10.2 d)]

Play 6 In the last half-inning, R1 scores the winning run. The umpire sees that R1 did not touch 3B when advancing to the plate, but no player indicates that it was seen. After all defense players have left the fair territory, thus losing the opportunity to appeal, F5 comes back to 3B and calls for the ball.

Ruling: It is too late for an appeal. The inning ended when all defense players have left the fair territory, with no player indicating that an appeal was to be made. The same principle applies to each half-inning, including the end of the game. [1.1.1; 1.2.6 a)*ii*]

Appeal Play cont.

Play 7 R1 slides into home plate but misses it. F2 misses the tag. What should the umpire do?

Ruling: After a brief hesitation, the umpire should make a “Safe” signal. If the catcher then tags the runner, appealing that they missed home, this is a separate play, and R1 should then be called “Out.” [1.1.1; 5.10.3 a).x]

Play 8 B1 hits a double, but does not touch 1B. F1 gets on the pitcher’s rubber and throws to 1B from the rubber. The umpire rules an illegal pitch on the throw.

Ruling: The ball is dead. The appeal play on B1 is voided by the illegal pitch. A ball is called on the batter and B1 is awarded 3B. [1.1.1; 4.3.7; and *Effect*]

Play 9 The Coach of Team A yells from the dugout that Team B’s previous batter was batting out of order. The umpire allows the next batter to enter the batter’s box and the pitcher delivers a pitch that is called a “Ball”. The Coach of Team A now comes onto the field and argues that the plate umpire should have dealt with the appeal of the batting out of order of the previous batter.

Ruling: The umpire would rule that as the Coach did not come onto the field to make the appeal of batting out of order before the next pitch, the appeal was not made in time and could not be considered. [1.1.1; 1.2.6 c)]

1.1.4 Home and Visiting Team

Play 1 The opposing teams get in an argument over which team should be the home team.

Ruling: The first or last at bat will be decided by a toss of a coin unless otherwise stated in the rules of the organization under which the schedule of game is being played. [1.1.4 a)]

1.1.8 Pre-Game Meeting

Play 1 Both managers bring their line-up cards to the plate umpire who reviews the number of players for both teams. Seeing the home team only had nine players, the umpire asks the manager if they were going to use the DP. The reply was “yes”, so the umpire gave back the line-up and told the manager to add the tenth player and give it back. The umpire then looked at the visitor’s line-up and counted ten, and asked the visiting coach to check the numbers to be sure they are correct, and when they gave the line-up back it would be official.

Ruling: This is good game management and preventive umpiring. Count both teams to make sure there are nine or ten players. If only nine, ask the manager if they are using the DP, so the umpire will know that during the game it will or will not be used. Having both managers check the numbers is good preventive umpiring. [1.1.8]

1.1.10 Time

Play 1 The batter receives a fourth ball and their coach immediately requests “time”.

Ruling: The umpire shall ignore the request and order the batter to go to 1B. Once at first, a coach or player can request “time” after all play has stopped and it should be granted. [1.1.10; 3.6.7 g)]

Play 2 Time is called by a plate or a base umpire to confer with the scorekeeper, player, or coach, or the park supervisor due to a fan. An offensive coach runs onto the field to speak with a runner, or a defensive coach runs onto the field to speak with the pitcher. The plate umpire then calls “play ball” and the coach immediately leaves the field.

Ruling: If the coach immediately terminates the conference when the umpire is ready to play ball, the coach should not be charged with a conference during an official’s time out. [1.1.10; 4.2.2 f); 5.2 a)]

Play 3 The umpire decides the ball is unsuitable for play, so gives F2 a new ball. Is the ball live?

Ruling: No. When the umpire calls “time” for inspection of a ball, it remains dead, until F1 has the ball and the umpire calls “Play Ball.” [1.1.10; 1.1.7]

1.2.1 Regulation Game

Play 1 Is a game that is called for bad weather in the top of the 4th inning considered to be a regulation game?

Ruling: No. A regulation game must be five innings long, or four and a half innings, if the home team is leading in score. [1.2.1 c)]

Play 2 The home team is losing by one run after five and a half complete innings. The home team scores (a) one run, or (b) two runs, in the bottom of the 6th inning, but the game is called due to weather conditions, before the home team has completed its turn at bat. Who wins the game?

Ruling: The game is a regulation game. In (a) the game is a tie, and in (b) the home team is the winner. The score does not revert back to the last complete inning, when the visitors were leading, because the home team has at least tied the score. In (b) when the home team takes the lead in the bottom of the last inning, then the game is over because the visiting team no longer has an opportunity to bat or score runs. [1.2.1 c) and 1.2.1 d)]

Play 3 The home team is leading by one run after five innings. The visitors score two runs to go ahead, in the top half of the 6th inning. With one out in the bottom half of the same inning, the umpire calls the game due to rain.

Ruling: This is a regulation game and the home team wins. The score reverts back to the last complete inning because the home team has not completed its turn at bat in the sixth inning and is behind in the score. [1.2.1c) and 1.2.1a)]

Regulation Game cont.

Play 4 After six (6) complete innings, the home team is ahead by one run 5-4. The visitors fail to score in the top of the seventh and the umpire calls the game. The manager of the home team wants to bat to help with the batting averages of their players.

Ruling: The umpire was correct in stopping the game. The home team does not bat when they are ahead in the seventh inning. They are the winner of the game. [1.2.1 a)]

Play 5 In the last half of the 6th inning with the bases full, B7 hits a homerun to tie the score at 6-6. It then begins to rain heavily and the umpire calls the game.

Ruling: The game is ruled a regulation tie game 6-6, and shall be replayed from the start. [1.2.1 d) and 1.2.1 f)]

1.2.2 Forfeited Game

Play 1 Is a game that is declared a forfeit by the umpire in the 3rd inning classified as a regulation game?

Ruling: Yes. Even though 5 innings have not been completed, any game declared a forfeit, is deemed to be regulation, at the time of the forfeit. [1.2.2; 1.2.1 e)]

Play 2 The base umpire calls a runner out at first. A spectator, upset with the call, then enters the field and physically attacks the umpire. What should the umpire do?

Ruling: The plate umpire declares a forfeit in favor of the defensive team. [1.2.2; 1.2.1 e)]

Play 3 Team "A" refuses to begin a game at the scheduled commencement time as the pitcher has failed to arrive. The team still has ten players. What should the umpire do?

Ruling: The plate umpire declares a forfeit in favor of Team "B". [1.2.2 b)]

Play 4 After a suspension of play, Team "B", in disputing a decision made against them, refuses to resume playing. The umpire calls, "Play Ball!" After two minutes Team "B" still has not resumed playing. What should happen?

Ruling: The plate umpire shall declare a forfeit in favor of Team "A". [1.2.2 d)]

Play 5 After four completed innings and with a thunderstorm threatening, Team "A" batting first, leads Team "B" 6-4. In an attempt to complete their half of the 5th inning quickly, and in order for Team "B" to bat their 5th inning for a regulation game, the "A" coach instructs the batters to deliberately step out of the batter's box when they hit the ball. The umpire overhears the instruction. The first two batters step out of the box and both hit the first pitch.

Ruling: Because Team "A" has employed tactics designed to deliberately hasten the game, the plate umpire should declare a forfeit in favor of Team "B". [1.2.2 e)]

Forfeited Game cont.

Play 6 The pitcher for Team A continues to pitch illegally. After calling numerous illegal pitches, the umpire advised the coach of Team A that the pitcher is removed from the pitching position and can no longer pitch.

Ruling: The action of the umpire was correct. [1.2.2 f)]

1.2.3 Run Ahead Rule

Play 1 After four completed innings of play, Team “B” decides they no longer wish to play, as they are being beaten 16-0. Is this permissible?

Ruling: This would not be a forfeit, as Team “A” has already won the game under the Run Ahead Rule. [1.2.3 a)]

Play 2 After the middle of 3rd inning the visitors are ahead 16-0. Should the game be stopped?

Ruling: The game cannot be stopped in the middle of the inning unless the home team is ahead by 15 runs. Yes, it can be called as one team is ahead by 15 after three innings. [1.2.3 a) and 1.2.3 b)]

Play 3 In the sixth inning the home team goes ahead 8-1 and the umpire calls the game.

Ruling: The umpire was correct. The rule reads, if a team is ahead by 15 runs after three innings, 10 after four, or 7 after five that team is declared the winner. Seven (7) runs after six would be the same as 7 after five. [1.2.3 a)]

1.2.4 Tie-Breaker

Play 1 It is the 8th inning and the tie-breaker rule is in effect. The wrong runner is placed on second to start the inning. The correct batter comes to bat and takes one pitch. The defense appeals the wrong runner is at 2B.

Ruling: There is no penalty if the runner is a player already in the line-up. The proper runner (player scheduled to bat last in that inning) is placed at 2B. Any play, while the improper runner is in the game, is legal. [1.2.4 c)]

Note: If it was not a player in the line-up, then it would be considered an unreported substitute and that penalty would be in effect after one pitch had been thrown.

Play 2 In the top of the eighth, Wilson is listed to bat 9th for Team “A” and will be the runner to start at 2B. Their coach notifies the plate umpire that Jones will run in place of Wilson. Is this legal?

Ruling: Yes. The tie-break runner may be substituted with a legal substitute at any time. [1.2.4 b)]

Tie-Breaker cont.

Play 3 In the bottom of the 7th inning with the score tied, Team “A” has Cox (batting in the 3rd position in the line-up) running at 2B, Roberts (batting in 4th position) at 1B, and Adams (bating in the 5th position) in the batter’s box with two outs. Before Adams completes their turn at bat, Cox is retired sliding into third. When Team “A” comes to bat in the 8th inning, they place Cox at 2B as the tie-break runner, because Cox was the last player out in the 7th.

Ruling: This is wrong. Because Adams did not complete their turn at bat in the 7th inning, they will be the first batter in the 8th. This makes Roberts, the 9th batter for the inning, so they should be placed at 2B as the tie-break runner. It is not the last out of the previous inning, but the last batter to bat in the current inning. [1.2.4 a)]

1.2.5 Scoring of Runs

Play 1 The bases are full with one out. The batter hits a fly ball to F8 who catches the ball for out number two. The runners at 2nd and 3rd leave their bases before the catch. The defense makes a proper appeal at (a) third only, (b) second only, or (c) second and third.

Ruling: (a) R1 is the third out and no runs count. (b) R2 is the third out and the run by R1 counts if the appeal is made after R1 scores. This is a time play. In (c) R1 and R2 are the third and fourth outs and no runs count. A defensive team can have four outs in order to remove a run. [1.2.5 c); 1.2.5 c) iv; 1.2.5 d)]

Play 2 R1 at third and R2 at 1B with one out. B5 hits a pitched ball for a double, but missed first and R2 missed second when advancing to third, as R1 scores. The defense appeals (a) the BR missing first and then R2 for missing 2B or (b) R2 for missing 2B and then the BR missing 1B for the third out. Does R1’s run count?

Ruling: In (a) the force at 2B is removed when they appealed first on the batter-runner and the run would count. In (b) when the defense appealed 2B first and then 1B, both outs are force outs and the run would not count. [1.2.5 c)i and 1.2.5 c)ii]

Play 3 Bases are full with two out. B6 hits a home run, but fails to touch (a) third, (b) second, or (c) first. A legal appeal is made in each case. How many runs score?

Ruling: In both (a) and (b) three (3) runs score as they all scored before the third out (1.2.5 a). In (c), no runs score because the third out of the inning is the result of B6 being called out before legally touching first. [1.2.5 c)i; 5.9 a); and Effect]

Play 4 R1 on 3B and R2 on 1B with two out. B6 hits a ground ball to F4 who attempts to tag R2, but misses the tag as R1 scores. Eventually R2 is put out between first and second. Does the run count?

Ruling: No. The third out is a force out on R2 and no runs can score on a force out. [1.2.5 c) ii; 5.10.3 a).iii]

Scoring of Runs cont.

Play 5 R1 on 3B and R2 on 1B with one out. B4 hits a line drive to the short stop who throws to 1B to double up R2 who had left base on the hit. R1 tags up and scores when the ball is overthrown out of play. R2 fails to tag up and goes directly to 3B on a two base award for the overthrow. When the ball is returned to the infield, the defense appeals that R2 did not tag up and the umpire calls R2 out.

Ruling: The run scores as this is a “time play” and not a force out. B4 was out when the shortstop caught the line drive. [1.2.5 a); 5.1.19]

Play 6 R1 on 3B and R2 on 1B with two outs, when B4 hits a ground ball to the second baseman. The defensive player chases R2 back to 1B as R1 scores. R2 is tagged while (a) off 1B or (b) standing on 1B.

Ruling: In both cases (a) and (b) R2 is out as they are forced to leave the base due to the batter becoming a base runner. The run does not score. [1.2.5 c).ii; 5.10.3 a).iii]

Play 7 R1 on 3B, R2 on 2B, and R3 on 1B with no outs. B5 hits into a double play forcing both R3 and B5. R2 missed 3B as both R1 and R2 scored. The defense appeals R2 missing 3B. Does R1’s run count?

Ruling: Yes, when R3 and B5 were called out, this removed the force on R2 and the appeal is now a time play, therefore R1’s run would count. [1.2.5 a)]

Play 8 In the last half of the 7th inning with the score tied and two out, R1 is on third, R2 on second, and R3 on first. B6 is walked to force home R1. B6, assuming the game is over fails to go to first and returns to the dugout.

Ruling: B6 is out automatically when they enter the dugout. The run does not count as the third out was made before B6 legally touched 1B. [1.2.5 c).i]

Play 9 R1 on 3B and R2 on 1B, 2 out. B5 hits safely to deep CF. R1 scores on the hit and R2 advances to 3B, but in doing so misses 2B. B5 remains at 1B. The ball is returned to 2B where the defense make a legal appeal that R2 had missed 2B. The appeal is upheld and R2 becomes the 3rd out. Does the run score?

Ruling: No – At the time of the appeal R2 was forced to 2B by a succeeding runner (B5) who is not yet out so the third out is a force out. [1.2.5 c).ii; 1.2.6 e).i; 5.1.19]

Play 10 R1 on 3B, R2 on 2B, R3 on 1B, 2 out. B6 hits safely to deep RF, both R1 & R2 score on the hit but in doing so R2 misses 3B as R3 advances to and remains 3B. B6, after rounding 1B is subsequently tagged out for the third out. The defense makes a legal appeal that R2 missed 3B in an attempt to remove the run of R1. The appeal is upheld and R2 becomes the 4th out. Does the run of R1 count?

Ruling: Yes - Although it is legal to make a 4th out appeal to remove a run, in this instance the run of R1 would count. At the time of the appeal, the force situation that applied at the time of the infraction by R2 (because B6 became a batter-runner) was removed when B6 was tagged for the 3rd out. Therefore, the appeal became a “Time Play” with R1 scoring before the appeal. [1.2.5 c).ii; 1.2.5 a); 1.2.5 d); 1.2.6 e).i); 5.1.19]

Scoring of Runs cont.

Play 11 R1 on 3B, R2 on 2B, R3 on 1B, 2 out. B6 hits safely to deep LF, both R1 & R2 score on the hit. B6 advances to 2B as R3 is tagged at home for the third out. In doing so: a) R1 fails to touch home plate or b) R2 fails to touch home plate.

In both a) and b) the defense make a legal appeal in an attempt to remove the runs. In a) the appeal is upheld and R1 becomes the 4th out; in b) the appeal is upheld and R2 becomes the 4th out. Do any runs score?

Ruling: In a) No runs score. R1 is out on appeal. The run of R2 does not count in this case as a run may not score if the additional out (4th) was a preceding runner (R1). [1.2.5 c) ii; 1.2.5 c) iv; 1.2.5 a); 1.2.5 d); 1.2.6 e) i); 5.1.19]

In b) R1 scores. Although R2 is out on appeal, at the time of R2 missing home plate a force existed by virtue of B6 becoming the B/R, but at the time of the appeal the force no longer existed due to a succeeding forced runner (R3) being tagged out beyond the base to which they were forced. This made the appeal play a "Time Play" with R1 having scored before the appeal. [1.2.5 a); 1.2.5 d); 1.2.6 e) i); 5.1.19]

Play 12 R1 on 3B, R2 on 2B, R3 on 1B, 1 out. B5 hits safely to deep LF as all runners score on the hit but in doing so R3 misses 2B. F7, in an attempt to make an out at home plate throws wildly, B5 rounds 3B and tries to make it home. F2 recovers the ball and tags B5 for the 2nd out. The defense makes a legal appeal that R3 missed 2B for the 3rd out. How many runs score?

Ruling: R1 and R2 score. As B5 was put out beyond 1B for the (2nd out) this broke the force and the appeal on R3 for missing 2B (the 3rd out) became a "Time Play" with both R1 and R2 scoring before the 3rd out was made. [1.2.5 a); 1.2.5 d); 1.2.6 e) i); 5.1.19]

Play 13 R1 on 3B, R2 on 2B, R3 on 1B, 1 out. B5 hits a Home Run, R2 misses 3B and R3 misses 2B. The defense makes a legal appeal that R2 missed 3B then appeal that R3 missed 2B. Both appeals are upheld for the 2nd and 3rd outs. How many runs score?

Ruling: No run scores. The appeals were made in the correct order, each one a force play.

Note: Had the defense appealed R3 missing 2B first then appealed R2 missing 3B this will break the force play and created a "Time Play" for the 3rd out. In this case R1's run will count.

B5 does not score in either case as B5 was a succeeding runner who cannot score when a preceding runner is the third or additional out of the half inning. [1.2.5 c) ii; 1.2.6 e) i); 5.1.19]

Play 14 R1 on 3B, R2 on 2B, R3 on 1B, 2 out. B6 hits a Home Run, R3 misses 3B and 2B. The defense makes a legal dead ball appeal for R3 missing 3B. The administering umpire upholds the appeal and calls R3 out for the 3rd out and rules that both R1 and R2 runs scores. The defense realizing R3 missed 2B now make an additional out appeal to remove R2 and R3's runs.

Ruling: As R3 has already been declared the 3rd out for missing 3B an additional out appeal on R3 for missing 2B is not a valid appeal as R3 has already been declared out in this play and can't be given out a second time. [1.2.5 c) iv; 1.2.6 d); 5.1.19]

Scoring of Runs cont.

Note: Had R3 been appealed for missing 2B first this would have been a force out and no runs would score.

Play 15 R1 on 3B, R2 on 2B, R3 on 1B, 2 out. B6 hits to deep RF. B6 misses 1B and continues toward 3B where they are tagged for the 3rd out. R1, R2 and R3 all score before B6 is tagged out. The defense now make an additional out appeal for B6 missing 1B to remove the runs. Do the runs score?

Ruling: Yes. B6 has already been declared the 3rd out on the tag at 3B an additional out appeal on B6 for missing 1B is not a valid appeal as B6 has already been declared out in this play and can't be given out a second time. [1.2.5 c) iv; 1.2.6 d); 5.1.19]

Play 16 Bottom of the 7th inning, 1 out, bases loaded, score is tied 6-6. B5 hits a long fly ball to left field which goes off the fielder's glove over the fence in foul territory. How many runs score?

Ruling: B5 is awarded two bases. Final score 8-6 to the home team. [1.2.5a); 1.2.7a); 5.11 Effect b) Two Base Award 2)]

1.2.6 Appeal Plays

Play 1 R1 on 3rd and R2 on 2nd with two outs. The batter swings and misses the 3rd strike, but the ball gets away from the catcher. The runners advance and R1 scores while R2 is thrown out at the plate. The catcher then notices that the BR has failed to advance to 1st and throws to 1st for the force out.

Ruling: **R1** scores. R2 is the 3rd out to complete the inning. [1.1.5] The BR is **considered to have completed their turn at bat and this is scored as a** fielder's choice.

Note: **The throw to first base by the catcher is not considered an Additional Out Appeal as the appeal is not on a runner who scored nor is it made to correct the batting order. [1.2.6 d); 1.2.6 e)].**

Play 2 R1 on 3rd and R2 on 2nd with two outs. R1 and R2 are off on the pitch and the batter hits a grounder to F5 playing deep. F5 realizing that they likely won't get the BR out, moves forward and tags R2 just after R3 has scored. F5 then sees the BR stumble and throws to 1st in time to retire the BR.

Ruling: R3 scores. R2 is the 3rd out to complete the inning. [1.1.5]

Note: Additional out appeals may be made after the third out as long as they are made properly and are made to remove a run or reinstate the correct batting order. [1.2.6 d)]. In this case the throw by the catcher to 1st for an additional out is not an official appeal play [1.2.6 e)]

1.2.7 Winner of Game

Play 1 The visiting team forfeits the game because they have less than the required minimum number of players (a) at the start of the game, or (B) when they are ahead 6-3 in the 6th inning. What is the score?

Ruling: In both (a) and (b), the home team wins 7-0, one run for each inning. [1.2.7 c)]

Play 2 At the end of six innings the score is 5-5. In the top of the 7th, Team “A” scores two runs and the rains come pouring down. The umpire calls the game. Team “A” complains knowing the game will revert back to the last full inning and would have to be replayed from the start. The game is called.

Ruling: Although the umpire was correct in calling the game if the field is not playable, the manager of Team “A” has a legitimate beef to wait a period of time to see if the game can be continued. If the game is called and does revert back to the last full inning, it would end in a regulation tie, and have to be replayed from the start. [1.2.7 a); 1.2.7 b)]

1.2.8 Grounds for a Protest

Play 1 Team “A” lodges a protest on whether or not a run should count, when the third out is a force out.

Ruling: The protest is valid, as it concerns a rule interpretation. [1.2.8 a) i]

Play 2 Team “A” lodges a protest with the plate umpire about a player playing for the other team, who is not on their roster. The umpire ignores their protest and tells them to check with the league office.

Ruling: This is the correct procedure. The umpire does not have rosters. This is handled by the league or tournament and if Team “B” is in error, the penalty is enforced by the league or tournament director. [1.2.8 c)]

Play 3 B6 is supposed to bat for Team “A” in the sixth with two outs, but B9 comes to bat and grounds out. Team “B” files a protest in the 7th inning when B1 comes to bat, stating B7 should be the batter.

Ruling: The protest and appeal is invalid, as it had to be filed while at least one infielder had not left the playing field at the end of the last inning. B1 is the legal batter. [1.2.8 b); Effect 5.4.1]

1.2.10 Invalid Protests

Play 1 Team “A” lodges a protest on (a) the base umpire’s call at 1B or (b) whether a batted ball is fair or foul.

Ruling: Both protests are denied, as they concern only an umpire’s judgment. [1.2.10 a); 1.2.10 b)]

Invalid Protests cont.

Play 2 R1 on 1B when B2 hits the ball to F4 who is in the base path. R1 runs in front of F4 and F4 bobbles the ball. No interference is called, but the defense wants it called and goes to another umpire to file a protest.

Ruling: This is a judgment call and cannot be protested. [1.2.10 i)]

1.2.11 Giving Notice of a Protest

Play 1 R1 on 1B with one out, when F2 drops the third strike. R1 steals 2B, as B4 runs to 1B and is allowed to stay there. The defensive team protests the game (a) before the first pitch to B5, or (b) after the first pitch to B5, or (c) after the game is over.

Ruling: In (a) the protest is valid. In (b) and (c) the protest is not valid, as the protest was not made before the next pitch. [1.2.11 a)]

1.2.14 Result of Protest

Play 1 Team "A" protests a misinterpretation of a rule in the third inning. They go on to win the game but, submit the protest to the committee anyway.

Ruling: A team may not protest a game which it has won. Therefore, the protest is disallowed and the game score stands as played. [1.2.14 a)]

Play 2 Team "A" protests a misinterpretation of a rule in the third inning. The protest is upheld.

Ruling: The game is replayed from the point at which the incorrect decision was made, with the decision reversed. [1.2.14 b)]

Play 3 During a tournament game, Team "B" protests the use of an ineligible member of Team "A." They were found to be ineligible. After this ruling, the umpires allow a substitute for the player and continue the game.

Ruling: Appeals and protests during a tournament must be handled immediately and before the next pitch. This was in error, as a valid ineligibility protest will cause a forfeit of the game in question. [1.2.14 c)]

2. PLAYING FIELD AND EQUIPMENT

2.1.1 Altered Bat

Play 1 A batter that has hit safely is discovered to be using a bat with a knob painted with team colors.

Ruling: This is a legal bat. Painting either end of the bat for identification is not considered an altered bat. If the barrel of the bat was painted, this would be altered. [2.1.1]

Play 2 The batter hits a double with an aluminium bat, containing a wooden handle.

Ruling: The ball is dead, batter is out, and base runners may not advance. The batter is ejected for using an altered bat. [2.1.1; 5.4.4 b) iii]

Play 3 The home team keeps their aluminium bat in a container of ice in the dugout.

Ruling: The umpire should instruct the team to remove the bats from the ice-filled container or prohibit use of the bat(s) in the game. [2.1.1; 5.4.4 b) iii]

Play 4 B1 hits a double using a baseball bat that has been reduced in diameter to softball size.

Ruling: This is an altered bat. B1 is out, the ball is dead and runners may not advance. B1 is ejected from the game for using an altered bat. [2.1.1; 5.4.4 b) iii]

Play 5 A batter hits the ball to LCF with an aluminium bat. When the batter discarded the bat, it was seen by the umpire and the batter's name was engraved on the barrel end of the bat.

Ruling: The umpire should eject the player from the game and the bat removed from the field of play as it is considered an altered bat. Engraved markings can be on the knob of the bat, but not on the barrel end, unless the marking was done with a laser process on the barrel end. This would leave a smooth finish and not cut the ball. [2.1.1; 5.4.4 b) iii]

Play 6 Can a bat with a new coat of paint, identical to the original, be used?

Ruling: No. To repaint the bat is to alter the bat. An identifying mark of team colors may be added to the top of knob end. The barrel end may not be sandpapered or painted. [2.1.1]

Play 7 A batter enters the batter's box with a softball bat with a cone-shaped handle, eliminating the 0.6 cm (¼-inch knob).

Ruling: The batter is declared out and ejected from the game for using an altered bat. [2.1.1; 5.4.4 b) iii]

2.1.3 Batter's Box

Play 1 The pitcher takes their position on the rubber while the batter B1 starts with a foot outside the lines of the batter's box or touching home plate.

Ruling: If the pitch has not started, the umpire should hold up play and put the batter into the box. In cases where there are no batter's box lines evident, good judgment must be used and the benefit of any doubt must go to the batter. [2.1.3; 5.4.2 d); 5.4.4 b).iv; 3.6.7c)]

2.1.4 Catcher's Box

Play 1 "Prior to the delivery of a pitch, F2 has (a) one foot completely outside the boundaries of the catcher's box or (b) one foot touching the line of the catcher's box and part of the other foot is extending outside the line.

Ruling: (a) If the pitch is delivered it is an illegal pitch and a ball is called on the batter. (b) This is legal as F2 is considered as being in the catcher's box. [2.1.4; 4.3.6 a)]

2.1.8 Helmet

Play 1 B1 enters the batter's box wearing a bicycle helmet without ear flaps or full skull protection. Is this legal?

Ruling: No. The helmet does not meet the specification of a legal helmet. The umpire should not allow play to continue until B1 wears a legal helmet. [2.1.8 a)]

Play 2 A left handed batter is wearing a helmet with (a) no ear flaps, or (b) one ear flap which covers the left ear only. What should the umpire do?

Ruling: The batter should not be allowed to bat. The batting helmet must have double ear flaps. If the batter will not remove the illegal helmet, they will be called out. [2.1.8 a)]

Play 3 F2 wears a helmet that looks like a skull cap with no ear flaps. Is this legal?

Ruling: Yes. [2.1.8 b)]

Play 4 A defensive player is wearing a helmet with no ear flaps. Is this legal?

Ruling: Yes. [2.1.8 b)]

Play 5 The on-deck batter is (a) waiting in the on-deck circle with their batting helmet on the ground, or (b) stands just outside the dugout without a helmet, waiting to put it on when their turn at bat arrives.

Ruling: In (a) the helmet must be on the head of the on-deck batter and the umpire should hold up play until it is put on. In (b), other than the batter and/or runners, the coaches (in a coach's box) and the on-deck batters are the only offensive players allowed on the playing field. Standing without a helmet on the playing field would require the umpire to place the player back in the dugout. [2.1.8 a); 5.3 c).ii]

Helmet cont.

Play 6 Before the game, an umpire inspecting bats and helmets finds two helmets, each with cracks on the side. The umpire removes both from the game.

Ruling: These helmets are illegal and should not be used for safety reasons. [2.1.8]

2.1.9 Illegal Bat

Play 1 B1 enters the batter's box with a metal bat. The umpire notices that the bat has a large flat area on the barrel end.

Ruling: This is an illegal bat. B1 should be called out and the ball is dead. [2.1.9; 2.3.1; Appendix 2A.6]

2.1.12 Official Equipment

Play 1 R1 on 3B. B8 hits a slow roller to the shortstop who throws to F2 in an attempt to retire R1. The throw is low and hits B8's bat, which is lying on the ground in front of home plate. The ball ricochets back to the fence after R1 crosses the plate. B8 then advances to 2B.

Ruling: R1 is safe at home and the ball is alive. The discarded bat is considered official equipment. Nobody is out. [2.1.12]

Play 2 F9 leaves their glove on the field when running to the dugout.

Ruling: Have the team retrieve the glove and place it in the dugout. [2.1.12]

Play 3 At the end of an inning, F2 leaves their mask outside the dugout. The team now comes to bat and during the inning, a thrown ball hits the mask (a) causing interference on an attempted play on a runner, or (b) causing the ball to ricochet away but no play is obvious.

Ruling: The umpire should rule a dead ball immediately when the ball hits the mask. In (a) the runner being played on is out. In (b) no one is out. In both cases other runners must return to the last base legally held at the time the ball hits the mask. [2.1.12; 5.10.3 c) xii; 5.10.4 q)]

Play 4 "R1 on 2B. 1 out. B3 hits a ball to the outfield. The on-deck batter picks up B3's bat but realizes that the play will go home so they drop the bat. F7's throw to home hits the bat that is now in front of home plate as R1 is rounding 3B. The ball bounces away from the catcher and R1 easily scores. The umpire rules the ball blocked and calls "Dead Ball". R1 returns to 3B and the BR is awarded 1B or returned to 1B if they had already reached 1B but not 2B when the ball became dead.

Ruling: The umpire is correct [5.10.4 p)]. If the umpire judged there was an obvious play on R1 had the ball not been blocked, then the ball would be ruled dead and R1 called out. B3 would be awarded 1B or returned to 1B depending on where they were at the time the ball became blocked. [5.10.3 c) xii]

Official Equipment cont.

Note: *Once the on-deck batter moved the bat, the bat became non-official offensive equipment. If an umpire or defensive player moved the bat, it would still remain as official offensive equipment.*

Play 5 R1 at 2nd. The batter hits a pitched ball for a single. R1 attempts to score. The outfielder's thrown ball makes contact with the discarded bat, which was tossed to the right of home plate. The catcher (a) has a play on R1, or (b) does not have a play on R1.

Ruling: The ball is live in both (a) and (b). No interference and no out. The batter's discarded bat cannot cause interference unless the bat was intentionally tossed at the ball. [2.1.12]

2.1.14 Playing Field

Play 1 F2 steps behind the backstop and catches a foul ball.

Ruling: The area behind the backstop is not part of the playing field so F2 could not legally play the ball [2.1.14; 2.2.1 d)]

Play 2 A defensive player standing in playable territory (a) reaches across an out-of-play line and catches a fly ball, and (b) accidentally falls into the out-of-play area.

Ruling: A legal catch as long as control is maintained in both (a) and (b). In (b) by falling into the out-of-play area this is considered accidentally carrying the ball out-of-play, and all runners are advanced one base. [2.1.14; 2.2.1 d); 5.1.9 c); 5.11 a) ii 3]

2.2.2 Official Diamond

Play 1 R1 is legitimately off base after a pitch. The ball is returned to F1 who is standing on the line of the pitcher's circle. R1 stays off the base, so the umpire calls R1 out. The offensive coach appeals to the umpire that F1 was not "inside" the circle.

Ruling: R1 is out, as the lines are considered within the circle. [2.2.2 a); Appendix 1 F Pitcher's Circle; 5.10.3 b) iii]

Play 2 In the second inning of a Jr. Women's U-19 game, one of the teams protests that the pitching distance was at 12.19m (40 feet).

Ruling: The distance used was incorrect. The correct distance should be 13.11m (43 feet). Wait until the start of the top of the next inning and correct the distance. Then continue playing the game. This is the same for incorrect base distances [2.2.2 a) and 2.2.2 b)]

Play 3 The umpire detects that first, second, or third base is no longer pegged in the ground.

Ruling: The umpire should declare "time" as soon as all play has ceased and order immediate repair or replacement of the defective equipment. [2.2.2 a); Appendix 1 F Bases]

2.2.3 Ground or Special Rules

Play 1 After a game has started a lot of spectators overflow to the vicinity of a foul line and interfere with the usual overthrow conditions.

Ruling: The plate umpire should call both coaches and/or captains together and state special ground rules that may be necessary to cover such conditions. [2.2.3]

2.3.1 Official Bat

Play 1 B3 has a 2-2 count when they request and are granted “time”. B3 then changes from a wooden bat to a metal bat.

Ruling: Legal action. B3 may use either a wooden or metal bat. [2.3.1; Appendix 2A 3) and 4)]

Play 2 B4 hits a single with a bat that is 88cm (35 inches) long.

Ruling: This is an illegal bat and it should be removed from the game. B4 is called out for an illegally batted ball and the ball is dead. [2.3.1; Appendix 2A 7); 2.1.9; 5.4.4 b) iii]

Play 3 The batter enters the batter’s box with (a) a layer of tape over the manufacturer’s grip; (b) excessive tape wrapped at the knob; (c) the manufacturer’s grip removed and two layers of tape wrapped around the bat where the grip was previously located.

Ruling: (a) and (c) are legal. You are permitted to repair a manufactured grip with one layer of tape or replace the manufactured grip with not more than two layers of tape; (b) this is an altered bat as the knob must meet specification [2.3.1; Appendix 2A.11) and 4); 2.1.1]

Play 4 Prior to a game, the umpire sees a team member using a metal bat to hammer a base fastener into the ground. The umpire checks the bat and finds it now has some rough and sharp burrs resulting from the hammering. What should they do?

Ruling: As the bat is now considered to present a hazard to the players, and/or could cut up the game balls, it should be declared illegal and removed from the game. [2.3.1; Appendix 2A 9)]

Play 5 A metal bat with a proper rubber sleeve-type grip is legal. Is it legal to put one layer of tape on that grip?

