

2015 ASA CASE BOOK

CASE BOOK FORMAT

*For convenience, all players of the team in the field are given a number in accordance to their fielding position. All fielders are referred to as **F** with their proper position number:*

- F1** *pitcher*
- F2** *catcher*
- F3** *first baseman*
- F4** *second baseman*
- F5** *third baseman*
- F6** *shortstop*
- F7** *left fielder*
- F8** *center fielder*
- F9** *right fielder*
- F10** *extra fielder*

*A runner is referred to as **R**. If there is more than one runner on base:*

- R1** *is the one farthest in advance*
- R2** *the one next farthest in advance*
- R3** *is the third runner to be on base*

*Each batter is referred to as **B** and if there are two runners on base and one out, the batter is **B4**.*

The bases are referred to as:

- 1B** *first base*
- 2B** *second base*
- 3B** *third base*

The outfield is referred to as:

- RF** *right field*
- CF** *center field*
- LF** *left field*

RULE 1 - DEFINITIONS

Altered Bat

PLAY 1-1

B1 who has just 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. (1-ALTERED BAT)

PLAY 1-2

B1 hits a double with an aluminum bat that has engraved ID marking on the barrel end. F2 picks up the bat and brings the engraving to the plate umpire's attention.

RULING: The ball is dead; B1 is out and ejected. Engraved ID markings can only be on the knob end of the bat. Laser markings can be anywhere on the bat. (1-ALTERED BAT; 3-1H; 7-6B)

Appeal Play

PLAY 1-3

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 was made, is the procedure the same as if R1 had touched 2B?

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-APPEAL PLAY; 8-8H)

PLAY 1-4

R1 is at 2B when B2 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 obstruction occurs. R1 is tagged prior to returning to 3B. The umpire rules a dead ball and awards 3B to R1 on the obstruction call. Can a successful appeal be made to the umpire on R1 missing 3B?

RULING: NO. Since R1 was obstructed by the defense, and R1 returned to 3B on the award prior to the appeal, the appeal cannot be honored. (1- APPEAL PLAY; 8-5B)

Batter's Box

PLAY 1-5

F1 steps on the pitching plate while B1 starts with a foot outside the lines of the batter's box or is touching home plate.

RULING: If F1 has not started the pitch, the umpire should hold up play and instruct B1 to get 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. (1-BATTER'S BOX; 7-3A)

Blocked Ball

PLAY 1-6

A blocked ball is called when: (a) it hits the coach in their proper position, with no interference; or (b) it strikes a spectator within the field of play.

RULING: In (a) No, (b) Yes. (1-BLOCKED BALL; 8-5L)

PLAY 1-7

(FP Only) With two out, R1 on 3B, R2 on 2B and R3 on 1B, B6 has a 3-2 count. B6 swings and misses the next pitch. The ball goes off F2's glove, hits the umpire and falls into the umpire's ball bag. Before the ball is found, two runners cross the plate. Do both runs count?

RULING: No. Only one run counts. The ball is dead as soon as it lodges in the umpire's ball bag. B6 is awarded 1B and all runners advance one base. If this occurred with 1B occupied and less than two outs, B6 would be out. (1-BLOCKED BALL; 8-1B; 8-5M; 10-1)

Bunt

PLAY 1-8

(SP Only) B1 swings very slowly at a pitch and, on contact, the ball rolls out in front of the plate.

RULING: There is no penalty for taking a slow swing. The rules state that a batter cannot chop down on the ball or bunt in slow pitch. The batter can intentionally hit a ground ball. (1-BUNT; 1-CHOPPED BALL)

PLAY 1-9

(FP Only) With R1 on 1B, B2 (a) bunts or (b) slap hits and is out at 1B. R1 advances one base.

RULING: In (a) and (b) B2 is credited with a sacrifice and not charged a time at bat. (1-BUNT; 11-2B)

Catch/No Catch

PLAY 1-10

B1 hits a fair line drive that is touched in flight by F4, after which it strikes an umpire standing behind F4. The ball is then caught by F6 before it touches the ground.

RULING: B1 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. (1-CATCH/NO CATCH-B[2])

PLAY 1-11

A sinking line drive is caught by F7 who drops the ball after (a) tripping on the catch and hitting the ground, (b) colliding with F6 as they both reach for the ball, (c) starting to throw to the infield, or (d) running the ball into the infield and trips over 3B.

RULING: No catch in (a) or (b) if the umpire feels F7 did not have control of the ball. The fielder must show control and/or voluntary release of the ball prior to the ball coming loose because of contact with the ground or other fielder. In (c) and (d) since F7 has completed the requirements of a legal catch before dropping the ball or falling to the ground. (1-CATCH/NO CATCH-A[1])

PLAY 1-12

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

RULING: Legal catch, the ball is live. (1-CATCH/NO CATCH-A[2])

PLAY 1-13

While attempting to catch a fly ball near dead ball territory, F7 (a) makes the catch with one foot on the dead ball line and one foot in playable territory or (b) makes the catch with either foot touching the ground entirely in dead ball territory.

RULING: In (a), it's a legal catch, because the player has not completely entered dead ball territory with either foot. In (b), no catch should be ruled when a foot is touching the ground entirely in dead ball territory. (1-CATCH/NO CATCH-A[3]; 1-DEAD BALL)

Catch and Carry

PLAY 1-14

With no outs and R1 on 1B, B2 hits a long drive to deep center field. F8 races to the fence, leaps to make the catch, and falls over the fence.

RULING: B2 is out if, in the umpire's judgment, F8 had control of the ball in the glove/mitt or hand when F8 went over the outfield fence. F8 is considered to have unintentionally carried the ball out of play following the catch and R1 is awarded 2B. (1-CATCH/NO CATCH-A; 1-CATCH AND CARRY; 8-5J)

PLAY 1-15

With no outs and R1 on 2B, B2 hits a long drive to F9 who makes the catch and is running toward an open gate in the RF corner. Seeing R1 attempting to score, F9 intentionally steps into dead ball territory.

RULING: B2 is out; R1 is awarded home as two bases are awarded for an intentional catch and carry. (1-CATCH AND CARRY; 8-5K)

Catcher's Box

PLAY 1-16

(SP Only) F2 is in position to receive a pitch with one foot touching the line of the catcher's box and the glove extending over and touching the ground, completely outside the catcher's box.

RULING: Illegal pitch. F2 is considered to be out of the catcher's box. (1-CATCHER'S BOX; 6 SP-6A)

PLAY 1-17

(SP Only) A pitched ball hits the ground in front of the plate or on the plate and F2 leaves the catcher's box to retrieve the ball.

RULING: Once the ball hits the ground or plate, the ball is dead and F2 can leave the catcher's box to retrieve it. (1-CATCHER'S BOX)

PLAY 1-18

(FP Only) On an intentional walk, F2 stands with one foot inside the catcher's box and one foot outside the catcher's box.

RULING: *An illegal pitch should be called. (1-CATCHER'S BOX; 6 FP-7A; 6 MOD-7A)*

PLAY 1-19

(SP Only) F2 stands in the catcher's box and provides a target off the ground for the pitcher just behind home plate and (a) F2 leaves the hand or glove/mitt there during the pitch. In (b) F2 brings the glove/mitt arm back as F1 starts to deliver the pitch and then reaches forward again to catch the ball after B1 swings.

RULING: *Legal in both (a) and (b). (1-CATCHER'S BOX; 6 SP-6A)*

Charged Conference

PLAY 1-20

The third base coach requests time to confer with B1. Later in the inning, the team manager requests time to confer with the third base coach.

RULING: *The manager's request is denied as this is a second charged offensive conference in the same inning. (1-CHARGED CONFERENCE; 5-7A)*

PLAY 1-21

In (a), a manager or any other team representative from the dugout requests time and enters the playing field. In (b), a defensive player requests time and approaches the dugout area for instructions. Are these considered defensive conferences?

RULING: *Yes, in both (a) and (b). (1-CHARGED CONFERENCE; 5-7B)*

PLAY 1-22

With two outs, R1 on 2B, R2 on 1B and B5 has a 3-2 count, the third base coach calls time to confer with B5. When play is resumed, but before a pitch, the first base coach requests time to talk to R2.

RULING: *The umpire should deny the request for the second time out as only one offensive conference is allowed per inning. (1-CHARGED CONFERENCE; 5-7A)*

PLAY 1-23

The defensive team manager has a conference with F1. The manager leaves the pitching area on the way to the dugout but before entering dead ball territory, returns to the pitching area and the manager says something more to F1.

RULING: *Legal. The conference does not end until the manager enters dead ball territory, so the return is still part of the original conference. (1-CHARGED CONFERENCE; 5-7B)*

Fair Ball

PLAY 1-24

A batted ball (a) settles on home plate or (b) lands in foul territory between home and 1B and then spins into fair ground, where F3 picks it up.

RULING: *Fair ball. In (b) the fact that the ball first struck in foul territory means nothing. When the ball settles on fair ground between home and 1B or home and 3B, it is a fair ball. (1-FAIR BALL-A)*

PLAY 1-25

A batted ball contacts a discarded bat that has come to rest in fair territory. In (a) F1 fields the ball. In (b) the ball continues to roll and F2 fields the ball in foul territory.

RULING: *In (a) it is a fair ball, in (b) a foul ball. (1-FAIR BALL; 7-6K[2])*

PLAY 1-26

B1 hits a ground ball down the 1B line. F3 can't reach the ball and it bounces over (a) the white portion, or (b) the colored portion of a double base, and lands about a foot outside the foul line.

RULING: *In (a) fair ball, in (b) foul ball. When a bounding ball passes over 1B or 3B, it is a fair ball, even if it lands in foul territory after passing the base. The umpire must judge the ball's position at the*

moment the ball passes over the base. The colored portion of the base is not considered part of fair territory. (1-FAIR BALL-B)

PLAY 1-27

B1 hits a pop fly between 1B and 2B, and the ball 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 it is first touched by F3. B1 advances to 2B on the play.

RULING: *This is a fair ball because it first touches the ground beyond the bases in fair territory. B1 remains at 2B and is credited with a double. (1-FAIR BALL-F)*

PLAY 1-28

B1 hits a fly ball down the left field line. When the ball clears the fence it is several feet fair, but curves foul and lands in foul territory beyond the fence.

RULING: *Fair ball. A ball that clears the fence is judged fair or foul by the position of ball when it leaves the playing field. (1-FAIR BALL-G)*

Force Out

PLAY 1-29

With R1 on 1B, B2 hits a ground ball to F4 who attempts to tag R1 retreating toward 1B. The ball is thrown to 1B to retire B2 and then R1 is tagged while on 1B.

RULING: *R1 is safe. R1 is free to return to 1B after B2 is retired and the force out is removed. (1-FORCE OUT)*

PLAY 1-30

With R1 on 1B, B2 bunts and intentionally removes the helmet before reaching 1B. F2 fields the ball and throws to 2B prior to R1's arrival.

RULING: *B2 is out for intentional removal of the batting helmet and the ball remains live. The intentional removal of the batting helmet does not eliminate the force out at 2B. R1 should also be called out. (1-FORCE OUT; 3-5E Effect)*

PLAY 1-31

R1 is on 1B when B2 hits a fly ball deep to left field. R1 takes off for 2B, rounds the bag and then thinking that F7 will be able to make the catch, R1 retreats back to first base, touching 2B on the way. R1 is between 2B and 1B when realizing F7 will not make the catch. F7 recovers the ball and throws to 2B for an apparent force out on R1. The umpire rules that the force out is not in effect at 2B, since R1 had already touched the bag.

RULING: *Incorrect procedure. When R1 retouched 2B on the way back to 1B, the force out was reinstated and R1 should be called out. (1-FORCE OUT)*

PLAY 1-32

With one out and R1 on 3B, R2 on 2B, R3 on 1B, B5 grounds to F5 who tags R1 on 3B, and then touches 3B before R2 arrives from 2B.

RULING: *This is a double play. R1 lost the right to occupy 3B when B5 became a batter-runner. R1 is out on the tag and R2 is out at 3B on the force play. (1-FORCE OUT; 8-7C)*

Foul Ball

PLAY 1-33

B1 hits a pop fly near the pitcher's plate. While moving toward the ball, F2 discards the mask. Without touching any player, the ball strikes the ground with backspin then hits F2's mask, which is lying on the ground in fair territory. The ball then stops in foul territory between home and 3B.

RULING: *Foul ball. 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 ball until it rolls to foul territory, where it is ruled foul when it is touched or comes to rest. (1-FOUL BALL-A)*

PLAY 1-34

A high pop fly in the area between the pitching plate and 2B seems to be a sure out, but F4 and F6 collide under the pop up and the ball falls untouched to the ground. The ball then rolls into foul territory before passing 1B where it stops.

RULING: *Foul ball. (1-FOUL BALL-A)*

PLAY 1-35

B1 hits the ball back to F1 making F1 jump and the ball strikes the pitching plate. The ball deflects off the pitching plate and bounces into foul territory between home and 1B where F2 retrieves it.

RULING: *Foul ball. (1-FOUL BALL-A & H)*

PLAY 1-36

B1 hits a spinning ball down the 1B line that strikes B1 over foul territory, approximately ten feet from 1B.

RULING: *Foul ball. B1 returns to bat in either fast or slow pitch. If it were the third strike in slow pitch, B1 would be out. (1-FOUL BALL-C; 7-4E & F)*

PLAY 1-37

(FP Only) With a 1-1 count, B1 bunts the ball foul about a foot from home plate. F2 lunges and catches the ball before it touches the ground. The ball did not go higher than the B1's head, so the umpire rules a foul tip and returns B1 to the batter's box with a 1-2 count.

