The act of hitting/batting must take place while the batter is completely within the batter’s box. The batter shall maintain contact and fully remain within these lines until the ball is hit away from the batter’s hands.

The offensive player shall enter the batter’s box and raise the hand they intend to use to hit the ball.

The ball must be hit/ slapped either with a palm or a fist.

The hit ball must have its first bounce on fair territory and reach the outfield fence. The ball is live also when the defense fields it.

One run shall be scored each time a runner legally advances to and touches first, second, third and home plate before three offensive players are put out to end the inning.

**EXCEPTION:** A run is not scored if the runner advances to home plate during a play in which the third out is made:

- by the batter-runner before he touches first base;
- by any runner being forced out; or
- by a preceding runner who is declared out because he failed to touch the base.

In the event of a fly out, runners must return to or remain on their starting base until the ball is caught. A runner can be caught out should the defensive team touch that base while in possession of the ball before the next play.

The first bounce must be after the no-hit zone line marked diagonally at 45° from home plate. And the ball must be able to roll until the outfield fence if not touched by any defensive player for the U-15 category the no-hit zone marked at 3 m.

The ball must be hit/ slapped either with a palm or a fist.

The hit ball must have its first bounce on fair territory and reach the outfield fence. If after bouncing in foul territory the ball reaches foul territory before it passes first or third base the hitter shall be ruled out.

The ball is live also when the defense fields it.

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**Added:**

“**If after bouncing in fair territory the ball reaches foul territory before it passes first or third base the hitter shall be ruled out**”
OUTS

adjusted:

*If a returning runner has already passed the next base(s), he/she shall retouch the base(s) in reverse order.*

MOVED (to side note)

ADDED

OUTS

The defensive team needs to eliminate three opponents in an inning in order to switch sides and become the offensive team.

How the defense makes “outs”:

- By touching the base (while in possession of the ball) where the runner is “forced” to run.
- By catching a hit ball before it touches the ground.
- By touching the base (while in possession of the ball) where the runner is “forced” to return to after a fly out.
- By tagging a runner when he/she is not on a base. Tagging = touching the runner with the ball in hand.
- If a base reaches 1st base safely but fails to remain in the safe area and is tagged by a defender while outside the safe area.

How the offensive players eliminate themselves due to an illegal action:

- By making a hit hit ball touch the fairground at least once before touching the fences or going above the fences.
- By not making the hit ball reach the outlined home (in case of no touch by any defensive player).
- By not respecting the batting order and hitting in place of a batting player.
- By not hitting the base before the batter hits the ball.
- By being tagged while two or more runners are on the same base by (the player located later in the batting order shall be called “out”).
- By leaving the batter’s box before the ball reaches fair territory.
- By sliding/diving in the attempt to safely reach a base or in the attempt to avoid a tag.

NOTE: Runners must do everything possible to avoid a collision with the defender. Should a Game Official decide that a runner could have avoided a collision, the runner shall be ruled “safe.”

Reasoning, Alignment/Spacing
**Added:**

“If a defensive player, in solid possession of the ball while he/she is in fair territory, should get out of the field of play, the ball remains live”

**Adjusted:**

“In a situation with bases loaded and two outs where the runner on 3rd base is the next batter (according to the batting order), each runner advances one base: the runner on 3rd base goes to hit, the runner on 2nd base goes to 3rd base and the runner on 1st base goes to 2nd. A pinch runner (player from the bench) is placed at 1st base so that the batting order is respected. In mixed gender competitions, when selecting the pinch runner, the gender balance shall always be respected.

On teams with only five players, in any situation where the next player at bat is on base, the first player called out in that inning shall pinch-run on the base occupied by the one at bat. The batting order will always be respected.”

**REMOVED**

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**ORIGINAL**

**BASES LOADED, TWO OUTS - SPECIAL CASE**

In a situation with bases loaded and two outs where the runner on 3rd base is the next batter (according to the batting order), each runner advances one base: the runner on 3rd base goes to hit, the runner on 2nd base goes to 3rd base and the runner on 1st base goes to 2nd. A pinch runner (player from the bench) is placed at 1st base so that the batting order is respected. In mixed gender competitions, when selecting the pinch runner, the gender balance shall always be respected.

On teams with only five players, in any situation where the next player at bat is on base, the first player called out in that inning shall pinch-run on the base occupied by the one at bat. The batting order will always be respected.”