Ruling: Yes, provided that smooth plastic type tape is not used. [2.3.1; Appendix 2A 11)]

Play 6 Can a bat have a rubber plug in the barrel end?

Ruling: Yes, provided the bat is metal and not a one-piece construction with the barrel end closed. If the barrel end is not closed it shall have a rubber or vinyl plastic insert firmly secured at the large end of the bat. [2.3.1; Appendix 2A 12)]

Play 7 Is it legal to use a bat grip enhancer.

Ruling: Yes [Appendix 2 A) Official Bat – 13]

2.3.2 Warm Up Bats

Play 1 The on-deck batter carries three (3) legal bats into the on-deck circle and uses all three to warm up at the same time. Is this permissible?

Ruling: No. Only two (2) legal bats are permitted and both must be held by the on-deck batter. [2.3.2; 5.3 c) *iii*]

Play 2 The on-deck batter appears in the on-deck circle and attempts to use a bat that has a metal or plastic donut (a) loosely, or (b) mechanically fastened to the thick end of the bat.

Ruling: Both (a) and (b) are illegal. They should not be allowed for use. [2.3.2; 5.3 c) *iii*]

Play 3 Prior to the start of the game while checking bats, an umpire locates an illegal warm-up bat in the dugout. The bat is removed from the game and the manager notified accordingly. During the game, the umpire notices that a player of the team is using the illegal warm-up bat that was previously removed.

Ruling: The player using the bat is ejected from the game. [2.3.2; *Effect* 5.3 c) *iii*]

2.4.1 Gloves and Mitts

Play 1 Who may wear a mitt?

Ruling: Only the catcher and the first baseman. [2.4.1]

Play 2 The shortstop is using a white glove and catches a yellow-optic yellow fly ball.

Ruling: Legal. Gloves worn by any player, other than the pitcher, may be any combination of colours including the colour of the ball. [2.4.1 c)]

Play 3 When F6 takes the field at the start of the game, it is noticed that F6 has a glove with a white circle on the outside that resembles a ball.

Ruling: Illegal. Gloves with white, gray, or yellow optic circles on the outside, giving the appearance of a ball, are illegal for all players. [2.4.1 d)]

Play 4 In the top of the first inning, in a game using a yellow optic ball, all the players on Team A including the pitcher enter the field on defense wearing gloves with lacing that is the colour of optic yellow.

Ruling: The umpire correctly requires the pitcher to wear a different glove that does not have the colour of the ball on it. [2.4.1 c)]

Play 5 The pitcher enters the field wearing a white glove. The colour of the ball is optic yellow.

Ruling: The glove is legal to use [2.4.1 c)]

2.4.2 Shoes

Play 1 During the course of the game, a player develops a blister on their foot. They remove their shoes and continues to play bare-footed.

Ruling: This is illegal. Shoes must be worn by all players at all times. [2.4.2 a)]

Play 2 A youth competition player is discovered wearing metal cleats.

Ruling: This is illegal, as metal cleats are not allowed in any type of youth play. The umpire should request the player to remove the cleats, or the player must be removed from the game. [2.4.2 f)]

Play 3 Four players on a team have smooth soled shoes while the remainder have shoes with molded nylon cleats. Is this allowed?

Ruling: Yes. [2.4.2 b) and d)]

2.4.3 Protective Equipment

Play 1 The catcher is not wearing a throat protector but has (a) an extended wire protector permanently attached to the mask, or (b) is wearing an ice hockey goalie mask.

Ruling: Both are legal. Some manufacturers do make the extended protector and it serves the same protection as the throat protector. If the umpire feels that there is not adequate throat protection, a throat attachment must be added. [2.4.3 a)]

Play 2 Between innings, the pitcher is throwing practice pitches to (a) F2, (b) F5 or an infielder while they are standing at their normal fielding positions, or (c) any fielder who is behind the plate.

Ruling: Any player warming up the pitcher anywhere on or near the field (warm-up areas) must wear a catcher's mask with a throat protector and an approved helmet with ear flaps regardless of the stance of the receiver. The pitcher can throw overhand to an infielder, but cannot throw underhand pitches. If F2 is putting on equipment and the coach wants another fielder to warm the pitcher up, that fielder must wear the required protective gear. [2.4.3 a)]

Play 3 The adult male catcher refuses to wear (a) shin guards or (b) body protector.

Ruling: All adult and youth male or female catchers must wear shin guards and body protectors or they cannot play. [2.4.3 c) and d)]

Play 4 F2 uses a mask without a throat protector attached.

Ruling: It is illegal for F2 to use this mask. The mask must have (a) a throat protector, or (b) an extended wire protection attached. [2.4.3 a)]

Protective Equipment cont.

Play 5 The catcher is wearing a plastic face mask guard when taking warm-up throws, and leaves it on during the first pitch to the batter.

Ruling: Catchers cannot wear the plastic face mask in place of the regular face mask with throat protector. The catcher cannot play until they wear the proper equipment. [2.4.3 b)]

Play 6 The batter wears a protective guard on their elbow. The batter hits the ball and reaches 1st base safely.

Ruling: Wearing protective equipment on the legs or arms while at bat or as a batter-runner is legal however the umpires should require the leg and/or arm protective to be removed once all play has stopped. [2.4.3 e)]

Play 7 A catcher (adult or youth, male or female) refuses to wear a body protector.

Ruling: The umpire shall not allow the player to play until the protector is worn, or they could be ejected from the game. [2.4.3 c); 2.4.3 b-d Effect]

2.5.1 Player Uniforms

Play 1 A team appears on the playing field with four (4) players wearing long pants and five (5) wearing matching shorts, all the same colour.

Ruling: The team must wear uniform pants either all long or all short in style. An exception is made for religious reasons, and if that is the reason, it would be legal. [2.5.1; 2.5.1 c)]

Play 2 Do all male players have to wear caps?

Ruling: Yes, and they must be worn properly. However, if a defensive player wants to wear a helmet, they can do so as long as it is the same colour as the other caps. [2.5.1 a) i and iii]

Play 3 Jones was listed in the scorebook with number 5. When they came to bat in the first inning they were wearing #15.

Ruling: There is no penalty. The umpire should stop the game, correct the number, and continue playing. [2.5.1 d); 3.2.1 e)]

Play 4 When a team takes the field, the umpire notices (a) all players are wearing white long sleeve undershirts including the pitcher; (b) only the pitcher is wearing a long sleeve white undershirt; or (c) the pitcher is wearing a long sleeve white undershirt and the shortstop is wearing a long sleeve blue undershirt.

Ruling: In (a) and (b) it is legal. A player may wear a uniform colored undershirt (it may be white). It is not mandatory that all players wear an undershirt. In (c) if one player wears an undershirt, those that are worn must be alike. Either the pitcher or the shortstop will have to change or remove their undershirt. [2.5.1 b)]

Player Uniforms cont.

Play 5 On defense, a female team has three players wearing visors, two players wearing caps, three wearing a headband, and one wearing a helmet.

Ruling: Legal, as long all are similar in colour to the team uniform, and those alike are of the same colour and style (headbands, visors, caps). [2.5.1 a).ii]

Play 6 Three female players are wearing plastic visors. Are they legal?

Ruling: No. Plastic or hard visors are not allowed for safety reason. [2.5.1 a).ii]

Play 7 Team colours are red and white. One female player is wearing a red sliding pad while another is wearing a blue sliding pad. Is this legal?

Ruling: No, unless they are temporary snap on or Velcro sliding pads. It is not mandatory that all players wear sliding pads, but if more than one player wears them, they must be alike in colour and style when seen under the players' shorts. [2.5.1 c)]

Play 8 In the top of the first inning, the umpire notices that a) the pitcher is wearing a blue compression sleeve on the pitching arm and the non-pitching arm is bare: b) the 3rd baseman is wearing a compression sleeve on the right arm only. All other players are not wearing long sleeve undershirts.

Ruling: The umpire correctly requires in a) the pitcher and in b) the 3rd baseman to wear a long blue sleeve on their other arm or to remove the compression sleeve. [2.5.1 b).ii]

Play 9 A coach requests permission for an injured player, who has a plaster cast on an arm, to play in order to prevent a forfeit. Should the umpire agree to this request?

Ruling: No. If the cast cannot be removed, the player may not participate in the game other than as a coach. [2.5.1 f)]

Play 10 Jones takes the field wearing a knee brace that is padded. Two innings later the umpire notices that part of the metal hinge has worn through the padding.

Ruling: Jones must re-pad the hinge before they can continue to play. [2.5.1 f)]

Play 11 A player is discovered wearing (a) a neck chain under their playing uniform; or (b) looped ear rings which are taped to the ear lobe.

Ruling: This is allowed provided the umpire does not judge the adornments to be distracting. If judged to be distracting the umpire can ask that the item be removed or covered. [2.5.1 g)]

Play 12 A player is discovered wearing (a) a medical alert necklace under their playing uniform or (b) a medical alert bracelet on their wrist.

Ruling: Legal. Medical alert bracelets or necklaces if judged to be distracting are to be taped but in such a manner so that all medical information is visible. [2.5.1 g)]

Player Uniforms cont.

Play 13 In the top of the 1st inning, the umpire notices that 6 of the players of Team A who are on defense are wearing red, long sleeved undershirts, 2 players are not wearing undershirts and one player is wearing blue short sleeved undershirt. The umpire advised the coach of Team A that the player wearing the blue short sleeved undershirt must remove it. The umpire advises the coach that the player may either wear a red long sleeved undershirt or no undershirt.

Ruling: This action is correct [2.5.1 b)i]

2.6 Coaches Uniforms

Play 1 (a) The manager and coach of team “A” are wearing long pants instead of the team’s regular short style, or (b) the manager and coach of team “B” are wearing work clothes.

Ruling: (a) is legal as long as what they are wearing is in the same colour code as the team. In (b) the work clothes are not legal. The uniforms of the manager and coach may differ from that of the players, but those that are worn must be alike in colour and code, and in accordance with the color code of the team. Both should be dressed similarly, and both must be in long pants or in shorts. [2.6]

3. PARTICIPANTS

3.1.8 Illegal Player

Play 1 In the 2nd inning, starting player F5 is legally substituted by S2. In the 3rd inning, F5 returns to the game without being announced to the umpire. The game continues into the 4th inning.

Ruling: As soon as F5 re-entered the game without being announced to the umpire, and one pitch has been thrown, they become an illegal player. Even though the umpire may be aware of the Illegal Player, they may take no action until an appeal is made by the offended team. [3.1.8 a); 3.1.17; 3.2.3 e); 3.2.8 c); Effect 3.2.8]

Play 2 B2, an “illegal player”, batted and hit into a force out with R1 called out at 2B. The defense appealed that B2 had been declared “illegal” by the umpire.

Ruling: After checking the line-up card, the umpire declared B2 “Out” and declared “Ineligible.” Since R1 was also out, that out remains (2 outs). A legal substitute must be entered into the game for B2. [3.1.8; Effects: 3.2.8 Effect a) to e)]

3.1.9 Illegal Re-Entry

Play 1 F1 is substituted from the game in the 3rd inning and legally re-enters in the 5th inning. F1 is again removed, but then re-enters in the bottom of the 7th. F1 throws one pitch and the opposing coach informs the umpire.

Ruling: This is an illegal re-entry, as the starting player can only re-enter the game one time. F1 and the manager should both be ejected from the game for violating the re-entry rule. [3.1.9 b); 3.2.3 e); Effects 3.2.8 Illegal Re-entry c)]

Play 2 R1 on 1B with one out. B6 hits a ground ball to F6 for the double play. Before the defense leaves the field, the defensive coach informs the plate umpire that the batter was an illegal re-entry. What should the umpire rule?

Ruling: The double play is allowed to stand. The illegal player and the manager are both ejected by the umpire. [3.1.9 b); 3.3 a)iii; Effects: 3.2.8 Illegal re-entry a) to c) Effect a) and e)]

Play 3 B5, an “illegal re-entry” takes their place in the batter’s box and has a 2-2 count. It is now brought to the plate umpire’s attention by the defense that B5 is an “illegal re-entry.”

Ruling: B5 and the manager/coach are ejected. The proper batter, or a legal substitute, must take their place in the batter’s box and assume the 2-2 count. No one is out. Any advance of runners while B5 was at bat is legal. [3.1.9; 3.1.17; 3.3 a)iii; Effects: 3.2.8 Illegal Re-entry a) to e) Effect a) to e)]

Play 4 R1 on 3B and R2 on 1B when B5, an “illegal re-entry”, steps into the batter’s box. On the first pitch, taken for a ball, R2 steals 2B. On the next pitch B5 hits a single, scoring both runners. The “illegal batter” is discovered (a) prior to a pitch to B6, or (b) after one pitch is delivered to B6.

Illegal Re-Entry cont.

Ruling: In (a) the play is nullified; B5 is declared out and ejected from the game along with the manager. The runners return to 3rd and 2nd. (The stolen base by R2 is legal as it was made without assistance from B5). In (b), the play stands. The runs score and both B5 and the manager are ejected. No one is out, a legal substitute takes the place of B5 on 1B and the game continues. [3.1.9; 3.1.17; 3.3 a)iii; Effects: 3.2.8 *Illegal Re-entry a) to e) Effect a) to e)*]

Play 5 Starter Jones, (batting 7th) is removed from the game in the third inning for Substitute Smith. In the fifth inning with runners in scoring position, the manager enters Jones into the second position in the batting order. The defensive manager appeals to the umpire, after one pitch to Jones.

Ruling: An illegal re-entry and both Jones and the manager are ejected from the game. [3.1.9 a); 3.1.17; 3.2.3 e); 3.2.8 b); 3.3 a)iii; Effects 3.2.8 a) Effect]

Note: Preventive umpiring would have avoided this from happening. The umpire, should know that Jones was a starter, and must re-enter only in their original spot in the batting order.

3.1.10 An Illegal Substitute

Play 1 S1, who has been declared an ineligible player as a result of being an unreported substitute, returns to the game in a later inning.

Ruling: The game is forfeited to the team not at fault. [3.1.10 c); 3.1.11; Effects: 3.2.8 Effect f); 1.2.2 i)]

3.1.11 Ineligible Player

Play 1 S2, an unannounced substitute runner, enters the game at 2B with one out. S2 steals 3B on the first pitch and then scores when B6 singles. Prior to the next pitch, the defense appeals and informs the umpire that S2 was an illegal substitute.

Ruling: S2 becomes an Ineligible Player who may continue to sit on the bench or coach in the coach's box. They may no longer participate in the game as a player. The advance is legal and the run scores. No one is called out. [3.1.11; 3.1.18; 3.2.8 d); Effect 3.2.8]

Play 2 Smith is removed from the game for being an unreported substitute in the second inning. In the fourth inning, Smith goes to the third base coach's box to give direction to their team mates. The defensive team now appeals that Smith should not be allowed to coach, as they were removed from the game.

Ruling: Smith may continue to act as a base coach, as Smith was only removed from the game, not ejected. A player removed from the game by the umpire, may no longer participate as a player, but may coach. [3.1.11; 3.1.18]

3.1.12 Ineligible Replacement Player

Play 1 Defensive player F5 is injured (and blood showing through their pants) when B4 slides into third base. The replacement player inserted for F5 was the starting pitcher, who had been removed from the pitcher's position due to excessive conferences by the manager.

Ruling: The umpire should not allow this player to enter as a replacement player [3.1.12 c); 3.1.14; 3.2.6 e)]

Play 2 In the 5th inning, Player A is cut and bleeding as a result of the play. Player A's coach ask to put in a replacement player because the bleeding cannot be stopped in a reasonable amount of time. The coach asks if they can use Player B, who was a starting player but was substituted for in the 3rd inning.

Ruling: The umpire does not allow Player B to be a replacement player as Player B is still eligible to re-enter the game. A substitute who has not been in the game or has been substituted out of the game or a starting player who has been substituted out of the game twice, may be a replacement player. [3.1.12 c); 3.1.14; 3.2.6 e)]

3.1.17 Re-Entry

Play 1 A team manager tells the plate umpire that substitute Jones is batting for Smith and Smith will re-enter on defense when the team next goes on defense.

Ruling: The umpire shall accept the substitution of Jones hitting for Smith, however no substitution (including re-entry) should be reported to the umpire until the substitution is actually made.

Note: Inform the manager to make the re-entry when the actual substitution occurs, because the team may bat around and Jones could bat again in the same inning. [3.1.17; 3.2.3 e); 3.2.8 c)]

Play 2 Substitute Jones is entered into the game to bat for Smith in the third inning. Smith re-enters in the 4th inning. In the 6th inning, Smith becomes injured and has blood on their uniform. Jones is entered as a replacement player for Smith.

Ruling: This is legal. A substitute cannot re-enter a game unless as a "Replacement Player" for an injured player under the blood ruling. [3.1.17; 3.2.6 e).ii, 3.2.8 f)]

Play 3 F1 comes to bat and is legally substituted by S2. S2 singles and is then legally replaced by S3. When the team returns to play defense they try to re-enter F1 to pitch, but the umpire will not allow F1 to re-enter.

Ruling: The umpire was incorrect. F1, as a starting player, can re-enter one time regardless of the number of substitutes that have played for them. However, F1 and all the substitutes for F1 must enter the game in the same position on the batting line-up. [3.1.17; 3.1.21 b); 3.2.3 e)]

3.1.21 Substitute

Play 1 "Jones, a substitute, had not reported and is standing on 2B with a double. The opposing team brings this to the umpire's attention and Jones is "declared ineligible" and out, and removed from the game. There are no other players to replace Jones, as the starter had left the ballpark. The umpire forfeits the game because Jones' team has only eight players.

Ruling: This is the correct action. [3.1.21; 3.2.8 d); 3.3 a)i; Effects: 3.2.8 Effect a) to d), 1.2.2h)]

Play 2 Substitute S1 reports and takes a position in the batter's box for B6. Before a pitch is thrown the manager replaces S1 with S2. Can S1 come back in the game later?

Ruling: Yes, since S1 is not officially in the game until a pitch is thrown, or a play is made, S1 was never in the game and can be substituted later in the game. [3.1.21; 3.2.8 c)]

Play 3 B6 is scheduled to bat but S1, an unannounced substitute, takes their position in the batter's box. Before a pitch is thrown the defense appeals that the substitution is illegal, as the umpire was not informed.

Ruling: The appeal is not allowed. A player is not in violation of the substitution rule until one pitch has been thrown. Allow the coach to notify the substitution and continue the game. [3.1.21; 3.2.8 c)]

Play 4 An unannounced substitute is standing in the batter's box with a count of 3 balls, no strikes. They now realize that they must report and does so to the umpire. Since this was not detected first by the offended team, does the player become a legal batter when they inform the umpire?

Ruling: Yes, by reporting prior to the opponents detecting it, the substitute is legal. [3.1.21, 3.2.8 e)]

Play 5 Bottom of 7th inning. B1, an unreported substitute, hits a homerun for the apparent winning run. Before the umpires leave the playing field, the defensive team notified the umpires about B1 not reporting.

Ruling: This was the end of the game and the umpires were still on the playing field. Upon notification, B1 is declared "Ineligible" and called out. B2 comes to bat. [3.1.21, 3.2.8 d); Effects: 3.2.8 Effect d)_iii]

Play 6 Smith re-enters the game, unreported, to bat for their substitute, hits the ball and reaches 1B safely. After one pitch has been thrown, it is detected by the opponent and reported to the umpire.

Ruling: Smith is declared "Ineligible" and removed from the game. Since one pitch had been thrown, a legal substitute replaces Smith at 1B. [3.1.21, 3.2.8 d); Effects: 3.2.8 Effect a) to d)]

Play 7 B1 has a count of 2 balls, 2 strikes, when replaced legally by S1. The defensive team then replaces the pitcher. Does a new count start?

Ruling: No. The substitute batter and the substitute pitcher assume any count on the batter at the time of the substitution. [3.1.21; 3.2.8 a)]

Substitute cont.

Play 8 Team “A” manager substitutes a player (S1) as the team leaves the dugout to take their defensive positions. The manager does not notify the plate umpire of the substitution until S1 comes to bat an inning later.

Ruling: The substitution is legal. Team “A” manager has corrected the error before the offended team appealed. [3.1.21; 3.2.8 e)]

Play 9 R1 is at 1B when team “A’s” manager pinch hits S1 for the next batter (B8). R1 is put out trying to steal 3B for the third out. S1 did not complete their turn at bat. The manager decides to let B8 bat at the start of the next inning.

Ruling: Legal substitution if B8 was a starter and B8 is re-entered for the first time. S1 is legally in the game as a pitch had been thrown to S1. [3.1.21; 3.2.3 e); 3.2.8 c)]

Play 10 R1 is on 1B with one out. The first pitch to the batter is a wild pitch advancing R1 to 2B. The defense appeals that the batter is an unreported substitution. The umpire removes the illegal batter from the game, and a legal substitute assumes the 1-ball count.

Ruling: R1 can remain at 2B because they were not advanced by a batted ball or walk on the illegal batter. [3.1.21; 3.2.8 d); Effects 3.2.8 Effect d) ii]

Play 11 S1 enters the game in the second inning to bat for B6. In the 4th inning S1 is substituted from the line-up and B6 re-enters. S1 proceeds to coach at 1B in the same inning or later in the game.

Ruling: A substitute that is legally replaced and removed from the game may act as a coach on the field. [3.1.21; 3.2.8 a)]

Play 12 The starting pitcher Smith is substituted legally by the manager in the 3rd inning by Jones. Smith re-enters the game in the 6th inning replacing Jones. Is this legal?

Ruling: This is a legal substitution. Members of the starting line-up may be removed and re-enter one time as long as the starter re-enters in the same position in the batting order. [3.1.21; 3.2.8 a); 3.2.3 e)]

Play 13 A runner twists their ankle sliding into 2nd. Both managers agree to a courtesy runner with the injured player returning to the field in the next inning.

Ruling: This is illegal. There is no courtesy runner, only a substitute runner is allowed. [3.1.21; 3.2.8 g)]

3.1.24 Withdrawn Player

Play 1 Jones, a substitute, is withdrawn from the game and replaced by the starter.

Ruling: This is not a withdrawn player, but rather a re-entry. A withdrawn player is a player forced to leave the game (line-up) in accordance with the Replacement Player ruling. [3.1.24; 3.2.3 e)]

3.2.1 Line-up Cards

Play 1 The line-up card, consisting of all starting players and available substitutes, was given to the umpires at the pre-game manager's meeting. In the sixth inning, the manager substitutes a player whose name was not on the line-up card.

Ruling: If the player is officially on the roster and the manager properly notifies the umpire when the substitute enters the game, this is a legal substitute. [3.1.14; 3.1.15; 3.2.1 c]

Play 2 Team "A" starts a women's game with nine players. In the 4th inning, F5 is substituted by S1 who takes the field. After several pitches have been thrown, the coach of team "B" brings it to the attention of the umpire that S1 is, in fact, a junior male player.

Ruling: When the umpire checks and verifies this is a male player, the game is forfeited in favor of team "B". Teams may not inter-mix their rosters with both male and female players. [3.2.1 d); 3.2.2 c); Effects: 3.3.2 c) Effect]

3.2.2 Players

Play 1 Team "A" has 9 players and is ready to play, but Team "B" has only 8 players. Is it necessary for Team "A" to take the field and throw one pitch in order to make the forfeit legal?

Ruling: No. However, make sure that Team "A" really does have enough players (have they submitted their line-up). Then just sign the scorecard. [3.2.2 a); 3.2.2 c); Effects 3.2.2 a) Effect]

Play 2 The manager of team "A" wishes to place all their players in the infield on defense.

Ruling: Legal. Players may be stationed anywhere they like, as long as they have both feet in fair territory. F1 must be on pitcher's plate and F2 in the catcher's box. [3.2.2 b)]

Play 3 Team "A", batting first, only has eight available players when the line-up is due to be submitted, because Jones has not yet arrived at the game. In order to prevent forfeiting, the coach lists Jones in the number 9 batting spot, hoping that Jones will arrive by the time it is their turn to bat, or before the team must take the field. Jones arrives after the first batter has been retired.

Ruling: This is illegal as Jones should not have been listed as a starting player if they are not present at the time the line-up was submitted. The game is forfeited. [3.2.2 a); 3.2.1 b); 1.2.2 h); Effects 3.2.2 a) Effect]

3.2.3 Starting Players

Play 1 Jones is listed as the starting shortstop and batting 5th when the line-up was submitted to the chief umpire thirty minutes before game time. At the pre-game managers meeting the coach wants to change Jones with Akers because Jones was injured while warming up.

Starting players cont.

Ruling: This is legal. The player replaced (Jones) could enter the game, as a substitute, at any time later in the game, and at any position. [3.2.3 b), c) and d)]

Play 2 The coach inspects the line-up card at the pre-game meeting and the line-up is approved by the coach and the plate umpire. Two minutes later and prior to the first pitch of the game, the coach advises they want to replace one of their players. Does this become a substitution or a change to the original starting line-up?

Ruling: This has to be a substitution. The starting line-up is official once it has been inspected and approved by the plate umpire and the coach at the pre-game meeting. Any change after that becomes a substitution even if the game has not started. [3.2.3 a)]

3.2.4 Designated/Flex Player

Play 1 Team “A” started the game with nine players. In the third inning the manager wishes to enter a substitute in the game, as a DP, and place them at the end of the batting order.

Ruling: If the DP/FLEX is used in the game it must be in the starting line-up. A team cannot start the game with nine players and add a DP after the game has started. [3.2.2 a)]

Play 2 The FLEX starts the game in the pitching position. In the fifth inning the FLEX bats for the DP.

Ruling: Legal, as long as the change is reported to plate umpire. [3.2.5 a); 3.2.5 c)ii]

Play 3 The DP is batting for the FLEX. In the fourth inning, S1 is legally substituted for the FLEX. Later in the same inning, the coach informs the plate umpire that the FLEX is re-entering the game and will be batting for the DP.

Ruling: The changes are all legal. The FLEX can exit and re-enter the game once, because they are a starting player. When the FLEX re-enters the game in the DP’s position, S1 must leave the game and the team continues with nine players legally. Should the DP re-enter the game, the FLEX could leave the game (continue with 9 players) or must move back to the 10th position in the batting order. The team now continues with 10 players. [3.2.5 c)i and ii); 3.2.8 a); 3.2.3 e)]

Play 4 A team is using 10 players in their line-up with the DP batting third. The FLEX is playing F9. In the first and third innings, the DP gets on base and, in each case, the FLEX is put in to run.

Ruling: This is legal in the first inning, however the DP can only re-enter one time, and when the FLEX is put into run for the DP in the third inning, the FLEX must remain in the DP position (playing offense and defense) or a substitute must be entered into the DP’s position and the FLEX moves back to #10 position again. If the starting DP re-entered in the fourth inning, it would be an illegal re-entry. [3.2.5 c)i and ii); 3.2.3 e)]

Play 5 The FLEX is injured and has to leave the game. The DP replaces the FLEX at the shortstop position.

Ruling: Legal. The DP may play the game at any defensive position at any time during the game. The FLEX is considered to have left the game and can be either substituted for or the team

Designated/Flex Player cont.

- can play with nine players. Should a substitute enter the game for the FLEX this would be legal and the DP would only bat again. [3.2.4 b) ii and iii]
- Play 6** On the line-up that is submitted to the plate umpire before the game begins, Jones is listed as the DP and Akers as the FLEX and pitching. When team "B" goes onto the field, the manager informs the plate umpire that Jones will pitch and Akers will leave the game.
- Ruling:** Legal. Team "B" continues the game with nine players. They can end the game with nine players, or if a substitute comes in for the FLEX, the team returns to ten players again. [3.2.4 b) ii and iii]
- Play 7** The DP, (a) plays F5 in the second inning, F4 in the fourth inning, F8 in the sixth inning, and then (b) pitches for the FLEX in the seventh inning while the FLEX sits on the bench.
- Ruling:** The changes are all legal, as long as they are reported to the plate umpire. In (a) the DP may play defense for any player, and that player would become the Offensive Player Only (OPO). In (b) the FLEX is considered to have left the game, and the number of starting players is reduced from ten to nine. [3.2.4 b) i, ii and iii; 3.2.3 e); 3.1.16]
- Play 8** The DP plays defense for player "A" (not the FLEX) in the third inning. The manager then inserts the FLEX to bat for player "A".
- Ruling:** The DP playing defense for any player is legal. The FLEX batting for player "A" is illegal, and results in the FLEX being declared an "Illegal Player." after one pitch has been thrown. [3.2.4 b) i; 3.2.4 c); 3.1.8 b); Effects: 3.2.8 Effect e]
- Note 1: The plate umpire should use preventive umpiring and not allow the manager to insert the FLEX to bat for anybody other than the original DP. The DP and FLEX can never be in the game offensively at the same time. This would prevent the "illegal Player" from being in the game.
- Note 2: Need to be careful when using the word 'substitute', as placing the FLEX into the offensive line-up is not a substitution unless that player is re-entering the game.
- Play 9** The DP is batting 9th in the line-up and singles to LF. The FLEX bats next and hits a double. Batter number one bats next and singles scoring both the DP and the FLEX. Before a pitch has been thrown to Batter #2, the defensive coach appeals to the plate umpire that the DP and FLEX played illegally on offense and the run should be disallowed.
- Ruling:** *The DP batted legally and remains at 3B. After a pitch to Batter 1, the FLEX player's turn at bat is legal. [5.4.1 and Effect c) i] Batter 1 has left the game once the FLEX player batted in the number 1 spot [3.2.8 effect g)]. The FLEX player batting for anyone other than the DP is an illegal re-entry and Batter 1 batting in the number 2 spot was an illegal re-entry [3.1.9 a)]. The FLEX player and Batter 1 along with the Head Coach are ejected from the game [3.2.8 effect illegal re-entry a) effect b)]. As the infraction was detected prior to a pitch to Batter 2, Batter 1's hit is nullified and called out [3.2.8 effect d) iii] and the runners returned to 3B and 2B. Batter 2 has left the game once Batter 1 batted in the number 2 spot [3.2.8 effect g)]. Batter 2 may be re-entered or substituted and a proper substitute must be entered for the FLEX. The*

Designated/Flex Player cont

substitute for the flex cannot be placed on 2B as the Flex and DP cannot be on offense at the same time. Batter 3 is the next batter.

[3.2.4 c); 3.1.8 b); 5.4.1 and Effect].

Note: *This is the very reason to use preventive umpiring, both at home plate (counting the players on the line-up sheet and make sure that ten players are listed if the DP is being used), or when substitutions occur, inform the manager if a person can or cannot be substituted in the batting order, to prevent the wrong person from batting or batting out-of-order. In cases of multiple unreported substitutions/illegal re-entries only an appeal of the last unreported/substitution would be accepted and the batting order otherwise reinstated.*

Play 10 *Batter 1 is due to bat. Either the Flex or a substitute comes off the bench and bats in the Number 1 position and gets a hit and is on base. The change was never reported to the umpire. We now have an unreported substitution for Batter 1 who is deemed to have left the game and an illegal re-entry if it is the Flex. No appeal is made. The original Batter 1 now comes to bat and now is hitting in the Number 2 spot. This is an unreported substitution and an illegal re-entry as this batter is in a different batting position in the line. This continues for a number of batters causing a domino effect.*

Ruling: *Should this occur in a game, the non-offending team is only able to appeal the most recent unreported substitution/illegal re-entry. On the appeal, the provisions of [3.2.8 Effect a-g] shall be enforced only on this most recent player to be an unannounced substitution/illegal re-entry at the time. All other substitutions/illegal re-entries are now deemed legal and all previous plays stand.*

Note: *This ruling will be added to the Tournament Regulations until such time as a Rule change to [3.2.4] can be introduced*

Play 11 *In the 3rd inning, Team A's DP plays 3rd base for the FLEX. The FLEX is now considered to have left the game and Team A is now playing with 9 players. The DP is now playing both offense and defense. In the 5th inning, Team A re-enters the FLEX on defense to play 3rd base.*

Ruling: *The umpire correctly allows the FLEX to re-enter on defense. Team A is now playing with 10 players. [3.2.4 b) iii; 3.2.4 c)]*

3.2.6 The Replacement Player

Play 1 *In the 5th inning, Player A is cut and bleeding as the result of a play. Player A's coach asks to put in a replacement player because the bleeding cannot be stopped in a reasonable amount of time. The coach asks the umpire if they can use Player B, who was a starting player but was substituted for in the 3rd inning. The umpire says no since Player B is still eligible to re-enter the game. A substitute not in the game or a starting player who has been twice substituted for may be used as a replacement player.*

Ruling: *This is a correct action by the umpire. [3.2.6 e); 3.1.19]*

Replacement Player cont.

Play 2 *Brown, playing second, is legally substituted in the third inning. Brown re-enters in the 4th inning and is substituted out of the game again in the 5th inning. In the 6th inning,*

Jones injures them self and has to be withdrawn from the game as their leg is bleeding. The coach advises the umpire that Brown will be used as the “replacement player”. The umpire refuses the request on the grounds that Brown cannot re-enter the game on more than one occasion.

Ruling: The umpire was incorrect. Although Brown was a starter and had re-entered one time, Brown is eligible to serve as a “replacement player” for the remainder of the inning in progress and for the following complete inning. At the end of that time,

Brown must then be replaced by the withdrawn player, or a legal substitute who has not yet been in the game. [3.1.19; 3.2.6 e) iii]

Play 3 Smith, a Replacement Player, has entered the game for Jones who had blood on their uniform. Smith did this without reporting. After one pitch has been thrown, the opposing coach brings this to the umpire’s attention.

Ruling: Smith is an “unreported substitute” and will be “declared Ineligible.” Another “Replacement Player” must be entered properly in the game. [3.1.19; 3.2.6 d); 3.3 a)ii; Effects: 3.2.8 b) and Effect a) to d)]

Play 4 Smith, a listed substitute, legally replaced Brown in the top of the 2nd inning. Brown re-enters the game in the bottom of the 2nd, replacing Smith. In the top of the 4th inning Jones slides into 2B, and opens an old wound which starts to bleed. The coach advises the umpire that Smith will replace Jones as the “Replacement Player”.

Ruling: This is legal. Although Smith has already been in the game as a substitute, and was properly substituted from the game, may enter the game as a “Replacement Player for Jones until (a) Jones comes back into the game, or (b) until the inning in progress and a full complete inning, whichever comes first. [3.1.19; 3.2.6 e)ii]

Play 5 In the bottom of the 2nd inning, Jones, a legal substitute who entered the game in the top of the 2nd inning, has to leave the game due to a bleeding injury. Smith, a listed substitute, takes their place as a “Replacement Player”. After treatment, Jones attempts to return to the game (a) in the 3rd inning, or (b) in the 6th inning.