RULING: *Incorrect procedure. The ball did not go directly to the F2's glove from the bat; therefore, this is considered a caught foul ball. Because F2 went to the ball, this should be ruled a legal catch, similar to F3 or F5 making the catch. (1-CATCH/NO CATCH; 1-FOUL TIP)*

PLAY 1-38

The ball goes directly from the bat and (a) first touches F2's glove or hand and then rebounds to the chest protector, or (b) strikes F2's body, protective equipment or the umpire. In both cases, the ball rebounds into the glove or hand of F2 and is securely held.

RULING: *In (a) a foul tip and a strike is ruled. In (b) it is a foul ball. The ball cannot be a foul tip if it first touches anything other than the catcher's glove or hand. (1-FOUL BALL-G; 1-FOUL TIP; 7-4D)*

PLAY 1-39

(FP & SP with Stealing) With R1 on 2B, B2 hits a foul tip. R1 started toward 2B on the pitch. May R1 advance without retouching 2B?

RULING: *Yes. A foul tip is the same as any strike, so R1 may advance without retouching 2B. If the batted ball is not caught, it is ruled a foul ball. (1-FOUL BALL-C; 1-FOUL TIP; 7-4D)*

PLAY 1-40

(FP Only) With no outs and B1 at bat with a 0-2 count, the pitch hits the ground before B1 swings at the ball. The batted ball goes directly from the bat to F2's glove and is securely held.

RULING: *Foul tip. Because the batted ball went directly from the bat to F2's glove and was caught, makes this a foul tip. If B1 had swung and missed the pitch, the result would have been a dropped third strike. (1-FOUL TIP; 7-4D)*

Illegally Batted Ball

PLAY 1-41

B1's entire foot is completely out of the batter's box and in contact with the ground when hitting the pitch. The ball then goes directly into the stands, behind home plate.

RULING: *The ball is dead and B1 is declared out. (1-ILLEGALLY BATTED BALL-A; 7-6D)*

PLAY 1-42

F1 delivers a ball to B1 who has one foot touching home plate while swinging at the ball and (a) missing the pitch, or (b) hitting the pitch.

RULING: *In (a) a strike is called. In (b) B1 is out because this is an illegally batted ball. The ball must be hit, fair or foul, to enforce the illegally batted ball rule. (1-ILLEGALLY BATTED BALL-B; 7-6E)*

PLAY 1-43

B1, who starts in the batter's box, steps on home plate to avoid being hit by the pitch. The ball strikes the bat while the batter is in contact with home plate.

RULING: *The ball is dead and B1 is declared out. No intent to hit ball is necessary. (1-BATTED BALL; 1-ILLEGALLY BATTED BALL-B; 7-6E)*

PLAY 1-44

B1 steps out of the batter's box as the ball is on the way to home plate and then returns to the batter's box as the bat contacts the ball.

RULING: *The ball is dead and B1 is out. (1-ILLEGALLY BATTED BALL-D; 7-6F)*

In Jeopardy**PLAY 1-45**

(FP Only) R1 is stealing 2B when B2 receives ball four. R1 is tagged after, (a) R1 over slides 2B, or (b), reaching 2B and stepping off toward 3B.

RULING: *In both (a) and (b), R1 is out. R1 is only protected until reaching 2B. After going beyond 2B, R1 is in jeopardy of being put out. (1-IN JEOPARDY; 8-5A)*

Infield Fly**PLAY 1-46**

There is one out with R1 on 2B and R2 on 1B. In a defensive maneuver, F7 sets up in the infield where F5 normally plays. B4 hits an infield fly that could easily be handled by F7, but instead, drops the ball near 3B.

RULING: *The infield fly rule is in effect. This ruling does not apply to CO-ED. (1-INFIELDER; 1-INFIELD FLY; 1-OUTFIELDER; 8-2I)*

PLAY 1-47

With one out, R1 on 3B, R2 on 2B and R3 on 1B, B5 hits an infield fly and the umpires invoke the infield fly rule. No fielder makes an attempt to catch the ball, which lands near F1 and rolls toward the 1B line, where it touches B5, who is running toward 1B in fair territory. F2 now grabs the ball and throws to 3B to retire R1 who is off the bag 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 B5 in fair territory. When B5 is struck by the batted ball, the ball becomes dead immediately, and therefore, it is not possible to retire R1 on a play at 3B. B5 is out and the bases remain loaded. (1-INFIELD FLY; 8-2F & J)*

PLAY 1-48

With one out, R1 on 2B and R2 on 1B, B4 hits a high fly ball that, in the judgment of the umpire, can be handled by F4 with reasonable effort. The umpire declares the infield fly rule. F4 intentionally drops the fly ball and R1 seeing the ball dropped, runs to 3B but is thrown out.

RULING: *B4 is out on the infield fly rule. The ball remains live and runner(s) may advance at their own risk, therefore R1 is out. (1-INFIELD FLY; 8-2I & J EFFECT)*

PLAY 1-49

With no outs, R1 on 2B and R2 on 1B, B3 hits a high pop fly between home and 1B which F3 loses sight of in the sun. The ball lands on foul ground without being touched and rolls into fair territory halfway between home and 1B. F1 picks up the ball and throws to F4 covering 1B who touches R2 with the ball while R2 is off the base.

RULING: *Infield fly. B3 and R2 are both out. (1-INFIELD FLY; 8-2I; 8-7B)*

Interference**PLAY 1-50**

(FP Only) With R1 on 2B and B2 at bat, R1 attempts to steal 3B, as F2 attempts the pick off. However, the throw accidentally hits B2's bat, which is in B2's hands, and rebounds toward the dugout allowing R1 to advance to home and score.

RULING: This is not interference since B2 is in the batter's box and B2 did not actively hinder F2's throw to 2B. The advance is legal, and the run scores. (1-INTERFERENCE; 7-6Q & R; 8-4B)

PLAY 1-51

R1 is on 1B when B2 hits a grounder to F4. The ball bounces off F4's chest and when F4 reaches down to pick up the ball; R1 collides with F4 in the baseline.

RULING: This is interference because F4 is still in the act of fielding the ball. The ball is dead. (1-INTERFERENCE; 8-7J[1])

J. O. Player

PLAY 1-52

A Junior Olympic SP player is playing in an adult SP league and the umpire requires the player to wear a helmet when batting and running the bases.

RULING: When a JO player plays in an adult league, adult rules will prevail. The JO player can wear a helmet at bat and on the bases if they choose to do so, but it is not required. (1-JUNIOR OLYMPIC PLAYER; 3-5E)

Legal Tag

PLAY 1-53

B1 hits a ground ball to F6 who throws to F3. F3 juggles the ball and it rolls up F3's arm and is clamped to the body by an elbow or forearm when F3 touches 1B, prior to B1 reaching the bag.

RULING: B1 is safe. The defense must securely hold the ball in the glove or hand before the runner touches the bag. (1-TAG-A; 1-CATCH/NO CATCH-A[2])

PLAY 1-54

With no outs, R1 on 1B, B2 hits the ball to F4 who (a) tags R1 with the glove; however, F4 has the ball in the other hand, or (b) touches 2B with the bare hand while the ball is in the glove hand prior to R1 reaching 2B.

RULING: In (a) R1 is safe and in (b) R1 is out. (1-TAG-A; 8-7C)

PLAY 1-55

B1 hits a ground ball to F3 who gathers in the ball, runs over to the 1B line, tags B1 and then juggles the ball and drops it.

RULING: Because F3 did not securely hold the ball B1 is safe. (1-TAG-B; 8-8G)

Non-Approved Bat

PLAY 1-56

B1 steps into the batter's box with a bat that has a recertified mark, but appears on the non-approved bat list.

RULING: Any bat appearing on the current non-approved bat list, even if it displays a recertified mark, is not legal equipment. (1-NON-APPROVED BAT; 3-1A)

Obstruction

PLAY 1-57

With no outs and R1 on 3B, B2 hits a fly ball to right field that is caught. Prior to the ball reaching F9, (a) F5 yells "go," or (b) the coach for the defense in the 3B dugout yells "go." In both cases, R1 leaves 3B too soon and the defense properly appeals.

RULING: R1 is out for leaving 3B without properly tagging up. Although this is a distracting act, there is no penalty for a defensive player or a coach yelling. R1 should know their own coach's voice and instructions. (1-OBSTRUCTION-B)

PLAY 1-58

With R1 on 1B, B2 hits a grounder to F4. The ball bounces off F4 and goes into the outfield. R1 then collides with F4 in the baseline.

RULING: Obstruction is ruled. (1-OBSTRUCTION-B)

PLAY 1-59

With R1 on 3B, B2 hits the ball to left field. F2 is standing a foot or two in front of the plate and down the line waiting for the throw from F7 when R1 runs into F2 coming home. F2 did not have the ball when the contact occurred, but was about to receive it. R1 made no attempt to slide toward the plate. While R1 is lying on the ground, F2 tags R1 out.

RULING: This is obstruction on F2 and the ball is dead when R1 is tagged out. R1 should be awarded home because F2 did not have possession of the ball at the time of the collision. (1-OBSTRUCTION-B; 8-5B)

Over slide

PLAY 1-60

In (a), B1 overruns 1B, or (b) B1 returning to 1B, over slides after an attempt to advance to 2B. In both cases, B1 is tagged with the ball while off the base.

RULING: In (a), the runner is safe and in (b), the runner is out. (1-OVER SLIDE; 8-7B; 8-8I)

Pivot Foot

PLAY 1-61

(Women's and JO FP Only) In the act of delivering the ball to B1, F1 pushes and drags forward with the pivot foot and loses contact with the pitcher's plate before releasing the ball.

RULING: Legal pitch. (1-PIVOT FOOT; 6 FP-3I)

Strike Zone

PLAY 1-62

Must the entire ball, during a legal delivery, pass through the batter's 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 strike zone according to the natural stance of the batter when swinging at a pitch. (1-STRIKE ZONE; 7-4A&B: EXCEPTION Seniors SP who uses the Strike Mat.)

PLAY 1-63

With R1 on 3B, R2 on 2B and R3 on 1B, and the potential winning run at 3B, B4 comes to the plate and goes into an exaggerated crouch, hoping to coax a base on balls. The first pitch is well over B4's head, but the umpire calls a strike. What is the umpire's justification for the call?

RULING: The umpire must use good judgment on such calls. If this is not B4'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 B4's normal strike zone. (1-STRIKE ZONE; 7-4A&B)

PLAY 1-64

(SP Only) On its downward flight, a legally pitched ball passes between the back shoulder and the knees of the batter, over home plate and lands on home plate.

RULING: The pitch is called. (1-STRIKE ZONE; 7-5B)

PLAY 1-65

(SP Only) B1 is standing deep in the batter's box and the pitch comes in below the shoulders when it passes B1.

RULING: *The pitch is ruled a ball since it did not pass over the plate in the strike zone. B1's strike zone is determined over the plate regardless of where B1 is standing. (1-STRIKE ZONE; 7-5B)*

Time

PLAY 1-66

B1 receives a fourth ball and a teammate or coach immediately requests "time".

RULING: *The umpire shall ignore the request and order B1 to go to 1B, after which a player or coach may request "time." The umpire should then grant time when all action is completed. (1-TIME; 10-8H)*

RULE 2 - THE PLAYING FIELD

PLAY 2.1-1

In the third inning of a JO 10 and Under Girls SP game, one of the team's protests that the pitching plate is at 36 feet.

RULING: *Upon discovery correct to 40 feet and continue the game with no penalty. (2-1)*

PLAY 2.1-2

In a Junior Olympic 14U Fast Pitch game, the tournament director installed a pitcher's plate at 43 feet.

RULING: *The distance used is correct. Junior Olympic 18U Gold 18U, 16U and 14U Fast Pitch uses a 43-foot pitching distance. (2-1)*

PLAY 2.1-3

At the start of a Men's Major 16" SP game, the pitching distance is discovered to be at 53 feet.

RULING: *Upon discovery, the pitcher's plate needs to be move from 38 feet to 53 feet. The 53-foot distance is only for all Men's Major SP. (2-1)*

PLAY 2.1.4

The pitching distance for Women's Modified is the same as Men's Modified at 43 feet?

Ruling: *Yes 43 feet is the correct pitching distance for both men and women in the game of Modified Pitch.*

PLAY 2.1-5

All Adult Slow Pitch including Seniors, the base distance is 70'.

RULING: **Correct. (2-1)**

PLAY 2.1-5

During a Men's Class A FP tournament, rain begins and the games have to be stopped. When play resumes games have to be moved to fields with other than prescribed distances in order to complete the tournament. Is this acceptable?

RULING: *YES. In case of inclement weather, maximum or minimum fence distances may be waived, as long as regulation fields are unplayable. (2-1)*

PLAY 2.1-6

In Men's Super Slow Pitch, the fence distance is a maximum of 320'.

RULING: *Incorrect. (2-1)The fence distance is to be established by the ASA Executive Director.*

PLAY 2.2-1

After the game has started, spectators overflow into the playing territory that could possibly interfere with usual overthrow conditions.

RULING: *The plate umpire should call both captains and/or managers together and state ground rules, which will be necessary to cover special conditions. (2-2; 10-1)*

PLAY 2.2-2

A defensive player standing in playable territory reaches through an open gate to catch a pop up behind the backstop or dead ball line.

RULING: *A legal catch and the batter is out; however, when a fielder catches a fly ball and then steps or falls into a bench, rope, chalk line, or pre-game determined imaginary boundary line from the field of play, it is ruled a catch and the ball becomes dead. Each runner is awarded one base, except when the caught fly ball is the third out. (1-CATCH/NO CATCH; 1-CATCH AND CARRY; 2-2; 8-5J)*

PLAY 2.3-1

The umpire detects 1B is not properly fastened to the ground.

RULING: *The umpire shall declare time as soon as no further play is imminent and order immediate repair or replacement of the defective equipment. (2-3H)*

Play 2.3-2

The coach of the offensive team discovers that the Double Base is not the same height on both sides of the base.