**MOVED (from page 11)**

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**UPDATED**

**BASES LOADED / BASES LOADED**

If, after a solid hit, the ball leaves the field of play and is no longer playable by the defense, the game stops. In such cases, one of the following will be applied:

- No extra base is awarded if the ball leaves the field of play while a defensive player is attempting to field the hit.
- Extra bases are awarded only on defensive errors.
- Errors can be called by any of the Game Officials, should a ball leave the field of play.

In such cases each runner is awarded an extra base after the ball he/she would have reached during the defensive play.

If on a defensive error the batter/runner goes to 2nd base, the runner on 1st base advances to 3rd base, runners on 2nd and 3rd base score.

Should the runner starting from 1st base have clearly gained 3rd base, before the defensive error occurred, he/she should be awarded the run. The same applies to the batter/runner attempting to reach 3rd base.

- In the event of a defensive error, each runner advances one more base than the one he/she was trying to reach at the instant the defensive player throws the ball.

The ball is also dead if the Game Official calls an obstruction (each runner advances one base).

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**EXAMPLES**

**Example 1**

1. Paul hits a 2-run home run. In the 3rd inning, Paul is at 2nd base, 2 outs, 1 runner on 1st base. Paul goes to 3rd base. He scores. What happens to the batter’s turn?

**Answer:**

If Paul hits a 2-run home run in the 3rd inning, Paul is at 2nd base, 2 outs, 1 runner on 1st base. Paul goes to 3rd base. He scores. The batter’s turn is over. The game stops.

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**Example 2**

1. Paul hits a 2-run home run. In the 3rd inning, Paul is at 2nd base, 2 outs, 1 runner on 1st base. Paul goes to 3rd base. He scores. What happens to the batter’s turn?

**Answer:**

If Paul hits a 2-run home run in the 3rd inning, Paul is at 2nd base, 2 outs, 1 runner on 1st base. Paul goes to 3rd base. He scores. The batter’s turn is over. The game stops.

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**Example 3**

1. Paul hits a 2-run home run. In the 3rd inning, Paul is at 2nd base, 2 outs, 1 runner on 1st base. Paul goes to 3rd base. He scores. What happens to the batter’s turn?

**Answer:**

If Paul hits a 2-run home run in the 3rd inning, Paul is at 2nd base, 2 outs, 1 runner on 1st base. Paul goes to 3rd base. He scores. The batter’s turn is over. The game stops.

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**Example 4**

1. Paul hits a 2-run home run. In the 3rd inning, Paul is at 2nd base, 2 outs, 1 runner on 1st base. Paul goes to 3rd base. He scores. What happens to the batter’s turn?

**Answer:**

If Paul hits a 2-run home run in the 3rd inning, Paul is at 2nd base, 2 outs, 1 runner on 1st base. Paul goes to 3rd base. He scores. The batter’s turn is over. The game stops.
A player can request time by raising the hands while in possession of the ball and a play is completed. The ball is live until the Home Plate Official grants the request."
END OF GAME

The game ends at the end of the 5th inning if one team has scored more runs than the opponent.

Should the Home Team be ahead on the scoreboard after the Visiting Team has completed its fifth offensive inning, the game is over, and the Home Team wins.

On matches played over a series of three games, the team that wins two games is the winner.

Adjusted:

“Should the Home Team be ahead on the scoreboard after the Visiting Team has completed its fifth offensive half-inning, the game is over, and the Home Team wins.”

TIE-BREAK RULE

In the case of a tied game, the teams shall play complete extra innings until one team scores more runs than the opponent.

- The first extra inning will start with a runner on 1st base.
- The second extra inning will begin with runners on 1st and 2nd base.
- Runners will start on all bases from the third extra inning onwards.
- Runners must be placed on base(s) without modifying the batting order.

Adjusted:

“A game is over if a team leads by 15 runs after three (3) innings or 10 after (4) four innings. Should a team reach a 10 or more run advantage during the top of the 5th (fifth) inning the game shall be completed by playing the bottom part of the 5th (fifth) inning.”

RUN-AHEAD RULE

A game is over if a team leads by 15 runs at the end of the third inning or by 10 at the end of the fourth. Should a team reach a 10 or more run advantage during the top of the fifth inning the game shall be completed by playing the bottom part of the 5th (fifth) inning.
Only branding adjustments

Branding & Technical adjustments

For further details visit the updated Game Management System (GMS) Document.