Ruling: In (a) Jones may return to the game, as it is still within the time allowed for the return of a withdrawn player. [3.1.19; 3.2.6 e)i]

In (b) Jones may not return. At the completion of the time permitted for a “Withdrawn Player” to return to the game, the player becomes subject to the re-entry and substitution rules. Because Jones was not an original starting player, Jones is unable to re-enter the game. [3.1.19; 3.2.6 c)]

Play 6 During the game a player receives an injury which causes bleeding on their uniform. After attending to the wound, the player changes their top and has to put on a number different from their original number. The opposing coach objects to this, stating it would be confusing to the scorer.

The Replacement Player cont.

Ruling: There is no penalty. The new number should be listed on the line-up card and scorebook, and play should continue. [3.1.19; 3.2.6 b)]

Play 7 Smith, a listed substitute, legally replaces Brown in the top of the 2nd inning. Brown re-enters the game in the bottom of the 2nd inning, replacing Smith. In the top of the 4th inning, Jones slides into a base and opens an old injury on their leg that begins to bleed. Smith now enters the game again as a “Replacement Player” for Jones. Jones is due to return to the game at the top of the sixth inning, but is unable to do so, as they have been taken to the hospital for treatment. The umpire requests the coach to replace Smith with a legal substitute, but there is none available.

Ruling: The game is forfeited to the team not at fault. Smith has been in the game as a substitute and may, therefore, only stay in the game as a replacement player. This limits Smith to staying in the game for the inning in progress when they entered the game and the next complete inning. At the end of that time they have to be replaced by either Jones or a legal substitute. As neither was available, the game became a forfeit. [3.1.19; 3.2.6 c); 3.2.2 a); *Effects: 3.2.2 a) Effect*]

Play 8 In the 3rd inning, Jones (B3) is injured and has to leave the game due to blood on their uniform. Brown, a listed substitute who has not been in the game, is the “replacement player” put into the game. In the 4th inning Brown leads off and hits a triple, eventually scoring. Later in the same 4th inning Jones is able to come back into the game, so Brown goes to the bench. Still in the 4th the coach has Brown pinch hit for B9 and hits a double.

Ruling: Legal. Brown can bat as a replacement player” and if Brown leaves the game can legally be substituted into the game and bat in the position they were entered into the line-up. [3.1.19; 3.2.6 c) and e)i]

Play 9 The starting pitcher cuts their hand on a play. After a reasonable amount of time has elapsed, the umpire informs the manager that the pitcher must leave the game until the bleeding stops. The “replacement Pitcher” does not pitch very well and the defensive coach is granted time to speak with the pitcher. **(a) Is the defensive team charged with a conference (b) If this is the fourth charged conference in the game, who is removed from the pitching position**

Ruling: Any statistics accrued by the “Replacement Player” while they are in the game, are credited to that player, even if they are a listed substitute who does not eventually enter the game as a substitution for another player therefore (a) **this is a** charged conference and (b) **the replacement pitcher** would be the person removed from the pitching position. The starter could return to the game, but **all** would have to follow the number of conferences used in the game when they return. [3.1.19; Appendix 6 A a); 4.2.1 a) and Effect 4.2.1 a)]

Play 10 Jones was not a starter and has not played, when F4 is injured and has blood shown on their uniform pants. Jones is inserted as a replacement player.

Ruling: Legal. A substitute is a non-starting player who has not been in the game, other than as a Replacement Player. [3.1.19; 3.1.21 a); 3.2.6 e)i]

3.2.7 Temporary Runner

Play 1 Does the use of a Temporary Runner need to be announced?

Ruling: There is no requirement under the rules to report this change to the plate umpire. However, time needs to be requested and granted after all play in progress has been completed before the change takes place to protect the runners and advise the scorer. [3.2.7; 3.1.23]

Note: While “time” is called the Plate Umpire should ensure that the proper player from the batting order is used as the Temporary Runner. If the correct player from the batting order is not used this is correctable and there is no penalty. If an unreported substitution or illegal re-entry is used as a Temporary Runner, it is correctable in that the correct player must be placed on base. The unannounced substitution or illegal re-entry rules apply to an incorrect Temporary Runner.

Play 2 Do we interpret Temporary Runner rules in the same way the Replacement Player Rule or are all situations correctable?

Ruling: All situations are correctable except for the unreported substitution or illegal re-entry or use of an ineligible player. The interpretation is more akin to the tie breaker run than the Replacement Player Rule. [3.2.7; 3.1.23]

Note: Once the option is taken, the Coach cannot change their mind and place the catcher back on the base.

Play 3 In the 1st Inning, B1 hits a single. B2 flies out. B3 hits a single; there are now runners on 1B and 2B. B4 flies out for the second out. B5 the catcher hits a single. Bases are now loaded with 2 out. The offensive team coach announces that they wish to use a temporary runner for B5 as they are the catcher and there are 2 out.

Ruling: B4 is now the last batter scheduled to bat at the time the option is taken, B4 becomes the Temporary Runner. [3.1.23; 3.2.7]

Play 4 In the 5th inning B4 hits a single. B5 who is the catcher also hits a single. B6 flies out. B7 singles. So bases are now loaded with one out. B8 flies out. The coach now takes the option to place a temporary runner in for B5 who is on 2B and is the catcher.

Ruling: At the time the option is taken, the batter scheduled to bat last is B8. B8 is not on base so they would be the temporary runner. [3.1.23; 3.2.7]

Play 5 R3 on 3B, R2 on 2B, 1 out. S1 hits for B4 (the catcher). S1 reaches base on an error. R3 scores and R2 remains at 2B. B5 strikes out for the 2nd out. The offensive team coach announces that B4 re-enters and immediately requests that B5 be placed on 1B as the Temporary Runner.

Ruling: At the time of the request S1 is not the catcher of record, the re-entered B4 is not officially in the game until a pitch has been thrown or a play made. The umpire correctly rules that B4 (the catcher of record) must be on base for at least one pitch before being replaced by the Temporary Runner. [3.2.7; 3.2.8 c)]

3.2.8 Entering The Game (Substitutions)

Play 1 The offensive team sends eight batters to bat in the top half of the first inning and there is still only one out. The pitcher is the ninth batter, and the manager substitutes S1 to bat for

the pitcher. Does the pitcher have to pitch to a batter in the bottom of the first inning before they can be substituted for?

Ruling: No. Any player may be substituted from the game during any dead ball. [3.2.8 a) and c); 3.1.21]

Play 2 F7 is an unreported substitute. R1 is on 3B and R2 on 1B with one out. B4 hits a long fly ball to F7 who drops the ball. F7 picks up the ball and throws to the shortstop (cut off fielder) who throws to 3B in time to get R2 out. B4 advances to 2B. The offence appeals to the plate umpire that F7 is unreported.

Ruling: The illegal substitute is removed and declared ineligible. The offensive manager is given the option of taking the result of the play or having the batter bat again assuming the ball and strike count prior to the discovery of the illegal player, because a play was made by the unreported substitute. [3.2.8 d); 3.1.21; Effects 3.2.8 Effect e)]

Play 3 What if the Flex or an ineligible player is used as the Temporary Runner?

Ruling: If the coach enters someone new into the batting order (including the Flex) for the player who is supposed to be the Temporary Runner, without reporting the change, the player would be an unreported substitution [3.2.8 d)] or an illegal re-entry (if the flex or other player not entitled to re-enter) [Effects: 3.2.8 e)] and those rules would apply or if they were an ineligible player [Effects: 3.2.8 d)] would apply.

Play 4 At the commencement of the 5th inning the offensive coach advises to the plate umpire the next batter will be substituted with a pinch hitter and will be a re-entry.

Ruling: The plate umpire should only accept the re-entry as it happens and advise the coach the same. [3.2.8]

Play 5 At the commencement of the 5th inning the offensive coach advises to the plate umpire the next 3 batters will be substitutions, so the coach gives the changes to the plate umpire.

Ruling: The plate umpire should only accept each change as the batter comes to bat. [3.2.8]

Play 6 *At the start of the inning the DP enters the game unreported to replaces the Flex who was pitching. With R1 on 1B. B2 grounds out to F6 for a double play. The offensive manager appeals that F1 an illegal substitute.*

Ruling: *The play stands. The pitch by F1 is not considered making a play. The unreported substitute is declared ineligible and replaced by a legal substitute or the Flex if the Flex is eligible to re-enter. [3.2.8 d); 3.2.4b)ii;3.3 Effect]*

3.4 Coaches

Play 1 The third base coach has a scorebook, pencil and indicator in their hands while coaching. Is this legal?

Ruling: Yes. These items are considered scorekeeping or record keeping items and are legal for use by the base coach. [3.4.3c)]

Play 2 The third base coach starts in the coach's box and as a runner approaches third, the coach (a) moves down the line toward home to signal the runner to advance or to slide, or (b) after signalling the runner to stop at third, and the runner continues, the coach grabs the runner and pushes them back to 3B.

Ruling: In (a) this is legal as long as the coach starts in the coach's box. In (b) the coach cannot **physically assist** a runner. **The** runner is out **and the ball remains alive**. [3.4.3a) ii; 5.10.3 a).v]

Play 3 A coach in the dugout is noticed to have a cellular phone and speaking with someone.

Ruling: Communication of any kind is not allowed between (1) coaches on the field, (2) coaches on the field and the dugout, (3) coaches and any player, or (4) the spectator area and the field, including the dugout, coaches and players. [3.4.1 c); Effects: 3.4 Effect]

Note: If an umpire notices a player or coach speaking on the phone in the dugout, the umpire should immediately stop the game and inform the manager of what they saw, whether the communication is with another player, coach, or the stands, or a private call from outside the ball field. After the warning, if it continues, the manager is ejected from the game.

3.4.3 Base Coach

Play 1 Team "A" is on offense and ready to play. Must there be a coach in the first and/or third base coach's box before play can begin?

Ruling: No. It is not mandatory to have a coach at either location. [3.4.3a)]

Play 2 During the course of a game, the umpire notices that one team is stationing two coaches in the 1B coach's box.

Ruling: Only one coach is permitted in each of the coach's boxes. The umpire should warn the offending team if they continue to employ two coaches in the box, one of them may be ejected. [3.4.3a)i; Effects 3.4]

3.5 Team Personnel

Play 1 After a team warning, a player continues to argue balls and strikes by the umpire. The player is ejected and restricted to the team bench. The argument escalates and the umpire instructs the player to leave the grounds.

Ruling: Incorrect. A player ejected from the game must leave the game and the grounds for the duration of the game. [3.5.1 a); Effects: 3.5.1 a) and b; Effect c) b)]

Team Personnel cont

Note: Umpires should use sound judgment when using this rule.

Play 2 A manager/coach is sitting outside the dugout on a bucket and the umpire warns them to return inside and to take the bucket with them, so there would not be the potential of a blocked ball. Two innings later, the manager/coach takes the bucket and places it in the same spot and sits on it again.

Ruling: The umpire should eject the manager/coach from the game. [3.5.1 b); Effects: 3.5.1 b) Effect a) and b)]

Note: Apply sound judgment when using this rule, and when giving the warning, advise if it happens again they will be ejected.

3.6 Umpires

Play 1 Do all umpires have the power to make decisions on violations committed during the game?

Ruling: Yes. [3.6.1; Appendix 5 A).h]

Play 2 Does one umpire have the power to overrule another?

Ruling: No. [Appendix 5 A).i]

Play 3 Is it possible for an umpire to change their decision?

Ruling: Yes. They may ask their partner(s) for an opinion but the umpire who made the call is the only one who can reverse the decision. [3.6.6 a) and b); Appendix 5 A).j]

Play 4 "B1 tries to hold up on their swing and the plate umpire rules (a) "no swing" and calls a ball or, (b) a swing and calls a strike. In (a) the defense asks the plate umpire to check with their partner. In (b) the batter appeals the strike call and requests the umpire go for help.

Ruling: In (a) it is desirable that the plate umpire asks for help as soon as requested. In (b) no help is ever requested on a strike call. [3.6.1; Appendix 5 A).j]

Play 5 Which umpire can call a runner out for leaving a base before the ball leaves the pitcher's hands?

Ruling: Usually the base umpire, but the plate umpire also has that authority. [3.6.1; Appendix 5 A).l. 1]

Play 6 Who may call time for a suspension of play?

Ruling: Any umpire working the game may do so. [3.6.1; Appendix 5 A).l. 2; 3.6.7 a)]

Play 7 Who may remove or eject a player, manager or coach from the game?

Umpires cont.

Ruling: Any umpire working the game may do so. [3.6.1; Appendix 5 A).l. 3]

Play 8 Who calls the "Illegal" Pitches?

Ruling: Any umpire working the game may do so. [3.6.1; Appendix 5 A)l. 4]

Play 9 R1 on 3B leads off after a pitch to B2. The pitcher, receiving the ball from the catcher, legally plays back R1 to 3B. While the ball is alive, F5, pitcher and catcher meet near the pitcher's plate to consult. R1 seeing home plate unprotected, leaves 3B and crosses home plate, scoring. Now the defense wants R1 called out for leaving 3B before the pitch.

Ruling: The umpires should not allow this. "Time" should have been called. If it was not, call it and place R1 back on 3B. With the defense holding a meeting, after R1 was returned to 3B and the pitcher still in the circle, they are trying to have R1 leave the base again and be called out. [3.6.1; Appendix 5 A)o]

3.6.2 The Plate Umpire

Play 1 Heavy rains have made the playing field unplayable. If the game has not yet started, who may call it?

Ruling: The plate umpire has the sole authority to make this decision. [3.6.2a]

Play 2 B1 hits a fly ball to the infield during an "Infield Fly" situation. Is the base umpire permitted to make the "Infield Fly" call?

Ruling: Yes, any umpire working the game may do so. [Appendix 5 A)l. 5]

Play 3 Foggy conditions arise in the third inning that makes the field unplayable. Can the tournament director make the decision to call or delay the game?

Ruling: No. The plate umpire must make this decision. [3.6.2a]

Play 4 Who may forfeit a ball game?

Ruling: Only the plate umpire may forfeit a ball game. [3.6.2 h)]

3.6.5 Change of Umpires

Play 1 Can umpires be changed during a game by consent of the opposing teams?

Ruling: No. Umpires may be replaced only if they become incapacitated by injury or illness. [3.6.5]

3.6.6 Umpire's Judgment

Play 1 R1 on 2B with two out. B4 has a 1-1 count, when the plate umpire calls the next pitch a strike, signaling B4 out on strikes. R1, thinking B4 is out, steps off the base and is tagged by F6.

Ruling: The defense, runners and coaches should always be aware of the game situation, the count and the number of outs. The plate umpire was in error signalling B4 out on strikes and in making the decision placed R1 in jeopardy. In consultation the umpires may rectify this situation and protect R1 and place R1 back on 1B. [3.6.6 c)]

Play 2 With none out, B3 hits a long fly ball to CF. The base umpire then goes out and signals a home run. On seeing this, B3 slows down rounding 2B. The ball does not go over the fence, so F8 picks it up and throws to the infield relay, who then throws to F5 for a close play on B3, who is called out.

Ruling: Although the umpire made an incorrect signal, B3 and the coaches should have seen the action by F8. No reversal of the decision should be made. [3.6.6 a)]

Play 3 R1 on 2B. B2 hits a ground ball to F6, who fields and attempts to tag R1 advancing to 3B. The 3B umpire calls “no tag – safe.” The 1B umpire, looking down the line, sees the tag, so calls “Time.” The 1B umpire consults with the 3B umpire, who subsequently changes their call and declares R1 out.

Ruling: The first base umpire was in error for calling “Time” and discussing the play with the third base umpire. Although the first base umpire saw the tag and realized the original call was incorrect, they may not seek to reverse the decision, unless asked to do so by the umpire who made the original call. [3.6.6 b)]

Play 4 With one out, R1 steals 2B on the pitch. F2 throws to 2B, as the plate umpire calls ball-4 and, as the throw is in time, the base umpire calls R1 out. When R1 leaves the base to start for the dugout, the defense tags R1 again. The base umpire now realizes B2 has ball-4 and that R1 is entitled to 2B. Had the umpire not called R1 out, R1 would not have left the base.

Ruling: The call is reversed, due to the base umpire calling R1 out on ball-4, and placing R1 in jeopardy. R1 remains on 2B and B2 on 1B. [3.6.6 c)]

Play 5 R1 on 3B and R2 on 2B with one out. The scoreboard shows two outs, as B4 hits a long fly ball to F8. F8 makes the catch and throws the ball to F6 who tosses towards the pitcher’s circle. R1 and R2 both score. The defense claims there were two outs as that was what the scoreboard showed. The umpires let the two runs score.

Ruling: Again, each team should be aware of the number of outs and the count. If they are not sure, or if there is an error on the scoreboard, this should be changed, but it does not prevent the two runs from scoring. [3.6.6 a)]

Play 6 R1 on 3B, R2 on 2B, and R3 on 1B with two outs. B5 has a count of Ball-3, strike-2, when the next pitch is outside and gets away from the catcher, back to the screen. The plate umpire calls ball-4. R1 tries to advance on the wild pitch as the pitcher comes for a throw at home plate. F1 catches the ball while standing on home plate, but by the time F1 puts the tag on R1, R1 had slid and touched the plate. The run was signalled safe. Then the defense asked for a “check swing,” and the plate umpire goes to the 3B umpire who

Umpire’s Judgment cont

signals, strike. Since this was the third strike and with two outs, B5 could run to 1B and all runners advance. Since the pitcher had caught the ball from the catcher while standing on the plate, the umpires reversed their call and now called R1 out, removing the run.

Ruling: Since the appeal changed the play (called ball to check swing strike), it was permissible to reverse the decision. The rule changed from a steal of home to a put out at the plate. [3.6.6 c)]

Play 7 R1 on 1B with a 3-2 count on B3. The plate umpire calls ball-4 on the next pitch, so R1 advances slowly toward 2B. F2 asks the plate umpire to check with the base umpire on a “checked swing” and the base umpire responds with a strike signal. F2 immediately throws the ball to F6, who tags R1 before they reach 2B.

Ruling: Because the umpires put R1 in jeopardy on the reversed decision, call “Time”, declare B3 out on 3-strikes and return R1 to 1B. [3.6.6 c)]

Play 8 With 2 outs, R1 on 3B and a count of three balls and one strike on B4, the next pitch is a ball. The umpire calls ball but does not recognize it as ball four. The next pitch to the same batter is fouled off and the umpire gives the count as three balls and two strikes. In a) the offensive coach asks for time, approaches the plate umpire and says “their batter should be on 1B because the previous pitch was ball four.” In b) the umpire gives the count as three balls and two strikes and the next pitch is hit for a home run. Before a pitch to the next batter the defensive coach approaches the plate umpire and said the count was wrong and that player should have been walked.

Ruling: In both a) and b) the play stands as a correction is not possible after one legal, or illegal, pitch has been thrown [3.6.6 c)]

Play 9 With 2 out, B3 hits a long fly ball to deep CF that hits the top of the fence. The base umpire who had gone out on the play sees F8 catch the ball that rebounds off the fence on the full and signals an out. On seeing this, B3 slows down rounding 2B. F8 throws to the infield relay, who then throws to F5 who tags out B3.

Ruling: The defense, runners and coaches should always be aware of the game situation, the count and the number of outs. The base umpire incorrectly signalled B3 out and this placed B3 in jeopardy. In consultation the umpires may rectify this situation by protecting B3 and in the umpire’s judgment award the bases B3 would have reached. [3.6.6 c)]

Play 10 R1 on 1B, B2 hits a ground ball extra base hit to right field that goes between F9 and F8. R1 is obstructed by F4 and falls down, B2 is watching the ball when rounding 1B and continues to run towards 2B passing the obstructed R1 who is still on the ground. No play is being made on R1 when B2 passes. What is the ruling?

Ruling: When R1 is obstructed a delayed dead is signalled and the ball is live. [5.10.2a)] When B2 passes R1, B2 violates rule. [5.10.3.vi)] In the umpire’s judgment the obstruction to R1 was the cause of B2 passing R1 and applied rule [Appendix 5.A: o)] to protect B2. Time is called and R1 and B2 are awarded the base or bases they would have reached in the umpire’s judgment had there been no obstruction [5.10.2 b)]

3.6.7 Suspension of Play

Play 1 B1 bunts the ball down the 1B line. F2 quickly grabs the ball, chases B1 down the line, and lunges in a desperate attempt to tag B1. In doing so, F2 accidentally stuffs the ball into the back pocket of B1, who continues around the bases and scores.

Ruling: As soon as the ball lodged in the pocket, the umpire should declare the ball dead. B1 is awarded 1B as B1. [3.6.7; 5.1.7 a); 5.11 Effect e) ii]

Play 2 R1 on 3B, B2 hits a fly ball to F7. Thinking the ball will be caught, B2 throws the bat in anger. The batted ball bounces off F7 and clears the fence. The umpire declares and signals a home run allowing play to continue. When the play has been completed, “Time” is called and B2 is ejected for unsportsmanlike misconduct.

Ruling: Correct. The umpire will not call “Time” while any play is in progress [3.6.7 e)]. B2 is ejected for unsportsmanlike misconduct. [(3.5.1c) ii; Effect 3.5.1 c)]

Play 3 Both the pitcher and B1 are in their set positions ready for the pitch. B1 is hindered by a fly, so steps out of the batter’s box, just prior to F1 beginning their wind-up.

Ruling: This is a legitimate action on the part of B1. The umpire should immediately suspend play to prevent F1 from delivering the pitch. [3.6.7c]

Note: Immediately after calling “Time,” the umpire should step away from behind the catcher to signify time has been called, in case the pitcher still releases the ball.

Play 4 Bases are loaded, when B4 hits a long fly ball to CF. F7 collides with F8 when trying to make the catch, and both are injured. The defense now requests “Time”, in an attempt to prevent the last two runners from scoring. All runners cross home plate.

Ruling: In the umpire’s judgment when an injury may put a player in danger, “Time” can be called, the ball is dead, and when play is resumed, the umpires can place the runner(s) to the base(s) that they would have made had the injury not occurred. [3.6.7 f); Effect 3.6.7]

Play 5 R1 on 2B, when B2 hits a line drive that strikes F3. The ball ricochets (a) into the dugout, or (b) to the fence, but not out of play. F3 is obviously injured and unable to retrieve the ball. When should “Time” be called?

Ruling: “Time” should not be called until all play is completed, unless it is obvious the injury is serious. In (a) the ball is dead immediately it goes into the dugout. R1 is awarded home and B2 is awarded 2B. In (b) it should not take long for one of the other players to retrieve the ball and for all play to stop. R1 and B2 make what they can until “Time” is called. [3.6.7 f)]

Play 6 B6 hits the ball between F8 and F9, for what would have been a triple. While advancing to 2B, B6 falls awkwardly to the ground sustaining an injury and can’t move. In the umpire’s judgment B6 is seriously injured and maybe in danger if play continues. The umpire calls time, (a dead ball) and has a medical person come from the dugout to look at B6. B6 cannot continue, substitute S1 is reported and continues to run for B6. The umpire awards 3B and S1 goes directly to third. After play ball is called by the Plate Umpire F4 appeals for S1 missing 2B.

Suspension of Play cont.

Ruling: Calling time is legal if in the umpire’s judgment B6 is seriously injured and maybe in danger if play continues. A substitute can be awarded the base it was felt B6 would have made, had they not been injured. Awarded bases must be touched in legal order. S1 is called out on the appeal. [3.6.7 f) and Effect; 5.9 j) and Effect; 3.1.21]

4. PITCHING

4.1.1 Charged Defensive Conference

Play 1 The offence requests, and is granted, “Time” by the umpire. The coach yells from the dugout to the runner on second to run hard for home if the batter gets a single. Is this a charged conference?

Ruling: No. As the coach requested “Time” but merely yelled the instruction from the dugout, a conference would not be charged [4.1.1 a)]

Note: The umpire should not grant time until the coach enters the playing field. An umpire can’t be certain who from the dugout has requested time.

Play 2 The umpire signals “Time” and leaves position to confer with the scorekeeper. While conferring, the coach of the defensive team enters the diamond and speaks to the infielders. The umpire returns to position, and noting the coach leaving the diamond, charges the coach with a conference as they return to the dugout.

Ruling: The umpire erred in charging a conference. Conferences should only be charged when either the offensive or defensive team requests “Time” to confer. In this case it was the umpire who called “Time”, so neither team should be charged with a conference during an umpire ‘Time Out’, unless they are not ready to resume when the umpire is ready to recommence the game. [4.1.1 a); 4.2.2 f); 5.1.10]

4.1.2 Crow Hop

Play 1 F1 assumes the set position on the pitcher’s plate. F1 pauses for three seconds, then pushes their pivot foot forward and loses contact with the plate. After the pivot foot stops moving forward, they begin their motion to the batter by lifting the front stepping foot from the plate, breaking their hands as they begin a windmill action, pushes with the non-pivot foot and drags forward and lands their stepping foot simultaneously with the release of the ball.

Ruling: This is a crow hop and an illegal pitch should be called. By sliding the pivot foot off the plate, this creates a second starting point to push from which is an illegal action. [4.1.2; 4.3.3 f) and h); Effect 4.3.1 to 4.3.7]

4.1.3 Illegal Pitcher

Play 1 During the fourth inning, the umpire removes Smith from the pitching position as a result of four charged defensive conferences. In the 6th inning, Smith returns to the pitching position and throws one pitch, at which time the opposing manager brings this to the umpire’s attention.

Ruling: The umpire is correct in removing Smith. At the time of being removed from the pitching position by the umpire, Smith became an ‘Illegal Pitcher.’ By returning to the game and throwing one pitch, Smith created an illegal act, and would be ejected from the game. [4.1.3; 4.8 and Effect]

Illegal Pitcher cont.

Note: The umpire should be aware when an illegal pitcher takes their place in the pitcher's circle and should take steps to prevent a pitch being thrown.

4.1.4 Leaping

Play 1 F1, in the pitching motion, launches off the pitcher's plate in such a manner that the pivot foot is not level with the ground but instead is airborne. This action takes place prior to the non-pivot (stepping) foot touching the ground after leaving the pitcher's plate, resulting in both feet being in the air as the pitch is delivered. Is this legal?

Ruling: Yes. The action of the pitcher having both feet airborne after the initial push from the pitcher's plate is considered to be a "leap", which is a legal action. [4.1.4 a)]

Play 2 F1, in the pitching motion, pushes off the pitcher's plate in such a manner that results in both feet being airborne, the pitcher's pivot foot then lands on the ground prior to the non-pivot (stepping) foot as the hands start to separate, the pivot foot follows through with a continuous action as the pitcher's non pivot (stepping) foot lands as the ball is delivered. Is this legal?

Ruling: (FP only) Yes. The action of the pitcher having both feet in the air after the initial push from the pitcher's plate is considered to be a "leap", the pitcher may land with the pivot foot in a continuous action, the windup must be continuous and the hands must separate prior to the non-pivot (stepping) foot landing, which is a legal action. [4.1.4 a); 4.1.4 b); 4.3.3 f); 4.3.3 g)]

4.1.7 Pivot Foot

Play 1 The pitcher's pivot foot is the foot they pivot with during the pitching action while pushing from the pitcher's plate.

Ruling: True. [4.1.7]

4.1.8 Quick Return Pitch

Play 1 B2 swings at and misses the first pitch. F2 returns the ball to F1 who immediately stands on the pitcher's plate and takes the signal. F1 then delivers the pitch, which passes out of the strike zone, as B1 is setting in after taking the signal from the base coach.

Ruling: Although the pitch would have been called a ball, it should be ruled a "No Pitch." The action of F1 pitching while B2 has not yet taken their desired position in the batter's box results in a "quick return pitch". F1 should be warned against pitching until B2 is ready to receive the pitch. [4.1.8; 4.5 b)]

4.2.1 Charged Defensive Conference

Play 1 The manager of the defensive team has a conference with the pitcher. The manager leaves the pitching area on the way back to the dugout. Before crossing the foul line, the manager returns to the pitching area and says something more to the pitcher.

Ruling: Legal. The conference does not end until the manager crosses the foul line on their way back to the dugout, so the return is still part of the original conference. [4.2.1 e)]

Play 2 The defensive team has been charged for a conference in each of the first three innings. In the fifth inning, the manager requests time and discusses defensive strategy with the infielders.

Ruling: This exceeds the allowed number of conferences for a game. The pitcher is removed from the pitching position. [4.2.1 a) and Effect 4.2.1 a)]

Play 3 A coach from the dugout requests, and is granted, "Time" and crosses the foul line to confer with F1. One batter later in the same innings the coach again calls time to talk to the catcher. In the same half inning the coach again crosses the foul line, brings all defensive players except for F1, to 2nd base and has a conference. Is this considered a second conference and must F1 be removed from the pitching position?

Ruling: All these are legal. This is a third defensive conference in the same inning. The coach is entitled to 3 defensive conferences per seven-inning game; F1 may remain in the pitching position, as there is no penalty, provided they have not had more than 3 defensive conferences. [4.2.1 a)]

Play 4 After 5 completed innings the defensive team has had all 3 conferences with the same pitcher, In the 6th innings the coach substitutes the pitcher. In the 7th innings the coach request time to talk to the new pitcher. The umpires allow this as this is a new pitcher.

Ruling: The umpire is incorrect. The coach is only entitled to 3 defensive conferences per seven-inning game [4.2.1 b)]

Play 5 After 7 completed innings the score is tied and the defensive team has not had any charged conferences. In the bottom of the 8th inning the coach calls time to talk to the pitcher, later the same inning the coach again requests time. The umpire advises the coach that they have had their conference in the tie breaker inning, the coach disputes this as they are entitled to the 3 conferences from the first 7 innings.

Ruling: The umpire is correct. The coach is entitled to 3 defensive conferences per seven-inning game. They are not cumulative in the extra innings. Only one conference per extra inning is allowed. [4.2.1 d)]

4.2.2 What Is Not a Charged Defensive Conference

Play 1 A playing coach requests "Time" to talk to F1. The umpire informs F1 and the coach that this is a charged conference.

What is Not a Charged Defensive Conference cont.

Ruling: This is not a charged conference. A charged conference occurs when a team representative not on the field requests time, enters the field and delivers a message to F1. [4.2.2 e)]

Play 2 In the bottom of the fourth inning, the manager requests “Time” so they can confer with the pitcher at the pitcher’s circle. Three batters later, in the same inning, the manager (a) yells from the dugout to F6 to pitch and F1 to go to F6, or (b) comes out of the dugout and goes to F1 and tells of the change then informs the plate umpire, or (c) advises the plate umpire on the way to the pitcher’s circle that F1 will be changing to another position.

Ruling: There is no charged conference in (a) (b) or (c) and as the pitcher is removed from the pitching position by the manager and can return to pitch later in the game. [4.2.2 d); 4.2.2 b); 4.2.2 a)]

Play 3 A playing coach requests “Time” to talk to F1, two batters later again calls time to talk to F1. Later in the same inning calls time again to talk to F1, the umpire warns the playing coach that this is delaying the game. The umpire advises the playing coach that if they continue to call time they will be ejected.

Ruling: The umpire is correct, they may control conferences, and if the coach does not comply they will be ejected. [4.2.2 e)]

Play 4 The coach requests and is granted “Time”; then enters the playing field and (a) has a discussion with the captain who is playing at first base, or (b) talks to the catcher. Following this discussion, the coach approaches F1 and tells them they are being substituted from the game, after which the coach notifies the umpire of the pitching change. As the coach leaves the playing field the umpire charges the coach with a defensive conference, indicating that the coach should have notified the change before speaking with the captain or catcher. Is the umpire correct in charging the conference?

Ruling: No. By notifying a pitching change removes the requirement to charge a defensive conference, regardless of when the notification is made. However, if the coach simply spoke with their captain without making a pitching change, then a conference should be charged. [4.2.2 a)]

4.3.1 Preliminaries before Delivering a Pitch

Play 1 F9 is standing in foul territory when the pitch is released to B1. F9 was there prior to the start of the pitch.

Ruling: An “illegal pitch” should be declared. [4.3.1 a); *Effects: 4.3.1 to 4.3.7*]

Note: Umpires should prevent this from happening. All umpires should be aware where the defensive players are, and inform them to get into fair territory.

Play 2 F1 takes the position with one foot firmly on the ground touching the middle of the pitcher’s plate, and the other foot completely on the ground just touching the side of the pitcher’s plate.

Preliminaries before Delivering a Pitch cont.

Ruling: F1 may not have a foot completely off the side of the pitcher's plate even if it is in contact with the plate. Some part of the foot must be within the width of the plate. Being off to the side as stated is an "illegal pitch" should be called even if the pitch has not been thrown. [4.3.1 c); Effects: 4.3.1 to 4.3.7]

Play 3 F1 takes a signal from F2 while standing within the pitcher's circle, but not on the pitcher's plate. F1 then assumes a legal pitching position for two seconds and pitches the ball.

Ruling: F1 cannot take the signal from the catcher while off the pitching plate. This is an "illegal pitch" [4.3.1 d); Effects: 4.3.1 to 4.3.7]

Note: If the pitcher is looking at the catcher while off the pitcher's plate, this should not be assumed as if they are taking the signal. If F1 steps onto the pitcher's plate with the hands separated and then does take the signal, the plate umpire should not call an illegal pitch, assuming F1 took the signal off the plate. If a "Twenty Second" clock is in use the pitcher *may* take the signal off the plate.

Play 4 May F1 take the pitching position with their hands already together?

Ruling: No. F1 hands must be apart when they step onto the pitcher's plate and while taking the signal. An "illegal pitch" should be called as soon as this occurs. [4.3.1 d); Effects: 4.3.1 to 4.3.7]

Play 5 F1 steps onto the pitcher's plate with their hands separated and takes the signal. F1 then joins the bare hand and the glove together during the motion, but not bringing them together prior to the required pause and the wind-up.

Ruling: This is an illegal pitch and should be called immediately. [4.3.1 e); Effects: 4.3.1 to 4.3.7]

Play 6 The pitcher has assumed the pitching position and places the ball in both hands and stops. The pitcher then moves the ball, while their hands are still together, to their side and stops again.

Ruling: This is legal. A pitcher can stop any number of times prior to the start of the pitch. Holding the ball in both hands to the side of the body is considered in front of the body and is legal. [4.3.1 e); 4.3.2]

Play 7 R1 at 2B and R2 at 1B with one out. Preliminary to pitching, the pitcher does not bring their body to a complete stop and the batter hits into a double play.