Ruling: *By rule, both sides of the double base have to be of the same height not more than 5". Replace the double base with the correct double size base.*

PLAY 2.3-3

B1 hits a fair ball to the outfield. B1 runs to 1B and; (a) touches the colored or the white part of the base and continues to 2B; or (b) touches the colored portion of the bag and returns to 1B on the colored part.

RULING: *This is legal in both (a) and (b). (2-3H[1]; 8-2M[5])*

PLAY 2.3-4

B1 hits a fair ball to F5 who throws to 1B in an attempt to retire B1. In (a) B1 touches only the white part of the bag before F3 receives the ball, while standing on the bag; (b) F3 touches the colored part of the bag while holding the ball prior to B1 reaching the white portion of the base.

RULING: *In (a), B1 is safe. If properly appealed before B1 returns to touch the base, B1 will be called out. In (b), B1 is safe at 1B. (2-3H[1]; 8-2M[3])*

PLAY 2.3-5

B1 hits a fair ball that ricochets off F3 into foul territory. F3 retrieves the ball and now B1 and F3 are side-by-side running to 1B. F3 reaches the colored portion before B1 touches the white portion.

RULING: *B1 is out. On any force out attempt from the foul side of 1B, F3 and B1 can use either white or colored portion. (2-3H[1]; 8-2M[4])*

PLAY 2.3-6

F2 retrieves a dropped third strike in foul territory and throws to F4 who is touching the colored portion of the double base. The throw contacts B1 who is running just inside the foul line in fair territory.

RULING: *B1 would not be ruled out for violating the three-foot running lane. In this instance only, the three-foot lane expands three feet into fair territory. (2-3H[1]; 8-2E; 8-2M[4])*

PLAY 2.3-7

(FP Only) B1 strikes out but F2 drops the ball. The ball rolls to the first base dugout side of the field and as F2 throws to 1B, F3 moves to the colored portion or foul side of the double base. B1 touches the (a) white portion, or (b) colored portion of the base. Can F3 use the colored portion in this situation, and/or can B1 touch either the white or colored base?

RULING: *The rule allows the runner and/or the defensive player to touch either base in this situation; therefore even though F3 touches the colored base, B1 can touch either the white or the colored base. (2-3H[1]; 8-2M[4])*

PLAY 2.3-8

B1 hits a ground ball to F5. The throw (a) goes into foul territory, (b) bounces off of F3 into foul territory, and F3 goes to retrieve the ball and F3 touches the colored portion prior to B1 touching the white portion of the bag.

RULING: B1 is ruled out. When F3 retrieves the ball in foul territory, B1 and/or F3 may touch either base. (2-3H[1]; 8-2M[4 & 5])

RULE 3 – EQUIPMENT

PLAY 3.1-1

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 or bottom of the bat. The barrel end of the bat may not be sandpapered or painted. (1-ALTERED BAT; 3-1J)

PLAY 3.1-2

B1 enters the batter's box carrying a bat that is covered by a wrap that extends about 12 inches from the small end of the bat toward the barrel end. The same wrap is also covering the bat knob. Is this legal?

RULING: Yes. Bat grips can be replaced and the grip can cover the knob, as long as the knob still meets the rule specifications. (3-1D)

PLAY 3.1-3

B1 enters the batter's box with: (a) a layer of tape over the manufacturer's grip; (b) excessive tape wrapped at the knob; or (c) the manufacturer's grip removed and two layers of tape wrapped around the bat where the grip was previously located d) the initials of the bat owner engraved in the barrel end of the bat.

RULING: In (a) (b) and (c) legal d) Players are permitted to repair a manufactured grip with layers of tape or replace the manufactured grip with multiple layers of tape. Players are also allowed to engrave their initials on the bat. (3-1D)

PLAY 3.1-4

B1 enters the box with a softball bat that has a cone-shaped handle, eliminating the 1/4-inch knob.

RULING: This is a legal bat as long as the knob is 1.6 inches in diameter and has the correct amount of tape or grip on it. (3-1B& D)

PLAY 3.1-5

R1 is on 2B when B2 hits a triple. Before B3 enters the batter's box, the umpire notices that the metal bat that B2 used has been tampered with. Upon closer inspection, the umpire can see that the barrel end of the bat has had lead added to it.

RULING: Dead ball and R1 is returned to 2B. B2 is called out and ejected from the game. Remove the altered bat from the game. (1-ALTERED BAT; 3-1J; 7-6B)

PLAY 3.1-6

Either before or after B1 hits a pitch, the umpire notices that the bat is a baseball bat that has been honed down to the size of a softball bat.

RULING: The ball is dead and B1 is called out. Remove the illegal bat from the game. (1-ILLEGAL BAT; 3-1; 7-6C)

PLAY 3.1-7

The batter approaches the batter's box in a Men's Fast Pitch Game with a bat that has the new 2013 Certification mark. Before the batter enters the box the opposing coach points out that bat cannot be used in fast pitch. Is this correct?

RULING: No, the new 2013 ASA Certification Mark is allowed on bats for Adult Men's Fast Pitch. (3-1A)

PLAY 3.1-8

In the Senior Slow Pitch Division, a player is discovered using a Softball bat with the logo Senior Bat and no ASA Stamp on it. The opposing coach asks the umpire if this is legal?

RULING: Yes, this bat is approved for use in the Senior Slow Pitch Championship play ONLY. (3-1A)

PLAY 3.1-9

While the umpires are doing the pre-game bat inspection, they discover a bat in the dugout with electrical tape on the grip. The umpires ask the team to remove the bat from the dugout or replace the electrical tape with grip tape.

RULING: Correct Procedure (3-1B)

PLAY 3.1-10

While at bat, the umpire notices that B1 has only about eight inches of grip tape on the handle of the bat.

RULING: Legal, The safety grip shall not be less than 10 inches and not more than 15 inches. (3-1D)

PLAY 3.2-1

Team A's on-deck batter is using a cone shaped handle warm up bat. The umpire prohibits further use.

RULING: Incorrect procedure. Cone shaped handle are legal (3-2D)

PLAY 3.3-1

In a Men's Adult SP (Not Seniors) game, an optic yellow ball with a .440 COR and 275 lbs compression is brought to the pitcher's plate by F1. The opposing coach says that ball is illegal and should be a .520 COR and 300 lbs compression ball. Is this correct?

RULING: YES The .520 COR and 300 lb compression optic yellow ball with red stitches is the legal ball in All Adult Slow Pitch, with the exception of Seniors. Seniors are still allowed to use the .440 COR and 375 lbs Compression. (3-3E [3])

PLAY 3.3.2

In adult Women's Slow pitch teams are allowed to use the 11 inch ball in the 52 core and 300.0 lbs compression in 2015?

Ruling: Illegal. The 52/300 11 inch ball is not allowed until the 2016 season.

PLAY 3.4-1

Who may wear a mitt?

RULING: Any player may wear a glove or mitt. (3-4)

PLAY 3.4-2

F6 uses a white glove to catch a fly ball.

RULING: Legal, if all other aspects of the glove meet specification set forth in Rule 3, Section 4. Prohibiting the use of a glove with white, gray or optic yellow in it applies only to fast pitch pitchers. (3-4)

PLAY 3.4-3

F6 fields a ground ball with a mitt, and throws B1 out at 1B.

RULING: Legal. (3-4)

PLAY 3.5-1

(JO FP Only) Between innings, F1 is throwing practice pitches to (a) F2, (b) F5 while standing at F5's normal fielding position, or (c) any fielder who is behind the plate.

RULING: Any player warming up the pitcher anywhere on or near the playing field must wear a catcher's mask with a throat protector plus an approved helmet with earflaps regardless of the stance of the receiver. F1 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 F1 up, that fielder must wear the required protective gear. (3-5C)

PLAY 3.5-2

F2 refuses to wear a mask in (a) Adult SP, (b) Adult FP, (c) JO FP, or (d) JO SP.

RULING: Not required in (a), but required in (b), (c) and (d). (3-5)

PLAY 3.5-3

(FP and JO SP Only) F2 is not wearing a throat protector but has an extended wire protector permanently attached to the mask in its place, or is wearing an ice hockey goalie mask.

RULING: *This is legal. Some manufacturers do make the extended protector and this 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 in both (a) and (b). (3-5)*

PLAY 3.5-4

(FP and JO SP Only) F2 refuses to wear a mask after being instructed to do so by the umpire.

RULING: *F2 shall be disqualified. (3-5; 10-1)*

PLAY 3.5-5

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

RULING: *In both (a) and (b) the helmet must be on the head of the on-deck batter and the umpire should hold up play until this is done. In (b), the umpire shall also instruct the on-deck batter to get in the on-deck circle. (1-ON-DECK CIRCLE; 3-5E)*

PLAY 3.5-6

(FP Only) B1 hits an out of the park home run and, as B1 passes 3B, removes their helmet. The plate umpire calls B1 out.

RULING: *When the ball went over the outfield fence, it is no longer a live ball; therefore B1 did not remove their helmet during a live ball and should not be penalized. (3-5E EFFECT)*

PLAY 3.5-7

(FP Only) With two outs, B3 is batting and B4 is in the on-deck circle without a batting helmet. The umpire instructs B4 to put on the helmet, but B4 refuses.

RULING: *B4 should be disqualified. (3-5E; 10-1)*

PLAY 3.6-1

A Female FP or Male SP team has three players wearing a cap and the remaining players are not.

RULING: *Legal, if all three caps are the same. (3-6A[2])*

PLAY 3.6-2

Two Female FP players or two Male SP players wear headbands and the remaining players choose to wear caps or nothing on their heads. Is this legal?

RULING: *This is legal if the caps are the same color as the team uniform. Caps can be mixed but must be of the same color(s) as the team uniform. (3-6A[2])*

PLAY 3.6-3

In Men's D Slow Pitch all the players are wearing the same color shirts with numbers and a multitude of colored pants. Is this true?

RULING: *Yes. In Men's D Slow Pitch the only part of the uniform that has to match is the shirt with the number. (3-6BA NOTE)*

PLAY 3.6-4

Is it legal for a team to have all players wearing white long sleeve undershirts, including the pitcher?

RULING: *Yes. The pitcher may wear any color of undershirt, including white. It is not mandatory that all players wear an undershirt, but if more than one player wears one, it must be like in color and style. (3-6C)*

PLAY 3.6-5

A player must wear a six-inch whole number from 0-99 on the back of the jersey. In (a) the uniform number "00" is on the back of a jersey, (b) a player with no number on the back but instead a two-inch number on either the front of the jersey or uniform pants, (c) a player has the uniform number "1/2," or (d) a player's uniform number "101."

RULING: Legal in (a), but illegal in (b), (c) and (d). (3-6D)

PLAY 3.6-6

Jones was listed in the scorebook with the wrong number and (a) had “Jones” on the back of the jersey, or (b) had no name on the jersey.

RULING: Correct the number in the scorebook in both (a) and (b) and resume play with no penalty. (3-6D)

PLAY 3.6-7

A player takes the field wearing a knee brace that is padded. Two innings later, part of the metal hinge starts to wear through the padding and is noticed by the umpire.

RULING: The player must pad the hinge before continuing to play if the equipment is judged by the umpire to be potentially dangerous. (3-6E)

PLAY 3.6-8

In the second inning, the coach of the batting team informs the umpire that F1 on the defensive team has detachable metal cleats.

RULING: The umpire should check and ask F1 to remove a cleat to see if the cleats screw into the shoe or screw onto the shoe. If the cleats screw into the shoe, they are legal, even if detachable. If the cleats screw onto a post attached to the shoe, they are illegal, and the shoes must be removed immediately. If this is a JO 10U 12U, and 14U, CO-ED or Seniors SP game, all metal cleats are illegal, and the wearer cannot participate until corrected. If any player is found to be wearing illegal cleats after being warned, that play shall be ejected. (3-6; 3-6G EXCEPTION & EFFECT)

PLAY 3.6-9

The umpire asks a player (a) to remove metal cleats in a CO-ED game; (b) to remove a dangling earring; or (c) remove a medical alert bracelet. In each case, the player would not do so. What can the umpire do?

RULING: In (a) if after a warning by the umpire, the player is found participating in the game with metal cleats, that player shall be ejected. In (b) if the player does not remove the earring after being requested to do so, that player cannot participate in the game until doing so. In (c) the umpires should not ask a player to remove a medical alert bracelet or necklace. Secure the bracelet to the player's body. (3-6F & G EFFECT; 10-1)

PLAY 3.6-10

During the pre-game conference, the umpire notices a member or coach of Team “A” displaying (a) the name, or (b) logo(s) of another softball association on the uniform.

RULING: This is illegal in both (a) and (b). If the player or coach removes or no longer displays the logo of another softball association they will be allowed to participate. (3-6)

PLAY 3.7-1

In the third inning, the umpire notices that two bats in Team B's dugout are leaning against the fence with warming sleeves on them. The umpire removes those bats for the duration of the game.

RULING: Correct. Warming devices for bats are not approved. (3-7NOTE)

RULE 4 - PLAYERS AND SUBSTITUTES

PLAY 4.1-1

After S1 hits a double and is standing on 2B, the opposing team asks for “time” and informs the umpire that S1 is an unreported substitute. The umpire verifies that S1 did not report and asks the coach to re-enter the starter or to enter a legal substitute. The coach informs the umpire that the starting player had to leave for an emergency and there is no one else to put into the game. The umpire forfeits the game because the offensive team has only eight players (FP), nine or ten players (SP).

RULING: INCORRECT. The unreported substitute, S1, is now officially in the game. Since the offended team informed the umpire before a pitch to the next batter, S1 shall be declared out, any advance of other runners shall be nullified and all outs on the play shall stand. (6-4C[4])

PLAY 4.1-2

The line-up card, consisting of all starters and available substitutes, was given to the umpires at the start of the game. 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. (4-1A[2])*

PLAY 4.1-3

(CO-ED Only) In the fourth inning, it is discovered that a team is playing with three males and one female in the infield, rather than two each, as prescribed by rule. The offended team then plays the game under protest even though the defense makes a change to abide by the rule.

RULING: *When this error is discovered, make the corrections without a penalty. The protest is not permitted. (4-1C[3e])*

PLAY 4.1-4

In a fast pitch game, a team has (a) nine players to start the game, or (b) eight players to start the game. In the third inning one player becomes sick and has to leave the game and there are no available substitutes. Is the game forfeited?

RULING: *In (a) the game continues, in (b) the game is forfeited. A team can start or continue a game with one less player than the required number. (4-1D[1a & 2a])*

PLAY 4.1-5

In a Women's SP game, a team is already playing shorthanded when a player is injured and cannot continue.

RULING: *The team must immediately forfeit the contest. (4-1D[2a])*

PLAY 4.1-6

In a CO-ED game, five female and four male players arrive to start a game. The umpire allows the game to start with a male in the leadoff position. The short-handed rule will apply with an out being called in the ninth batting position.

RULING: *Legal. In CO-ED, the vacant batting position must be the ninth or tenth position based on alternating sexes. (4-1D[1])*

PLAY 4.1-7

In a fast pitch game, team A has only ten players and is using the FLEX for the pitcher. In the third inning the FLEX reports and bats for the DP, remaining in the fifth spot in the batting order. In the fourth inning, the shortstop (eighth in the batting order) slides into 3B, twists an ankle, and is forced to leave the game. What are team A's options?

RULING: *Option 1; the DP could re-enter the game at the time of the injury and fill the vacant defensive position, with the FLEX returning to the tenth position. Option 2; if the DP elects not to re-enter, the team can continue with eight players on defense. In both cases, an out shall be called at 3B because there is no legal substitute for the shortstop. Also, an out shall be called each time the vacant batting position appears. (4-1D[2]; 4-3E)*

PLAY 4.1-8

In a SP or 10 Man Modified game, a team begins with ten players present. In the fourth inning, one of the players is injured when sliding safely into 3B and cannot continue. What happens?

RULING: *If the team has no substitutes on hand, the runner is declared out when leaving the game and cannot return to the line-up. Each time that player is due at bat, an out is declared and the team must play shorthanded until an eligible player arrives. If an eligible substitute does arrive, that person must enter the game or become ineligible for the remainder of the game. (4-1D[2b & d])*

PLAY 4.1-9

In a SP or Ten Man Modified game, a team begins with ten players present. In the fourth inning, the team's catcher is ejected when complaining to the umpire about a call on a pitched ball.

RULING: *If the team has no substitutes on hand, the game is forfeited. (4-1D[2a])*

PLAY 4.2-1

Team A has two physically challenged (PC) players, PC1 and PC2. In (a) can they both be in the line-up at the same time, (b) can PC2 be substituted for PC1 and later PC1 re-enter the same game, or (c) can PC1 be listed as an offensive player and when PC2 enters, can PC2 be listed as a FLEX?

RULING: *There is no limit to PC players in the line-up, however only one can be designated to participate under the ADA Rule, therefore, in (a) and (c) no. Yes in (b). A substitute must be listed in the same PC position as the starter and be placed in the same line-up position. (4-2)*

PLAY 4.2-2

Team A has a player with a broken arm. Can this player qualify as a temporary ADA and play under the ADA ruling?

RULING: *No. Only players considered physically challenged by the state or national ADA office or the local governing body qualifies under this ruling. If the arm is in a cast or splint the player may play if the cast or splint is padded. (3-6E; 4-2)*

PLAY 4.2-3

Team A has 12 players at starting time including a PC player. Can a line-up with 11 players be submitted which does not include a PC player, then after the game begins, insert a PC player as a substitute for (a) a defensive player or (b) an offensive player?

RULING: *No in both (a) and (b). If a PC player is used, the PC player must be included in the starting line-up. (4-2D)*

PLAY 4.2-4

In the CO-ED game, can a team use (a) a physically challenged player, (b) use a male physically challenged player on offense and a female physically challenged player on defense, (c) have both a male and female physically challenged player in the line-up on defense or on offense at the same time?

RULING: *Yes in (a), (b), and (c). (4-1e & f; 4-2G)*

PLAY 4.3-1

(FP Only) DP Jones hits a triple and sprains an ankle sliding into 3B. The coach has substitute Smith enter the game to be a pinch-runner for DP Jones. How does this affect the playing status of DP Jones and the defensive player (FLEX) for whom Jones is batting?

RULING: *When a pinch-runner or pinch-hitter replaces the DP, that player becomes the new DP. Jones can re-enter later if Jones still has a re-entry or another legal substitute could enter in that position in the line-up. (4-3D)*

PLAY 4.3-2

(FP Only) Jones begins the game playing defense only, listed as the FLEX. In the fourth inning, without reporting, Jones bats in place of Smith, the starting DP.

RULING: *Illegal, this is an unreported substitute. When properly appealed by the defensive team, Jones will be officially in the game. Depending on when the offended team protested will determine if any other penalties will apply. (4-3D; 4-6C)*

PLAY 4.4-1

(SP Only) The manager turns in a line-up of ten names, then another player arrives before game time and bats in the 11th spot. The umpire, scorekeeper and the opposing team are not notified of this. The manager considered the 11th player as the EP and in the second inning, this player bats. The defense brings this to the umpire's attention while the player is at bat with a count of 1-1.

RULING: *Once a game starts with ten players, an EP cannot be added. When brought to the umpire's attention the 11th batter became an illegal substitute for the batter in the first batting position of*

the line-up card. The 11th batter is disqualified and either the first batter must re-enter or a legal substitute, and assume the existing count. (4-4A; 4-6B)

PLAY 4.5-1

B1 is due up to bat in the bottom of the third inning. The coach enters S1 to pinch hit for B1. S1 hits safely for a single and then the coach calls time and replaces S1 with S2. When the team returns to play defense, the coach re-enter B1 to pitch.

RULING: LEGAL. Any player can re-enter one time regardless of the number of substitutes that have played for them. B1 and all substitutes may re-enter providing players occupy the same batting position whenever in the line-up. (4-5A)

PLAY 4.5-2

A runner twists an ankle sliding into 2B. The managers agree to a courtesy runner with the injured player returning to the field in the next inning.

RULING: Illegal, except in divisions of play that allow courtesy runners. If this is the case, the runner can return to the game as a re-entry. (4-5A; 8-9A-C; 8-10)

PLAY 4.5-3

In the first inning, Smith is announced as the next batter on the public address system. Just then the manager decides to substitute Jones for Smith. In the third inning, Smith goes into the game as a pinch-runner for Jones.

RULING: Legal re-entry. (4-5A; 4-6A)

PLAY 4.5-4

The starting pitcher is removed from the game in the third inning and legally re-enters in the fifth. In the sixth, the starting pitcher is again removed but re-enters in the seventh inning, throws one pitch, and the opposing manager protests.

RULING: Illegal. A player can re-enter the game one time only. Disqualify the starting pitcher. (4-5 EFFECT; 4-6G[4a])

PLAY 4.6-1

With two outs and R1 on 1B, S1 replaces B4. Before S1 finishes batting, R1 is out to end the inning. S1 is not charged with a time at bat, so is S1 considered to be officially in the game?

RULING: YES. S1 was officially in the game when S1 was reported to the umpire. (4-6B)

PLAY 4.6-2

Jones, an unannounced substitute, is standing in the batter's box with a 1-1 count. Jones forgot to report before entering and the defense notices this with the 1-1 count on Jones and tells the umpire that Jones did not report. Since Jones is still at bat Jones become a legal substitute when the umpire is informed?

RULING: YES. Regardless of who tells the umpire, Jones is legal. (4-6C[2])

PLAY 4.6-3

Without being reported, substitute Jones steps into the batter's box and before any pitch has been thrown, the coach wants to switch substitute Smith for substitute Jones. Does this count as an entry for Jones?

RULING: No. Since no pitch/play has been made and the coach did not report Jones into the game yet, there has been no official entry for Jones. (4-6B & C[1])

PLAY 4.6-4

A reported substitute for B2, is at bat with a 2-1 count while an unreported substitute for R1 is on 3B. The defense informs the umpire that R1's unreported substitute is illegal. The umpire disqualifies R1's unreported substitute and the team replaces the unreported substitute with a legal substitute.

RULING: Incorrect procedure. The unreported substitution is now officially in the game, the count on the batter remains as is and all plays stand. (4-6A & C[4])

PLAY 4.6-5

In the bottom of the seventh inning, an unreported substitute for B1 is batting and on the first pitch hits a home run for the apparent winning run. Before the umpires leave the playing field, the defense notifies the umpires that B1's substitute did not report.

RULING: This was the end of the game and the umpires were still on the field. Upon notification, B1's substitute is now officially in the game and declared out since the offended team notified the umpire before a pitch to the next batter. The run is nullified and B2 comes to bat. (4-6C[3])

PLAY 4.6-6

With two outs and the score tied 2-2 in the bottom of the seventh inning, the home team has R1 on 2B and R2 on 1B. An unreported substitute for B5 hits a single, scoring R1 to win the game. The defensive team informs the plate umpire of the unreported substitute (a) after all umpires have left the field of play, or (b) while the umpires are on the field.

RULING: In (a) the game is over. In (b) B5's unreported substitute is now officially in the game but called out for the third out of the inning since the offended team notified the umpire before a pitch to the next batter. Any advancement of runners is nullified and no runs score. The game continues. (4-6C[3 & 4])

PLAY 4.7-1

(SP Only) After a warning, F1 makes a motion to pitch prior to being in contact with the pitching plate. The umpire calls a dead ball and rules illegal pitch and removes F1 from the pitching position and moves F1 to position F6. In the fourth inning, F6 returns to F1 but before a pitch the manager remembers the removal and F1 goes back to F6.

RULING: The first removal is legal. On the return to the pitching position the correction was made prior to a pitch, preventing F1 from becoming an illegal pitcher. Play resumes with no penalty. (4-6C[1 & 7]; 4-6G; 6-1D)

PLAY 4.7-2

In the first inning, the defense has four charged conferences. The umpire removes F1 from the pitching position and F1 moves to position F9. In the fourth inning with several defensive changes F9 returns to the F1 position. F1 makes a pitch to B6 who hits a home run. After B6 scores, the umpire is notified of the illegal pitcher.

RULING: F1 became an illegal pitcher when F1 returned to the pitching position after being removed by the umpire. F1 is disqualified and all play stands and the run would count. (4-6G[1]; 5-7B)

PLAY 4.7-3

(FP Only) The DP bats fourth in the line-up. In the third inning, the DP plays defense for F5 who bats in the sixth position. In the fifth inning the FLEX, listed tenth, bats for F5.

RULING: Illegal batter. The FLEX can only bat in the DP batting position. The FLEX is disqualified and replaced with a legal substitute. (4-3D & I)

PLAY 4.7-4

(SP Only) The EP, listed fourth, is inserted into the game as a runner for a teammate listed sixth in the batting order and who is on 1B.

RULING: Illegal runner, the EP is disqualified. A legal substitute must replace the EP on 1B. An additional substitute must replace the EP in the batting order. (4-4B)

PLAY 4.7-5

(FP Only) The DP on 1B is replaced by S1. Later in the game, the starting DP re-enters as a batter and reaches 1B safely. A second substitute, S2, replaces the DP as a runner. During extra innings, the starting DP is at the plate with a 1-2 count when brought to the umpire's attention.

RULING: Illegal re-entry, the DP is disqualified and replaced by S3 or the FLEX and assumes the existing count. (4-5A; 4-6C[1])

PLAY 4.7-6

Jones listed ninth in the order, is replaced by a substitute after reaching 1B safely. Later in the game, Jones re-enters as a runner for a teammate listed third in the order at 2B.

RULING: *Illegal re-entry. Jones is disqualified and replaced by a substitute. A starting player must return to their original batting position. (4-5A; 4-6F[4])*

PLAY 4.8-1

In a J.O. game, an ejected coach remains on the bench directing the team.

RULING: *Illegal, once ejected, that person must leave the confines of the playing field and have no further contact with the umpires or participants in the game. (4-8B)*

PLAY 4.8-2

B1 hits a pop fly in foul territory near 3B that F5 tries to catch. The coach in the coach's box does not move and F5 is unable to make the catch.

RULING: *This is coach's interference. The ball is dead, the batter out and all runners must return to the base occupied at the time of the pitch. The coach must vacate the coach's box to allow the defensive player to make a play on a batted ball. (4-7C[2a]; 7-6I)*

PLAY 4.9-1

(FP Only) A player is disqualified for a re-entry rule violation and is allowed to remain on the bench and serve as a coach. The disqualification reduces the number of players on that team to eight. May the game continue?

RULING: *An illegal re-entry results in a disqualification and the game may continue under the short-handed rule. (4-1D[2]; 4-6F[4 EFFECT]; 4-8A)*

PLAY 4.9-2

After a team warning, a player continues to argue ball and strike calls with the umpire. The player is ejected and restricted to the team bench. The player continues to argue and the umpire instructs the player to leave the grounds.

RULING: *This is an incorrect procedure. All ejected participants must leave the grounds and have no further contact with the umpires or participants in the game. (4-8B)*

PLAY 4.10-1

R1 slides into 2B safely causing a bleeding wound. A reasonable time is allowed for treatment and the bleeding cannot be stopped. No substitute is available.

RULING: *Since the injured R1 had to vacate 2B and no substitute is available, an out is recorded. The game continues under the short-handed rule. If R1 misses any turn(s) at bat an out is recorded. R1 may return at anytime after the situation is corrected. (4-1D[2] EXCEPTION; 4-9)*

PLAY 4.11-1

With R1 on 3B, B2 hits a line drive striking F1 in the face that results in an apparent serious injury. The umpire immediately calls "dead ball" to allow or seek medical aid. The umpire awards R1 home and B2 1B.