Ruling: The umpires should call an "Illegal Pitch" and signal a delayed dead ball. The plate umpire shall offer the manager of the offensive team the option of taking a) the award for the illegal pitch or b) the result of the play. [4.3.1 e); Effects: 4.3.1 to 4.3.7 Effect b) and d)]

Play 8 F1 has the pivot foot in contact with the pitching plate. The non-pivot (stepping) foot is behind the plate and both feet are within the width of the plate. F1 holds the ball in both hands to the side of the body allowing the shoulders to not be in-line with 1st and 3rd bases, pauses and completed the delivery.

Preliminaries before Delivering a Pitch cont.

Ruling: This is a legal delivery. The pitcher need only have the pivot foot in contact with the plate as long as both feet are within the width of the pitching plate, the hips must be in line with 1st and 3rd base. [4.3.1 c)]

Play 9 F1 steps onto the pitcher's plate with both feet in contact with the pitcher's plate, then steps back with the non-pivot (stepping) foot, places the hands together for 2 seconds and completes the pitch.

Ruling: This is a legal action, the pitcher's non-pivot (stepping) foot does not have to be in contact with the plate and can step back prior to the pause as long as *it* does not move backward after the pitcher sets prior to starting the pitch. All movement of the non-pivot (stepping) foot after the pause must be forward toward the batter. The pause must be held for a minimum of 2 second and not more than 5 seconds. [4.3.1 e)]

Play 10 F1 steps onto the pitcher's plate with only the pivot foot in contact with the plate, and places the non-pivot (stepping) foot behind the plate, both within the width of the pitcher's plate. F1 then places the hands together for 2 seconds, steps back to get a balanced stance prior to completing the pitch.

Ruling: This is an illegal action, the pitcher's non-pivot (stepping) foot cannot move backward after or during the pause. All movement of the non-pivot (stepping) foot after the pause must be forward toward the batter. The pause must be held for a minimum of 2 second and not more than 5 seconds. The umpire should call illegal pitch immediately. [4.3.1 e)]

Play 11 F1 takes a signal from F2, while standing within the pitcher's circle but the pivot foot is not in contact with the pitcher's plate. F1 then assumes a legal pitching position for two seconds and pitches the ball.

Ruling: This is an Illegal Pitch. F1 must take the signal while legally in contact with the pitcher's plate. The umpire should call illegal pitch as soon as the pitcher is taking the signal off the pitching plate. [4.3.1 c) & d); Effect 4.3.1 - 4.3.7]

4.3.2 Starting the Pitch

Play 1 The pitcher has started the pitching motion when an umpire spots a stray ball on the playing field. The umpire calls "Time." However, the batter hits the pitched ball (a) for a single, (b) a home run, or (c) for an out.

Ruling: When time is called, the umpires should not allow the play to continue even though the pitcher was in the pitching motion. [4.3.2; 1.1.10; 3.6.7 a)]

Play 2 After taking a legal pitching position with both hands together, F1 takes one hand off the ball and then steps backward off the pitcher's plate.

Ruling: This is an "Illegal Pitch." When F1 takes one hand off the ball the pitch has started, the only thing F1 can then do is deliver the pitch to the batter. [4.3.3 a); Effects: 4.3.1 to 4.3.7]. If F1 wants to step backward off the pitcher's plate, to remove themselves from the pitching position they must do so while both hands are together and before the pitch has started. [4.3.7]

Starting the Pitch cont.

Note: Once the pitcher steps back with the hands together and removes both feet from the pitcher's plate it will be obvious of the pitcher's intention and the umpire should call time.

Play 3 F1 has assumed the legal pitching position with the ball held in both hands. The hands are at waist level. F1 moves the ball, held in both hands to their side, stops, changes their grip on the ball without separating the hands, then resumes the motion by breaking their hands and delivering the pitch.

Ruling: This is a legal act. The pitch does not start until one hand is taken off the ball or starts any motion that is part of the windup. [4.3.2 a)]

Play 4 After assuming a legal pitching position on the pitcher's plate, F1 lifts the pivot foot from the plate as they begin the wind-up, and then returns it to the plate creating a rocking motion as they pivot and release the pitch.

Ruling: This is an "illegal pitch." F1 may not lift and replace the pivot foot in a rocking motion. [4.3.2 b); *Effects: 4.3.1 to 4.3.7*]

Play 5 The pitcher, while in possession of the ball and on the pitcher's plate, comes to a full and complete stop. The pitcher then goes through a legal wind-up and releases the ball toward the batter. When does the pitch start?

Ruling: After the stop, and the hands separate or the pitcher makes any motion that is part of the pitcher's wind up the pitch begins and continues until the ball is hit, the catcher catches it, or it becomes blocked or goes out-of-play. [4.1.6; 4.3.2]

Play 6 F1 steps onto the pitcher's plate with the pivot foot in contact with the pitcher's plate and the non-pivot (stepping) foot behind the plate and pauses for 2 seconds, they then lift the pivot foot completely off the plate and drives it back onto the plate as they leap from the plate completing the delivery.

Ruling: (FP only). This is an illegal action; the umpire should call illegal pitch immediately with a delayed dead ball being ruled. Lifting the pivot foot off the plate creating a rocking motion is an illegal act. [4.3.2 b)]

Play 7 F1 steps onto the pitcher's plate with the pivot foot in contact with the pitcher's plate and the non-pivot (stepping) foot behind the plate and pauses for 2 seconds, then lifts, a) the heel of the pivot foot off the plate while keeping the toe down, or b) the complete ball of the pivot foot off the plate with the heel in contact, at no time does the foot move forward off the plate while completing the delivery.

Ruling: (FP only). This is a legal action; the umpire should allow the pitch as long as the pitcher did not lift the complete foot from the plate creating a rocking motion. [4.3.2 b)]

Play 8 F1 has assumed the legal pitching position with the ball held in both hands. The hands are at waist level. F1 moves the ball, held in both hands to their side, stops for 2 seconds, then moves the ball back to in front of the body, pauses for 2 seconds, then commences the windup by breaking their hands and delivering the pitch.

Starting the Pitch cont.

Ruling: This is a legal act. The pitch does not start until one hand is taken off the ball or starts any motion that is part of the windup. The second pause prior to the windup is considered the "2 second pause". [4.3.1 e)] [4.3.2 a)]

4.3.3 Legal Delivery

Play 1 F1 throws the first two pitches with a legal windmill delivery, and the next pitch is thrown with a "slingshot" delivery. Is this legal?

Ruling: (FP only). Yes. A windmill or sling shot delivery can be used on any pitch as long as it is legal by the book ruling. [4.3.3 c)]

Play 2 The pitcher pushes off of the pitcher's plate in such a manner that the non-pivot foot (stepping foot) touches the ground before the pivot foot leaves the pitcher's plate.

Ruling: (FP only). A legal pitch. [4.3.3 f)]

Play 3 F1 slides their foot across the pitcher's plate (without losing contact with the plate) prior to breaking the hands to start the pitch. F1 then completes the delivery with a step toward the batter with the non-pivot foot (stepping foot). Is this considered as taking two steps?

Ruling: (FP only). No. F1 may legally slide their foot across the pitcher's plate provided contact is maintained with the plate. [4.3.3 e)]

Play 4 F1 delivers the ball to the batter without moving either foot from the pitcher's plate.

Ruling: This is a "legal pitch." [4.3.3 e)]

Play 5 F1 pauses on the pitcher's plate with the ball in both hands. Using a windmill delivery, F1 takes the ball in the pitching hand back past their hip, makes a complete revolution of the arm, and then releases the ball on the second time past the hip.

Ruling: (FP only). This is a legal pitch. The pitcher's arm can pass the hip twice in the wind-up motion, but they cannot make two full revolutions. [4.3.3 b)]

Play 6 The pitcher comes to the required stop for two seconds. The pitcher then takes the ball in the pitching hand back behind the back, and releases the ball on the first revolution past the hip.

Ruling: (FP only). Legal. This is considered a "slingshot" delivery. [4.3.3 b) and c)]

Play 7 Does F1 have a maximum of 20 seconds to release the next pitch after receiving the ball from F2 with (a) no runners on base, or (b) with runners on base, or (c) from another infielder?

Ruling: Yes, in all three situations. [4.3.3 k)]

Legal Delivery cont.

Play 8 The umpire calls a ball on B1 and F2 throws the ball back to F1. F1, upset with the call, throws two pitches underhand to F6 before getting back on the pitcher's plate for the next pitch. Is there a violation for F1 throwing to another defensive player between pitches?

Ruling: No. The only penalty covering this is that F1 has 20 seconds to release the next pitch after receiving the ball from F2. If F1 does not release the next pitch within this time frame, an additional "ball" shall be called. [4.3.3 k); *Effects: 4.3.3 k) Effect*]

Play 9 During the delivery, F1 continues to wind-up after releasing the ball.

Ruling: This is an "illegal pitch." The pitcher's arm on the release of the ball may follow through, provided the wind-up does not continue. [4.3.3. i); *Effects: 4.3.1 to 4.3.7*]

Play 10 Bottom of 7th inning with Team "A's" R1 on 3B and a score of 6-6. The next Batter for Team "A" has already hit 2 home runs so F1, in an attempt to prevent the batter from hitting the ball, bounces it along the ground.

Ruling: This is an "illegal pitch." F1 may not deliberately drop, roll or bounce the ball in any manner designed to prevent the batter from hitting the ball. (4.3.3. j); *Effects: 4.3.1 to 4.3.7*)

Note: Because R1 is awarded a base on the "illegal pitch," Team "A" wins the game 7-6.

Play 11 On the delivery of the ball, the pitcher's non-pivot foot (stepping foot) reaches so far in front, that it lands outside the pitcher's circle.

Ruling: (FP only). The landing position of the non-pivot foot (stepping foot) is legal. The step must be forward toward the batter and within the 61.0 cm (24 in) length of the pitcher's plate. [4.3.3 e)]

Play 12 In the delivery of the ball, F1 pushes from the pitcher's plate, in doing so becomes airborne and does not maintain contact with the ground.

Ruling: (FP only). Legal. The pivot foot must remain in contact with the pitcher's plate at all times before the forward drag, leap or hop. [4.3.3 f); 4.3.3 h); 4.1.4]

Play 13 In the act of delivering the ball to the batter, the pitcher pushes and drags forward with their pivot foot, but loses contact with the pitcher's plate before releasing the ball.

Ruling: (FP only). Legal Pitch [4.1.7; 4.3.3 f)]

Play 14 F1 starts on the pitcher's plate and pauses for 3 seconds, while leaping from the pitcher's plate the pitcher a) starts the windmill action and when their arm is at the top of the arc holds it momentarily while airborne, then restarts the action lands with the pivot foot following through completing the windmill and delivers the pitch or, b) while airborne during the delivery separates the hands slightly, however the arms remain out if front without motion, then as they land, with the pivot foot following through, they complete the windmill action and deliver the pitch.

Ruling: (FP only). Illegal pitch. All movement of the pitching arm must be continuous. [4.3.3g)]

Legal Delivery cont.

Play 15 After taking a legal pitching position with both hands together and pausing, F1 a) takes one hand off the ball and then places their hands back together taking their hands to the side b) takes a backward swing and places the hands back together, as they commence the windup and releases the ball to the batter.

Ruling: In a) and b) this is an “Illegal Pitch.” When F1 takes one hand off the ball the pitch has started, the only thing they can then do is deliver the pitch to the batter. [4.3.3 a); Effects: 4.3.1 to 4.3.7]

Play 16 F1 has carried out all requirements prior to the pitch, after the pause the pitcher starts to bring the hands together lifting up above the head to start the wind up, however in losing balance F1 stops and steps back with hands together to reset.

Ruling: The umpire should call an “Illegal Pitch”. Once the pitcher makes a motion to pitch that is part of the windup they must deliver the ball to the batter. [4.3.3 a)]

Play 17 The pitcher uses a windmill action to deliver the ball to the batter using one of the following actions, a) drops their pitching hand down to the rear and completes a full windmill action taking the ball past the hips twice or, b) after releasing the ball their pitching arm makes another complete revolution allowing the pitching arm to pass the hip twice.

Ruling: (FP only). In a) this action is legal, in b) this action is illegal. (4.3.3b & i)

Play 18 May a pitcher raise their heel or toe of the pivot foot or the stepping foot and still be considered as in contact with the pitchers plate or being stationary, provided the pivot foot or the stepping foot does not move forwards or backwards prior to the start of the pitch.

Ruling Yes. [Technical Bulletin -2017-01 – Fast Pitch Pitching Points of Emphasis]

4.3.4 Defensive Positioning

Play 1 In an attempt to distract the batter, F4 stands next to F1 and frantically waves their arm as F1 commences the wind-up.

Ruling: An “illegal pitch” should be declared and F4 should be ejected. (4.3.4 a); Effects: 4.3.1 to 4.3.7)

Note: Preventive umpiring should be used to stop or control this action.

Play 2 R1 on 3B and R2 on 2B with one out. R1 and R2 break with the pitch as B1 squares to bunt the pitch. In haste to catch the pitch F2 jumps forward and contacts B1 who is unable to bunt the ball.

Ruling: This is a possible squeeze play. The ball is dead. The batter is awarded first base on the obstruction and all runners shall advance one base on the illegal pitch. (4.3.4 b); Effects 4.3.1 to 4.3.7 Effect 4.3.4 b)

4.3.5 Foreign Substance

Play 1 F1 places resin directly on the ball, then releases the pitch before the umpire can stop play.

Ruling: An “illegal pitch” should be called. Resin can be placed on the hands, but not directly on the ball. (4.3.5 d); Effects: 4.3.1 to 4.3.7)

Play 2 F1 has a bag of a) “rock resin” or is using b) an approved manufactured cloth embedded with resin in the pitcher’s circle. Is this legal?

Ruling: In a) No. The umpire should remove the rock resin. In b) an approved manufactured cloth embedded with resin only is permitted to dry the hand and must be kept in the back pocket or in the belt. (4.3.5 b) and c)

Play 3 F1 spits (a) on the ball or (b) on the fingers, and delivers the ball to the batter before the umpires can call “time.”

Ruling: An “Illegal pitch” should be called in both (a) and (b). (4.3.5 a); Effects: 4.3.1 to 4.3.7)

Note: The pitcher can go to the mouth with the pitching fingers, as long as the fingers are wiped off on the uniform before going to the ball. Spitting on the ball is illegal.

Play 4 F1 develops a blister on one of the fingers of the pitching hand. To prevent the wound from bleeding, the pitcher is seen (a) applying a thin layer of an artificial repair known as “new skin” or “second skin” to the finger, or (b) seen with a band aid on the finger covering a blister.

Ruling: F1 should not be allowed to pitch in either (a) or (b). The artificial repair and the band aid must be removed. [4.3.5 e)]

Play 5 The umpire detects foreign substance (pine tar) on the ball between innings. What action should the umpire take?

Ruling: The ball should be removed from the game. [4.3.5 a)]

Note: Not knowing which team has put the foreign substance on the ball, watch the pitchers closely, and also observe any team mates that come to the pitching circle. If anything is suspicious, ask to see the ball, and if there is a foreign substance on this new ball, warn F1 and the manager. If any defensive player after a warning continues to put foreign substance on the ball, the pitcher should be ejected. [Effects: 4.3.1 to 4.3.7 Effect 4.3.5 Effect]

4.3.6 The Catcher

Play 1 No runners on base. The batter has a 1-1 count. The next pitch is called a strike and the ball rolls away from the catcher and the 3rd base person retrieves the ball and throws it back to the short stop who is standing near the pitcher. The PU calls a ball on the batter because the ball was not thrown directly back to the pitcher. The count is now 2-2.

The Catcher cont.

Ruling: There is no violation and no penalty. Only the catcher has to return the ball directly to the pitcher with and only no runners on. [4.3.6 b) *iii*]

Play 2 B2 with a count of 2 strikes on the next pitch a) miss-hits close to the fair foul line where F2 picks it up and throws to F3 on 1B for a possible out, or b) check swings, the pitch gets away from F2 who retrieves the ball and throws to 1B for a possible out on the Batter Runner.

Ruling: In both situations there is no penalty. F2 must throw the ball back to F1 unless there is a possible play on a hit ball that the umpire may call fair or a play made on the Batter Runner on a dropped third strike. [4.3.6 *iv & v*]

Effects (4.3.1 to 4.3.7)

Play 1 R1 on 2B with one out. An illegal pitch has been called on B3 who swung at the pitch. The third strike was dropped by the catcher. B3 runs to 1B and (a) is thrown out by the catcher or (b) makes 1B safely. R1 advances to 3B.

Ruling: If B3 is thrown out by the catcher at 1B (a), the umpire should give the offensive manager the option of taking the result of the play or have the illegal pitch enforced. In (b) when R1 advanced one base and B3 reached 1B safely, no option is given, as the illegal pitch is nullified. Had either R1 or B3 tried to advance another base, they would be on their own and could be put out. All action on the result of the play stands. [Effects: 4.3.1 to 4.3.7; Effect 4.3.1. to 4.3.7 c)]

Play 2 The pitcher delivers an illegal pitch that hits the batter swinging at the pitch.

Ruling: When an illegal pitch hits the batter, the ball is dead, the batter is awarded first base and all runners are advanced one base. No option is given. [Effects: 4.3.1 to 4.3.7; Effect 4.3.1. to 4.3.7 e)]

Play 3 R1 is on 2B. B2 hits an illegal pitch and reaches 1B safely. R1 is (a) thrown out at 3B, (b) is thrown out at home plate, or (c) is safe at 3B.

Ruling: In (a) the illegal pitch is enforced as the runner R1 did not make one base. In (b) or (c) the “illegal pitch” is ignored and play stands as R1 and B2 each made one base on the batted ball, even though R1 was thrown out at home. [Effects: 4.3.1 to 4.3.7; Effect 4.3.1. to 4.3.7 b)]

Play 4 R1 on 3B and R2 on 1B with B3 batting with a 2-1 count. An “illegal Pitch” is called as B3 hits a slow roller to F5. F5 fakes, holding R1, but the throw to F3 is too late to retire B3 and R2 advances to 2B. What is the result of the play?

Ruling: B3 and R2 both advanced one base. However, R1 did not, so the manager has the option of taking the result of the play or the illegal pitch. The result of the play is the bases are full and B4 is the batter. Enforcing the illegal pitch means award R1 home, leave R2 at 2B, and return B3 to the batter’s box with a count of ball 3, strike 1. [Effects: 4.3.1 to 4.3.7; Effect 4.3.1. to 4.3.7 b)]

Effects (4.3.1 to 4.3.7) cont.

Play 5 R1 at 2B, with B3 at bat and one out. On a 2-2 count, an “illegal Pitch” is called and the batter swings. F2 drops the ball, but throws B3 out at 1B. R1 advances to 3B. Should the “illegal pitch” be enforced or is the batter out.

Ruling: Since the batter was thrown out and did not advance one base, the manager has the option of taking the result of the play or the enforcement of the illegal pitch. [*Effects: 4.3.1 to 4.3.7; Effect 4.3.1. to 4.3.7 c)*]

4.4 Warm-up Pitches

Play 1 S1 replaces F1. How many pitches is permitted for their warm-up?

Ruling: Five in not more than one minute. However, the umpire is authorized to allow more pitches (a) if the weather is inclement and/or the substitute was a player on the field that did not have time to warm up prior to going to the pitching plate as a substitute, or (b) if “time” has been called by the umpire in order to make line-up changes by either team and report the same to the scorer. [*4.4 a)*]

Note: If the pitcher has more than the allowed warm up pitches the batter is awarded a ball for each extra pitch taken. (4.4 Effect)

Play 2 F1 changes places with the right fielder in the second inning and (a) later the same inning, F1 returns to pitch, or (b) in the next inning F1 returns to pitch. How many warm-up pitches does F1 receive?

Ruling: In (a) no warm-up pitches are allowed if a pitcher returns to pitch in the same inning, and in (b) as a new pitcher, the pitcher is entitled to five (5) warm up pitches. [*4.4 c); 4.4 a)*]

Note: If the pitcher has more than the allowed warm up pitches the batter is awarded a ball for each extra pitch taken. [*4.4 Effect)*]

Play 3 B9, the pitcher, is the third out of the inning. Before taking the field, they sit in the dugout for some time, fiddling with their shoes and glove. When the pitcher eventually arrives at the pitcher’s plate, the umpire calls “Play Ball.” The pitcher says they have one minute to warm-up and are entitled to their three warm-up pitches.

Ruling: The one-minute time limit begins immediately following the third out in the previous half inning. Therefore, F1 would only be entitled to one warm-up pitch since they did not take them within the allowable time. [*4.4 a); 1.1.5)*]

Play 4 After the last out of Team A, the pitcher of Team A spends one minute talking to their coach before heading to the pitcher’s plate to warm up.

Ruling: The Umpire correctly restricts the pitcher to one (1) warm-up pitch. [*4.4 a); 1.1.5)*]

4.5 No Pitch

Play 1 F1 is in pitching position on the pitcher's plate with their hands together, ready to pitch. During the back swing and prior to the pitch, B1's bat contacts F2's glove. F1 then breaks their hands apart, delivers the pitch and B1 flies out.

Ruling: No pitch should be declared. [4.5 a)]

Note: When the batter and catcher made contact (bat and glove) while taking practice swings or during the back swing, the plate umpire should call "time" and allow both players to reset prior to the pitch. B1 returns to the batter's box, with no count.

Play 2 B3, a left-handed batter, has a count of ball 3. While obviously taking a signal from the third base coach as their back foot is in the batter's box and their front foot is out of the box. F1 is not on the pitcher's plate but F2 is in position in the catcher's box. F1 steps on the plate and releases the pitch while B3's foot is still out of the box.

Ruling: No pitch should be declared. [4.5 b)i]

Note: Umpires should prevent a pitcher from pitching by holding up play until the batter is ready.

Play 3 With R1 on third, the 3B coach waves their arms about wildly causing F1 to stop their pitching motion without delivering the ball. Has F1 committed an "illegal pitch" by not delivering the pitch?

Ruling: No. The umpire should declare "No Pitch" and warn the coach that a repeat of this action will result in their ejection. [4.5 e)]

Play 4 R1 on 2B and B3 at bat with a 2-2 count. F1 delivers the next pitch as R1 is called out for leaving the base too early. The pitch is called a strike. Is this a double play?

Ruling: No. The ball is dead immediately when R1 is called out, so the pitch becomes a "No pitch." B3 resumes batting with a 2-2 count. [4.5 c); 5.10.3 b)ii]

Play 5 With the pitcher on the pitcher's plate ready to deliver, the batter in the batter's box holds up a hand, while they dig a hole in the box to get a better footing.

Ruling: The umpire should not allow the pitcher to pitch, until the batter has had sufficient time to get ready. [4.5 b)i; 4.1.8]

Play 6 B1 has a count of 2-1, on the next pitch inside it forces B1 out of the box and off balance. F2 returns the ball quickly and F1 steps on the plate and pitches. B1 is still off balance however the umpire calls strike.

Ruling: The umpire should declare a No Pitch. [4.5 b).ii]

No Pitch cont.

Play 7 R1 on 2B and B3 at bat with a 2-2 count. B3 hits a foul ball. Before R1 has returned to 2B the pitcher releases the next pitch.

Ruling: The umpire should call a no pitch. [4.5 d)]

Play 8 In the 3rd innings with a runner on base the offensive coach, a) calls out "just in time", or b) runs the length of the coach's box in such a way to distract the pitcher, just as the pitcher is starting the pitch. The pitcher stops in the motion and does not complete the delivery.

Ruling: The Umpire should declare a no pitch and warns the coach, any repeat of this behavior would warrant an ejection. [4.5 e)]

4.6 Dropped Ball

Play 1 F1 is in their wind-up. The ball slips from F1's grip and goes (a) forward toward the plate, (b) straight up in the air and back down into their glove, or (c) backward toward 2B.

Ruling: The ball is alive and runners can advance at their own risk. A "Ball" is awarded the batter. It does not matter how far or in what direction the ball rolled. This is not an "illegal pitch." [4.6]

Play 2 R1 on 2B. F1 goes into the windup and the ball slips from their hand during the back swing. R1 advances to 3B before F4 can recover the ball.

Ruling: The advance is legal, as the ball remains alive and in play, when the ball slips from the pitcher's hand. [4.6]

4.7 Return of Pitcher

Play 1 Can a pitcher return to pitch 3-4 times in the same game?

Ruling: There is no limit to the number of times a player can return to the pitching position provided they have not left the line up or been declared an "illegal pitcher" by the umpire. Defensive pitching position changes can take place many times however if a pitcher returns in the same inning to pitch, no "warm-up" pitches are allowed. [4.7; 4.4 c)]

4.8 Illegal Pitcher

Play 1 The manager had a defensive conference with F1 in the first, third, fourth and fifth inning. The umpire removed F1 from the pitching position on the 4th conference and declared F1 an "illegal pitcher". In the 7th inning, the manager tells F1 to start the inning by pitching again, but F1 did not report. It was noticed after one pitch by the opponents and brought to the umpire's attention.

Ruling: F1 can return to play another position, but can't pitch again. After the one pitch, the umpire shall eject the "illegal Pitcher" and have the manager bring in another legal

Illegal Pitcher cont

substitute to pitch. If there are no substitutes available, the game is declared a forfeit. [4.8; Effect 4.8 a) and b)]

Play 2 The starting pitcher is removed from the pitching position by the umpire in the 4th inning as a result of the team exceeding three defensive conferences. The same pitcher ***returns*** to pitch again in the 7th inning. The offensive team appeals to the plate umpire (a) before one pitch is thrown, or (b) any time after one pitch is thrown.

Ruling: The starting pitcher is an illegal pitcher when they return to pitch after having been removed from the position by the umpire and once discovered, shall be ejected from the game if a pitch is thrown. [4.8 and Effect; 3.1.21; 3.2.8 c); 4.1.3]

Note: If this substitution is being made to the plate umpire, the umpire should identify it is illegal and notify the manager before any pitch is thrown.

5. BATTING AND BASE RUNNING

5.1.3 Batted Ball

Play 1 B8 in the batter's box. F1 pitches a change-up which hits the plate and ricochets up and hits the bat. The batter did not swing at the pitch. The umpire calls a fair or foul ball depending on where the ball lands.

Ruling: Correct. A "batted ball" is any ball that hits the bat or is hit by the bat and lands in fair or foul territory. No intention to hit the ball is necessary. [5.1.3]

5.1.7 Blocked Ball

Play 1 A blocked ball is called when a thrown ball: (a) hits the coach in their proper position in the coach's box, (b) strikes a spectator within the field of play, or (c) strikes a bat laying in the on-deck circle.

Ruling: (a) No; (b) Yes; (c) Yes. [5.1.7 e); 5.1.7 b); 5.1.7 c)]

Play 2 With two out, bases loaded and a 3-ball, 2-strike count on the batter B4, swings and misses the next pitch. The ball goes off the catcher's glove, hits the umpire and falls into the umpire's ball bag. Before the ball is found, two runners cross the plate. Do the runs count?

Ruling: Only one run counts. The ball is dead as soon as it lodges in the ball bag. The batter is awarded 1B and all runners advance one base. If this occurred with 1B occupied and less than two outs, the batter would be out. [5.1.7 a)]

Play 3 B1 hits a sharp ground ball to F6 who throws to F3. The throw is wild and strikes the base coach, who is standing in the coach's box. The ball ricochets into the outfield, resulting in B1 advancing to 3B.

Ruling: The ball remains live and in play when it strikes the base coach. B1 remains at 3B. [5.1.7 e)]

Note: If the coach intentionally interfered with a throw, it could be interference, such as a third base coach out of the box at 3B, looking at the runner going home and the throw hits the coach in the back. [5.10.3 c) *viii*]

Play 4 R1 at 1B, B2 hits to RF, F9 throws to F3 who errors the ball, F1 retrieves the ball close to the dead ball line with their foot touching the dead ball line however most of the foot is on the ground in dead ball territory, as R1 rounded second base. The Offensive coach wants the ball called dead and F3 awarded home and B2 at second base as F3 carried the ball dead.

Ruling: Incorrect, this is legal and F3 may make a play on any runner. If a chalk line is used to determine an out-of-play area, the line or imaginary line is considered as being in play. If a fielder is touching the line, they are considered in the field of play and may make a legal catch or throw. If either foot is on the ground completely in dead ball territory (not touching the line), the ball becomes dead; no play may be made and runners awarded 1 base from the time the ball was unintentionally carried dead. [5.1.7 d); 5.11 Effect a) *ii* 3]

5.1.8 Bunt

Play 1 R1 on 1B, B2 (a) bunts or (b) slap hits and is out at 1B. R1 advances to 2B.

Ruling: In (a) the batter is credited with a sacrifice and not charged a time at bat and in (b) it is not a sacrifice and the batter is charged with a time at bat. [5.1.8; 5.1.38; Appendix 6-A 2 d)]

5.1.9 Catch

Play 1 The batter hits a fair line drive, which is touched in flight by F4, after which it strikes an umpire standing behind F4. The ball is then caught by F9 before it touches the ground.

Ruling: The batter is not out. The ball remains live because it has passed an infielder other than the pitcher before it struck the umpire. When a batted fair ball, in flight, strikes an umpire, it is interpreted the same as the ball striking the ground where the umpire is standing. [5.1.9 e)]

Play 2 A line drive is caught by F7 who drops the ball after (a) leaving their feet on the catch and falling to the ground, or (b) colliding with F6 as they both reach for the ball.

Ruling: No catch in (a) or (b) if the umpire feels F7 did not have control of the ball. Holding the ball for any amount of time, prior to dropping the ball because of contact, is not an indication of control. [5.1.9 d)]

Play 3 The batter hits a fly ball to F8 who gets the ball in their hands but drops it when they start to throw to the infield.

Ruling: It is a legal catch if the ball was in control, but then dropped in a motion associated with an intended throw. [5.1.9 a)]

Play 4 On a high fly ball, F3 and F4 collide attempting to make the catch. After the contact, F3 catches the ball, but the glove comes off. F4 catches the glove with the ball inside and has possession of both. Is this a legal catch?

Ruling: Yes. This is not considered catching the ball with detached equipment, as long as F4 had control of both the glove and the ball, and the ball or glove did not touch the ground. [5.1.9]

Play 5 F3 reaches for a low throw and traps the ball on the ground (glove over the ball on the ground): (a) before the batter-runner touches 1B, or (b) after the batter-runner touches 1B.

Ruling: (a) The batter-runner is out if F3 can show control of the ball by raising the ball off the ground before the batter-runner reaches 1B. (b) If the batter-runner reaches 1B before F3 can show control, batter-runner is called safe, because this is judged a trapped ball. [5.1.9; 5.1.46; 5.5.2 a) .iii]

Play 6 F8 collides with a portable fence, knocks the fence to the ground and makes a catch while standing on the collapsed fence.

Catch cont.

Ruling: Legal catch, the ball is alive. [5.1.9]

Play 7 B2 hits a fly to F8 who gets their hands on the ball, but the ball bounces against F8's body where it is clamped with an arm.

Ruling: It is nothing until F8 shows control of the ball by holding in the bare hand or glove hand and then it would be a legal catch. Clamping the ball to the body with arm or arms is not control. Runners may advance after the ball is first touched. [5.1.9 b)]

Play 8 No runners on base. B1 hits the ball down the left field line where F7 makes a running catch, takes two steps and falls over the fence. The ball pops out of their glove.

Ruling: No catch. [5.1.9 d)]

Play 9 F6 comes across 2B on a double play pivot. F6 takes the ball in the glove, removes it with the bare hand, and then loses it, as they are about to throw to 1B.

Ruling: This is a legal catch. It was completed when F6 physically removed the ball from the glove with the bare hand. The action of dropping the ball occurred in a subsequent action to catching the ball. [5.1.9 a)]

Play 10 B1 hits the ball to F6. The throw to 1B arrives before the runner, but the ball rolls up the arm of F3 where it is clamped against their body. B1 reaches 1B after the ball is clamped in this manner, but before F3 gets the ball in their hand or glove.

Ruling: No catch. B1 is safe. [5.1.9 b)]

Play 11 B1 hits a foul fly ball near the backstop. F2 literally climbs the fence with both hands and catches the ball about 3 meters (10 feet) up the fence. Without climbing, F2 could not possibly have caught the ball before it hit the fence. Is this permitted? Would this be a foul ball or an out?

Ruling: Yes, this is permitted. It is a legal catch and B1 is out. [5.1.9 a)]

Play 12 *In the process of catching a deep fly-ball F8 collides with the fence (portable or fixed) knocking the fence to the ground. F8 retains control of the caught ball but the momentum results in F8 body finishing up a) laying prone on the collapsed fence or b) laying prone on the collapsed fence but with part of their body in contact with the ground in the out-of-play area beyond the collapsed fence.*

Ruling: *In both a) and b) the catch is legal [5.1.9]. In a) the ball remains live however in b) the ball becomes dead when F8 makes contact with the ground in the out-of-play area. This considered unintentionally carrying the ball in to dead ball territory; all runners are advanced one base. [2.1.14; 2.2.1 d); 5.1.9 c); 5.11 a)ii 3); 2020 Bulletin 15]*

5.1.12 Delayed Dead Ball

Play 1 What is meant by "Delayed Dead Ball"?

Delayed Dead ball cont.

Ruling: The term applies to situations in which an infraction is not to be ignored, and therefore, the umpires declare the ball dead for the purpose of making an award or awards. [5.1.12]

- 1) If after the infraction, each runner has advanced to or beyond the base they would have reached as a result of the award, the infraction will be ignored.
- 2) If the advance of each runner is neither equal to, nor greater than the number of bases awarded as a penalty for the infraction, the umpire will, after all runners have advanced as far as possible, declare the ball dead and then penalize the infraction by making the proper award.

These situations include: (a) an illegal pitch. [4.3.3] (b) the batter obstructed on a swing. [5.1.32 a)] (c) a batted or thrown ball being touched with detached player equipment. [5.1.13] (d) a runner being obstructed. [5.1.32 b) 1-5]] (e) Plate umpire's interference with the catcher's attempt to throw. [5.1.30 b]

5.1.13 Detached Equipment or Uniform

Play 1 *Base loaded, 1 out. Batter hits a high fly ball that is about one-half way between the pitcher plate and home plate and:*
a) The pitcher touches the ball but does not catch it, the catcher scoops the ball up off the ground with their mask, or
b) The catcher catches the ball with their mask, no other fielder had contacted the ball.

Ruling: *In play a) the ball is declared fair and is a live ball when first touched by the pitcher. The ball remains fair and becomes a delayed dead ball when scooped up by the catcher. Both the Infield Fly Rule and the Detached Equipment Rule should be enforced.*

In play b) the ball is declared fair and is a delayed dead ball as the ball was contacted by detached equipment. As it is a fair ball, the Infield Fly Ball Rule is enforced and as the fair ball was touched by detached equipment, the Detached Equipment Rule is also enforced.