RULING: *Correct procedure. When a player is injured during a live ball situation and the umpire believes immediate attention should be given, the umpire shall declare a dead ball and award any bases that would have been reached in the umpire's judgment, had the incident not occurred. (4-10)*

RULE 5 - THE GAME**PLAY 5.2-1**

Prior to a game starting, if heavy rains have made the playing field unplayable, who calls the game off?

RULING: *The plate umpire. (5-2)*

PLAY 5.2-2

If conditions change in the third inning of the game and the field becomes unplayable, may the league director determine the game called?

RULING: *NO. The plate umpire must make this decision. (5-2)*

PLAY 5.3-1

At the end of the fourth inning, the score is H1 and V2. There is no scoring in the first half of the fifth inning, but in the last half, H scores (a) one run, or (b) two runs. In either case, the game is called for rain with only one out in the bottom of the fifth inning.

RULING: In (a), it is a regulation tie game and play should be resumed at the point it was stopped. In (b), H is the winner. (5-3C, E & F)

PLAY 5.3-2

In the last half of the sixth inning with R1 on 3B, R2 on 2B and R3 on 1B, B4 hits a home run, tying the score at 6-6. It then begins to rain heavily and eventually forces the umpire to call the game.

RULING: The game is ruled a regulation tie game at 6-6 and play should be resumed at the point it was stopped. (5-3E & F)

PLAY 5.5-1

With one out, R1 on 3B, R2 on 1B, B4 hits a line drive back to F1. The ball goes off F1's glove up into the air where F6 catches it for the second out and runs over to touch 1B to retire R2 who had not tagged up. Does the run count?

RULING: Yes, if R1 crosses the plate before F6 touches 1B. The force was off when the ball was caught and it is considered a "time play" on the tag up. (5-5B[2])

PLAY 5.5-2

With one out, R1 on 3B, R2 on 1B, B4 singles to right scoring R1. R2 misses 2B but arrives safely at 3B and B4 is thrown out at 2B. The defense appeals that R2 missed 2B and the umpire declares R2 out. Does R1's run score?

RULING: YES. The third out was not a force out. Whenever the batter makes the first out of multiple outs, all forces are eliminated. (1-FORCE OUT; 5-5B)

PLAY 5.5-3

(FP Only) With two outs, R1 on 3B, R2 on 2B, B5 strikes out, but the ball gets by F2. R1 scores and R2 is out at the plate. B3 failed to run to 1B and F2, after tagging R2, throws to 1B for the fourth out. Does the runner score?

RULING: R1's run is not nullified. A "fourth out" appeal to nullify a run must be on the runner who has scored. (5-5C)

PLAY 5.5-4

The same play as above except the umpire inadvertently calls time prior to B5 returning to 1B. Can the defense still make an appeal?

RULING: NO. Runners must be allowed to complete base running responsibilities prior to allowing a dead ball appeal. (5-5B)

PLAY 5.5-6

With one out and R1 on 3B, R2 on 2B, B4 hits a fly ball that is caught by F7. Both R1 and R2 tag up and score. An appeal is made at 3B and the umpire declares R1 out for leaving early.

RULING: Three outs, no runs score. (5-5B[3]; 8-3F)

PLAY 5.5-7

With one out, R1 on 3B, R2 on 1B, B4 hits a ground ball to F6 who throws to 2B for one out, and on the relay to 1B, R2 is called for interference. R1 had scored prior to the interference occurring. The next runner closest to home is B4 who the umpire calls out for the third out. Does R1's run count?

RULING: No, since this out is the batter-runner at 1B for the third out of the inning, the run will not count. (5-5B; 8-7P)

PLAY 5.8-1

(SP Only) With one out and R1 on 2B in a Men's Class "A" Tournament with a ten home run limitation, the team has hit nine home runs and B3 hits a long fly ball to center field. F8 intentionally guides the ball over the fence in order for the team to have the ten home run limit.

RULING: *This would be considered a four base award. It would not count toward the home run limit. (5-8A[1] & NOTE a)*

PLAY 5.8-2

(SP Only) There are two outs, the bases loaded in a Senior Men's Tournament with a 9 per game. A team has hit 8 home runs and B6 hits a home run out of the ball park. B6 misses 1B and after all runs have scored, the defense appeals B6 missing 1B. The umpire calls B6 out.

RULING: *All runs score and the home run would count toward the total. Anytime an untouched fair ball leaves the field, the home run will count toward the limit regardless if an appeal is made or not. (5-8A[3], NOTE 8-2I Exception)*

PLAY 5.10-1

In a J.O. FP 10-Under Class B Pool Play game that has lasted 1 hour and 40 minutes, the score is tied 2-2 in the fifth inning. The umpire allows the teams to finish the fifth inning. Is this correct?

RULING: *Correct for J.O. FP 10 & Under Class A and B Pool Play competition. After a 1 hour and 40 minute time limit, the teams finish the inning in progress. No new inning may start after the 1 hour and 40 minute time limit. (5-10)*

PLAY 5.10.2

In a JO FP 18U A in the 2nd round of bracket play the game lasted 1 hour and 40 minutes with the score 5 to 4 in favor of the home team which is bat. The umpire calls the game. Is this correct?

RULING: *Correct for JO Bracket play up to the start of the Winners bracket final. (5-10C)*

PLAY 5.11-1

(Female and Men 40 & 45-O Senior FP Only) In the eighth inning with the score of 2-2, the tie-breaker rule is now in effect. The first batter for the visiting team is the batter in the #1 position, who should be placed on 2B?

RULING: *The runner on 2B is the last batter scheduled to bat in the respective half inning. In this case, the batter listed in the #9 position on the line-up card is placed on 2B. (5-11A)*

PLAY 5.11-2

(Female and Men 40 & 45-O FP Only) In the eighth inning, an incorrect runner is at 2B to start the inning. The incorrect runner steals 3B. The umpire is notified of the incorrect runner.

RULING: *Correctable situation. Place the correct runner on 3B. All other play stands. (4-6G[3a] EXCEPTION; 5-11)*

PLAY 5.12-1

The visiting team's manager is outside the dugout directing defensive positioning. The umpire warns the manager to remain in the dugout. In the next inning, the manager returns outside the dugout, again.

RULING: *The manager is ejected for a repeat offense. (5-12)*

RULE 6 - PITCHING (FAST PITCH)**PLAY 6.1-1**

F1 takes the signal with the hands separated, the non-pivot foot behind and within the 24-inch of the pitcher's plate, and starts the pitch with the foot behind the pitcher's plate.

RULING: *This is illegal for all Female FP games. All preliminaries before the pitch must be done with both on the pitcher's plate. In Male FP games, this is legal. Preliminaries are identical but the non-pivot foot may be on or behind the pitcher's plate. (6-1A-D)*

PLAY 6.1-2

F1 takes a signal while standing behind the pitcher's plate. F1 then assumes a legal pitching position, pauses with the hands apart then brings them together and pitches the ball.

RULING: *Legal pitch. F1 must only appear to be taking the signal while legally in contact with the pitcher's plate. (6-1D)*

PLAY 6.1-3

May F1 take the pitching position with the hands already together?

RULING: *No, this is illegal. F1's hands must be apart when stepping onto the pitcher's plate and while taking the signal. An illegal pitch should be called as soon as the violation occurs. (6-1A)*

PLAY 6.1-4

In all Male FP, F1 takes a signal with hands separated and simultaneously steps backward while bringing the hands together.

RULING: *Legal. Male pitchers can step backwards before, during or after bringing the hands together. (6-1E[1])*

PLAY 6.2-1

In all Male FP, F1, after assuming a legal pitching position with both hands together, takes one hand off the ball and then steps backward off the pitcher's plate.

RULING: *Illegal pitch. The pitch starts when F1 takes one hand off the ball and when this action occurs; F1 must take one step forward, simultaneously with the release of the ball. (6-1E[1]; 6-2; 6-3G)*

PLAY 6.3-2

F1 stands on the pitcher's plate with both feet in legal contact and takes a step with the non-pivot foot toward 3B so that the entire foot lands to the right of the line extended outside of the pitcher's plate.

RULING: *This is legal in Men's FP but is illegal for Women's FP and all JO. (6-3G-I)*

PLAY 6.3-3A

In a Women's FP game, F1 delivers the ball and the pivot foot does not maintain contact with the ground.

RULING: *Illegal pitch. The pivot foot must push off and drag the ground away from the pitcher's plate. (6-3K)*

PLAY 6.3-3B

In a JO Boys Fast Pitch game, F1 tries to increase the velocity of the pitch by getting airborne with the pivot foot pointing down while in the air.

RULING: *Legal pitch. It is not a requirement in JO Boys FP to maintain contact with the ground but if the foot does break contact; the toe of the pivot foot must be pointed in a downward position. (6-3L)*

PLAY 6.3-4

(JO Only) The umpire calls a ball on B1 and F2 returns the ball to F1. F1, who is obviously upset with the call, decides to throw two or three pitches underhand to F6 before getting back on the pitching plate for the next pitch.

RULING: *Not allowed. All players who warm up a pitcher must wear a mask with throat protector and approved helmet with earflaps. (3-5C; 6-3O)*

PLAY 6.5-1

With the potential winning run on 3B, the defense decides to intentionally walk B3. The coach, in a defensive move, tells F3 to back up F2 at home plate in case the ball gets away.

RULING: *Illegal pitch. All defensive players except for the pitcher, who must be on the pitcher's plate, and the catcher, who must be in the box behind home plate, must be stationed in fair territory at the time of the pitch. (6-5A)*

PLAY 6.6-1

F1 has tape on the pitching hand.

RULING: *Legal. As long as the umpire rules that the tape is not distracting the batter. (6-6)*

PLAY 6.6-2

F1 is wearing a flesh colored wristband on the pitching hand or a flesh colored elbow pad on the pitching arm.

RULING: Legal. Any flesh colored device or wrap worn by the pitcher, is not considered distracting. (6-6B)

PLAY 6.6-3

F5 rubs dirt on the ball and then gives it to F1 to pitch.

RULING: Illegal pitch. If a player continues to place a foreign substance on the ball, the player should be ejected from the ball game. (6-6A EFFECT)

PLAY 6.6-4

F1 places resin directly on the ball or in the glove and the resin transfers to the ball, F1 then pitches the ball before the umpire can stop play.

RULING: Illegal pitch. Resin may be used only to dry the hands. (6-6A)

PLAY 6.6-5

The umpire detects pine tar on the ball between innings. This is repeated a number of times and each time the ball is thrown out of the game.

RULING: The ball should be thrown out of the game upon detection. Repeated doctoring of the ball should result in a warning to F1. F1 should be ejected if the act is repeated after a warning. (6-6A EFFECT)

PLAY 6.6-6

R1 on 3B, R2 is on 1B, with B3 at bat when an illegal pitch is called on a 2-1 count. B3 hits a slow roller to F5 who holds R1 at 3B but then throws to 1B too late to get B3 out. What is the ruling?

RULING: Since R2 and B3 successfully advanced one base but R1 did not, the manager of the offensive team should be given the option of taking the play or the award which would result in R1 being awarded home, R2 awarded 2B and a ball awarded to B3, or take the result of the play which would load the bases. (6-EFFECT 1-5, 7 & 8)

PLAY 6.6-7

With R1 on 2B, B2 is hit with an illegal pitch.

RULING: Both the hit batter and the illegal pitch rules are applied. B2 is awarded 1B and R1 is awarded 3B. (6-EFFECT 1-5, 7 & 8)

PLAY 6.7-1

The bases are empty and B1 has a 0-1 count. On the next pitch, B1 hits a foul ball that F2 retrieves and throws to F5.

RULING: A ball is awarded to B1, resulting in a 1-2 count. (6-7B; 7-5F)

PLAY 6.9-1

Before taking the field at the beginning of an inning, F1 goes to get a drink of water near the concession stand. When F1 arrives at the pitcher's plate, the umpire signals play ball. F1 insists on one minute to warm up and wants the five warm-up pitches. What is the ruling?

RULING: The one-minute time limit begins immediately following the third out of the previous half-inning. F1 would not be entitled to any warm-up pitches since F1 did not take them in the allowable one-minute time limit. (6-9)

PLAY 6.10-1

F1 attempts a quick return of the ball before B1 is ready. What should the plate umpire call?

RULING: A "no pitch" should be declared. (6-10B)

PLAY 6.10-2

F1 is in the windup when B1, in an attempt to have F1 commit an illegal pitch, raises their hand as if to request "time" and F1 stops in the middle of the windup. What is the ruling?

RULING: A "no pitch" shall be declared. (6-10E)

RULE 6 - PITCHING (MODIFIED PITCH)

9 PLAYER

PLAY 6.3-1

In delivering the ball, F1 has the ball outside the wrist on the backward swing of the arm.

RULING: *This is legal, as there is no restriction on the position of the ball on the backward swing, downward motion and during the complete delivery. (6-3F[1])*

PLAY 6.3-2

F1 delivers the ball with the shoulders and hips parallel to 2nd and home.

RULING: *Illegal pitch, the shoulders and driving hip must be square to home plate when the ball is released. (6-3I)*

PLAY 6.3-3

On the forward swing of the arm, the ball is outside the wrist and above the hip when released.

RULING: *Illegal, no restriction on the ball's relative position so long as the ball is below the hip at release. (6-3G)*

PLAY 6.3-5

While delivering the ball, F1 moves the pivot foot forward and away from the pitcher's plate.

RULING: *Illegal. (6-3L)*

10 PLAYER

Play 6.3.4

(10 Player) While delivering the ball, F1 steps forward simultaneously with the release and (a) the front foot crosses over the pivot foot when touching the ground, (b) the front foot touches the ground without it pointed toward home plate.

RULING: *In (a) and (b) Illegal. The stepping foot must be pointed toward home plate and cannot touch the ground in front of, or cross over a straight line between the pivot foot and home plate. (6-3K[2])*

PLAY 6.3-6

(10 Player) The ball is outside the wrist at the top of the backswing.