In summary, in both a) and b), the batter-runner is out under the Infield Fly Rule all other runners are awarded 3 bases under the Detached Equipment Rule. [5.1.13; 5.11 Effect c); 5.1.26; 5.5.2 a)v]

5.1.16 Fair Ball

Play 1 A batted ball settles on home plate.

Ruling: This is a fair ball. [5.1.16 a)]

Play 2 Taking a big swing, the batter hits the ball off the end of the bat. The ball lands in foul territory between home and 1B then spins into fair ground, where F3 picks it up.

Ruling: Fair ball. The fact that the ball first struck in foul territory means nothing. Where the ball settles or is first touched determines fair or foul. [5.1.16 a)]

Fair Ball cont

Play 3 A batted ball contacts a discarded bat that has come to rest in fair territory. (a) The pitcher fields the ball, (b) The ball continues to roll and the catcher fields the ball in foul territory.

Ruling: In (a) it is a fair ball [5.1.16 a); 5.4.4 b).vii)] and in (b) a foul ball [5.1.20 d); 5.4.4b).vii 2]

Play 4 The catcher is fielding a popup in foul territory, after discarding their mask in fair territory. The ball falls untouched in foul territory, rolls into fair ground, contacts the mask and is fielded by the pitcher.

Ruling: Fair Ball [5.1.16 d); 2.1.12]

Play 5 A right handed batter swings late and hits a ground ball down the 1B line. F3 cannot reach the ball and it bounces over (a) the fair portion of the double base or (b) the foul portion, and lands a foot or so out-of-bounds.

Ruling: (a) fair ball and (b) foul ball. When a bouncing ball passes over 1B or 3B (fair portion) even if it lands in foul territory after passing the base, the ball is considered fair. Passing over the foul portion of first base is a foul ball. [5.1.16 b); 5.1.20 b)]

Play 6 A batted ball strikes 1B, 2B, or 3B, and then rolls into foul territory, where it settles and is touched by a defensive player.

Ruling: Fair Ball [5.1.16 c)]

Play 7 The batter hits a fly ball down the left field line. As the ball clears the fence, it is several feet fair, but curves foul and lands in foul territory beyond the outfield fence.

Ruling: Fair ball. A ball that clears the fence is judged fair or foul by its position when it leaves the playing field. [5.1.16 f)]

Play 8 A batter hits a pop fly ball between 1B and 2B, and it falls untouched to the ground about six feet beyond the base line. The ball has backspin and rolls across the foul line about ten feet from home plate, where F3 is the first to touch it. The batter advances to 2B on the play.

Ruling: This is a fair ball, as it first hit the ground beyond the bases in fair territory. Leave the batter at 2B with a double. [5.1.16 e)]

Play 9 A fair ball is judged when (a) the ball hits any base and deflects into foul territory; (b) the ball bounces from the infield over 1B or 3B and lands in foul territory; (c) it lands within the confines of the infield and rolls foul before it reaches 1B or 3B, without being touched by a fielder.

Ruling: (a) true [5.1.16 c)]; (b) true [5.1.16 b)]; (c) false [5.1.20 a)]

5.1.19 Force Out

Play 1 R1 is on 1B. B2 hits a sharp ground ball to F3, who first touches 1B and then touches R1 who is standing on 1B.

Ruling: Only B2 is out. When F3 touched 1B first, this removed the force out on R1. Had F3 touched R1 first and then the base, it would have been a double play. [5.1.19]

Play 2 R1 is on 1B when B2 hits safely to CF/RF. R1 touches 2B and is approaching 3B, when the coach tells R1 to return to 2B. Prior to reaching 2B, the ball is thrown from the outfield. F4 catches the ball and touches the base.

Ruling: The force out was removed when R1 passed and touched 2B. R1 would now have to be tagged off the base in order to be called out. [5.1.19]

Play 3 R1 is at 3B and R2 at 1B with one out. B3 grounds to F3 who steps on 1B to retire B3 and then throws to 2B in plenty of time to retire the sliding R2 and R1 scores. F6 does not tag the sliding R2.

Ruling: This was not a force out on R2 because when F3 touched 1B to retire B3, the force was off R2 and the shortstop must now tag R2. This is now a “time play” and if the runner R1 scored before a tag on R2, the run would score. [5.1.19; 1.2.5 a)]

Play 4 R1 is at 3B and R2 at 1B with two outs. B3 grounds to F6 who fields the ball, then drops it. R2 beats the throw to 2B, but over slides the base and is tagged out. R1 scores from 3B prior to the tag. Does the run score?

Ruling: Yes. The force out at 2B is removed when R2 touches 2B. After over sliding, R2 had to be tagged to be retired. This is now a “time play” and if the runner from 3B scored prior to the tag, the run would count. [5.1.19; 1.2.5 a)]

Play 5 R1 is on 1B when B2 hits a short fly ball to F7. R1 goes about 5 meters off base waiting to see if the ball will be caught. B2 rounds 1B and passes R1, and the umpire calls B2 out. The ball drops in for a base hit. R1 thinking they had to advance, runs to 2B. F7 throws the ball to F4, standing on 2B before R1 slides into the base.

Ruling: The force was removed when B2 passes R1 and was called out, therefore F4 had to tag R1 advancing to 2B. The runner is safe sliding into 2B if they are not tagged. [5.1.19; 5.10.3 a) vi]

Play 6 R1 is on 1B when B2 hits a fly ball deep to left field. R1 advances, rounds 2B when they believe F7 will make the catch. R1 retreats, first touching 2B and is between 1B and 2B when F7 cannot make the catch. F7 recovers the ball and throws to 2B for an apparent force out on R1. The umpire rules that a force is not in effect and R1 must be tagged to be put out.

Ruling: When R1 retouched 2B on the way back to 1B, the force was reinstated and R1 should be called out. [5.1.19; 5.10.3 a) .iii]

5.1.20 Foul Ball

Play 1 The bat of B1 breaks into pieces as a result of hitting a pitch. The batted ball, bouncing in foul territory in the direction of 3B, then hits the barrel of the bat causing the ball to roll fair in front of 3B. F5 picks up the ball and throws the ball to F3 before B1 reaches first base.

Ruling: Foul ball. B1 is not out for the bat hitting the ball a second time. [5.1.20 d)]

Play 2 B1 hits a pitch towards the pitcher, and drops the bat in foul territory while advancing to 1B. Backspin causes the ball to retreat and hit the bat over foul territory and then bounce back into fair territory where it is picked up by the catcher and thrown to 1B.

Ruling: Foul Ball. The batted ball hit a bat discarded by the batter over foul territory and the umpire should rule foul immediately. B1 is not out for hitting the ball a second time as the ball rolled against the bat over foul territory. [5.1.20 d)]

Play 3 B1 hits a very short pop fly near the pitcher. While moving toward the ball, the catcher discards their mask. Without touching any player, the ball strikes the ground with backspin then hits the catcher's mask, which is lying on the ground in fair territory. The ball then stops in foul territory between home and 3B.

Ruling: The mask is considered equipment used in the game and there is no penalty. It is treated the same as hitting a bat discarded by the batter. Hitting the mask in fair territory is a live and fair ball, until it rolls to foul territory, where it is ruled foul when it is touched or comes to rest. [5.1.20 d)]

Play 4 A batted ball hits the pitching plate without touching F1. It deflects off the plate and bounces into foul territory between home and 1B, where the catcher first touches it.

Ruling: Foul Ball. [5.1.20 g)]

Play 5 The batter hits a spinning ball down the 1B line that rolls into foul territory and strikes the batter-runner over foul territory, approximately three meters from 1B.

Ruling: Foul Ball. The batter returns to bat with a strike added to the previous count. [5.1.20 d)]

Play 6 The batter B1 hits a line drive down the left field line. It first hits foul past 3B, but hitting a stone, bounces fair and past F7. B1 advances to 2B.

Ruling: Foul Ball. [5.1.20 c)]

Play 7 B8, with a two strike count, swings at the next pitch. The ball goes directly from the bat and hits B8 on the leg while they are still in the batter's box. The ball rebounds into the infield and is fielded by F1 who throws to F3 well before B8 reaches first.

Ruling: Foul ball. When a legally batted ball strikes the batter while they are still in the batter's box, it is a foul ball no matter what happens after that. [5.1.20 e)]

Play 8 B1 hits the ball down onto home plate. It rebounds and hits the bat which is over fair territory and still in B1's hands. B1 is still in the batter's box.

Foul Ball cont

Ruling: Foul ball. Although the bat has hit the ball a second time while over fair territory, B1 cannot be called out if they are still in the batter's box, and the bat in the batter's hands, at the time of the second contact. [5.1.20 e); 5.4.4 b).1]

Play 9 Batter (B2) hits the ball and it goes directly to the catcher's shin guard and bounces into fair territory where F5 catches the ball.

Ruling: Any batted ball that goes directly from the bat, not higher than the batter's head, to any part of the catcher's body or equipment and is caught by another fielder is a foul ball. [5.1.20 f)]

Play 10 The batted ball goes directly from the bat to the body protector of the umpire and then rebounds into F2's glove.

Ruling: The ball becomes dead when it strikes the protector. It is a foul ball. [5.1.20 d)]

5.1.21 Foul Tip

Play 1 Does the ball become dead after a foul tip and can there be a foul tip that is not caught?

Ruling: The ball does not become dead on a foul tip. A runner may advance or be put out the same as on any strike. To be a foul tip, the ball must be caught by F2. [5.1.21; 5.4.3 c).iii]

Play 2 A batted ball goes directly from the bat to the protector of F2 (or the umpire) and rebounds into F2's glove.

Ruling: Foul ball. The ball becomes dead when it strikes the protector. To be a foul tip, the ball must go directly to F2's hands. [5.1.21 b); 5.1.20 f)]

Play 3 R1, who is on 1B, steals 2B as B2 swings at a pitch and hits the ball which goes directly back to the catcher's chest and rebounds into F2's glove and is held.

Ruling: A foul ball is called. The ball is dead and R1 must return to 1B. Since the ball hit R2's chest before rebounding into their glove, it cannot be considered a foul tip – only a foul ball. R1 must return to 1B. [5.1.21 b); 5.1.20 f)]

Play 4 B2 with a 1-ball, 1-strike count, bunts the ball in front of the plate. The catcher F2 lunges and catches the ball before it touches the ground. The ball did not go higher than the batter's head, so the umpire rules a foul tip and returns the batter to the batter's box with a 1-ball, 2-strike count.

Ruling: This is not a foul tip. The ball did not go directly to the catcher's glove from the bat. Because the catcher went to the ball, this should be ruled a legal catch, similar to F3 and F5 making the catch. [5.1.21 a).i; 5.1.9]

Play 5 With R1 on 2B, B2 hits a foul tip. R1 advances to 3B without retagging. Is this legal?

Ruling: Yes. A foul tip is the same as any strike, so R1 may advance without retouching. If the batted ball is not caught, it is not a foul tip and is ruled a foul ball. [5.1.21 b)]

Foul Tip cont.

Play 6 1-ball, 2-strikes count on the batter with no outs. The pitched ball hits the ground when the batter swings and foul tips it back to catcher's glove; the catcher then completes the catch.

Ruling: If the batter had swung and missed the pitch, they could have run on the third strike because a pitched ball touching the ground is considered a trapped ball. However, because the ball was tipped, the result is the action of the ball off the bat, and in this case, it is a foul tip and the batter is out. [5.1.21 a) and b); 5.4.3 c) iii; 5.4.4 a) i]

Play 7 B1 swings at a pitch that is over their head, tips it and the ball is caught by F2. Is this a foul tip, or is B1 out because of the foul ball being caught?

Ruling: B1 is out on a caught foul ball because the batted ball was higher than their head. [5.1.21 a) ii; 5.5.2 a) ii]

5.1.23 Illegally Batted Ball

Play 1 B1 swings at the first pitch and fouls it back into the screen. At the time of contact, B1 had one foot on the ground and entirely out of the batter's box.

Ruling: This is an illegally batted ball. The ball is dead and B1 is out. [5.1.23 a); 5.4.4 b) iv]

Play 2 F1 delivers a pitch to B1, who has one foot touching home plate as B1 swings and completely misses the pitch.

Ruling: A strike is called. This is not an illegally batted ball. The ball must be hit (fair or foul) for it to be an illegally batted ball. [5.1.23 b); 5.4.3 c) ii]

Play 3 The batter is standing in the batter's box and steps on home plate to avoid being hit by the pitch. The pitched ball accidentally strikes the batter's bat while their foot is on home plate.

Ruling: The ball is dead and the batter is "out" for making contact with a pitched ball while standing outside the batter's box and on home plate. No intent to hit the ball is necessary. [5.1.23 b); 5.4.4 b) iv]

Play 4 R1 is on 1B. B2 illegally bats the ball (steps out of the box with one foot on ground when contact is made with the ball) toward F6 as F4 obstructs R1 advancing to 2B.

Ruling: The ball becomes dead when B2 illegally bats the ball. B2 is out and R1 is returned to 1B. [5.1.23; 5.4.4 b) iv; 5.1.11]

5.1.24 Illegally Caught Ball

Play 1 R1 on 3B. On the first pitch, B2 hits a long fly ball down the left field line. R1 holds up as F7, in attempting to make a catch, throws their glove toward the ball, which has curved into foul territory. The ball lodges and stays in the glove, which drops to the ground. F7 picks up the glove and claims the catch as R1 races home.

Illegally Caught Ball cont.

Ruling: This is an illegal catch as it was completed in equipment detached from its proper place. As the 'illegal catch' occurred in foul territory, it is simply a foul ball. R1 returns to 3B and B2 comes back to bat again with a one strike count. [5.1.24; 5.1.20; 5.4.3 d)]

Play 2 It is legal to catch a ball in the (a) cap, (b) glove, (c) bare hand, (d) uniform, (e) detached uniform (such as detached cap or glove).

Ruling: (a) No, (b) Yes, (c) Yes (d) No, (e) No. [5.1.24; 5.1.9]

5.1.26 Infield Fly

Play 1 R1 on 2B and R2 on 1B with one out, when B3 gives every indication they are going to bunt. At the last moment, B3 swings away and loops the ball about 3-5 meters (10-15 feet) in the air. The ball drops out of F3's glove.

Ruling: This is an infield fly and B3 is out even though the ball was dropped. B3 did not bunt, but swung at the ball. [5.1.26; 5.5.2 a).v]

Play 2 R1 on 2B and R2 on 1B with one out when B4 hits a high foul fly ball between home and first. The ball drops to the ground without being touched and rolls into fair territory halfway between first and home. F1 picks up the ball and throws to F4 at first who tags R2 off the base.

Ruling: This is an infield fly and both B4 and R2 are out. [5.1.26; 5.5.2 a).v); 5.10.3 a).ii]

Play 3 R1 on 3B, R2 on 2B, and R3 on 1B with no outs. B5 bunts, but only succeeds in popping up the ball into the air between F1 and F2. The ball lands and spins back to F2, who fields the ball but too late to get an out on any of the runners. F2 appeals to the umpire that B5 should be out on an "Infield Fly".

Ruling: F2 is incorrect. An "Infield Fly" cannot be declared on a bunted fly ball. [5.1.26]

Play 4 R1 on 3B, R2 on 2B, and R3 on 1B with one out. B5 hits a sharp line drive straight back to F1, who gets their glove on the ball, but drops it. The ball gets away from F1 and is recovered by F3, but too late to get an out on any of the runners. F3 appeals to the umpire that B5 should be out on an "Infield Fly".

Ruling: F3 is incorrect. An "Infield Fly" cannot be declared on a line drive. [5.1.26]

Play 5 R1 on 2B and R2 on 1B with one out. The infield shifts to the left, with F7 moving in and plays at 3B. B4 hits a fly ball that F7 drops.

Ruling: This is an "Infield Fly" and B4 is out. Even though the ball was dropped by an outfielder, F7 was classified as an infielder, as they were stationed in the infield area at the start of the pitch. [5.1.26; 5.5.2 a).v].

Play 6 R1 on 2B, R2 on 1B with one out. As a defensive maneuver, F4 moves to short F8. The batter hits a fly ball that could easily be handled by F4. (a) The catch is made; (b) the ball is dropped.

Infield Fly cont

Ruling: In (a), the batter is out and the ball is live. This is considered only a fly ball. (b) Ball is live and is not considered an “Infield Fly” as F4 is not in their normal fielding position around second base. [5.5.2 a).ii; 5.1.26; 3.1.13]

Play 7 The umpire declares an “Infield Fly” but the wind carries the ball over foul territory where it lands and settles or is first touched.

Ruling: The “Infield Fly” call is reversed as it is an ordinary foul ball. [5.1.26; 5.1.20]

Play 8 R1 on 2B and R2 on 1B with one out. B4 hits a fly ball to F6. The umpire immediately calls “Infield Fly” and the batter is out. F7 charges in and calls for the ball. F6 steps out of the way and F7 drops the ball. All runners advance one base.

Ruling: B4 is out on the “Infield Fly,” and the advance of the runners is legal. Once it is determined an infielder could have caught the ball and it was declared, even if the outfielder called off the infielder, it remains an “Infield Fly.” [5.1.26; 5.5.2 a).v]

Play 9 R1 on 3B, R2 on 2B, and R3 on 1B with one out. B4 hits a high infield fly, and “Infield Fly” is ruled. No fielder catches the ball, which falls and rolls toward the 1B line, where it touches B4 over fair territory running to 1B. The catcher now grabs the ball and throws to 3B to retire R1 who is off the base when tagged. Is this a double play?

Ruling: Since the umpires ruled infield fly, the status of the ball is not known until it strikes B4 in fair territory. The ball becomes dead immediately, and therefore, it is not possible to retire R1 on a play at 3B. B4 is out and the bases remain full. [5.1.26; 5.5.2 a).v; 5.1.30]

Play 10 With one out, R1 is on 2B and R2 is on 1B when B4 hits an infield fly. The base runners think there are two outs, and both run as soon as the ball is hit. F4 fails to catch the infield fly and both runners cross home plate, by the time the ball is retrieved.

Ruling: B4 is out for hitting an infield fly, but the runs score since runners may advance at their own risk. Since the ball was not caught, they did not have to wait until the ball was first touched. [5.1.26; 5.5.2 a).v]

Play 11 Bases loaded with one out. B4 hits an infield fly. No call or signal was made by any umpire to signify an infield fly. The ball settled in fair territory. All runners advanced one base and B4 reached 1B safely. The defensive coach claims that the B4 should be ruled out.

Ruling: B4 is out under the “Infield Fly” rule, even though it wasn’t called. All other runners advance at their own risk. [5.1.26; 5.5.2 a).v]

5.1.27 In Jeopardy

Play 1 R1 is stealing 2B when B2 receives ball four. R1 (a) over slides 2nd, or (b) after reaching 2B, steps off toward 3B. In either case, R1 is tagged while off the base.

In jeopardy cont

Ruling: In both cases, R1 is out as they are only protected until they reach 2B. By over sliding or over running the base, this places R1 in jeopardy and is liable to be put out. [5.1.27; 5.10.3 a).ii]

5.1.28 Intentional Base On Balls or Intentional Walk

Play 1 A pitcher informs the umpire that they want to walk the next batter intentionally, and the umpire sends the batter to first base.

Ruling: Legal. An intentional walk may be issued when the batter first comes to the plate or at any time while they are still at bat, regardless of the count. [5.1.28; 5.11 a).i. 2]

Note: The pitcher, catcher or Head Coach may notify the plate umpire of the intentional walk to the batter

Play 2 Team “A’s” coach yells from the dugout to the pitcher to walk B4 intentionally and F2 informs the plate umpire that B4 is to be given 1B. Should the umpire wait for the pitcher to give this information?

Ruling: No, the umpire can notify B4 to go to 1B. [5.1.28; 5.5.1 c).ii]

Play 3 With R1 on 3B and one out, Team “A” has informed the umpire that B4 and B5 will be walked intentionally.

Ruling: The notification by Team “A” should be made individually (the second notification should not be made until the first batter has reached 1B). This would keep B4 from going directly to 2B without touching 1B. [5.1.28; 5.5.1 c).ii 2]

Play 4 When B4 hears that their teammate B5 is to be walked intentionally as well, B4 immediately goes to 2B and does not stop at 1B.

Ruling: The umpires should not allow this to happen. When they see B4 go directly to 2B, instruct them to touch 1B first. If B4 insists on going directly to 2B, no appeal will be honored, for not touching the bases in order. It is a dead ball, so have the first runner go touch 1B, and then administer the second intentional walk. [5.1.28; 5.5.1 c).ii 2]

Play 5 Runner at 3B and the batter has a 3-ball, no strike count. The manager of the defensive team yells to the pitcher to walk the batter intentionally. Since the batter has a count already, can an intentional walk be given?

Ruling: Yes. An intentional walk can be made at any time prior to a batter beginning and ending their time at bat, regardless of the count. The ball is dead and runners cannot advance unless forced. [5.1.28; 5.5.1 c).ii 1]

5.1.30 Interference

Play 1 R1 is on 1B with one out, when B3 hits a fly ball to F4. R1 advancing to 2B stops in front of F4, who is attempting to catch the ball. R1 waves their hands in F4's face, causing the fielder to drop the fly ball.

Ruling: Although no physical contact has been made between R1 and F4, the action of R1 waving their hands has impeded F4 from completing the play. This is a form of interference. R1 is out, the ball is dead and B3 is awarded 1B. [5.1.30 a); 5.10.3 c) *iii*]

Play 2 R1 on 2B. B2 strikes out and F2 drops the ball. R1 advances to 3B, but B2 interferes with F2's throw to 1B.

Ruling: B2 is out. The ball is dead and R1 must return to 2B. [5.1.30 a); 5.5.2 b) *iii*]

Play 3 R1 is on 2B with B2 batting. R1 attempts to steal 3B, and F2 attempts to pick off the runner. The throw accidentally hit B2's bat, which is in their hands, and rebounds toward the dugout allowing R1 to advance to home and score.

Ruling: This is not interference since the act of the batter was not intentional or their fault. The advance is legal and the run scores. [5.1.30; 5.4.4 c) *iv*]

Play 4 R1 is on 1B, when B2 hits a grounder to F4. The ball bounces off F4's chest and as they reach down to pick up the ball, R1 collides with F4 in the base line.

Ruling: This is interference. The ball is dead. [5.1.30 a); 5.10.3 c) *iii*]

Play 5 R1 is on second when B6 hits the ball to the shortstop. While running directly to third, R1 jumps over the batted ball to avoid being struck. F6 misses the ball just behind the base line.

Ruling: R1's advance is legal. The ball is live. [5.1.30 a); 5.10.3 c) *iii*]

Play 6 R1 at 3B with one out. B5 hits the ball to F6 who throws to the plate as R1 heads for the plate. The catcher is holding the ball when R1 remains on their feet and deliberately, with great force, crashes into the catcher.

Ruling: The ball is dead and R1 ruled out on the interference, and ejected from the game for the flagrant act. B5 is awarded first base. Had R1 been obstructed prior to the interference, the obstruction would have been overruled by the interference act. [5.1.30 a); 5.10.3 c) *ix*]

Play 7 The bat boy has run onto the field to retrieve a bat, and interferes with the catcher's attempt to catch a throw and make an out. The umpire rules an "out" for interference.

Ruling: The runner is "out." A team member is anybody authorized to be in the bench area, including bat boys, scorekeeper, medics, etc. [5.1.30 a); 3.1.22; 5.10.3 c) *viii*]

Play 8 R1 is on 3B with one out. B4 hits a fair fly ball which F5 should catch with little effort. R1, while leading off brushes the arm of F5 accidentally. F5 still makes an easy catch. R1 easily returns to 3B.

Interference cont

Ruling: In the umpires judgement the action of R1 was not intentional, and this contact did not interfere with F5's opportunity to make the play. B4 is called out on the fly ball and R1 is safe a 3rd base. [R5.1.30, R5.10.3 c) iii & iv]

Note: Not all contact is interference. An umpire must make a judgement at the time of the play. Hesitate to gather all the information to determine the result of the play. (This is not a delayed dead ball situation). If the fielder who was contacted, no matter how slight, does not make a play, INTERFERENCE should be called.

5.1.32 Obstruction

Play 1 R1 on 3B with no outs. B2 hits a fly ball to right field that is caught. Prior to the ball reaching the fielder, (a) F5 yells "go", or (b) the coach for the defense in the 3B dugout yells "go." R1 leaves 3B too soon and the defense properly appeals.

Ruling: R1 is out on the appeal. Although this is a distracting act, there is no penalty for a defensive player or a coach yelling. The runner should know their own coach's voice and instructions. [5.1.32 b); 5.10.3 a) vii; 1.1.1; 1.2.6 e)ii]

Play 2 The catcher is standing a foot or two in front of the plate and down the line waiting for the throw from F7, when the runner, coming from 3B, runs into the catcher. The catcher did not have the ball when the contact occurred, but was about to receive it. The runner made no attempt to slide toward the plate. While the runner is lying on the ground, another defensive player tags the runner out.

Ruling: This is obstruction on the catcher, and the runner should be awarded home because the catcher did not have possession of the ball. [5.1.32 b) 1; 5.10.2]

Note: Obstruction occurs when a fielder impedes a runner or a batter-runner who is legally running the bases. For Obstruction to occur the runner's progress must be impeded. This is the key to Obstruction. Fielders do many things but they do not necessarily cause Obstruction. For Example, if the catcher is blocking home plate without the ball and the closest runner to home plate is only at 3rd base, there is no obstruction. Obstruction would only occur when the runner is approaching home plate and the catcher is blocking home plate without the ball AND the runner progress is impeded because they are forced to slide or go around the plate. The catcher must give the runner complete access to the entire home plate if the catcher does not have the ball.

If the runner has complete access to home plate and the ball and the runner arrive at the same time, this is incidental contact, a live ball, and the runner must touch home plate to score a run. The contact was not intentional or flagrant.

Play 3 R1 on 1B is leading off and F2 throws to F4 on a pickoff attempt. F4 blocks the base and the umpire signals "obstruction". The ball is overthrown into RF, and R1 advances to 2B, where they are thrown out.

Ruling: The umpire should return R1 to 1B. R1 cannot be thrown out between the two bases they were obstructed. If R1 had made 2B safely, they would have remained there. [5.1.32 b) 1; 5.10.2 c) and d)]

Obstruction cont.

Play 4 R2 is obstructed by a defensive player as he rounds 3rd. R2 continues toward home plate and deliberately crashes into the catcher who is waiting with the ball.

Ruling: The ball is dead, “Dead Ball”. The runner is “Out” and ejected for deliberately crashing a fielder. The obstruction is ignored due to the interference call. [5.1.32b; 5.10.3c)ix]

Note: A runner should never have been called out between 3rd and home. However, the award, due to the obstruction, does not give the runner the right to violate the deliberate crashing rule. In these situations, the interference rule supersedes the obstruction rule.

Play 5 R2 is obstructed by a defensive player as R2 rounds 3rd. R2 continues toward home plate and flagrantly crashes into the catcher who is blocking the plate and has yet to receive the ball.

Ruling: As soon as R2 deliberately crashes into the catcher the ball is dead “Dead Ball” and R2 is ejected from the game by the umpire. Because the catcher is guilty of obstruction, R2’s run would count. [5.1.32b; 5.10.3c)ix; 3.5.1c)ii]

Note: The umpire can award other runners the base or bases he felt they would have attained had there been no obstruction.

5.1.35 Over-Slide

Play 1 (a) The batter-runner over slides 1B, or (b) a runner returning to 1B over slides after an attempt to advance to 2B. In either case, they are tagged with the ball while off the base.

Ruling: The runner is in (a) safe and in (b) out. [5.1.35; 5.10.3 a) ii]

Play 2 R1 slides into 2B. After touching the base R1 loses contact because (a) the base breaks loose from its fastening, or (b) their foot slides off the base.

Ruling: In (a) R1 is safe because a loose base is considered to have followed the runner [5.1.35; 5.10.4 n)] In (b) R1 over slid the base. If tagged they are out for not being in contact with the base. [5.1.35; 5.10.3 a) ii]

5.1.36 Overthrow

Play 1 B1 hits the ball to F6 who fields and throws to F3. The ball is high and deflects from F3’s glove into the dugout.

Ruling: This is regarded as an “overthrow” and the ball is declared dead when it leaves the boundary of the playing field and enters the dugout. B1 would be awarded two bases from the last base legally touched at the time of the throw. [5.1.36; 5.11 b)i)2]

5.1.39 Squeeze Play

Play 1 R1 on 3B and B5 at bat with a 1-1 count. On the next pitch B5 squares to bunt as R1 starts for home. The catcher seeing R1 coming down the line, steps in front of B5 to catch the ball and tag the runner R1 out.

Squeeze Play cont.

Ruling: R1 is awarded home and scores and B5 is awarded 1B. F2 created catcher obstruction by stepping on or in front of the plate without the ball, or touch the batter or the bat. [5.1.39; 5.5.1.d); 5.5.1 d) Effect; 5.11 a)i 3]

5.1.41 Strike Zone

Play 1 Must the entire ball, during a legal delivery, pass through the strike zone to be called a strike?

Ruling: No. It is a strike when any part of the ball, on a legal pitch, enters the strike zone (over home plate). The umpire shall determine a batter's zone according to the natural stance of the batter when they swing at a pitch. [5.1.41; 5.4.3 c).i]

Play 2 With the bases full and the winning run on third, a batter comes to the plate and goes into an exaggerated crouch, hoping to obtain a base on balls. The first pitch is over the batter's head, but the umpire calls a strike. What is the umpire's justification for the call?

Ruling: Umpires must use their judgment on such calls. If this is not the player's normal stance and is being used for trickery, the umpire should call a strike if the pitch is in what the umpire judges to be the batter's normal strike zone. [5.1.41]

5.1.42 Tag

Play 1 R1 on 1B with no outs. B3 hits the ball to F4 who (a) tags R1 with the bare hand, but has the ball in the glove hand, or (b) reaches out to touch second base with the bare hand while the ball is in the glove hand prior to the advancing runner reaching 2B.

Ruling: The runner in (a) is safe and (b) is out. [5.1.42; 5.10.3 a).ii; 5.10.3 a).iii]

Play 2 B1 hits a ground ball to F3 who catches it and runs over to the base line and touches B1, but (a) juggles or (b) drops the ball.

Ruling: This is not a legal touch. B1 is safe. [5.1.42 a)]

Play 3 F3 fields the ball near the pitcher's circle, then lunges at B1 as they run to first. F3 just manages to touch B1 with the ball in the bare hand.

Ruling: Touching with the ball in the bare hand is a legal touch, provided the ball is kept under control. B1 is out. [5.1.42; 5.10.3 a).ii]

5.1.46 Trapped Ball

Play 1 B3 hits a low line drive to F5 who dives forward in an attempt to catch the ball. The ball skids off the ground and straight into the outstretched glove of F5. The ball barely leaves the ground before going into the glove.

Ruling: This is a "trapped ball" and not a catch. For B3 to be out F5 would have to throw to F3 before B3 reaches first base. [5.1.46; Appendix 5: Umpires B.k]

5.1.50 Wild Throw

Play 1 R1 on 1B. F2 in returning the ball to F1 throws the ball wildly into CF, so R1 advances safely to 2B.

Ruling: The ball remains live, as the overthrown ball did not go out of play. The advance is legal. [5.1.50; 2.1.13]

5.2 Charged Offensive Conference

Play 1 The third base coach requests time to confer with the batter. During this suspension, a defensive representative confers with a fielder.

Ruling: The team requesting the time out (offense) is charged with a conference. [5.1.10; 5.2 b) and Effect 5.2 b)]

Play 2 The third base coach requests time to confer with the batter. Later in the same inning, the team manager requests time to confer with the 3B coach.

Ruling: The plate umpire should deny the request as this is the second charged conference in the same inning. [5.1.10; 5.2 b) and Effect 5.2 b)]

Play 3 In the top of the third inning, the offensive team coach requests a conference with a batter. In the bottom half of the inning the same coach (now on defense) requests "Time" to talk to their pitcher. Will this be allowed, or have they had their charged conferences for the inning?

Ruling: The coach is allowed one offensive conference per inning and up to three defensive conferences per seven innings (all three could be used in one inning). Both conferences should be allowed unless, on defense, the coach has already had three and then the pitcher would have to be removed from the pitching position. [5.1.10; 4.2.1 a); 5.2 b)]

Play 4 The third base coach requests and is granted time to talk with the first base coach.

Ruling: This is a charged conference. An offensive charged conference includes discussions between the batter, runner, on-deck batter, and the coaches themselves. [5.1.10; 5.2.b)]

Play 5 The offensive coach has already been charged with one offensive conference. Later in the same inning, the defensive coach requests "time" for a conference with the pitcher. During the defensive conference, the offensive coach comes out onto the field to talk to one of the runners. The offensive coach leaves (a) before, (b) at the same time, or (c) immediately after the defensive conference is over.

Ruling: In all situations above, the umpire should not charge the offensive manager with a charged conference. [5.1.10; 5.2 a)]

Play 6 An offensive team coach requests and is granted "time" to speak to R1 at 2B. In the same inning B4 swings at two high pitches, so the coach insists on another time out in order to settle B4 down.

Ruling: The coach is ejected from the game. [5.1.10; 5.2 b) and Effect]

Charged Offensive Conference cont.

Play 7 In the bottom of the second inning, the batter is granted “time” to go and confer with the third base coach. Following the conference, the plate umpire informs the coach “this is your last conference.” Later in the same inning, a runner requests time from the base umpire to consult with the first base coach.

Ruling: The umpire should remind the first base coach that there has already been one conference this inning, and they will have to leave the game if another conference is held. If the coach insists on the conference, they will be ejected. [5.1.10; 5.2 b) and Effect]

Play 8 Smith, the pitcher for Team “A”, singles to F7. The coach now requests, and is granted, “Time” and speaks with Smith as they are putting on their warm-up jacket. The umpire informs the coach that this is a charged conference.

Ruling: This is not a charged conference. A conference should not be charged when a pitcher is putting on a warm-up jacket while on base. [5.1.10; 5.2 a)]

5.3 On-Deck Batter

Play 1 At the start of an inning, both the leadoff batter and the on-deck batter are near home plate taking practice swings as the pitcher is warming up. What should the umpire do?

Ruling: The umpire should instruct the leadoff batter to get in the on-deck circle and the other batter to get into the dugout, until they call the on-deck batter to the plate. [5.1.33; 5.3.a)]

Note: If a player refuses to comply after a warning they will be ejected.