RULING: *Illegal pitch. The ball must be inside the wrist during the complete delivery. (6-3F[2])*

PLAY 6.3-7

(10 Player) F1 releases the ball in a bowling style motion.

RULING: *Legal, as long as the elbow is locked and the shoulders and driving hip are square to home plate at the point of release. (6-3I[2])*

9 / 10 PLAYER

PLAY 6.3-8

(9/10 Player) While delivering the ball, F1 takes a step straightforward within the 24 inches of the pitcher plate.

RULING: *Legal. (6-3K)*

RULE 6 - PITCHING (SLOW PITCH)

PLAY 6.1-1

Is it legal for F1 to toss the ball back and forth from the hand to the glove while on the pitcher's plate, as long as F1 comes to a stop for one full second in front of the body before delivering?

RULING: Yes. The stop is the key. There is no restriction to any movement prior to the stop. Once the stop is completed the pitch starts. If F1 did not stop it should be called an illegal pitch. (6-1B)

PLAY 6.1-2

F1 stands behind the pitcher's plate and simulates a stop and/or any pitching motion prior to stepping on the pitcher's plate.

RULING: Dead Ball, illegal pitch and a ball on the batter. F1 is warned and if the illegal action is repeated, F1 will be removed from the pitcher's position for the remainder of the game. (6-1D)

PLAY 6.3-1

F1 stops with the ball in the pitching hand in front of the body. F1 then pitches the ball from that position without taking the ball back to the rear past their back.

RULING: Legal. F1 does not have to take the ball back behind their back. (6-1B; 6-3)

PLAY 6.3-2

F1 has the ball in one or both hands and has paused, then moves the hand(s) to the side of the body and stops a second time.

RULING: Illegal pitch. (6-3A & B)

PLAY 6.3-3

F1 releases the ball during a pitch with the palm on top of the ball and with the ball facing the ground.

RULING: Legal. (6-3D)

PLAY 6.3-4

F1 comes to a one-second stop, then takes the ball in the pitching hand over the top of their head, down and around in a windmill type action, and releases the ball the first time past the hip.

RULING: Legal. A windmill delivery is legal if the ball is released the first time past the hip and all other aspects of the pitching rule are followed. (6-1B; 6-3D)

PLAY 6.3-5

F1 has both feet on the pitcher's plate and removes one foot by stepping backward while pitching the ball. B1 does not swing at the pitch.

RULING: Legal pitch. A step with the free foot is not required in slow pitch, but if one is taken, it must be made simultaneous with the release of the ball. It can be forward, backward, or to the side. The pivot foot must remain in contact with the pitcher's plate until the ball is released. (6-3E)

PLAY 6.3-6

F1 has both feet on the pitcher's plate and then steps outside the length of the pitcher's plate and directly to the side when delivering the ball.

RULING: Legal. (6-3E)

PLAY 6.3-7

After one warning, F1 again delivers a pitch with excessive speed. The plate umpire ejects F1 from the game.

RULING: Incorrect. F1 should be removed from the pitcher's position for the remainder of the game but may participate in the game in any other position. (6-3G)

Play 6.3.8

The pitch is thrown with a 12 foot arc through the strike zone in a game of Men's Slow Pitch and the umpire calls the pitch a strike.

RULING: Incorrect the correct arc allowed in SP is 6 -10 feet. (6-3H)

PLAY 6.5-1

F1 has (a) tape, or (b) a wristband on the pitching hand.

RULING: Legal. (6-5)

PLAY 6.6-1

With no outs, B1 has a 0-1 count and hits a foul ball that F2 retrieves and gives to the umpire. F2 gets a new ball from the umpire and throws it to F3.

RULING: A ball is awarded to B1. In slow pitch, the catcher must return all pitched balls to the pitcher with no runners on base. (6-6B EXCEPTION)

PLAY 6.7-1

B1 has a 3-2 count and swings and misses the pitch when F1 delivers the ball overhand.

RULING: Illegal Pitch. Since B1 struck at and missed the illegal pitch, there is no penalty and B1 is out. F1 should be warned. (6-3D & G-EFFECT 2-4, & 7)

PLAY 6.7-2

F1 spits on the ball and pitches it before the umpire can stop play. B1 (a) swings and misses, (b) hits a home run, or (c) does not swing.

RULING: In (a) and (b), the illegal pitch is nullified and the play stands since B1 swung at the pitch. In (c), it is an illegal pitch. If any defensive player continues to place a foreign substance on the ball, the player shall be ejected from the ball game. (6-5-EFFECT)

PLAY 6.8-1

During the three warm-up pitches, F1 (a) throws two pitches with an arc and one pitch overhand, (b) throws two pitches windmill style and a third with an arc, or (c) throws all three pitches with an arc.

RULING: There is no violation for throwing overhand or windmill style. F1 can throw the three pitches in any manner F1 chooses. Should F1 throw to an infielder, this would count toward the three allowed warm-up pitches. (6-8)

RULE 7 - BATTING

PLAY 7.1-1

An on-deck batter is using (a) the "Pow -R-Wrap" attachment to the bat or (b) a metal donut attachment to the bat while warming up in the on-deck circle.

RULING: Only approved warm-up bats and attachments included on the list published by the ASA can be used. (3-2; 3-7; 7-1B)

PLAY 7.1.2

An on-deck batter in Men's Modified Pitch, who team is on the 1B side of the diamond, moves to the on-deck circle on the 3B side of the diamond. Is this correct?

RULING: Yes In Men's Adult Fast Pitch and Men's Modified Pitch the on-deck batter is allowed to use either on-deck circle. 7.1A EXCEPTION

PLAY 7.2-1

It is B1's turn to bat, but B2 bats out of order and hits a double. B3 comes to bat and F1 commits an illegal pitch without an actual pitch being thrown. The defense appeals B2 batting out of order.

RULING: No appeal can be made after a legal or illegal pitch to B3. (1-APPEAL; 7-2D[3])

PLAY 7.2-2

With R1 on 1B, B3 skips B2 in the batting order. The error is discovered by the opposing team personnel and reported to the umpire or official scorekeeper (a) after B3 has a 0-2 count, (b) after B3 has reached 1B safely advancing R1 and before a pitch to B4, or (c) after B3 has reached 1B safely and a pitch has been delivered to B4.

RULING: In (a), B3 is replaced by B2 who assumes the 0-2 count; also any advancement by R1 is legal. In (b), B2 is out and B3 is removed from base and bats again with a 0-0 count with R1 returning to 1B. In (c), no correction is made and B2 simply loses their turn to bat until it comes again in the batting order. (1-BATTING ORDER; 7-2)

PLAY 7.2-3

B3 erroneously bats in place of B1, and the batting infraction is not detected by anyone until after a pitch to B4. Who is now the correct batter, B2 or B4?

RULING: Since B4 follows B3 in the batting order; B4 is now the correct batter. Neither B1 nor B2 may legally bat until their turn comes again in the batting order. (1-BATTING ORDER; 7-2)

PLAY 7.2-4

B2 walks and B4 comes to bat skipping B3. A 0-2 count is reached when B3 comes out of the dugout and informs the umpire of the mistake. Should the umpire allow B3 to step in the batter's box and assume the 0-2 count?

RULING: Yes. If the error is discovered while the incorrect batter is at bat, the correct batter shall assume the batter's position with the existing count. (7-2B-D[1])

PLAY 7.2-5

With no outs, and R1 on 2B, B4 bats in place of B2 and reaches 2B safely. R1 advances home, but misses 3B. F5 obtains the ball and properly appeals the infraction by R1 and the umpire declares R1 out. Prior to a pitch being made, the defense discovers that B4 was not the proper batter and informs the umpire.

RULING: The appeal on R1 for missing 3B is allowed; R1 is ruled out and the run nullified. On batting out of order, B4 is removed from 2B and B2 is declared out. B3 is now the proper batter. (1-BATTING ORDER; 7-2B-D[2])

PLAY 7.2-6

In the top of the first inning, B2 makes an out and enters the team area. B2 returns to bat in the B3 slot and makes the third out. B3 leads off the second inning. The offensive team appeals that B2 batted twice in the first inning.

RULING: The appeal is denied. When the offended team left the field in the first inning, they lost the right to appeal and legalized B2's second at bat. B3 is the lead off batter in the second inning. (7-2D[2 & 3])

PLAY 7.2-7

With no outs, R1 on 1B and B2 scheduled to bat, B4 comes to bat instead and grounds into a double play. The defense appeals B4 batting out of order.

RULING: The out at 2B by R1 stands, the out made by B4 is applied to B2 for the second out, and B3 becomes the legal batter with B4 to follow, even though they will bat twice in one inning. (7-2D[2a])

PLAY 7.2-8

In a CO-ED game, a team has a male player listed in the seventh and eighth positions of the batting order. Immediately after the male player bats in the seventh position, the umpire notices the error in the batting order.

RULING: Since the actual infraction has not occurred, the umpire should replace the male batting in the eighth position with a proper female batter and continue the game. (7-2D)

PLAY 7.2-9

(CO-ED) Female B2 hits a single. Female B4 inadvertently bats, skipping male B3 and hits a single. Now male B3 steps in to bat and one pitch is thrown when the manager of the defensive team appeals that male B3 is batting out of order.

RULING: As soon as one pitch was thrown to male B3, everything female B4 did was legal. Male B5 should replace male B3 and assume the ball and strike count. Male B3 will not bat again until their turn reappears in the batting order. (7-2D)

PLAY 7.2-10

(CO-ED Only) R1, a male, is on 1B with a single and the following batter, B2, a female, is thrown three pitches with a 12-inch ball. B2 has a 2-1 count, and on the next pitch B2 (a) swings and misses, (b)

swings and hits a single, or (c) swings and pops up to F6. Following each situation, either the umpire notices the wrong ball or a member of either team tells the umpire that the wrong size ball was being used.

RULING: *In all three situations, the offensive team manager has the option of taking the result of the play or having B2 resume batting with a 2-1 count using the correct 11-inch ball and R1 remains on 1B. (3-3F[2]; 7-2E EFFECT)*

PLAY 7.2.11

In JO Pool Play team A has 15 from the roster present and Team B has 16. Team A decides to bat all 15 and Team B only bats 13. Team 15 has a player get injured in the 13 spot in the batting order. The batter can no longer bat so the team drops to only 14 batting. Is this legal?

RULING: *In JO ball each team can bat up to all players on the roster present. However if they lose a batter due to injury they still have to bat the number they started with. Since the player was injured and could not bat an out should have been recorded when that batter's turn at bat came around.*

PLAY 7.3-1

While F1 is on the pitcher's plate ready to deliver the ball, the B2 stands in the batter's box and holds up a hand while digging a hole to get a better footing.

RULING: *The umpire will not allow F1 to pitch until B2 has had sufficient time to get set. (7-3A)*

PLAY 7.3-2

A batter continues to step in and out of the batter's box. The umpire instructs the batter to stay in the box but the batter ignores the umpire's instructions. After ten seconds, the umpire calls a strike. The pitcher seeing the batter outside the batter's box delivers the pitch anyway. The batter jumps back into the box and hits the ball for a base hit. What is the call?

RULING: *The base hit is nullified because the pitch was thrown during a dead ball. (7-3C EFFECT; 7-4K EFFECT)*

PLAY 7.3-3

(JO Fast Pitch and Adult Modified). After a warning from the umpire, a batter continues to leave the batter's box. Ten seconds passes and the umpire calls a strike although no pitch was thrown. A second strike is called after another ten seconds has passed.

RULING: *Correct procedure and the ball is dead. All other divisions of play do not require a warning. (7-3B; 7-4J & K)*

PLAY 7.3-4

B1 enters the batter's box as a right-handed batter. After the first pitch, B1 switches to the left hand batter's box. After two more pitches, B1 moves back to the right-handed batter's box.

RULING: *There is no violation as long as B1 did not move from one batter's box to the other while F1 was ready to pitch. (7-3E)*

PLAY 7.3-5

With F1 on the pitchers plate ready to deliver the ball, B1 steps out of the batter's box to try and stop play but the umpire does not grant time. F1 delivers the ball and the umpire calls the pitch as delivered.

RULING: *Correct procedure. (7-3E)*

PLAY 7.4-1

F1, during a swing, attempts to hold back and misses the ball. What is the call?

RULING: *A call of this nature is based entirely on the umpire's judgment. Therefore, the umpire must, in order to be consistent, have criteria to guide them in making the decision. The rule which most umpires follow is: If a batter swings halfway or more across the area, it is a strike. In other words, if the bat is swung so it is in front of the batter's body, it is a strike. In bunting, any movement of the bat toward the ball, when the ball is over or near the plate area, is a strike. Merely holding the bat in the strike zone before the pitch arrives is not an attempt to bunt. (7-4B & C)*

PLAY 7.4-2

B1 swings and misses a pitch but has time to reset and swing again, making contact the second time with the ball going either fair or foul.

RULING: *The first swing results in a strike. On the second swing, the ball becomes dead. All action is nullified. (7-4D, E & F NOTE)*

PLAY 7.4-3

(FP Only) With no outs and B1 with a 2-2 count, the next pitch touches the ground in front of home plate and bounces through the strike zone. B1 swings at the pitch and F2 catches the ball on the first bounce. B1 runs to 1B while F2 holds the ball.

RULING: *Legal, B1 is not out. This is considered a dropped third strike and B1 is entitled to 1B if they arrive safely. (7-4C; 8-1B)*

PLAY 7.4-4

Is a dropped foul ball on the third strike an out or does F2 have to hold on to the ball?