Play 2 The on-deck batter requests to be allowed to stand in the other team’s “on-deck circle” because they want to.

Ruling: The on-deck batter may only use the other team’s on-deck circle, if it does not put them on the batter’s open side. [5.1.33; 5.3.c).i]

Play 3 The on-deck batter takes three bats into the on-deck circle and swings all three while warming up.

Ruling: The umpire should instruct the on-deck batter they can only have two legal bats (or a warm-up bat and a legal bat) and both must be under their control at all times. [5.1.33; 5.3.c).iii]

Play 4 Prior to the game, the umpire locates an illegal warm-up bat in the dugout. The bat is removed from the game and the manager notified accordingly. During the game, the umpire notices that a player of the team is using the illegal warm-up bat that was previously removed.

Ruling: The player using the bat is ejected from the game. [5.1.33; Effect 5.3.c iii)]

Play 5 The on-deck batter can leave the on-deck circle to coach at home plate for an advancing runner, as long as they do not interfere with a play being made on the runner.

On-DeckBatter cont.

Ruling: True. There are coaches at 1B and 3B, but none at home. The on-deck batter can signal for the runner to slide or stand up. If they interfere in any way with a play on the runner, the closest runner to home shall be called out. [5.1.33; 5.3.c) iv 2]

Play 6 R1 on 2B and R2 on 1B. A pitched ball gets away from the catcher and rolls near the on-deck batter, who remains in the on-deck circle. Before R2 reaches 2B, F2 in throwing to 2B in an attempt to pick off R2 hits the on-deck batter, who is still in the on-deck circle. The runners reach 2B and 3B safely.

Ruling: This is interference by the on-deck batter. The ball is dead, R1 is out and R2 must return to 1B. When the on-deck batter interferes, whether intentional or not, with a defensive player's opportunity to make a play on a runner, the runner closest to home (at the time of the interference) is out. [5.1.33; 5.3c) v) and Effect; 5.10.3 c) xi]

Play 7 The on-deck batter sees a pop foul come towards the direction of the on-deck circle they are in. There is a bat on the ground and one in their hands when they get out of the way of the catcher trying to make a catch. The catcher trips over the bat on the ground preventing them from catching the ball.

Ruling: The umpire should rule interference on the on-deck batter and call the batter-runner out. The ball is dead and all runners must return to the base held at the time of the pitch. [5.1.33; 5.3c) v) and effect; 5.5.2 b) vii]

5.4.1 Batting Order

Play 1 B7 bats in place of B5. With a 3-2 count on B7 the batting infraction is detected by (a) B5, (b) the defensive manager, or (c) the manager of the offensive team.

Ruling: In all cases, there is no penalty as it has been detected before B7 completes their turn at bat. B5 simply takes the place of B7 at bat, and assumes the 3-2 count. [5.1.6; 5.4.1 d); Effect 5.4.1 a) i]

Play 2 With R1 on 2B and two out, B5 appears at bat in place of B4. On the first pitch, a strike, R1 steals 3B and is safe. The defense now brings it to the umpire's attention that the wrong batter is at bat.

Ruling: B4 is brought to bat and assumes the one strike count. R1 stays on 3B. **Any bases advanced while the incorrect batter is at bat are legal, this also includes passed balls or wild pitches** [5.1.6; 5.4.1 d); Effect 5.4.1 a) i and ii]

Play 3 R1 on 1B with no outs. B3 bats in place of B2 and hits into a fielder's choice, forcing R1 at 2B. The defense properly appeals batting out-of-order.

Ruling: R1 remains out. B2, who should have batted is out. B3 is removed from 1B and is the next batter. [5.1.6; 5.4.1 d); Effect 5.4.1 b) i and ii]

Play 4 The batting order is B1, B2, B3, B4, B5. B3 bats in place of B1 and the infraction is not noticed until one pitch has been thrown to B4. Is B2 or B4 the legal batter?

Batting Order cont

Ruling: B4, since their name follows that of B3. Neither B1 nor B2 may legally bat until their turn comes around again. [5.1.6; 5.4.1 d); Effect 5.4.1 c) i to v)]

Play 5 R1 on 1B with one out, when B3 bats out of order in place of B2. B3 hits into a double play and both R1 and B3 are forced out. The offensive manager now appeals that B3 batted out-of-order.

Ruling: The appeal is disallowed and both outs stand, as the offensive team cannot make an appeal. If the defensive team overhears the offense, they could make an appeal, however since both R1 and B3 were out, there would be no change in the decision. The batter in the next inning will be B4. [5.1.6; 5.4.1 d); Effect 5.4.1 b) ii and iii; 1.1.1]

Play 6 Top of third inning, B2 is on 1B with two outs. B4 hits to the shortstop, who tosses to 2B to force out B2 (third out), but B4 is safe at 1B. Before the defense left the field, they appeal that B3 should have batted. The umpire checks the batting order and sees that B3 should have batted.

Ruling: B2 is the third out. The defense opts to appeal the batting out of order of B4. [1.2.5 d)] does not allow for an additional out to be called on B3 for batting out of order. However, Effect 5.4.1 b) vi) a, allows for an appeal to be made for the batting order to be reinstated. This does not result in B3 being called out. Reinstating the batting order means that B4 will lead off the fourth inning. [5.1.6; 5.4.1 d); Effect 5.4.1 b) ii and vi]

Play 7 R1 is on 2B with two outs. B4 hits a fly ball which F6 should catch with little effort. R1 advancing to 3B collides with F6, who still manages to complete the catch. Who is the first batter in the next inning?

Ruling: Interference is ruled against R1 and they are the third out. The fact that F6 caught the ball is ignored and B4 is awarded 1B. Therefore, B4 has completed their turn at bat, and B5 will lead off the next inning. [5.1.6; 5.4.1 b); 5.10.3 c) iii]

Play 8 R1 is on 3B with two outs. B4 hits a foul fly ball which F2 should catch with little effort. R1 advancing to home collides with F2, who still manages to complete the catch. Who is the first batter in the next inning?

Ruling: Interference is ruled against R1 and they are the third out. As this is a foul fly ball and the interference occurred before the catch, B4 has not completed their turn at bat. As R1 was the third out, B4 will lead off the next innings [5.1.6; 5.4.1 c); 5.10.3 c) iv]

Play 9 B4 bats out-of-order in place of B1 and hits a triple with none out. No appeal is made. B2 bats and strikes out. B3 walks. As B4 is on base does B5 become the next batter?

Ruling: Yes. Although B4 should be the next batter (following B3 in the line-up) they cannot be removed from 3B. There is no penalty. [5.1.6; 5.4.1 b); Effect 5.4.1 d)]

Play 10 It is B3's turn to bat, but B4 comes to bat and hits a double. B5 comes to bat and F1 commits an "illegal pitch" without a pitch being thrown. The defense appeals the batting out-of-order.

Ruling: No appeal can be made after a pitch (legal or illegal). [5.1.6; 5.4.1 a); Effect 5.4.1 c) i]

Batting Order cont

Play 11 Team “A” is behind in the 6th inning with B6 on 1B and one out. B9 comes to bat, and hits into a double play for the second and third outs. In the seventh inning would Team “A” lead off with B8 or B1.

Ruling: B1 is the correct batter as no appeal for batting out of order was made.

Note: If an appeal is made by a defensive player before they cross the foul line on the way to the dugout, that B9 batted out of order and the umpire verifies that the batter should have been B7, then B8 will lead off the 7th inning. No additional outs are recorded. This appeal requires Team “A” to return to the proper batting order. [5.1.6; 5.4.1 a); Effect 5.4.1 b) *vi*; 1.2.6 d)]

Play 12 Roberts on 1B with two outs and Williams at bat with a two strike count. Roberts steals on the next pitch (called a ball) and is put out sliding into 2B. When the team comes to bat in the next inning, Williams enters the batter’s box. The defense claims Williams should have a 2 ball, 2 strike count (the count when Roberts was thrown **out**).

Ruling: The defense is wrong. Williams is the leadoff batter and the previous count is cancelled. They did not complete their turn at bat in the previous inning. [5.1.6; 5.4.1 c)]

Play 13 No one out. B3 was due to bat however B4 comes to bat and flies out to F3. The team on defense appeals that B4 batted out of order and that B3 was the correct batter.

Ruling: The umpire calls B3 out on the appeal. B4 is the next scheduled batter however since B4 was out on the play, the out remains and B5 is the correct batter. B4 does not bat again until all others in the batting order have their turn at bat. [5.1.6; 5.4.1 d); Effect 5.4.1 b) *i to iv*]

5.4.2 Batting Requirements

Play 1 The umpire notices that B1 has one foot partially outside the line of the batter’s box when they take their position to receive the pitch.

Ruling: There is no penalty. However, the umpire should prevent F1 from pitching and direct B1 to place both their feet completely within the lines of the batter’s box and then indicate “Play Ball” again. [5.4.2 d)]

5.4.3 Balls and Strikes

Play 1 R1 is on 1B with no outs and B2 is batting with a 1-1 count. During F1’s delivery, B2 squares toward the pitcher in a bunting stance. The pitch is high and out of the strike zone and B2 holds the bat within the strike zone.

Ruling: The pitch is a ball and B2 continues to bat with a 2 ball, 1 strike count. [5.4.3 a) *i*]

Note: B2’s act of merely holding the bat in the strike zone is not considered an attempt to offer at the pitch. For a strike to be charged in this situation, B2 must move their bat toward the ball when the ball is over or near home plate.

Balls and Strikes cont

Play 2 The pitcher and the catcher are ready; however, the batter just stands out of the batter's box looking at the coach giving signals. Finally, the umpire declares "Play Ball!" The batter continues to look at the coach, and the umpire calls a strike. No pitch has been thrown.

Ruling: The umpire is correct. The batter must take their position in the batter's box within 10 seconds after "Play Ball" is declared by the umpire, or a strike can be called. [1.1.7; 5.4.2 b); 5.4.3 d).v]

Play 3 The first batter (a) deliberately erases the lines of the batter's box and (b) the next time B1 comes to the plate, they again erase the lines in the batter's box.

Ruling: In (a) a strike will be called on the batter without a pitch being thrown and in (b) B1 is ejected from the game. [5.4.2 c); 5.4.3 d).vi 1 and 3]

Play 4 Following the pre-game manager's meeting at home plate, Team "A" manager deliberately erases the front lines of the batter's box.

Ruling: It is illegal for a player or a coach/manager of any team to deliberately erase the batter's box lines. The batter leading off the inning will have a strike count without a pitch being thrown. [5.4.2 c); 5.4.3 d).vi 2]

Play 5 Is it necessary for the entire ball, when legally pitched and not swung at, and before it touches the ground, to pass through the batter's strike zone to be called a strike.

Ruling: No. It is a strike when any part of the legally pitched ball enters the strike zone. [5.4.3 c).i; 5.1.41]

Play 6 F1 has the ball slip from their hand on the forward motion. It bounces along the ground toward B1, who takes a swing. What is the call?

Ruling: This is a strike. The ball is live and runners can advance. [5.4.3 c).ii]

Note: Since it hit the ground, it is considered a trapped ball and if on the third strike, the batter could advance to 1B. Along the ground, towards the batter, means in front of an imaginary line drawn through the pitcher's plate from 1B to 3B. If the batter was out of the batter's box and made contact, the B1 would be out, however if just swinging and no contact out of the box, it is just a strike. [5.1.46 d)]

Play 7 No outs, no runners on base, the batter has a 2-ball, 2-strike count. The next pitch touches the ground in front of home plate and bounces through the strike zone. The batter swings at the pitch and the catcher catches the ball on the first bounce. The batter runs to 1B while the catcher holds the ball.

Ruling: Legal. The batter is not out. This is considered a dropped third strike, and the batter is entitled to 1B if they arrive safely. [5.4.3 c).ii); 5.5.1 b)]

Play 8 The plate umpire judges the batter to have swung at a pitched ball. The batter requests the plate umpire check with the base umpire.

Ruling: The batter's appeal would not be allowed. [5.4.3 c).ii]

Balls and Strikes cont.

Note: A check swing request is only allowed on a ball call. The ball call appeal should be requested by a member of the defensive team.

Play 9 The batter hits a pitched ball, not higher than their head, which goes directly from the bat to the catcher's mitt and is caught.

Ruling: This is a foul tip. The pitched ball is a strike and the ball is alive. [5.4.3 c) *iii*]

Play 10 B1 swings at a pitch, misses and the ball hits their arm.

Ruling: It is a strike. The ball is dead and there is no base award. [5.4.3 d) *ii*]

Play 11 R1 on 1B with no count on B7 who leans across the plate on the pitch. The pitch, which is in the strike zone, hits the sleeve of B7's uniform and gets away from the catcher. R1 advances to 2B.

Ruling: This is a strike on B7. As the ball hit B7 it is dead so R1 returns to 1B. [5.4.3 d) *i*]

Play 12 The pitcher delivers a change up and the batter swings and misses, but has time to reset and swing again, making contact the second time with the ball going fair or foul.

Ruling: ***A strike is called on the first swing and miss. If this is the third strike the batter is out. On the second swing the ball is dead regardless of whether or not contact occurs. Runners return to the base last touched at the time of the pitch. 5.4.3 c) ii***

Play 13 There are two strikes on the batter. The next pitch is swung at by the batter who misses the pitch. However, on the back swing, the ball accidentally hits the bat and rolls fair or foul.

Ruling: ***A strike is called on the swing and miss. As this is the third strike the batter is out. On the contact with the ball on the follow through or back swing, following the swing, the ball is dead. Runners are returned to the last base touched at the time of the pitch. 5.4.3 c) ii.***

Play 14 B1 has a 2-ball, 2-strike count. The pitcher delivers the ball and the batter (a) tries to avoid the pitch and it strikes B1's fingers, or (b) swings at the pitch and the ball strikes B1's fingers.

Ruling: In (a) the batter has been hit by a pitch and is entitled to first base. The hands are not a part of the bat. [5.5.1 f)] In (b) the hands are not a part of the bat, but because the batter attempted to hit the pitch, which first struck their fingers, the pitch is ruled a strike, the ball is dead, and the batter is out on the third strike. [5.4.3 d) *ii*; 5.4.4 b) *i*]

Play 15 B1 takes a called strike one. The batter steps out of the batter's box with both feet to take the signal but steps back in with one foot before the pitcher has the ball in the circle the catcher is ready. The coach of the other Team asks the umpire to call a strike on the batter. In the umpire's judgment there was no delay in the game.

Ruling: The umpire correctly refuses to call a strike because in the umpire's judgment B1 did not delay the game. [5.4.3 d) *vii*; 5.4.2 e)]

Balls and Strikes cont

Play 16 B1 takes a called strike one. The batter steps out of the batter's box with both feet to take a signal. The pitcher has the ball in the pitcher's circle and the catcher is ready. The batter still does not return to the batter's box. In the umpire's judgment there was a delay in the game.

Ruling: The umpire should call "TIME" and award an additional strike against the batter. [5.4.3 d) vii; 5.4.2 e)]

Play 17 B1 swings at the first pitch, which hits B1's hand and the bat at the same time.

Ruling: The hand is not a part of the bat. When the ball hits the hand, a strike is called and the ball is dead. B1 is out if this is the third strike. [5.4.3 d) ii; 5.4.4 b) i]

Play 18 B1 erases the batter's box line, prior to their time at bat, and after the umpire has put the ball into play for a pitch.

Ruling: The plate umpire should immediately call a dead ball, call a strike on the batter, and warn the batter that if they do it again, they will be ejected from the game. [5.4.3 d) vi 1; 5.4.2 c)]

Play 19 In World Championship Play where the twenty (20) second clock is being used, B6 steps out of the batter's box to take a signal from the base coach and delays the game.

Ruling: The ball is dead and the umpire will call a strike. [WBSC Competition & Technical Code 11.17]

Play 20 The catcher asks the umpire to check on the batter's attempted swing. The plate umpire asks the 1st base umpire, in the meantime the runner from 1st goes to 2nd base.

Ruling: Play continues. An appeal on a check swing is a live ball appeal. The ball is alive and runners may advance. The umpire should have waited until all play has stopped before asking for help on the check swing however the catcher is responsible to be aware of the runners trying to advance. [5.4.3 a) i; 5.4.3 c) ii; 1.2.6 b) ii; Appendix 5 A j]

5.4.4 The Batter is Out

Play 1 R1 on 1B with one out. B3 has two strikes, swings **at** the next pitch and the ball **hits** their hands on the bat. The ball goes directly to the pitcher who throws to 2B and doubles up B3 who had taken off on the hit.

Ruling: The ball is dead when it hit the batter's hand on the bat and a third strike (out) is ruled on the batter. R1 is returned to 1B as a result of the dead ball. [5.4.4 b) i]

Play 2 B1 hits the pitched ball with an altered bat and reaches 1B. B2 comes to bat and is detected stepping into the batter's box with the same bat. It is then realized that B1 used the same bat.

The Batter is Out cont

Ruling: B2 is called out and ejected from the game for entering the box with an altered bat. The ball is dead. The bat should be removed from the game. [5.4.4 b).iii]

Note: When the batter steps into the box with the altered bat this is considered a play and they are called out and ejected. In this case we do not call the Batter-runner out, as a play has been made (similar to a pitch to the next batter). If the catcher or umpire noticed it on the ground, prior to the batter entering the box, then the batter Runner would be out and ejected.

Play 3 B6 has an “altered” bat that is detected by the umpire (a) before B6 enters the batter’s box or (b) after B6 enters the batter’s box.

Ruling: In (a), there is no penalty, but the bat is removed from the game. In (b), B6 is called out, and ejected from the game. [5.4.4 b).iii]

Play 4 R1 on 1B. B2 hits a ground ball with a 35-inch bat. R1 is out at 2B, but B2 is safe at 1B. The umpire notices the “illegal” bat.

Ruling: B2 is ruled out for the “illegal” bat and the ball is declared “dead”. As the ball is dead, the out at 2B of R1 is nullified and R1 returned to 1B. [5.4.4 b).iii; 5.1.23 c)]

Play 5 B1 steps into the batter’s box with a bat that has no safety tape on the handle.

Ruling: The ball is dead and B1 is out for entering the batter’s box with an illegal bat. [5.4.4 b).iii]

Play 6 B1 attempts a drag bunt or slap hit. The batter’s first step is outside the batter’s box when the ball contacts the bat which is no longer in the batter’s hands.

Ruling: Ball is dead. B1 is out for an illegally batted ball. [5.4.4 b).iv; 5.1.23 a)]

Play 7 B1 is clearly within the lines of the batter’s box at the start of the pitch. When B1 contacts the ball, part of their foot is outside the lines, but not touching the plate.

Ruling: Legal. All requirements were met at the start of the pitch. To be ruled out, the foot must be (a) completely outside the lines and on the ground or (b) touching home plate, when making contact with the ball. [5.4.4 b).iv]

Play 8 The batter swings and hits a ground ball to F5. (a) the batter drops the bat and then the ball rolls against the bat (b) F5 fielding the ball steps on the bat (c) the bat breaks and a portion hits the ball or any infielder.

Ruling: (a) the ball is in play and shall be ruled fair or foul depending on where it comes to rest or is first touched by a fielder. [5.4.4 b).vii 2]

Note: Conversely, if the bat hits the ball. Interference is ruled.

(b) it is not considered interference and the play just continues. It is a legal play to drop the bat and then it just becomes part of the ground. [2.1.12]

(c) a broken bat is not the result of an action of the batter so the batter has not committed interference. The batter is NOT out and the play just continues.

The Batter is Out cont

Note: If in (a) and (b) the bat is not dropped but THROWN and in the opinion of the umpire it was to interfere with the ball or the fielder. Interference shall be ruled.

Play 9 B1 hits a spinning ground ball in front of the plate. The untouched ball subsequently rolls against B1's stationary bat in fair territory. Is that considered illegally hitting the ball a second time? Is B1 declared out? What if the ball then rolled untouched into foul territory?

Ruling: Because the batted ball rolled against a stationary bat in fair territory, the ball is alive and in play and no one is declared out. If the untouched batted ball rolled against the bat in fair territory and then settled in foul ground, it is a foul ball. [5.4.4 b) *vii* 2]

Play 10 B1 bunts the ball into fair territory near the 1B foul line. While running to 1B drops the bat and deflects the stationary ball away from F3.

Ruling: B1 is out for hitting the ball a second time over fair territory. In this case, a moving bat has hit a stationary ball. When the bat is moving it is deemed to still be in B1's control. [5.4.4 b) *vii*]

Play 11 B1 has a 2 strike count. While F1 is off the pitcher's plate, B1 steps across home plate to the opposite batter's box. Is there a penalty for this action?

Ruling: No. It is only when F1 is in position, ready to pitch, that B1 may not step across the plate in front of the catcher to the other batter's box. [5.4.4 b) *vi*]

Play 12 B2 enters the batter's box on the left side, sets, and the umpire signals F1 to pitch. B2 then switches to the opposite batter's box while F1 is in position ready to pitch.

Ruling: A batter cannot switch batter's box once the pitcher is taking the signal and is ready to pitch. B2 is out and the ball is dead. [5.4.4 b) *vi*]

Play 13 None out with R1 on 2B. F1 pitches and R1 starts for 3B. F2 comes up throwing. B2 steps out of the batter's box as F2 throws the ball and it hits B2's helmet. R1 safely reaches 3B as the ball goes out of play.

Ruling: B2 is out for interference. The ball is dead immediately when the interference occurs, so R1 is returned to 2B. B2 may not interfere by stepping out of the batter's box (it does not matter if it is accidental). [5.4.4 c) *i*]

Play 14 R1 on 2B. On a passed ball, R1 advances toward 3B. F2 retrieves the ball and throws to 3B. The ball strikes the batter in the batter's box.

Ruling: Since there was no intent on the part of the batter to interfere, no interference is ruled, and the ball remains live. [5.4.4 c) *i to iv*]

Play 15 With one out R1, who is running with the pitch, steals 2B. The catcher drops the third strike and B2 runs to 1B. The catcher throws the ball into right field.

Ruling: The batter is out on the dropped third strike rule. First base is occupied with less than two outs. The runner is not out and if they beat the throw to 2B they would be safe. The

The Batter is Out cont

ball remains live when overthrown into RF, and runners can run at their own risk. [5.4.4 a) ii]

Note: The plate umpire needs to exercise good game management skills on this play by calling the batter out promptly after the catcher drops the third strike. This will assist both the offence and defence.

Play 16 B5 swings at and misses the third strike. The ball tips F2's glove, hits their chest and is then caught in the glove. Is a throw or a tag required to get an out?

Ruling: No. The third strike has been legally caught. [5.4.4 a) i]

Play 17 R1 on 1B, when F2 drops the pitch and the ball rolls to B2's feet. Forgetting R1 was on 1B; B2 picks up the ball and hands it to F2. R1 (a) steals 2B, or (b) doesn't move off 1B.

Ruling: In (a) it is interference and the ball is dead. B2 is out and R1 returned to 1B. [5.4.4 c) ii] In (b) there is no penalty.

Note: The plate umpire should declare a "dead ball" as soon as B2 picks the ball up. If B2 intentionally hinders the catcher this is interference. B2 should be aware when runners are on base. B2 should also be advised not to handle a live ball.

Play 18 R1 on 2B and R2 on 1B with no outs. The batter swings and misses on a 3-ball, 2-strike count. Both runners run with the pitch as the catcher drops the third strike. The batter seeing the ball on the ground runs to 1B. The catcher picks up the ball and throws to F5 who touches the base but not the runner.

Ruling: With 1B occupied and less than two outs, the batter is automatically out on the missed third strike. Consequently, none of the runners are forced and R1 must be tagged to be out. Runners remain at 2B and 3B with one out. [5.4.4 a) ii]

5.5.1 The Batter Becomes a Batter-Runner

Play 1 The catcher drops the third strike. The lead-off batter (B1) starts toward the dugout and the catcher does not throw to 1B. B1 then realize they have to go to 1B and arrives safely at 1B.

Ruling: The batter is safe at 1B. [5.5.1 b)]

Play 2 The bases are full with two outs. The batter misses a third strike. The catcher drops the ball but recovers in plenty of time to tag home plate.

Ruling: The runner from 3B is out. Since there are two outs, the batter is not out on the dropped third strike. As a result, the three base runners are forced to advance and the catcher's tag of the plate retires the side. [5.5.1 b); 5.1.19]

Play 3 R1 on 3B, R2 on 2B, and R3 on 1B when the batter receives a fourth ball. R1 fails to touch home plate and goes to the dugout. Can R1 be declared out on an appeal?

The Batter Becomes that Batter-Runner cont.

Ruling: Yes, since the batter became a batter-runner on ball four, all bases must be touched, as home plate isn't touched appeal on missed base is possible. [5.5.1 c).i; 5.9 a); 1.2.6 e).i]

Play 4 The batter is awarded (a) an intentional walk (without delivering 4 pitches) or (b) a regular base on balls. Immediately after the batter-runner has started to 1B, the pitcher walks to the catcher for a conference. The batter rounds 1B and reaches 2B before the pitcher's throw arrives.

Ruling: (a) the ball is dead and the BR cannot go past 1B [5.5.1 c).ii 3]

(b) the walk is treated the same as a base hit and the runner can continue to 2B as the ball is live. [5.5.1 c).i]

Play 5 No runners on base. The catcher obstructs the B6's swing. The batter hits safely to right field, but is out trying to reach 2B.

Ruling: Since B6 reached 1B safely, the obstruction is ignored and the play stands as is. B6 is out. [5.5.1 d); Effects: 5.5.1 d) Effect 3)]

Play 6 B1 sets up in the front of the batter's box. F2 sets up in the front of the catcher's box, but not too close. During the pitch, B1 moves to the back of the batter's box, but remains in the box. B1, in attempting to hit the ball, contacts F2's glove.

Ruling: This is catcher's obstruction. The batter has the entire batter's box to move in, and the catcher must avoid contact with the bat. [5.5.1 d); Effects: 5.5.1 d)]

Play 7 R1 at 2B. There is "Catcher Obstruction" on a base hit by B2. R1 is thrown out at the plate, but missed 3B on the way to the plate. Even though R1 is out, the offensive manager stated R1 never touched 3B, therefore has not legally advanced a base and wants the catcher obstruction enforced, rather than the result of the play.

Ruling: Once a runner has passed a base, they are considered to have reached that base and no option is given. R1 is out at the plate and the catcher obstruction is ignored. [5.5.1 d); Effects: 5.5.1 d) Effect 3)]

Play 8 R1 is at 3B, one out, bottom of the seventh inning and a tie score. B4, a long ball hitter, is at bat. B4 is obstructed by the catcher while swinging at a pitched ball. B4 is awarded 1B on the catcher obstruction and R1 remains at 3B. May B4 take the result of the play (a ball or a strike) instead of the award?

Ruling: Yes, a swinging strike is a play, just as much as a fly ball or a base hit is a play. The manager of the offensive team should have the option of B4 being awarded 1B or taking the result of the play by B4 remaining at the plate with another strike added to the count. [5.5.1 d); Effects: 5.5.1 d) Effect 2)]

Play 9 The batter tips the catcher's mitt on their back swing (a) prior to the pitcher starting the pitch, or (b) after the pitch has started.

Ruling: (a) the plate umpire should give the "dead ball" signal indicating no pitch and allow the batter and catcher to get set again before declaring "play ball." [4.5 a)]

The Batter Becomes that Batter-Runner cont.

(b) this is catcher obstruction, whether the batter is on the back swing or forward swing. [5.5.1 d); Effects: 5.5.1 d)]

Play 10 With R1 on 3B and R2 on 1B, a batted ball strikes the umpire who is in fair territory behind an infielder.

Ruling: The ball remains live since it has passed an infielder (supposing no other fielder has a chance to field the ball). [5.5.1 e); Effects: 5.5.1 e) 2]

Play 11 Batter B1 is at bat with a 2 ball, 2 strike count. On the next pitch, the ball strikes the ground and hits B1 as (a) B1 tries to jump out of the way, or (b) stands in the box and the ball hits B1 on the leg.

Ruling: In (a) when B1 tries to avoid the pitch and is hit, B1 is awarded 1B, however in (b) when they just stand in the box with no movement, the umpire will call a ball and keep B1 at bat. [5.5.1 f)]

Play 12 B1 attempts to avoid a pitch that is not in the strike zone. B1 is unsuccessful and the ball hits their hand while they are still holding the bat.

Ruling: B1 is awarded 1B. [5.5.1 f)]

Play 13 B1 hits a fly ball that (a) strikes the outfield fence, bounces back and touches F8's glove before rebounding over the fence, or (B) touches F8's glove above the fence level, then hits the top of the fence and goes over, or (c) touches F8's glove below the fence level, then hits top of the fence and goes over.

Ruling: (a) it is a two base award. [5.5.1 g).iv 3; 5.11 Effect b)i 3], (b) and (c) it is a home run. [5.5.1 g).ii]

Play 14 R1 on 1B. B2 hits a long, fair fly ball close to the left field foul line. F7 comes across and gets their glove to the ball over fair territory. However, F7 succeeds in deflecting the ball over the fence in foul territory.

Ruling: B2 is awarded 2B and R1 is awarded 3B. (Two bases from the start of the pitch, as the ball went over the fence in foul territory. [5.5.1 g).iv 2; 5.11 Effect b).i 2]

Play 15 When does a batter become a batter-runner?

Ruling: On a batted fair ball, a batter is a batter-runner until they reach 1st base safely or is put out before reaching 1st base. On a batted foul ball, the batter is a batter-runner until they are called out on a caught fly foul ball or until all play has stopped. [5.5.1]

Play 16 A fly ball is hit to deep center field. The center fielder leaps over a small fence in the outfield and before getting back into playable territory, reaches up from dead ball territory and catches the fly ball. The umpire judges a) the ball would have cleared the fence in fair territory had it not been touched by the center fielder or b) would not have cleared the fence in fair territory.

Ruling: In a) the umpire should award a home run. [5.5.1 g).iv; 5.11 Effect d).i] In b) the umpire should award two (2) bases from the time of the pitch. [5.5.1 g).iv 4; 5.11 Effect b).i 4]

The Batter Becomes that Batter-Runner cont

Play 17 F1 notifies the umpire that B4 is to be intentionally walked.

Ruling: The notification to the umpire is the same as a pitch, but the ball is dead and other runners cannot advance unless forced. [5.5.1 c) ii 3); 5.1.28]

Play 18 No outs, Runner on 3rd base. Pitcher makes a pitch, the first base umpire calls "illegal pitch", the batter swings at the pitch, but is obstructed by the catcher, despite the obstruction the batter hits safely to F9. How does the play stand?

Ruling: The umpire must enforce the catcher's obstruction. [5.5.1 d); Effects 5.5.1 d) Effect 1) to 3]

If the runner from 3rd did not advance, you must give the offensive team manager the option of taking the result of the play or enforcing obstruction and awarding the batter 1B. If the coach wishes to take the result of the play, you would enforce the illegal pitch which again would be the option of either the result of the play or enforcement of the illegal pitch. [Effects 4.3.1 to 4.3.7 Effect a) to e)]

If the manager again elects to take the result of the play, the batter-runner stays on 1st base. If the manager takes the enforcement of the illegal pitch, a ball is awarded to the batter and the runner on 3rd is awarded home.

If the runner from 3rd had advanced safely on the hit, then the violations of catcher's obstruction and the illegal pitch are ignored and the batter-runner stays on first and runner from 3rd score counts.

5.5.2 Batter-runner is out

Play 1 B3 hits a foul fly ball. F3, in attempting to catch the ball, collides with the 1B coach who is (a) in the coach's box, or (b) not in the coach's box.

Ruling: B3 is out in both (a) and (b). Members of the team at bat shall not interfere with a player attempting to catch a foul fly ball. [5.5.2b)x]

Play 2 B1 hits a fly ball to F8. The ball touches F8's glove, rebounds, hits the outfield fence and deflects back into the glove. The ball never touches the ground.

Ruling: B1 is not out. This is not a legal catch, as it touched another object (other than a defensive fielder). [5.5.2 a) ii; 5.1.9 e)]

Play 3 Bases loaded with no outs. B4 hits a high fly ball to F3, so the umpire calls and signals "Infield Fly." The ball lands untouched and settles on foul ground.

Ruling: The "Infield Fly" call should be reversed. This is an ordinary foul ball, not an "Infield Fly". B4 is not out. [5.5.2 a)v; 5.1.26]

Play 4 With runners on 1B and 2B and none out, the next hitter (B3) is faking a bunt but at the last moment draws back and swings away. B3 hits a fly ball no more than 3 meters (10 feet) off the ground toward F5. The umpire calls "Infield Fly". Was the umpire correct?

The Batter-Runner is Out cont

Ruling: Yes. There is nothing in the rules defining how high an infield fly must go. Since this is neither a line drive nor an attempted bunt, the umpire is correct in calling it an infield fly, if they feel it could be caught by an infielder with ordinary effort. B3 is out. [5.5.2 a)v; 5.1.26]

Play 5 B1 hits a batted ball that deflects off a drawn in infielder and the ball rolls into foul territory between home and 1B. F2 retrieves the ball and throws to F4 standing on the foul portion of a double base. B1, electing to run to the fair portion, is struck by the thrown ball over fair territory before reaching first base.

Ruling: Legal, because of the double base, the three-foot lane is extended into fair territory on throws from 1B foul territory. [5.5.2 a)vi; 5.6 a)ii]

Play 6 B1 hits a ground ball to F6, who fields and throws to F3. B1 just beats the throw, but touches only the fair portion of the double base. Is B1 safe or out?

Ruling: B1 is out, if the defense makes a proper appeal. Even though B1 beat the throw, B1 must touch the foul portion of the base on their first attempt at the base when a play is made at the base. This is the same as a runner missing a base. If the defense does not make an appeal before B1 returns to the base, B1 is safe. [5.5.2 a)vi; 5.6 a)iii]

Play 7 R1 is on 2B and R2 on 1B with one out when B3 hits a high fly ball near the 1B foul line. The umpire calls "Infield Fly if fair", however F3 misjudges the ball and the ball bounces on the ground, spins and strikes B3 who is running toward 1B in (a) fair territory or (b) foul territory. Both R1 and R2 advance one base before F3 recovers the ball.

Ruling: (a) Since the umpires ruled "Infield Fly if fair" the status of the ball is not known until it strikes B3 in fair territory. Interference is rule at the time the ball strikes B3 and the ball becomes dead immediately. R1 and R2 are returned to 1B and 2B. [5.1.26; 5.5.2 a)v; 5.1.30] (b) it is a foul ball and the ball is dead, R1 and R2 are returned to 1B and 2B. [5.1.20 d)]. Also refer 5.1.26 Play 9.

Play 8 As B1 contacts a pitch; the bat slips from their hands and strikes the catcher. The batted ball lands safely in centerfield for a single. Is there a penalty for B1's failure to control their bat?

Ruling: There is no specific penalty as long as the bat accidentally slips from the batter's hands, or if the bat doesn't prevent a defensive player from making a play on the ball. In this case the batted ball went to the outfield for a base hit. [5.5.2 b)viii]

Play 9 R1 on 2B with none out. B2 bunts down the 1B line and moves very slowly toward F3, who is waiting, ball in hand to tag B2. B2 stops just before R1 reaches 3B, and is then tagged by F3.

Ruling: B2 is out when tagged. It is okay to stop, provided the batter-runner makes no attempt to move back toward home plate. The ball remains live and R1 advance to 3B is legal. [5.5.2 b)xii; 5.5.2 a)iii]

Play 10 B1 receives ball four and advances to 1B. Halfway to 1B, B1 drops a batting glove, so then stops, turns around takes two steps back toward home plate and picks up the glove. Then proceeds to 1B.

The Batter-Runner is Out cont.

Ruling: Since B1 did not move back toward the plate to avoid a tag or a play. B1 should not be called out. [5.5.2 b)*xii*; 5.5.1 c)*i*]

Play 11 The batter-runner is out if an infielder intentionally drops a fair fly ball, including a line drive or a bunt. In order to invoke this rule, does the fielder have to touch the ball?

Ruling: To qualify as an intentionally dropped ball, the ball must actually be caught and then dropped. If a fielder allows the batted ball to fall to the ground untouched, then recovers and attempts to make a play, it would not be considered as being intentionally dropped. [5.5.2 b)*xiv*; 5.1.29]

Play 12 R1 is on 3B when B5 hits a high fly ball near the 3B dugout. F5, while standing in playable foul territory reaches into the dugout but a substitute player prevents them from catching the ball by bumping F5's arm.

Ruling: B5 is out on the interference. R1 returns to 3B. [5.5.2 b)*x*]

Note: A defensive player standing in playable territory, can reach into out-of-play area and make a catch. If in the umpire's judgment, the interference is an obvious attempt to prevent a double play, R1 the runner closest to home plate at the time of the interference will also be called out.

Play 13 R1 is on 1B with no outs when B1 bunts a ball that's first caught in flight by the pitcher, but subsequently dropped. The pitcher immediately recovers the ball and throws toward 2B and a 1-6-3 double play is completed. The plate umpire, judging F1 intentionally dropped the ball, called a dead ball, ruled B1 out and directed R1 to return to 1B. The defensive coach claimed that an intentionally dropped ball ruling cannot be made on a bunted ball.

Ruling: The umpire ruling is correct. A fair bunted ball in flight can be ruled an intentionally dropped ball. [5.5.2 b)*xiv*; 5.1.29]

Play 14 With the R1 running home from 3rd base, the batter-runner remains at home plate to block the catcher from playing the ball which is being thrown by the short stop.

Ruling: The plate umpire calls Dead Ball and rules intentional interference on the batter-runner and calls the batter-runner out. R1 is also out. [5.5.2 b)*xi*]

Play 15 With one out and a R1 on 2nd base, the batter-runner hits a foul fly ball that the F5 will easily catch near the dugout of the team at bat. R1 thinks there are two out so heads towards 3rd base however R1 trips and falls halfway between 2nd base and 3rd base. Upon seeing this, a player in the team at bat's dugout reaches out and deflects the ball away from the F5.

Ruling: The plate umpire calls Dead Ball, rules intentional interference by the player in the dugout and calls the batter-runner out and also calls R1 out. [5.5.2 b)*x*]

Play 16 R1 on 2B, R2 on 1B with one out, when B3 hits a high fly to F6. The umpire calls an "Infield Fly" and then F6 intentionally drops the ball. R1 and R2 do not move.

The Batter-Runner is Out cont.

Ruling: The "Infield Fly" call has precedence over the intentional dropped ball, so the "Infield Fly" rule is applied. The ball remains live, but as neither runner left base, there is only the batter out. [5.5.2 a).v; 5.5.2 b).xiv]

Play 17 Bases are loaded with none out, so the "Infield Fly" rule is in effect. B4 hits a fly ball which is dropped by F6.

Ruling: B4 is out and the ball is live. It does not matter that the "Infield Fly" is dropped. [5.5.2 a).v; 5.1.26]

Play 18 With R1 on 1B, B2 bunts the ball fair. F3 and F1 collide while fielding the ball as F4 covers 2B. F3 picks up the ball and throws to 1B and hits B2 in the back outside the running lane with no defense covering 1B. The umpire calls "Dead Ball" and declares B2 out for running outside the running lane.

Ruling: Incorrect procedure. B2 cannot be out since there is no defensive player covering 1B to make a play and to interfere with. The play should have continued allowing R1 and B4 to advance with liability to be put out. When "Dead Ball" was called all play ceased. The umpires should correct the situation by placing R1 on 1B and R2 on 2B [5.5.2 b).ii 2]

Play 19 B1 has a count of ball 3 strike 2 and swings and misses the next pitch, the ball goes to the catcher's glove, however bobbles out as the batter's swing follow through contacts the ball as the catcher is attempting to recover it.

Ruling: This is interference, the batter runner cannot interfere with a catcher in a dropped third strike situation. The batter runner should be declared out. [5.5.2 b).vii]

Play 20 B1 has a count of ball 3 strike 2 and swings and misses the next pitch, the ball goes to the catcher's glove, however bobbles out forward in front of the batter-runner. As the batter-runner is trying to advance to first base a) the catcher runs into B1 or b) B1 accidentally kicks or steps on the ball.

Ruling: This is not interference, as long as it is not intentional, the batter runner has to be able to run to first base, the dropped third strike was errored by the catcher into B1 running path. The ball remains alive. [5.5.2 b).vii]

Play 21 *R1 on 1st, when B2 hits a foul fly ball down the left field line. As F7 is about to field the fly ball. a) A spectator leans over the fence and interferes with F7 attempting to catch the ball, or b) A spectator enters the field and interferes with F7 attempting to catch the ball, or c) A police person assigned to the game or a grounds person fixing a sprinkler interferes with F7 attempting to catch the ball, preventing the catch.*

RULING: *In a), b) & c) this is interference, the ball is dead, when anybody other than a team member interferes with a fielder's opportunity to field a fair-batted ball. B2 is called out, R1 would be awarded the base or bases they would have made, in the umpire's judgement, had the interference not occurred. [5.5.2 c) ii]*

Note: *The ball remains alive when a ground ball or throw strikes a Police person, grounds person or photographer.*

Play 22 *R2 on 1B one out, F3 is fielding deep when B4 hits a high fly ball near the 1B foul line. F3 in fair territory while moving in to catch the ball is interfered by R2 holding up, the*

ball bounces on the ground, spins, and rolls foul without contact. R2 advances one base before F3 recovers the ball.

Ruling: *Interference is ruled when F3 contacts R2 while attempting to field a batted ball, R2 is called out and the ball becomes dead immediately [5.1.30; 5.10.3 c) iii]. The ball is judged fair at the time of the interference, B4 is placed on 1B [5.1.16 h)].*

Play 23 *R1 is on 2B and R2 on 1B one out, F3 is fielding deep when B4 hits a high fly ball near the 1B foul line. The umpire calls and signals "Infield Fly if fair", however F3 in fair territory while moving in to catch the ball is interfered by R2 holding up, the ball bounces on the ground, spins, and rolls foul without contact. Both R1 and R2 advance one base before F3 recovers the ball.*

Ruling: *Interference is ruled when F3 contacts R2 and the ball becomes dead immediately. [5.1.30] The ball is judged fair at the time of the interference, [5.1.16 h)]. R1 is returned to 2B the last base held at the time of the interference. B4 is called out on the Infield fly. [5.1.26; 5.5.2 a)v; 5.1.30]*

Play 24 *Bases loaded, one out. B5 hits a high fly ball near the 1B foul line. The plate umpire calls and signals "Infield Fly if fair". Initially F3 is standing in foul territory to catch the fly ball as B5 starts toward 1B running in fair territory. The ball drift over fair territory where B5 interferes with F3's attempt to catch the fly ball. The ball bounces and remains fair. All base runners advance one base.*

Ruling: *Since the umpires ruled an infield fly, the status of the ball is not known until B5 is ruled to have interfered. At the time of the interference the ball becomes dead immediately. B5 is out for interference and all runners return to the base at the time of the pitch. [5.1.26; 5.5.2.a)v; 5.5.2 b)vi; 5.1.30]*

5.6 Double Base

Play 1 B1 hits a ground ball that strikes (a) the fair portion, or (b) the foul portion, or (c) part of the fair and part of the foul portion of the double base at 1B.

Ruling: In (a) it is a fair ball. In (b) it is a foul ball. In (c) it is a fair ball since the separation of the two portions should be right on the line, with the entire fair portion in fair territory and the entire foul portion in foul territory. Any ground ball that hits or bounds over the fair portion of the base is fair. [5.6 a).i]

Play 2 B1 hits a fair ball to the outfield. In using the double base, B1 (a) touches the foul portion or the fair portion and continues to 2B; (b) touches the foul portion and returns to the foul portion.

Ruling: (a) B1 is legal. In (b) the initial touch is legal, but the runner must return to the fair portion. [5.6 a).v; 5.6 a).iv]

Play 3 When using the double base, B1 hits a triple. When touching 1B, B1 only touches the foul portion. On a dead ball appeal, the defense appeals a missed 1B.

Double Base cont

Ruling: Safe, on an extra base hit the batter can touch either the fair or foul portion of the base. [5.6 a).v]

Play 4 B1 hits a fair ball to F5, who fields the ball and throws to F3. B1 touches the fair portion of the double base prior to the ball arriving to F3, so the umpire calls B1 out.

Ruling: The runner is safe unless appealed by the defense, that B1 did not touch the foul portion. This appeal can be made until the batter returns to the fair portion. If B1 returns prior to the appeal, they would be safe. [5.6 a).iii]

Play 5 B1 hits a fair ball to F4 who throws to first in an attempt to retire B1. In using the double base, (a) F3 catches the ball with half their foot on the fair and half on the foul portion; (b) F3 catches the ball with the foot touching only the foul portion before B1 reaches the base.

Ruling: (a) B1 is out, as part of the foot touched the fair portion. This applies to both offense and defense. (b) B1 is not out [5.6 a).ii]

Play 6 B1 hits a fair ball that ricochets off F3 into foul territory. The double base is being used. F3 retrieves the ball and B1 and F3 are side by side running to first. F3 reaches the foul portion before B1 reaches the fair or foul portion.

Ruling: B1 is ruled out. On any force out attempt from the foul side of 1B, both F3 and B1 can use either the fair or foul portion. [5.6 a).ii]

Play 7 The catcher retrieves a dropped third strike in first base foul territory and throws to F4 covering 1B and touching the foul portion of the double base. The throw contacts B1 who is running just inside the fair territory.

Ruling: B1 would not be ruled out for violating the three-foot running lane. On a dropped third strike in first base foul territory, the one meter (three foot) line is extended to two meters (six-feet); one meter (three-feet) on either side of the foul line. [5.6 a).ii]

Note: First base foul territory, in the area of home plate, is determined by the first base line extended to the back stop. If the ball is to the right of the extended first base line, the one meter (three-foot) line is widened to two meters (six-feet) and F4 and B1 can use either the fair or foul portion of the double base.

Play 8 F2 attempts a pick-off at first on R3. R3 reaches around F3 on the tag attempt, but misses the fair portion of the base and comes in contact with the foul portion. R3 is then tagged by F3.

Ruling: R3 is out. On attempted pick off plays, runners must return to the fair portion of the double base. [5.6 b).iii]

Play 9 R1 tags up on the foul portion of double base at 1B, on a fly ball to LF. R1 advances safely to 2B. F3 requests the ball and appeals R1 for tagging up on the wrong base.

Ruling: R1 is out for not tagging up on the fair portion of the base. [5.6 b).ii]

Double Base cont

- Play 10** The batter hits a single to right field and over runs 1st base. The runner returns to and stands on the foul portion of 1st base only and the defensive player with the ball tags the runner.
- Ruling:** The umpire should call safe as the runner has yet to return to the fair portion of 1st base. [5.6. b) *i and iv*]
- Note:** There is no defined time limit as to when a runner, who has overrun first base, must return to the fair portion of the double base. The rule only says that the runner must return to the fair portion. A player who has not yet returned to the fair portion cannot be tagged out for being off the base, unless the runner attempts to advance to second base or has returned to the fair portion and has stepped off the fair portion. A runner, who has not yet returned to the fair portion may be called out for lead off if the pitcher has started the pitch

5.7 Using an Illegal Glove

- Play 1** With two outs and R1 on 3B, B7 flies out to F8 for the 3rd out. The offense informs the umpire that F8 caught the ball with a mitt, rather than a glove, and they want B7 to bat over.
- Ruling:** A mitt being used by any player other than a catcher or first base player is considered to be an illegal glove. The umpire should remove it from play and allow B7 to bat again, assuming the ball/strike count prior to the pitch being hit. [5.7 b); 5.5.1 a); 2.1.10; 5.1.34 ii]
- Play 2** B1 hits a ground ball to F6, who fields the ball with a glove containing a circle on the outside resembling a ball. The umpire observes this but allows the play to continue and F6 throws B1 out at 1B.
- Ruling:** The play has been made using an illegal glove. The offensive team coach has the option of (a) allowing the play to stand, or (b) have B1 bat again assuming the ball/strike count they had prior to the pitch being hit. The illegal glove is removed from the game. [5.7 a) and b); 5.5.1 a); 2.4.1 d); 2.1.10; 5.1.34 ii]
- Play 3** With two outs and R1 on 3B, B7 hits a ground ball to F9 who fields the ball on one bounce with the bare hand and throws to 1B for the force out. The offense informs the umpire that F9 is wearing a mitt, rather than a glove, and they want B7 to bat over.
- Ruling:** On being informed by the offense the umpire inspects F9's glove and confirms it is an illegal glove. [2.1.10; 2.4.1 a)] F9 has violated rule [5.7] in making a play while using an illegal glove as it makes no difference that F9 fielded the ball with their bare hand. The offensive manager/coach is given the choice of taking the enforcement of the illegal action or the result of the play. [5.1.34 ii] The offense chose the enforcement of the illegal action. [5.7 b)] B7 returns to bat assuming the ball and strike count prior to the pitch and R1 returns to 3B. The umpire should remove the mitt from F9.
- Play 4** The defense inform the plate umpire that F3 and F9 will swap positions. The base umpire noticed that F3 was still wearing a mitt when they went to field in RF. The base umpire informs the player that it is illegal to use a mitt as they are now not playing 1B.

Using an Illegal Glove cont

Ruling: The base umpire's actions are correct. If an umpire sees a player enter the field with or is in the field with an illegal glove the umpire should inform the player that they are using an illegal glove and the glove should be removed. [2.1.10; 2.4.1 a) to d)]

Play 5 *Bases loaded, no outs. B4 with a count of 1 ball and 1 strike hits a ground ball between F7 and F8. R1 and R2 score. F8 retrieves the ball and throws to F6 who then throws to F5 to retire R3 while B4 is safe at 1B. The offensive manager appeals that F7 is using an illegal glove.*

Ruling: *F7 is considered to be part of the play. The illegal glove is removed and replaced. The offensive manager is given the option of taking the result of the play or having the play nullified with B4 returning to bat with a count of 1 ball and 1 strike and all three runners returned to the bases held at the time of the pitch [5.7 a) and c)]*

Play 6 *R1 on 1B. B2 grounds out to F6 for a double play. The offensive manager appeals that F1 is using a glove the same color of the ball.*

Ruling: *The play stands. The pitch by F1 is not considered making a play. The illegal glove is removed and replaced. [5.7 c)]*

5.8 Removal of Helmet

Play 1 Homerun, the batter takes off their helmet. What is the call?

Ruling: There is no violation or penalty for a batter-runner who takes their helmet off on homerun hit over the fence. [5.8 a)]

Play 2 B1 hits an out-of-the-park homerun and, as they pass 3B, remove their helmet. The plate umpire should call B1 out.

Ruling: Although the rule reads that runners are to be called out if they remove the helmet intentionally, the intent of the rule is to prevent the runner from getting hurt by a thrown ball. When the ball has been hit over the fence for a homerun, no play will be made on any runner until the plate umpire throws another ball into the game. Runners should not be called out for removing the helmet on a home run ball that is hit out of the park. [2.1.8 a); 5.8 a)]

Play 3 (a) B4 reaches first base and while standing on the base, removes their helmet, or (b) with the bases full, a 4th ball is called and the runner from 3B removes their helmet prior to touching home plate.

Ruling: In either (a) or (b) where there is not a safety factor involved, the player should not be called out. In (b) umpire discretion and common sense should allow the player to score. [2.1.8 a); 5.8 a)]

Play 4 R1 is on 1B with two outs. B2 hits a fly ball to the outfield for a routine out. The umpire observes R1 removing their helmet and calls R1 out prior to the ball being caught. Who is the proper batter to start to bat in the next inning?

Removal of helmet cont

Ruling: The ball remains live when a runner deliberately removes their helmet. In this case the third out is R1 for removing their helmet. B2 is considered to have completed their turn at bat. B3 would lead off the next inning. [2.1.8 a); 5.8 a)]

Play 5 While attempting to field a bunted ball, F2 comes in contact with B5's helmet that has been (a) accidentally or (b) deliberately removed by B5. The contact prevented F2 from completing a play on B5

Ruling: In both (a) and (b), B5 is declared out immediately. It makes no difference whether the removal was accidental or deliberate. If a defensive player comes in contact with a helmet on the ground and this prevented them from making a play, the ball is dead and offensive player is out. [2.1.8a); 5.8 b) *ii*]

5.9 Touching Bases in Legal Order

Play 1 B1 lined a hit that rolled to the deepest part of the park. B1 missed 1B, touched 2B, 3B and home. B1's teammates yell at B1 to touch 1B, so B1 runs to 1B and 2B again before the ball is returned to the infield.

Ruling: When a runner returns to a base while the ball is in play, they must touch the bases in reverse order. The umpire should rule B1 out if a proper appeal is made. If the defense made no appeal, then leave the runner at 2B. [5.9 b) *ii*]

Play 2 R1 on 2B and R2 on 1B. B3 hits a ground ball to F5, who attempts to tag R1 retreating to 2B. R2 advances safely to 2B on the play and B3 reaches 1B. R1 is eventually tagged while standing on 2B, so the umpire calls R1 out.

Ruling: R1 is out. R1 lost the right to 2B as they were forced to vacate it when B3 became a batter-runner. Even though tagged, this is a force out. [5.9 d); 5.9 f); 5.1.19; 5.10.3 a) *iii*]

Play 3 R1 is on 1B when B2 singles to RF. R1 rounds 2B on the way to 3B, but seeing the ball thrown to F5, returns to 2B. R1 over slides the base as F5 throws the ball wildly back into right field. R1 gets up and advances safely to 3B, but during the advance, fails to retouch 2B. The defense now appeals R1 missing 2B.

Ruling: The appeal is denied. R1 legally returned to 2B and, even though R1 over slid it, that was the last base legally touched. As a result, there was no violation for not touching the base again on the advance to 3B. [5.9 d)]

Play 4 R1 slides past 3B without touching the base. The ball is thrown into dead territory. (a) R1 returns to touch 3B during the dead ball period before advancing to home on the overthrow award, or (b) the defense quickly makes a dead ball appeal before R1 returns to touch 3B. In both cases the umpire rules R1 out.

Ruling: In both (a) and (b), the R1 is safe. Because of the dead ball situation, all runners must complete their base running responsibilities, and the plate umpire must have thrown a new ball to the pitcher before a dead ball appeal can be allowed. [5.9 d); 1.2.6 c) *Exception*; 1.2.6 c) *i*]

Touching Bases in Legal Order cont.

Play 5 R1 at 2B and B4 at bat with one out. B4 hits a long fly ball to F8 who catches it. R1 then advances to 3B. When R1 slides into 3B, the momentum pushes the base from its proper position into foul territory. R1 remains where the base should be and is tagged by F5.

Ruling: R1 is safe. When a runner dislodges a base from its proper position, neither R1 nor any succeeding runners in the same series of plays, is compelled to follow a base unreasonably out of position. [5.9 e); 5.10 4) n)]

Play 6 R1 on 1B when B2 hits safely. Both R1 and B2 advance to and occupy 2B. When the ball is returned to F1, in the pitcher's circle, F1 claims that either or both of the runners should be called out, since two runners cannot occupy the same base at the same time.

Ruling: F1 is correct, but no one can be called out automatically. A play has to be made on the runners. If both runners are tagged while standing on the base B2 will be called out. R1 is safe, being the person to legally occupy the base. [5.9 f)]

Play 7 R1 on 2B and R2 on 1B with one out. B4 hits a double scoring both runners. R1 misses 3B but returns there before an appeal is made.

Ruling: Since R1 may not return to 3B after a following runner (R2) has scored. R1 is out on the appeal and R1's run does not count. [5.9 h)]

Play 8 R1 on 3B advances home on B4's single but misses home plate and enters the team area. Team mates advise R1 that they missed the plate, so R1 promptly returns and touches it. F2, with the ball now in their possession, then makes an appeal play by tagging home plate.

Ruling: R1 is out, as they may not return to touch a missed base after they enter their team area. [5.9 h)]

Play 9 B1 singles to F9, who throws the ball wildly into the dugout, trying to throw B1 out at 1B. The umpire awards third to B1 who cuts across the infield rather than touching 2B while advancing to 3B.

Ruling: The defense must properly appeal B1 for missing 2B. If they do so, the umpire should rule B1 out. If they do not appeal, the action by B1 is ruled legal after the first pitch to B2. [5.9 j)]

5.10.1 Runners May Advance with Liability to Be Put Out While the Ball Is Live

Play 1 R1 is on 1B when B2 hits a line drive that is touched by F4 and bounds off the glove to F9 who catches it. R1 leaves after F4 touched the ball, but before the catch.

Ruling: Legal advance by R1. B2 is out on the catch. [5.10.1 d); 5.5.2 a) ii)]

Play 2 R1 on 2B. The batter hits a line drive that is deflected by the pitcher and it hits R1 as they are advancing to 3B.

Ruling: No violation. The ball is in play unless it deflects into dead ball territory. [5.10.1 e) ii); 5.10.4 f)]

Runners May Advance with Liability to Be Put Out While the Ball Is Live cont.

Play 3 On a ground ball being fielded by F4; the ball becomes lodged in F4's uniform. B1 advances to 3B.

Ruling: Legal advance. The ball remains alive while lodged in a defensive player's uniform or equipment. [5.10.1 f)]

Play 4 B1 hits a ground ball to the infield. F6 throws to 1B to try for the out but the ball gets away from F3. B1 touches and over-runs 1B, and remains in (a) foul territory and turns to their right, or (b) foul territory and turns to their left, or (c) fair territory and turns to their right, or (d) fair territory and turns to their left. In all cases, B1 does not make an attempt to advance to 2B.

Ruling: In all cases, B1 is safe. It doesn't matter which way they turn, in either fair or foul territory, provided they make no attempt to go to 2B. [5.10.1 h)].

Play 5 B1 reaches 1B on an infield hit and after over-running the base, turns right into foul territory. At this point, B1 notices that the throw to F3 is wild and then takes two quick steps as if going to 2B, but stops when they decide they cannot make it. At no time does B1 cross the foul line into fair territory. Before B1 returns to 1B, they are tagged by F3, who appeals. What is the call?

Ruling: B1 is out for being off base after making an attempt to advance to 2B. [5.10.1 h); Effect 5.10.1 h) and i); 5.10.3 a) ix]

Play 6 R1 on 1B, steals 2B safely, but in doing so, dislodges the base as they slide. The throw from F2 gets away from F6, so R1 advances to 3B. However, seeing F8 quickly recover the ball, R1 starts back toward 2B, but is tagged out before reaching the base or where the base originally was placed. The offensive manager claims R1 should not be out as the base has been dislodged from its proper place.

Ruling: R1 is out. Although the base has been dislodged from its proper position, R1 forfeited their exemption from being put out as soon as they made an attempt to advance to the next base. [5.10.1 i); 5.10.3 a) ii; 5.9 e)]

Play 7 B1 singles to RF and attempts to stretch it into a double. The thrown ball from F9 strikes the base umpire, allowing B1 to arrive at 2B safely.

Ruling: When the umpire is hit with a thrown ball there is no interference. The ball remains live and in play, so B1 is safe at 2B. [5.10.1 c)]

Note: Umpires, (base umpires in particular when circling bases with a runner) must know where the ball is at all times. "Glance at the runner, look for the ball" is a phrase used by all umpires! When an umpire is hit with a thrown ball, they are just out of position.

Play 8 R1 from 1B is caught in a run down play. While running back toward 1B, R1 is accidentally hit by F6's thrown ball. The ball ricochets into foul territory, stays in play, and by the time a fielder gets the ball, R1 is at 3B.

Runners May Advance with Liability to Be Put Out While the Ball Is Live cont.

Ruling: The ball remains alive and in play, when a thrown ball strikes an offensive team player. R1 remains at 3B. [5.10.1 c)]

Play 9 B1 hits a line drive that strikes 1B, ricochets and accidentally hits a photographer, who is assigned to take pictures of the game. F1 backs up the play and throws to F4 who tags B1 advancing to 2B.

Ruling: The ball remains live and in play when it strikes a photographer who has been assigned to a game, so B1 is out. [5.10.1 e).iii); 5.10.3 a).ii]

Play 10 R1 on 1B, is stealing on the first pitch to B2. The pitch is declared Illegal and gets away from F2. R1 reaches 2nd and upon seeing that F2 has not yet recovered the ball, attempts to go to 3rd. F2 recovers the ball and throws to F5 who tags out R1 sliding into the base. The offensive team now requests the umpire to enforce the Illegal Pitch penalty and return R1 to 2nd.

Ruling: The request is denied and R1 remains out. R1 is entitled to one base on an illegal pitch not hit. R1 may attempt to advance beyond the one base to which they are legally entitled but are in jeopardy to be put out as the ball remains live. [5.10.1 j)]

5.10.2 Bases Awarded to Runner(s) For Obstruction

Play 1 R1 on 2B when B2 hits a ball between CF and RF. R1 rounds 3B and is running home when RF throws to the plate. R1 seeing this, returns to 3B where they are obstructed. R1 then (a) continues to 3B, or (b) stands off the base and observes the play. The catcher receives the throw and seeing B2 going to 2B, throws to 2B where B2 is thrown out. Then R1 starts for home as well in (a) as (b) and is thrown out.

Ruling: (a) R1 is out as they have returned to the base they were protected to and a subsequent play took place. When R1 leaves 3B, they are on their own. [5.10 2 d) ii] (b) although a subsequent play took place, R1 did not return to 3B, therefore is still protected and when called out at the plate and would be returned to 3B. [5.10.2 d)]

Play 2 R1 is on 2B when the catcher tries a pickoff. R1 is caught in a rundown between 2B and 3B, but the base umpire calls obstruction on F6. The plate umpire believes R1 intentionally tried to gain an obstruction call by running into F6. How should the plate umpire react?

Ruling: Many coaches teach their runners if they get caught in a rundown, they should run into a fielder without the ball to possibly create an obstruction call. The base umpire's call should not automatically be changed. But if, when the play is over, the base umpire asks for help, the plate umpire can provide information. The base umpire is still responsible for making the final decision.

Note: When deciding if the runner purposely tried to gain an obstruction call, the calling umpire should consider: (1) Did the runner seek a legitimate path to the base? (2) Did the runner alter their path, when another route was more direct, obvious or natural? (3) Did the runner seek out a fielder who did not have the ball? If the answers lead you to believe the act was intentional, no obstruction signal is given, and keep play live. [5.10.2 a); 3.6.6 a) and b)]

Bases Awarded to Runner(s) For Obstruction cont

Play 3 With one out, R1 from 1B is breaking with the pitch when B3 hits a line drive to RCF. F8 makes a shoestring catch and throws toward 1B with a good chance to double up R1. While returning to 1B, R1 is obstructed by F4, but R1 regains 1B when F8's throw bounces over F3's head and into the dugout.

Ruling: Because the ball was thrown out-of-play during the delayed dead ball obstruction period and R1 had returned to 1B, R1 is awarded 3B on the overthrow. [5.10.2 a); 5.1.36; 5.11 b) ii)]

Play 4 R1 is on 2B with no outs. B2 hits a grounder to F4 as R1 is obstructed between 2B and 3B. B2 is thrown out at 1B, as R1 rounds 3B. F3 throws home and the catcher throws to F5 who tags R1 returning to 3B.

Ruling: Since the obstruction occurred between 2B and 3B, and the umpire judged the runner R1 would not have made home, they only protect the runner to 3B. When R1 is tagged between 3B and home, they are out. [5.10.2 d) ii)]

Play 5 R1 on 2B with two outs. B2 hits the ball to the outfield. R1 is obstructed between 3B and home as the throw goes to 2B. F4 tags B2 for the third out before R1 reaches home.

Ruling: If the umpire judges R1 would have scored prior to B2 being tagged out, had they not been obstructed, the run would count. Otherwise, the umpire could not award the run just based on an obstruction call. [5.10.2 b)]

Play 6 With one out, R1 on 2B and R2 on 1B, B3 hits a ground ball directly to the pitcher who throws to F5 for a force on R1 at 3B. F6 obstructs R1 as they advance toward 3B.

Ruling: A dead ball should be ruled when R1 was put out. R1 could not be called out between the bases they were obstructed, so place R1 on 3B, R2 on 2B, and B3 on 1B. [5.10.2 c) and d)]

Play 7 With R1 on 3B and R2 on 2B. B4 hits a ground ball directly to the pitcher R1 is caught between 3B and home. With R1 attempting to regain 3B, F5 obstructs R1, and then tags R1 out. R2 is standing on 3B at the time of the obstruction.

Ruling: The umpire should rule on the obstruction and when F5 tags R1 then call a "dead ball." R1 should be awarded 3B and R2 is returned to 2B. [5.10.2 b)]

Play 8 R1 slides into 2B as F4 jumps unsuccessfully for a high throw. The ball bounds into the outfield and F4 falls on top of R1. The players untangle slowly as the ball is returned to the infield. The base umpire is convinced R1 could have advanced to 3B if F4 had not fallen on top of R1, but after the pile up R1 showed no attempt to advance.

Ruling: F4's contact, even though inadvertent, does in fact impede or hinder R1's progress. By definition it is obstruction. Award R1 third base as that is the base that R1 would have reached in the umpire's judgment had there been no obstruction. [5.10.2 b)]

Play 9 R1 on 3B, R2 on 2B, and R3 on 1B with no outs. B4 hits a single with R1 scoring and R2 advancing to the plate. The throw comes to the plate and R2 is caught in a rundown between 3B and home. R3 advances to 3B and is standing on 3B while B4 advances to 2B. R2 is obstructed going back to 3B and is then tagged out by the catcher. The catcher then

Bases Awarded to Runner(s) For Obstruction cont.

tags R3 standing on 3B. The umpire calls obstruction, places R2 on 3B and calls R3 out when they are tagged.

Ruling: The umpire was in error. Obstruction is a delayed dead ball call, but when the catcher tagged R2 prior to R2 reaching 3B, the ball should have been ruled “dead.” R3 cannot be tagged out with a “dead” ball. Place R2 on 3B, R3 on 2B, and B4 on 1B. One run scores and there are still no outs. [5.10.2 c)]

Play 10 The ball is hit to RF. As the runner passes 1B, they are obstructed while no play is being made on them. They are thrown out by a wide margin at home plate.

Ruling: If in the judgment of the umpire, R1 advanced beyond the base they would have made had R1 not been obstructed, R1 is out. If the umpire feels the runner would have made it home, R1 is awarded home. [5.10.2 a); 5.10.2 b)]

Play 11 A throw from left field draws the catcher into the base path of R1. The ball and R1 arrive at the same time, causing contact between the catcher and the runner. F2 drops the ball and R1 scores.

Ruling: This is obstruction. The catcher may not wait for the ball in the runner’s path. Delayed dead ball is called, as the runner scores no further action is taken. [5.10.2 b); 5.1.32 b).1]

Play 12 R1 on 2B and R2 on 1B. At the start of the pitch infielders are positioned in a direct line to the next base.

Ruling: There is no penalty for the defensive players to position themselves at the start of the pitch in the baseline, however, if the ball is not hit to them for a play, they must move out of the direct line. It is an act of obstruction if the runner is forced to run around a defensive player or makes contact while running to the next base. [5.10.2 b); 5.1.32 b).2]

Play 13 The catcher is standing in the path of the runner awaiting the throw from the infielder. The runner from 3B runs into the catcher before the ball arrives.

Ruling: This is obstruction. The catcher may not wait for the ball in the runner’s path. Delayed dead ball is called, as the runner scores no further action is taken. [5.10.2 b); 5.1.32 b).1]

Play 14 R1 on 1B with no outs. B2 hits the ball to CF. R1 stops at 3B. B2 is a speedster and is rounding 2B when they collide with F6 and fall to the ground. B2 returns to 2B after seeing R1 on 3B. The umpires leave both runners at 2B and 3B.

Ruling: B2 could have been awarded 3B if the umpires thought that was the base B2 would have made had the obstruction not occurred. R1 is then awarded home. [5.10.2 b)]

Play 15 B2 hits a line drive between LF and CF, B2 misses 1st base on their way to 2B as F3 is completely blocking first base creating Obstruction. B2 arrives safely at second base. After the ball is returned to the infield, F3 calls time and appeals for B2 missing the base.

Ruling: ‘Obstruction’ should be called and signalled, with B2 safe at 2nd. A fielder may not block a base without possession of the ball, even if they are at the base and about to receive the thrown ball. If they have possession of the ball, they may then legally block the runner’s

Bases Awarded to Runner(s) For Obstruction cont.

access to the base. A runner is deemed to have touched and will not be required to touch the base, when obstructed at the base. [5.9 a)]

5.10.3 Runners Are Out

Play 1 With R1 on 3B and R2 on 2B, B3 hits a ground ball toward F5. R1 is hit by the ball over fair ground while proceeding toward home plate. R2 reaches 3B after the contact.

Ruling: R1 is out for interference. R2 is returned to 2B. B3 remains at 1B. [5.10.3 c).i; 5.1.30 c).ii]

Play 2 Runners on 2nd and 3rd base with no outs. B3, who has 2 strike count, bunts the ball in an attempted squeeze play. The ball pops up in the air over foul territory towards F5 who is in position to catch the ball. R1, in attempting to return to 3rd base, and realizing that R2 will be thrown out if the ball is caught, intentionally collides with F5 who is in foul territory. The ball falls uncaught to the ground. The umpire rules B3 is out for bunting foul on the third strike, R1 is out on the interference and R2 is also out for the intentional attempt by R1 to prevent a double play.