RULING: *In SP a dropped foul ball on the third strike results in strike three and the batter is out. In FP, this is treated simply as a foul ball; the batter remains at bat with two strikes. Exception, if the foul ball is the result of a bunt attempt, the batter is out. (1-FOUL BALL; 7-4E & F; 7-6G)*

PLAY 7.4-5

(FP Only) B1 has a 2-2 count when F1 delivers a pitch to B1 who (a), tries to avoid the pitch, which strikes B1's fingers while holding the bat, or (b), swings at the pitch, and the ball strikes B1's fingers.

RULING: *The hands are not considered part of the bat. In (a), B1 has been hit by the pitch and is entitled to first base. In (b), since B1 attempted to hit the pitch, which first struck B1's fingers, the pitch is ruled a strike, the ball is dead, and B1 is out on three strikes. (7-4G; 8-1F)*

PLAY 7.4-6

(FP and SP with stealing) With R1 on 1B and B2 with a 0-2 count, B2 strikes at the next pitch, which touches them. R1 attempts to steal 2B.

RULING: *B2 is out. The ball becomes dead and R1 must return to 1B. (7-4G; 8-6D)*

PLAY 7.4-7

(FP Only) B1 squares around to bunt. The pitch strikes the bat, then ricochets and hits B1 in the chest over the plate. At the time of contact, B1 had both feet within the batter's box.

RULING: *The ball becomes dead when the ball contacted B1 and ruled a foul ball. No interference should be called on B1. (1-FOUL BALL; 7-4H)*

PLAY 7.5-1

(SP Only) F1 throws an illegal pitch that hits B1 who did not move or swing at the pitch.

RULING: *Dead ball, enforce the illegal pitch and award a ball to B1. (7-5D)*

PLAY 7.5-2

(SP Only) B1 reaches out and catches an inside pitch while standing in the batter's box.

RULING: *The ball is dead when touched by B1. The umpire should call the pitch a ball or a strike. (7-5E)*

PLAY 7.6-1

B1 has a Non-Approved bat that is detected by the plate umpire while B1 is in the batter's box.

RULING: *The batter shall be ejected from the game, and if in a tournament may be subject to future penalties by the protest committee. (7-6B)*

PLAY 7.6-2

With R1 on 1B, B2 hits a ground ball with a bat that is 35 inch in length. R1 is retired at 2B when the umpire notices the illegal bat.

RULING: *R1 remains out and B2 is ruled out for the illegal bat. (3-1; 7-6C; 8-7X)*

PLAY 7.6-3

(SP) B1 is clearly standing within the lines of the batter's box at the start of the pitch. While the pitch is in flight, B1's back foot touches the ground outside the lines. Just before hitting the ball, the foot returns inside the batter's box.

RULING: *Dead Ball, B1 is out for an illegally batted ball. (1-ILLEGALLY BATTED BALL; 7-6F)*

PLAY 7.6-4

With R1 on 1B, B2 hits a pitch while stepping out of the batter's box, toward F6. F4 obstructs R1 while advancing to 2B.

RULING: *The ball became dead at the time of B2's violation. B2 is out and R1 must be returned to 1B. (1-ILLEGALLY BATTED BALL; 7-6D; 8-6B)*

PLAY 7.6-5

B1 swings and hits a ground ball. (a) The bat hits the ball or the infielder fielding the ball, (b) the bat breaks and a portion hits the ball or any infielder.

RULING: *B1 is declared out for interference in (a); in (b), when the bat breaks and hits either the ball or the fielder no interference should be ruled and the ball remains live. (7-6K)*

PLAY 7.6-6

B1 has a 0-2 count. On the next pitch, B1 swings and misses the pitch; however, on the backswing, the ball accidentally hits the bat and rolls fair. Does the hit stand in (a), Fast Pitch or (b), Slow Pitch?

RULING: *The swinging strike is enforced. The ensuing contact is treated identically as hitting the ball a second time while in the batter's box. (7-4D; 7-4 NOTE E&F)*

PLAY 7.6-7

B1 hits a ball toward F1, hitting the pitcher's plate and rebounding back toward the bat that was dropped in fair territory. The ball hits the bat and then rolls untouched into foul territory where it settles.

RULING: *B1 is not out for hitting a ball a second time. After hitting the bat the ball is fair until it rolls into foul territory. If it comes to rest in foul territory before anyone touches it, it is a foul ball. (1-FAIR BALL; 7-6K)*

PLAY 7.6-8

(FP and SP with Stealing) With R1 on 2B and B2 in the batter's box, R1 advances toward 3B on a passed ball. F2 retrieves the ball and throws toward 3B but the ball strikes B2 while standing in the batter's box.

RULING: *Since B2 did not actively hinder F2, no interference is ruled, and the ball remains live. (7-6P-R)*

PLAY 7.6-9

(FP and SP with stealing) B2 reaches up to catch an inside pitch as R1 attempts to steal 2B.

RULING: *The ball is dead. This would be a form of interference on B2 who is called out and R1 is returned to the base occupied at the start of the pitch. (1-INTERFERENCE; 7-6Q; 8-6C)*

PLAY 7.6-10

(FP and SP with stealing) With no outs, R1 attempts to steal 2B on the first pitch to B2, but B2 interferes with F2's throw while stepping out of the batter's box and R1 reaches 2B safely.

RULING: *B2 is out for interference and R1 returns to 1B unless 2B was touched prior to the interference. (1-INTERFERENCE; 7-6P; 8-6C)*

RULE 8 – BATTER-RUNNER AND RUNNER

PLAY 8.1-1

With one out, R1 on 3B, R2 on 1B and a 0-2 count on B4, the batter hits a long foul ball that is caught by F7. Both runners tag up and advance properly.

RULING: On any caught fly ball, fair or foul, runners may advance. This also applies to the SP third strike foul rule. (7-4F; 8-4D)

PLAY 8.1-2

(FP Only) With no outs, R1 on 2B, R2 on 1B, and a 3-2 count, B4 swings and misses the pitch. Both runners run with the pitch and F2 drops the third strike. Seeing the ball on the ground, B4 runs to 1B. F2 picks up the ball and throws to F5 who touches 3B, but not the runner.

RULING: With 1B occupied and less than two outs, the batter is automatically out on the third strike. Runners are not forced; therefore, R1 must be tagged to be out. (1-FORCE OUT)

PLAY 8.1-3

With one out, bases loaded and the score tied in the bottom of the seventh, B5 walks on four pitches bringing in the winning run. B5 joins in the celebration and is reminded to go to 1B by a coach. The defense appeals (a) that B5 was out of the base path, (b) that B5 was aided by a coach while the ball was in play, and (c) that B5 did not go directly to 1B. The umpires rule all runners safe once the batter-runner reaches 1B.

RULING: In (a), there is no penalty for leaving the base path since B5 was not avoiding a tag. In (b) verbal instructions are not considered aiding the runner. In (c) B5 did not enter the dugout or leave the field of play, so there is no penalty. In all cases, the run counts and the game is over. (8-1C)

PLAY 8.1-4

(CO-ED Only) A leadoff male batter receives a walk and goes to 1B. The next batter, a female, must bat. Does the male batter go to 2B after touching 1B?

PLAY 8.1-5

(SP with Stealing) With one out and R1 on 2B, B3 has a count of 3-balls and 2-strikes. The next pitch is a ball which gets past F2 and rolls to the back stop. R1 advances to 3B and B3 continues to 2B after touching 1B.

RULING: Incorrect. It is legal for R1 to advance to 3B but B3 may only advance to 1B unless a play is made on another runner or there is an errant throw. B3 must also return to 1B. (8-1C[2])

PLAY 8.1-6

(SP with Stealing) With one out and R1 on 2B, B3 has a count of 3-balls and 2-strikes. The next pitch is ball four which gets past F2 and rolls to the backstop. R1 attempts to steal 3B when B3 rounds 1B and F2 throws the ball to F3 for a tag on B3.

RULING; The umpire shall call the ball "dead" and R1 must return to 2B and B3 must return to 1B.

PLAY 8.1-7

B1 touches F2's mitt on the back swing (a), prior to F1 starting the pitch, or (b), after the pitch has started.

RULING: In (a) the plate umpire should give the "dead ball" signal indicating no pitch and allow B1 and F2 to get set again before declaring "play ball". In (b) this is catcher's obstruction, whether B1 is on the back swing or forward swing with the bat. (8-1D[2])

PLAY 8.2-1

F3 has control of the ball in their right hand while lying on the ground and touches 1B with their left hand prior to the batter-runner reaching 1B.

RULING: The batter-runner is out. (1-TAG A; 8-2B)

PLAY 8.2-2

B1 hits the ball to F5. F5 fields the ball and throws wide causing F3 to stretch for the ball. The ball arrives in time but F3 loses their balance and drops the ball.

RULING: Safe as F3 did not establish a catch. (8-2B)

PLAY 8.2-3

With two outs, R1 on 3B, R2 on 2B, R3 on 1B, B6 receives ball four and goes toward the dugout. All runners advance and R1 touches home plate prior to B6 entering dead ball area.

RULING: (FP and SP with stealing) On ball four, the ball remains live. When B6 enters dead ball area, B6 is out for the third out and the run is nullified. (5-5B; 8-2D)
(SP without stealing) On ball four, the ball is dead. No penalty for entering the dead ball area, all runners advance and the run scores unless a proper appeal is made at 1B. (5-5A; 8-2D)

PLAY 8.2-4

B1 hits the ball and it rolls in front of the plate. The fielder throws to 1B and hits B1 (a) in the left shoulder who is straddling the foul line over fair territory and more than half way to 1B, (b) on the right shoulder and completely inside the three foot lane, (c) in the middle of the back, over the foul line and more than half way down the line, or (d) in the first thirty feet between home and 1B.

RULING: In (a) and (c) B1 is out and the ball dead. In (b) and (d) B1 is not out and the ball remains live. (1-INTERFERENCE; 8-2E)

PLAY 8.2-5

B1 hits a ground ball toward 1B. The batted ball comes in contact with B1 over fair territory, while advancing to 1B. The touching is (a) intentional, (b) accidental while the ball is over fair ground, or (c) accidental while the ball is over foul ground and before the ball has reached 1B.

RULING: In (a) and (b) it is interference and B1 is called out. In (c) it is a foul ball because contact is over foul ground. (1-INTERFERENCE; 8-2F)

PLAY 8.2-6

With no outs and R1 on 3B, R2 on 1B, B3 has a 0-2 count and strikes out on the next pitch as R2 steals 2B. B3 interferes with F2's throw to 2B while walking to the 1B dugout.

RULING: This is interference by B3 after being put out. R1, the runner closer to home, should also be ruled out and R2 is sent back to 1B. (1-INTERFERENCE; 8-2F; 8-6C)

PLAY 8.2-7

With R1 on 2B, B2 takes a full swing and hits a slow roller down the 1B line. B2 begins to run as F3 fields the ball in fair territory and several feet in front 1B. In an attempt to give R1 time to advance toward 3B, B2 (a) merely freezes in their tracks or (b) takes a step backward, forcing F3 to move toward them for a tag.

RULING: In (a) there is no penalty. B2 will be called out when tagged and the ball remains live. In (b) the instant B2 steps back, the ball is dead, and all runners must return to the last legally touched base. (8-2H)

PLAY 8.2-8

The umpire calls "infield fly" but the ball curves into foul territory.

RULING: It is not an infield fly, just a foul ball. The batter is not out unless the foul is caught. If the ball is caught, any runner(s) must retouch their base before advancing. (8-2I)

PLAY 8.2-9

With no outs and R1 on 2B, R2 on 1B, B3 fakes a bunt, but at the last moment draws back and swings away. B3 hits a blooper no more than 10 feet off the ground toward F5. The umpire calls "infield fly."

RULING: 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 right in calling an infield fly if they feel it could be caught by an infielder with ordinary effort. (1-INFIELD FLY; 8-2I)

PLAY 8.3-1

B1 lines a hit that rolls to the deepest part of the park. B1 misses 1B, touches 2B, 3B and home plate. B1's teammates yell for 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, the runner must touch the bases in reverse order. The umpire should rule B1 out if a proper appeal is made. If the defense makes no appeal, then leave B1 at 2B. (8-3A; 8-7G)

PLAY 8.3-2

With one out and R1 at 1B, B3 hits a single to right field. R1 rounds 2B, and seeing the ball thrown to 3B, returns to 2B. R1 steps over 2B as the thrown ball goes into right field. R1 turns around and advances to 3B safely, but during the advance, fails to touch 2B on the way to 3B. The defense appeals R1 should have retouched 2B before advancing to 3B.

RULING: R1 is out on appeal. When a runner is advancing or returning to a base, all bases must be touched in order. (8-3A)

PLAY 8.3-3

With R1 on 1B, B2 hits a line drive to F6 who throws to 1B to double up R1 but the ball is thrown over F3's head and out of play. The ball is dead and R1 is awarded 3B. R1 tags up at 1B, but while going to 3B, misses 2B. After rounding 2B, R1's teammates from the dugout yell for R1 to go back and touch 2B, which R1 does, and then advances to 3B. When the ball is back in the infield, the defensive manager yells from the dugout that R1 missed 2B.

RULING: R1 may return to a missed awarded base even if the runner is standing on a base beyond the missed awarded base. Therefore all bases were touched properly. (8-3I; 8-5G)

PLAY 8.3-4

B1 singles to right field and F9 throws the ball into the dugout in attempting a throw to F3. The umpire awards B1 to 3B who cuts across the infield rather than touching 2B.

RULING: The defense must make a proper dead ball appeal for B1 missing 2B. If the defense does not appeal, the action by B1 is ruled legal after the first pitch to B2. (1-APPEAL PLAY; 8-3I; 8-7G))

PLAY 8.4-1

(Slow Pitch with Stealing) With R1 on 3B, R2 on 1B, a pitched ball to B3 is missed by F2 and both runners start to advance. F2 retrieves the ball, returns it to F1 but both runners stop and all immediate play is apparently completed.