Ruling: Only 2 outs would be given on the play. R1 is out for the interference, and R2 would be out on R1's obvious attempt to prevent a double play. B3 would return to bat with a two strike count. [5.10.3 c).iv]

Play 3 R1 on 1B, attempts to steal 2B on a strike pitch, but the plate umpire interferes with F2's throw and (a) the ball goes into CF and R1 advances to 3B, or (b) R1 is out at 2B.

Ruling: This is umpire's interference. [5.10.3 d)] A delayed dead ball signal is given at the time of the interference and a strike is called, as the interference has nothing to do with the called strike. In (a) place R1 back on 1B and the ball is dead. In (b) the interference is ignored and the runner R1 remains out. A strike remains on the batter. [Effect 5.10.3 d)]

Play 4 R1 on 1B runs out of the base path while stealing 2B. The throw from F2 to F4 goes wildly into CF.

Ruling: This is a legal advance. There is no penalty for running out of the base path, unless it is done to avoid being tagged by the ball while in the hand or glove of a fielder. [5.10.3 a).i]

Play 5 R1 on 3B with no outs. B3 bunts the ball to F5 and R1 becomes caught in a rundown play between 3B and home. B3, who is halfway to 1B, sees that R1 is trapped, so turns around and runs back towards home plate. R1 is then tagged, so B3 turns around again and runs safely to 1B.

Ruling: R1 is out for being tagged off base. B3 is safe at 1B and the ball remains live. [5.10.3 a).ii]

Note: B3 cannot make the ball dead by running back toward home plate. 5.5.2 b).xii only applies when a fielder is attempting to tag the batter-runner, who then moves back toward home plate in an attempt to avoid the tag.

Play 6 R1 on 2B and R2 on 1B with none out. B6 hits a sharp ground ball to F5, who throws to F4 to force R2 out at 2B. F4 attempts to throw to 1B, but R2 slides into F4, who is standing in front of the base and knocks F4 to the ground. R1 advances to 3B and B6 advances to 1B.

Runners Are Out cont

Ruling: R2 is out on the force out at 2B. R1 is safe at 3B and B6 is safe at 1B. As R2 was sliding into the base at the time of contact, no interference is declared, unless R2 deliberately interfered with F4. The ball remains live. [5.10.3 a)*iii*]

Note: If interference was ruled, then R1 would also be out and B6 would be safe at 1B.

Play 7 R1 on 1B and B2 at bat. B2 hits the ball to RCF for extra bases. As R1 rounds 2B, R1 trips and falls. R1 is laying on the ground in pain, when B2 picks R1 up and carries R1 back to 2B and then runs back to 1B.

Ruling: This is legal. B2 can pick up R1 as long as he doesn't turn to carry him back to 2B and pass him. If he passes him, B2 would be out for passing and R1 is out for being assisted by someone other than another runner. [5.10.3 a)*v*]

Play 8 B4 hits a home run over the fence. B4's team mates shake B4's hand and pat B4 on the back, while B4 is between 3B and home. The defense says B4 should be out for being assisted by a team mate.

Ruling: B4 is not out. This type of action is not classified as aiding a runner, as no physical assistance has been given. [5.10.3 a)*v*]

Play 9 Bottom of the 7th inning with the score tied and two outs. R1 on 2B and R2 on 1B. B5 hits a single to LF that is fumbled by F7. R1 scores on the hit. R2, thinking the game is over, leads off 1B a short distance and stops to watch the play. B5 rounds 1B and passes R2. F6 then touches 2B, suggesting it is a force out, thus nullifying the winning run.

Ruling: The attempt for an out at 2B is ignored, as B5 is out for passing R2, and R2 is no longer forced. B5 was the third out, but the run scored by R1 was before B5 passed R2 and counts. [5.10.3 a)*vi*; 1.2.5 a)]

Play 10 R1 on 3B when B2 flies out to F9. R1 fails to retouch 3B before scoring, so F9 throws the ball to F5 who is standing on the base. F5 does not say anything, but it is obvious an appeal is being made.

Ruling: R1 is out. There is no requirement to appeal verbally. [5.10.3 a)*vii*]

Play 11 R1 on 3B, when B2 hits a fly ball to F7. F7 misjudges the ball and it hits them on the shoulder. From there it deflects to F8, who legally catches the ball before it hits the ground. R1 tags up at 3B and leaves as soon as the ball hits F7 on the shoulder, but before F8 holds the ball securely in the glove.

Ruling: This is a legal advance and the run counts. R1 may leave a base as soon as, the ball is first touched by a fielder, not when it is caught. [5.10.3 a)*vii*]

Play 12 With runners at 2B and 3B and none out, B6 flies out to F7. Both runners are suspected of leaving their bases too soon. With the ball still in play, the defense throws the ball to 3B and legally appeals and then to 2B and legally appeals. Is it legal to make two appeals on the same play?

Ruling: Yes. In this case, the defense is not guessing and both outs stand. [5.10.3 a)*vii*]; 1.2.6]

Runners Are Out cont

Play 13 R1 on 2B and R2 on 1B with no outs. B3 hits a double to RCF. Both R1 and R2 score, but R2 misses 3B. B3 ends up at 2B as the defense throws the live ball to 3B for an appeal. The umpire asks F5 which runner they are appealing. F5 hesitates and states both R1 and R2. Unless both runners did miss the base, the umpire thinks this then is a guessing game, and does not allow either appeal.

Ruling: A case of guessing would be where two runners pass the same base and on the appeal the defense cannot decide which runner missed the base. Therefore, they try to appeal both, figuring that they'll get one right for sure. [5.10.3 a) *viii*; 1.2.6]

Note: In a situation where two runners pass a base that is being appealed, the umpire should first ask which runner is being appealed. If the defense guesses the wrong one, they should not be allowed a second appeal. If they say both, and both did miss the base, then both would be out. This would not be a guessing game. If they say both and only one touched, it would be a guessing game.

Play 14 B1 hits the ball and runs to 1B, but steps over the base without touching it. Moments later, F3 catches the ball and touches 1B. Is B1 out (a) automatically by virtue of not touching the base, or (b) when F3 appeals to the umpire that B1 missed the base?

Ruling: In (a) B1 is considered safe, until appealed. In (b), yes this is an appeal play by F3 either touching the base and verbally stating or touching B1 prior to B1 returning to 1B. Once B1 returns to 1B, they cannot be appealed. [5.10.3 a) *viii*; 1.2.6]

Play 15 Team "A" is behind in the 6th inning with B6 on 1B, one out, and B7's turn to bat. B9 comes to bat, and hits into a double play for the second and third outs. If no appeal is made by the defense prior to their leaving the field, in the seventh inning, Team "A" would have B1 lead off. If an appeal is made by a fielder, in the infield, in the 6th inning what should the umpire do?

Ruling: B6 and B9 are out. [5.10.3 a) *iii*] If it was found out that B9 batted out of order, the umpire will notify both teams that B8 will lead off the seventh inning. This is allowed to reinstate the correct line-up in the batting order. [Effect 5.4.1 b) *ii and vi*]

Play 16 B1 hits a home run over the fence. B1 rounds all bases but misses home plate and goes into the dugout. The umpire throws a new ball to F1 and calls "Play Ball". F1 indicates they want to appeal B1 for missing the plate and throws the ball underhand to F2. The new batter, B2 swings at the throw and hits a home run.

Ruling: Because F1 indicated they wanted to make an appeal, allow the appeal and call B1 out. The hit by B2 is nullified. [5.10.3 a) *x*; Effect 5.10.3 a) *vii to x*; 1.2.6 c) *iii*]

Play 17 R1 on 3B with none out, when B4 bunts the ball in front of home plate on a squeeze play. R1 slides home and accidentally kicks the ball out of play, prior to touching home plate and before any fielder touches the ball. The umpire rules R1 safe and awards B4 second. Are they correct?

Ruling: No. R1 is out for touching a fair batted ball before it passes or is touched by an infielder. B4 is credited with a single and returned to 1B. [5.10.3 c) *i*; 5.1.30 c) *ii*; 5.5.1 e)]

Runners Are Out cont.

Play 18 R1 on 1B, when B2 hits a ground ball to F4. The ball contacts R1 (before it reaches F4) and deflects straight to F4, who is able to turn a double play by touching 2B and then throwing to 1B.

Ruling: The ball is dead as soon as it strikes R1. R1 is out and B2 is awarded 1B. No double play is possible. [5.10.3 c) i; 5.1.30 c) ii]

Play 19 R1 on 2B when B4 hits a ground ball toward F6. The ball passes F6 without being touched by F6 and no other infielder has a chance to make a play. R1 intentionally kicks the ball.

Ruling: R1 is out for interference and the ball is dead. [5.10.3 c) ii]

Play 20 R1 on 2B. B2 hits a ground ball toward F5 (who makes a play on the ball), but it goes untouched between their legs. F6 has a chance to play the ball, but R1 collides with F6 as they attempt to field the ball.

Ruling: R1 is out for interfering with a fielder attempting to field a batted ball. [5.10.3 c) iii]

Note: The fact that the ball has passed a fielder (whether touched or not) makes no difference. The important thing to remember is that a runner may not interfere with a fielder attempting to field a batted ball.

Play 21 R1 on 1B with one out. B3 hits a ground ball to F4, who throws to F6 at 2B for a force out. F6 relays the ball to 1B but not in time for the double play. R1, who was called out at 2B, continues to advance at full pace toward 3B. The confused F3 attempts to throw R1 out at 3B; however, F3 throws the ball out of play, allowing B3 to advance to 3B.

Ruling: The action of R1 continuing to run after being called out is a form of interference. The runner closest to home (B3) is called out. [5.10.3 c) v]

Play 22 B1 hits a long ground ball to deep right field. B1 rounds all bases and advances toward home, F9 relays the ball to F4 who turns and throws to F2 for a possible play at the plate. Meanwhile, B1's teammates, thinking that B1 will score a run, leave the dugout and gather at the plate to offer congratulations. F2 takes the throw and attempts to tag B1 sliding for the plate but is unable to do so due to the other offensive players gathering at the plate.

Ruling: The action of the offensive players gathering at the plate creates interference in making the play by F2 difficult. As a result of the interference, B1 is ruled out, and the ball dead. No run scores. [5.10.3 c) vi]

Play 23 R1 on 2B and R2 on 1B. B3 hits a ground ball to F8 and both runners advance one base. The coach at 3B runs quickly toward home plate, as F8 fields the ball. On seeing this, and thinking the coach is a runner, F8 throws to F2. The throw gets away from F2 and R1 scores. R2 advances to 3B and B3 advances to 2B.

Ruling: This is coach's interference and the ball is dead immediately when the throw is released to the plate. R1 is declared out (closest to home) on the interference, with R2 returned to 2B and B3 to 1B. [5.10.3 c) vii]

Play 24 R1 on 1B and B2 at bat with a 3-ball count, when a wild pitch is delivered. R1 rounds 2B advancing toward 3B and B2 advances toward 1B as F2 recovers the ball. Meanwhile, the

Runners Are Out cont.

batboy comes out to get the bat and causes interference by (a) just getting in the way, causing F2 not to throw for fear of hitting the batboy, or (b) being hit by the thrown ball from F2, in an attempt to pick off R1 at 3B. The interference is unintentional by the batboy.

Ruling: The batboy is part of the team. In both (a) and (b) it is interference. The runner being played on (R1) is out and the ball is dead. B2 returns to the last base touched at the time of the interference. As B2 is the batter-runner they get B1, even when not yet arrived at 1B [5.10.3 c).viii; 5.1.30 a)]

Play 25 R1 on 2B, when B3 hits a slow roller to F4, who fields and throws to F3. F3 loses possession of the ball as R1 rounds 3B and B3 continues to run to 2B. F3 recovers the ball and, just as they are about to throw to F2, the coach at first prevents F3 from throwing by stepping directly in front of F3. R1 crosses the plate.

Ruling: This is coach's interference. R1 is out on the interference. The ball is dead and B3 must return to 1B. [5.10.3 c).viii]

Play 26 F2 has the ball and is ready to tag R1, attempting to score. R1 deliberately crashes into F2, causing F2 to drop the ball.

Ruling: R1 is out for interference and the ball is dead. If the umpire feels the act was flagrant, they could eject R1. [5.10.3 c).ix]

Play 27 R1 on 3B with none out. B2 bunts down the 1B line and moves very slowly towards 1B. R1 runs toward 2B in an attempt to draw a throw. F3 sees this and throws to F6 covering 2B. R1 then turns and runs safely back to 3B as B2 reaches 1B.

Ruling: R1 is out as soon as they ran towards 2B, for running the bases in reverse order. The ball is dead, and B2 is awarded 1B. [5.10.3 c).x]

Play 28 B2 hits a home run and jogs around the bases. B2 stops between 2B and 3B thinking they may have missed 1B. B2 turns back and retouches 2B and 1B, then turns again and continues on to record the home run by touching 2B, 3B and home. In reality, B2 did not miss 1B at all and the defense wants an "out" for running the bases in reverse order.

Ruling: This is not running the bases in reverse order. B2 would be credited with a home run. [5.10.3 c).x]

Play 29 B3 takes a called third strike for the first out of the inning, as R1 leads off 2B on the pitch. F2 returns the ball to F1 standing in the pitcher's circle. R1, still off base, makes no attempt to move either way.

Ruling: Failure to immediately proceed to the next base or return to their base, once F1 has the ball in the pitcher's circle shall result in R1 being declared out. [5.10.3 b).iii]

Play 30 On ball 4, B1 runs directly to 1B and continues to 2B without stopping. The ball is in F1's possession in the pitcher's circle before B1 reaches 1B. Is B1 out?

Ruling: No. Provided B1 does not stop at 1B, they may continue to 2B at their own risk. [5.10.3 b).iii]

Runners Are Out cont.

Play 31 R1 on 1B with none out. F1 has the ball in the pitcher's circle but lays it down, in their glove, to tie their shoes. R1 advances to 2B.

Ruling: No penalty. This is a legal advance. [5.10.3 b).iii 2]

Play 32 In order to get a running start after a long fly ball has been touched, R2 stands more than one meter (3 feet) behind 3B.

Ruling: R2 is out for being not in contact with the base. The umpire should declare R2 out, immediately when R2 takes a position behind the base. The ball remains alive. [5.10.3 a) xii]

Play 33 R1 at 3B, R2 at 2B and R3 at 1B with two outs. The offensive coach calls a time out and brings all runners in for conference. Needing two runs to tie, the coach has R2 and R3 switch because of R3's speed. When the conference is over, R3 goes to 2B and R2 to 1B. B4 hits a double scoring R1 and R3, with R2 advancing to 3B. B5 strikes out. Now the defense appeals to the umpire that R2 is on 3B, and was on 2B prior to the conference.

Ruling: The umpire calls both R2 and R3 out, and nullified the run scored by R3. R1's run does score. The manager calling the charged conference is ejected from the game. [5.10.3 a).xiii; Effect 5.10.3 a).xiii]

Play 34 R1 on 1B with one out. B3 hits the pitched ball between 2B and F4 who misses picking it up and then kicks the ball to the shortstop covering the base. The umpire calls R1 out. Is it legal for a defensive player to kick a ball to another fielder to make a play?

Ruling: There are no rules that prohibit a fielder from kicking the ball to another fielder. R1 would be out. [5.10.3 a).iii]

Play 35 F1 has the ball in the pitcher's circle, with R1 on 1B with one out. R1 leaves 1B before F1 releases the ball to B2, who hits a line drive that is caught by F3.

Ruling: R1 is "out" for leaving base too soon and the ball is dead. "No Pitch" is declared, so B2 is not out and returns to the plate to bat again, assuming the count before they hit the ball. [5.10.3 b).ii]

Play 36 R1 on 2B. B2 hits a line drive that contacts R1 advancing to 3B. The ball has not passed an infielder, but F6 has a chance to play the ball.

Ruling: The ball is dead and R1 is out. [5.10.3 c).i; 5.1.30 c).ii]

Play 37 R1 on 3B and R2 on 2B, when B5 hits a long fly ball to F7. Seeing this, R1 positions them self behind but not in contact with 3B in order to get a running start on the catch. R2 holds up at 2B and advances to 3B after the catch and on the subsequent throw to F2. R1 beats the throw home.

Ruling: The ball remains live, but R1 is called out for taking a running start on the play. The advance by R2 is legal. [5.10.3 a).xii]

Runners Are Out cont.

Play 38 R1 on 3B, R2 on 2B and R3 on 1B base. 1 out. During a suspension of the game R2 and R3 change positions on the bases. B5 hits a homerun scoring all runners, who stay near home plate waiting to congratulate B5 on their homerun. Before all the runners are in the dugout, the defensive manager appeals R2 and R3 changing positions on the bases. The plate umpire upholds the appeal and calls R3 and R2 out and ejects the offensive manager, ending the inning, no runs scores.

The offensive manager now alleges that the improper runners had already scored and were no longer on base, so this ruling cannot apply to them.

Ruling: The umpire was correct in their ruling. The defensive manager has until both runners who switched bases are in the dugout. The fact that one or both of them scored does not eliminate the right to appeal. [5.10.3 a).xiii; Effect 5.10.3 a).xiii]

Play 39 R1 on 1B, takes off to steal the base, it's a passed ball, the runner slides into second, the short stop tells the runner it's a foul ball, (without faking a tag). The runner stands up and returns to first where they are tagged OUT, but the base umpire tells R1 to stay in second because the short stop said it was a foul ball.

Should it be considered an out or should the runner be entitled to second??

Could the short stop's action be considered verbal obstruction or should the player know better and only listen to their coach or the umpire's call?

Ruling: A verbal "that was a foul ball" does not take the onus off the runner to verify if the ball was a foul ball. This is not obstruction and the out on the runner should count. The runner should only rely on the umpire, their coach or team players for the status of the ball. [5.1.32 b); 5.10.3 a).ii]

Play 40 R1 on 1B runs toward 2B when B2 hits a ground ball to F4 who does not field it cleanly. It is within 1 meter of F4 and as they bend down to pick up the ball R1 comes in contact with the ball and deflects it away from F4. F4 would have been able to complete a play.

Ruling: The umpire should call dead ball and R1 is out. Even though F4 had not fielded it cleanly they are still considered to be fielding a batted ball and there was still a play possible. This is different to a runner being hit by an errored ball that passes a fielder and comes in contact with the runner. [5.10.3 c).iii]

Play 41 *R1 on 3B, R2 on 2B and R3 on 1B. 1 out. B5 hits a deep fly-ball to the RF fence. R3 holds-up close to 1B thinking the ball will be caught. B5 while watching the ball touches and rounds 1B passing R3. The ball clears the RF fence for a homerun. All runners advance to home touching all bases in the correct order.*

Ruling: *All runners score. A runner who passes a preceding runner during an out-of-the park home run or an award of bases will not be called out, provided the correct order of touching bases is re-established prior to the passing runner touching the next base. The ball remains dead.[5.10.3 a)vi; 2020 Bulletin 13 – Runner passing a Preceding Runner]*

Runners Are Out cont

Play 42 *R1 on 2B, R2 on 1B. 1 out. B4 hits a deep fly-ball to the LF fence. R1 holds- up close to 2B thinking the ball will be caught. R 2, while watching the ball touches and rounds 2B passing R1. The ball falls short but bounds over the LF fence. What is the ruling?*

Ruling: *This is a two base award and the ball is dead. R2 is not called out for passing the preceding runner R1 as this is an award of bases and the ball remains dead.[5.10.3 a)vi; 2020 Bulletin 13 – Runner passing a Preceding Runner]*

Note: *Should R1 have passed preceding runner R2 and have touched 3B ahead of R1, R2 would be called out for passing R2 even though the ball is dead.[2020 Bulletin 13 – Runner passing a Preceding Runner]*

5.10.4 The Runner Is Not Out

Play 1 R1 on 2B, when B7 hits a sharp ground ball past F1. The ball contacts R1, who is one step off 2B, and bounds into CF. No other fielder has any chance to make a play on the ball.

Ruling: R1 is not out, and the ball is live. [5.10.4 d)]

Note: If R1 had been on the base, and the ball had hit R1, the ball would be dead or live depending on the closest fielder. In most cases at 2B, the ball would be dead, as both F4 and F6 would play behind the base.

Play 2 R1 is on 2B when B3 hits a ground ball to F6. F6 is about to field the ball which is in R1's base path, so R1 runs in front and jumps over the ball continuing to 3B. F6 fumbles the ball, so the defense wants R1 called out for interference, as they claim R1 cannot run in front of a fielder fielding a batted ball.

Ruling: R1 is not out, provided they do not create interference. Runners may run in front of or behind a fielder, in order to avoid the fielder while they are fielding a ball. [5.10.4 a)]

Play 3 R1 on 3B and R2 on 2B with one out, when B3 hits a ground ball into the gap between F5 and F6. F5 cuts in front of F6 and, just as they grab the ball, R2 knocks over F6, who is on the base line. F5 fumbles the ball and all runners are safe.

Ruling: When two or more fielders attempt to field a batted ball, only one is entitled to the benefit of the interference rule. Since F5 actually touched the ball, R2's contact with F6 did not constitute interference. Delayed dead ball has to be given as the contact between F6 and R2 is an obstruction by F6. Since all runners were safe, no action is taken. [5.10.4 c); 5.10.2 a)]

Play 4 A batted ball passes untouched between F3's legs and accidentally strikes R1, who is running to 2B behind F3. In the umpire's judgment, no other infielder has a chance to make an out.

Ruling: R1 is not out and the ball remains alive and in play. [5.10.4 d)]

Play 5 R1 on 3B leads off in foul territory, as B2 slams a sharp line drive down the foul line. The ball hits the base, bounces back and hits R1 who is still in foul territory. F5 would not have been able to make an out.

The Runner Is Not Out cont.

Ruling: R1 is not out. Although R1 has been hit by a fair batted ball (it became fair when it hit the base), R1 cannot be called out when hit in foul territory. [5.10.4 e)]

Play 6 R1 on 1B runs toward 2B when B2 hits a ground ball to F4, who fields it cleanly. F4 takes the ball out of the glove and tags R1 with the glove as R1 runs past, then throws to 1B in an attempt to complete a double play.

Ruling: R1 is not out. They were touched with the glove and the ball was in the other hand. [5.10.4 h).2]

Play 7 B1 hits a ground ball to F4 and beats the throw to 1B, runs past the base, and while returning to it, is tagged by F3, who appeals for an out.

Ruling: The appeal is denied and B1 is safe. B1 may touch and run pass 1B without being in jeopardy, providing they return immediately to the base and makes no attempt to advance to 2B. [5.10.4 j); 5.10.3 a).ix]

Play 8 R1 on 3B and R2 on 2B with no outs. The infield (a) plays in to cut off the run or (b) plays back in normal position. B3 hits a line drive which hits R2 while on the base and the ball goes into CF. R1 scores, R2 goes to 3B, and B3 is safe at 1B.

Ruling: There is no violation for a batted ball hitting a runner in contact with the base. Whether the ball remains alive or dead depends on the closest fielder to the base. If in (a) the closest fielder (F4 or F6) was in front of the base, the ball is alive and runners may advance with liability to be put out. If the closest fielder is in normal position behind the base (b), the ball is dead and the runner may not advance. [5.10.4 g)]

5.11a) Base Running Awards (Other Than for Obstruction) – One Base Award

Play 1 A ball four pitch to B1 goes out of play under the backstop. B1 is awarded 1B, but because the ball went out of play, the coach wants an extra base.

Ruling: B1 is awarded 1B only on the fourth ball. No extra base is given. [5.11 a) i 1); 5.11 a).ii 2)]

Play 2 R1 on 1B when a pitched ball is dropped by F2. The plate umpire, in an effort to get out of the way, accidentally kicks the ball into the dugout.

Ruling: R1 is awarded one base from the base held at the time of the pitch. The action of the umpire, in contacting the pitched ball, makes no difference. It is treated the same as a wild pitch that goes out of play. [5.11 a).ii 2)]

Play 3 R1 on 2B. 1 out. B3 hits a fly ball deep to the CF/RF fence. F9 dives and is airborne while taking the catch. F9's airborne momentum results in F9 falling over the outfield fence and landing on the ground beyond the fence. The umpires confirm that F9 did not lose the ball and declare B3 out on the catch and advance R1 to 3B.

Ruling: As F9's feet are in the air when leaving live ball territory and retains control of the ball when returning to the ground in 'dead ball' territory. This is a legal catch. F9 has

Base Running Awards (Other Than for Obstruction)- One base Award cont

unintentionally carried the ball out of the playing field, a Dead ball is declared and all runners are advanced one base. [5.11 Effect a) ii 3; 5.1.9 c); 5.1.11]

Play 4 R1 at 1B leads off on the pitch, F2 throws to F3 in an attempt to tag R1 out, on the tag F3 loses the ball from their glove and it rolls out of play.

Ruling: R1 is awarded second base. 1 base from the base held when the ball goes out of play. [5.11 Effect a) ii 4)]

5.11 b) Base Running Awards (Other Than for Obstruction) – Two Base Award

Play 1 With one out and R1 on 1B, B3 flies out to F9. In an attempt to retire R1, who left early, F9 wildly throws the ball into dead ball territory as R1 is heading back to 1B.

Ruling: R1 is awarded 3B when they return to 1B. The ball is dead. [5.11 b) ii; 5.1.7]

Play 2 B7 hits a ground ball to F6 who makes a wild throw to 1B. The ball hits a player standing in the opening of the dugout and rebounds into the playing field. Had the ball not hit that player, it would have gone “out-of-play”.

Ruling: The player was in “out-of-play” territory, which means that the ball is out of play. B7 is awarded 2B. [5.11 b) ii; 5.1.7]

Play 3 R1 on 2B. B3 hits the ball to F6 who, drops the ball, picks it up as B3 reaches 1B. F6 then throws to 3B trying to retire R1 and the ball goes into the stands. Where are the runners placed?

Ruling: R1 is awarded home and B3 is awarded 3B. [5.11 b) ii]

Play 4 R1 on 2B and R2 on 1B, when B3 singles to RF. F9’s throw to 3B goes “out-of-play,” with (a) both R2 and B3 between 1B and 2B at the time of the throw, or (b) both R2 and B3 between 2B and 3B at the time of the throw. R1 scores in both situations.

Ruling: In (a) R2 is awarded 3B and B3 awarded 2B. When two runners are between the same bases, the award is based on the position of the lead runner. In (b) R2 and B3 are both awarded home. In this case the lead runner scores and doesn’t block the next runner to proceed. [5.11 b) ii].

Play 5 R1 on 1B when B2 hits a fair ground ball that bounds into the outfield, and then rolls into foul territory and under the outfield fence.

Ruling: R1 is awarded 3B and B2 is awarded 2B on the fair ball going out of play. [5.11 b) i 5]

Play 6 R1 on 1B, as B2 hits a fair line drive that goes off F5’s glove and rolls out of play. R1 is (a) not yet at 3B or (b) between 3B and home when the ball goes out of play.

Ruling: In both (a) and (b) it is a ground rule double. R1 is awarded 3B and B2 is awarded 2B. [5.11 b) i 6)a]

Play 7 R1 on 1B, when B2 hits a ground ball between 1B and 2B. The ball strikes an umpire standing behind F4 and deflects into foul territory, where it rolls under a fence.

Base Running Awards (Other Than for Obstruction)- Two base Award cont

Ruling: R1 is awarded 3B and B2 is awarded 2B. When a fair ball deflects off an umpire and goes out of play all runners are awarded two bases from the time of the pitch. [5.11 b).i 6)a]

Play 8 The field is entirely enclosed however the on-deck batter leaves the dugout gate open. B1 hits a ball to deep centerfield. As B1 is trying for 3B, F8 throws the ball over the head of the 3B person and the ball goes through the open dug out gate. The umpire calls Dead Ball and awards B1 home.

Ruling: This is the correct ruling. The fact that the offensive player left the gate open does not change the fact that the defensive player threw the ball out of play. [5.11 b).ii]

5.11 c) Base Running Awards (Other Than for Obstruction) – Three Base Award

Play 1 B1 hits a long foul ball which is curling toward fair territory. F7, seeing that they cannot catch it, throws their glove at the ball and contact it over foul territory.

Ruling: The contact of the ball over foul territory with the detached glove makes it a foul ball and B1 will bat again. [5.1.20 d)] If the ball was over fair territory when hit with the thrown glove, the umpire would protect B1 to 3B, but B1 could advance further at their own risk. [5.11 c)]

Play 2 B7 hits a ground ball to F6, who throws their glove at the ball. It deflects to F5, who recovers in time to throw B7 out at 1B.

Ruling: B7 is awarded 3B and the ball remains alive. [5.11 c)]

Play 3 B1 hits a fair line drive over the head of F5, who jumps high in an attempt to catch the ball. As they jump, their glove accidentally dislodges from their hand and touches the ball.

Ruling: If the umpire decides the detached glove was not thrown at the ball, there is no penalty. If the umpire decides the act was deliberate, B1 will be advanced to 3B. [5.11 c)]

5.11 d) Base Running Awards (Other Than for Obstruction) – Four Base Award

Play 1 B8 hits a long fly ball over the head of F7, who throws their glove and knocks it down. The ball would have cleared the fence.

Ruling: B8 is awarded home. [5.11 d).ii]

Play 2 R1 on 2B when B3 hits a long fly ball that hits the foul pole above the fence level and (a) rebounds back into the outfield, or (b) rebounds over the fence in foul territory.

Ruling: Anytime the ball hits the foul pole above the fence level it is a home run whether it lands in foul or fair territory after hitting the fence. The pole is over fair territory. R1 and B3 both score. [5.11 d).i; 5.5.1 g).iii]

GAME MANAGEMENT

Play 1: Check Swing

If on a ball called by the umpire, the catcher requests or if the plate umpire is unsure, the plate umpire may check with their partner to determine if the batter has attempted to hit the ball. The ball remains live and a batter-runner and or runners may advance at their own risk. The defense, the batter, runners and coaches should always be aware of the game situation, the count and the number of outs. If the catcher requests the count or the number of outs and then questions the umpire's reply, the umpire should check with their partner.

Refer to the Umpires Manual 5.3 and 8.2.12 – Check Swings for further information.

Play 2: What is meant by a “Delayed Dead Ball”?

- Ruling:
- 1) The term applies to situations in which an infraction is not to be ignored, and therefore, the umpires declare the ball dead for the purpose of making an award or awards.
 - 2) If after the infraction, each runner has advanced to or beyond the base they would have reached as a result of the award, the infraction will be ignored.
 - 3) If the advance of each runner is neither equal to, nor greater than the number of bases awarded as a penalty for the infraction, the umpire will, after all runners have advanced as far as possible, declare the ball dead and then penalize the infraction by making the proper award.

These situations include:

- a) An illegal pitch.
- b) The batter obstructed on a swing.
- c) A batted or thrown ball being touched with detached player equipment.
- d) A runner being obstructed.
- e) Plate umpire's interference with the catcher's attempt to throw.

Play 3: Hit by Pitch:

In which situations may a batter be struck with a pitch and not be awarded 1B:

- a) The pitch is in the strike zone.
- b) The batter swings at the pitch.
- c) The batter does not attempt to avoid being hit by the pitch.

Refer to the Umpire's Manual 8.2.17 – Batter Hit by the Pitch for further information.

Play 4: Ejections

Umpires should not call time to eject a player until all play has been completed. Once you decide to eject, do it as soon as all play has stopped or immediately if the action for which the player is being ejected is also an act of Interference or is for some serious action.

- 1) If the umpire prematurely calls “Time” and the player to be ejected is a batter-runner, then:

- a) If the batter-runner has not yet touched 1B then the batter-runner is out and all runners return to the base last touched when "Time" was called.
 - b) If the batter-runner had touched 1B prior to "Time" being called, then allow a substitute to take the place of the batter-runner on the base last touched by the batter-runner. All other runners return to the base last touched when time was called.
 - c) The batter-runner is ejected in both situations.
- 2) If the umpire prematurely calls "Time" and the player to be ejected is an offensive player, who is not the batter-runner, all runners are returned to the base last touched with the ejected player being replaced by a substitute. The batter-runner is awarded first base and all runners would only advance if forced by the batter-runner being awarded first base.
 - 3) If the umpire prematurely calls "Time" and the player to be ejected is a defensive player, then the batter-runner and all runners are awarded the base, in the umpire's judgment they would have reached had the umpire not called "Time".

Play 5: Call Responsibilities and changed calls

- 1) **Foul Ball** – when a "Foul Ball" is called this call cannot be changed. Exception: A fly ball that leaves the playing field and is called "Foul" by an umpire not responsible for this call the umpire responsible for this call, after consultation may change the call to a home run.
- 2) **Fair to Foul Ball** - The responsible umpire, in consultation, may rectify a decision on a ball called "Fair" to a call of "Foul Ball".
- 3) **Infield Fly** – the defense, runners and coaches should always be aware of the game situation, the count and the number of outs. If the umpire calls incorrectly an "Infield Fly" when first base is not occupied or there are two outs the result of the play will stand.
- 4) **Conflicting Calls** – should two umpires make a different call on the same play the umpires should consult and the responsible umpire's call will stand.
- 5) **Changed Calls** - the defense, runners and coaches should always be aware of the game situation, the count and the number of outs.
 - a) If an umpire makes an incorrect decision based solely on a point of the Rules but play continues and the defense and offense are unaffected by the decision the play will stand. In consultation the decision will be reversed.
 - b) If the plate umpire makes an incorrect decision calling the batter out and this decision is the third out of the inning. Then the umpires may rectify this situation in which the reversal of the plate umpire's decision a runner was placed in jeopardy or the defensive team was placed at a disadvantage.
 - c) If an umpire makes an incorrect decision and this decision is reversed as a result of
 - i) the umpire now applying the rule correctly or
 - ii) the manager and/or captain of either team seeking a reversal of a decision based solely on a point of the Rules or

- iii) as a result of the umpires in consultation. Then the umpires may rectify this situation in which the reversal of an Umpire's decision or a delayed call by an Umpire places the batter-runner or runner in jeopardy or places the defensive team at a disadvantage. This correction is not possible after one legal, or illegal, pitch has been thrown, or if all players on the defensive team have abandoned fair territory.
- 6) **No Pitch** – When prior to the start of the pitch the batter and catcher make contact (bat and glove) while the batter is taking a practice swing or during a back swing the plate umpire should immediately call “time” and declare a “no pitch”. Both the batter and catcher should be allowed to reset before play continues.