RULING: If a runner(s) stops while off the base and the ball is returned to the pitcher in the infield and all immediate play is apparently completed; the play is ruled dead and runners return to last base legally touched. (8-4F; 8-6G)

PLAY 8.4-2A

(Slow Pitch with Stealing) R1 is on 3B and R2 is on 1B. After a pitch to B3, F1 retreats toward 2B to cover a potential steal. No runner tries to advance and F2's throw goes over F1's head, both runners advance.

RULING: Legal. The ball remains live until the ball is returned to the infield and all immediate play is apparently completed. (8-4F)

PLAY 8.4-2B

(Slow Pitch with Stealing) With R1 on 3B, R2 on 1B, a pitched ball to B3 clears home plate and R2 breaks for 2B. F1 backs up to take the throw from F2 at 2B and after the release of the throw, R1 advances to home.

RULING: Legal advance since F1 is covering 2B on the attempted steal. The ball remains live and all runners may advance. (8-4F)

PLAY 8.4-3

While fielding a ground ball, the ball becomes entangled in F4's uniform and B1 advances to 3B.

RULING: Legal advance, the ball remains live while it is entangled in a defensive player's uniform or equipment. (8-4G)

PLAY 8.5-1

After B1 overruns 1B, B1 takes two steps toward 2B and stops when F3 retrieves the ball. F3 tags B1 on a live ball appeal.

RULING: Because B1 made an attempt toward 2B; B1 is out even though they abandoned the attempt to 2B. (8-4B & J)

PLAY 8.6-1

With two outs and R1 on 1B, B4 hits a double. As R1 goes into 3B, F5 is guilty of obstruction. B4 attempts to stretch the double into a triple and is thrown out at 3B. Because of the delay of R1, the out is made before R1 reaches home plate.

RULING: *R1 is awarded home since R1 would have reached it, had there been no obstruction, and the run scores. (8-5B)*

PLAY 8.6-2

With R1 on 3B and R2 on 2B, R1 is caught between 3B and home in a run down on an infield hit by B3. As R1 is attempting to regain 3B, F5 obstructs R1 and then tags R1 out. R2 was standing on 3B at the time of the obstruction.

RULING: *The umpire should call "dead ball" and rule obstruction. R1 should be awarded 3B, R2 is returned to 2B and B3 should be on 1B. (8-5B)*

PLAY 8.6-3

A throw from left field draws F2 into the base path of R1. The ball arrives just before R1 does, causing contact with F2. F2 drops the ball and R1 scores. The contact is not intentional or flagrant.

RULING: *Since F2 had the ball at the moment of contact with R1; this is not obstruction or interference. This is viewed simply as "incidental contact." The run counts. (8-5B)*

PLAY 8.6-4

(FP Only) With no outs and a 3-2 count on B1, F1 delivers a wild pitch that gets past F2, going into the stands; B1 (a) swings, or (b) does not swing at pitch.

RULING: *B1 is awarded 1B in both (a) and (b). When a batter becomes a batter-runner on a wild pitch that goes into the stands, the batter is awarded 1B only. (8-5C)*

PLAY 8.6-5

B1 hits a fair ball and F1 throws the glove at the ball but no contact with the ball is made.

RULING: *Since the glove misses the ball, it is not an infraction. (8-5F)*

PLAY 8.6-6

With one out, R1 on 3B, R2 on 2B, R3 on 1B, B4 hits a high pop fly to the infield. The umpires call "infield fly." The ball drops near 3B untouched and starts to roll foul. F5 throws their glove at the ball to prevent it from rolling foul and the glove hits the ball over (a) fair territory or (b) foul territory.

RULING: *In (a) the infield fly stays in effect for the second out, and all three runners will score. In (b) it is a foul ball. (8-5F)*

PLAY 8.6-7

(FP Only) With R1 on 3B, a swinging third strike eludes F2. B2 advances toward 1B and R1 breaks for home as F2 stops the ball with the mask and tags R1 out.

RULING: *The ball becomes dead when R1 is tagged out; B2 is awarded 1B on the dropped third strike and R1 awarded home. (8-5F[3])*

PLAY 8.6-8

(FP Only) With two outs and R1 on 1B, the third strike is dropped and rolls along 1B line as B4 reaches 1B. R1 touches 2B while F1 is attempting to scoop up the ball. F1 then overthrows 3B attempting to put out R1, and the ball goes into the stands.

RULING: *The ball is dead, R1 is awarded home plate, and B4 is awarded 3B. (2 bases from the time of the throw.) (8-5G)*

PLAY 8.6-9

With R1 on 3B and R2 on 2B, B3 hits a sharp grounder back to F1 who knocks it down and it rolls toward the foul line. F1 picks the ball up and throws to 1B and the ball rolls into dead ball territory. B3 had already passed 1B when the ball left F1's hand. Neither R1 nor R2 had advanced a base.

RULING: *The ball is dead, R1 and R2 are awarded home and B3 is awarded 3B. (8-5G)*

PLAY 8.6-10

A thrown ball hits a bat or glove of the defensive team lying on the ground.

RULING: Since the bat or glove belongs to the team in the field, it becomes a blocked ball and the overthrow rule applies. (1-BLOCKED BALL; 8-5G)

PLAY 8.6-11

B1 doubles, misses 1B and while advancing to 2B, the ball is overthrown into dead ball territory. A dead ball is ruled and B1 is awarded 3B. B1 advances to 3B but then returns via 2B, to touch 1B. The defense appeals B1 missing 1B.

RULING: B1 is ruled out. Once a base runner advances to the next awarded base, the runner may no longer return to touch any base missed or any base left too soon. (8-5G Effect)

PLAY 8.6-12

With R1 on 1B, B2 hits a long fly ball to F9. R1 has advanced beyond 2B when F9 catches the ball and throws toward 1B. The ball goes out of play as R1 retouches 2B and is returning to 1B.

RULING: When the ball becomes dead, runners may return to touch a missed base or one left too soon regardless of how far the runner has advanced. Award R1 home based on R1's position at the time of the throw. (8-5G[2])

PLAY 8.6-13

(FP Only) With R1 on 1B, B2 hits a hard shot to the outfield that rolls through the fence. When the ball goes under the fence, R1 has passed 2B on the way to 3B.

RULING: The umpires should award R1 and B2 two bases from the time of the pitch. R1 will be awarded 3B and B2 awarded 2B. (8-5I)

PLAY 8.6-14

With two outs, B3 hits a fair line drive down the right field line and is obstructed about 10 feet from 2B. The ball bounces over the fence.

RULING: B3 should be awarded 2B. This is the base B3 would have reached, in the umpire's judgment, had there been no obstruction. (8-5B & I)

PLAY 8.6-15

With no outs and R1 is on 2B, B2 hits the ball to F9 who catches the ball and then intentionally carries it across a designated boundary line into dead ball territory. R1 tags up and leaves 2B legally and scores.

RULING: R1 is awarded home on a two base award. (8-5K)

PLAY 8.6-16

With R1 on 1B, B2 hits a fair ball over F7's head. The ball rolls toward the side fence and a spectator reaches onto the field and picks up the ball.

RULING: The ball is dead. The umpire should award the bases that in their judgment R1 and B2 would have reached had there not been spectator interference. (8-5L)

PLAY 8.7-1

With R1 on 3B and R2 on 2B, B3 hits a ball toward 3B. R1 (a) touches the batted ball over fair ground while proceeding toward home base, (b) collides with F5 attempting to throw the ball toward 1B. R2 reaches 3B before R1 interferes.

RULING: In both (a) and (b) R1 is out and R2 remains at 3B since the interference occurred after R2 legally touched the base. (8-6C; 8-7J[2])

PLAY 8.7-2

(FP and SP with Stealing) R1 attempts to steal 2B when the umpire interferes with F2's throw. In (a) R1 is safe at 2B, or (b) R1 is out at 2B.

RULING: The umpire should signal a delayed dead ball. In (a), R1 is safe, the umpire then declares a dead ball and returns R1 to the base they occupied before the interference. In (b) R1 is out and the interference is nullified. (8-6F)

PLAY 8.7-3

(SP with Stealing) With R1 on 2B and R2 on 1B, the first pitch to B3 hits the ground behind home plate and rolls to the backstop. R1 and R2 advance toward the next base as F2 retrieves the ball and throws to 2B. R2 is tagged before reaching the base.

RULING: *R2 is out and R1's advance to 3B is legal. (8-6G)*

PLAY 8.7-4

(FP) R1 attempts to steal 2B and runs out of the base line while advancing. The throw from F2 to F4 goes into center field.

RULING: *Legal advance. There is no penalty for running out of the base line unless it is done to avoid being tagged by a fielder. (8-7A)*

PLAY 8.7-5

B1 hits a fly ball to deep center field. Assuming the ball will be caught, B1 walks to, but does not enter the dugout. Realizing the ball will not be caught, B1 runs directly to 1B where no play is made.

RULING: *There is no violation since B1 did not run out of the base path to avoid a tag. B1's action is legal. (8-7A)*

PLAY 8.7-6

B1 hits a ball between F7 and F8. As B1 is attempting to reach 3B, the relay throw arrives from the outfield. B1 slides into 3B ahead of the throw, but instead of touching the base, B1's foot lands on the top of F5's foot, and F5 tags B1 out.

RULING: *The umpire should rule B1 out for not being in contact with the base while being tagged. (8-7B)*

PLAY 8.7-7

(FP Only) With R1 on 1B, B2 receives ball four. (a) R1 touches 2B and over slides or overruns it, or, (b) B2 touches 1B and overruns it. In each case the runner is then tagged with the ball while off the base.

RULING: *In (a) R1 is out. After reaching an awarded base, runners may be put out if tagged while not in contact with the base. In (b) B2 is not out as long as no attempt to 2B has been made. (8-7B; 8-8I)*

PLAY 8.7-8

With R1 on 1B, B2 hits a ground ball to F6. The throw to F4 at 2B is in time but R1 slides into F4, who has the ball in their glove and standing on 2B, causing F4 to drop the ball.

RULING: *R1 is out, since F4 established a catch. (1-CATCH; 8-7C)*

PLAY 8.7-9

With no outs and R1 on 3B, R2 on 2B, R3 on 1B, B4 hit the ball back to F1 who fields the ball and throws to F2 at the plate after R1 has crossed, but missed home plate. F2 appeals to the umpire: (a) while R1 is returning to touch home plate, or (b) after R1 has returned and touched home plate.

RULING: *The run is considered to have scored unless appealed. In (a) R1 is out on appeal, in (b) the appeal is denied. (1-APPEAL PLAY; 8-7C & I)*

PLAY 8.7-10

With one out and R1 on 1B, B2 hits a fly ball to F8 as R1 leaves for 2B. R1 thinking the ball would be caught, returns part way to 1B. The ball is dropped by F8 as B2 passes R1. B2 is called out. The ball is thrown to 2B for a force out on R1 prior to R1 reaching 2B.

RULING: *B2 is called out for the second out. The force was removed when B2 was called out for passing R1. If the defense did not tag R1 advancing to 2B, R1 would be safe. (1-FORCE OUT; 8-7D)*

PLAY 8.7-11

With one out and R1 is on 3B, B3 hits a fly ball to deep center field. F8 is waiting for the ball when the 3B coach taps the leg of R1 in an effort to tell R1 when to advance. The ball is caught by F8 (a) after the tap by the coach, or (b) before the tap by the coach.

RULING: *In both (a) and (b) B3 is out on the caught fly ball and R1 is out on runner assistance. (8-7E)*

PLAY 8.7-12

R1 slides and misses home plate. The on-deck batter pushes R1 back toward home plate.

RULING: The ball becomes dead when the on-deck batter assists R1 after scoring. R1 is ruled out and the run nullified. "Dead ball" runner assistance only occurs after a runner has scored. (8-7E EXCEPTION)

PLAY 8.7-13

In the bottom of the seventh inning with the score tied, R1 scores the winning run from 2B. The umpire notices that R1 did not touch 3B, but no player makes an appeal. F1 and all infielders have left the diamond, but the umpires are still on the field. F5 returns to 3B and appeals R1 missing 3B.

RULING: R1 is safe at home and the run counts. At the end of the game, the defense cannot make a dead ball appeal once all infielders have left the field. (1-APPEAL PLAY; 8-7G)

PLAY 8.7-14

With two outs, R1 on 1B, B4 hits the ball to F6 who throws over the head of F3 and the ball goes out of play. When the ball left F6's hand, R1 was between 3B and 2B. R1 returns to 1B but did not touch 2B, instead R1 ran across the infield to touch 1B.

RULING: If R1 returns to 1B without touching 2B and the defense appeals R1 for not retouching 2B on the return, R1 would be called out on the appeal. (8-7G)

PLAY 8.7-15

R1 slides coming home, but misses home plate. F2 misses the tag.

RULING: After a brief hesitation, the umpire should make a "safe" call. If F2 then tags R1 or the plate appealing that R1 missed home, R1 should be declared out. (8-7I)

PLAY 8.7-16

With no outs, R1 on 2B and R2 on 1B, B3 hits a fly ball to F7, who catches it for an out. Both R1 and R2 advance; however, R1 leaves too soon. The ball is returned to the infield and F1 asks for "Time" to make a dead ball appeal on R1 leaving too soon. F1 then appeals again, (a) by announcing to the umpire that R1 left too soon, (b) by carrying the ball over and touching R1 standing on 3B, or (c) by throwing the ball to F4 who touches 2B.

RULING: In all cases, the ball is dead. The verbal appeal is recognized regardless of the actions taken after the appeal. (8-7I[3])

PLAY 8.7-17

With no outs and R1 on 2B, B2 hits a ball off F1's glove toward F6. The ball takes one hop and before F6 can field the ball R1 intentionally runs into the ball.

RULING: The ball is dead and the umpire shall declare R1 out for interference and the batter is award 1B. (8-7L NOTE)

PLAY 8.7-18

F2 has received the ball and is waiting to tag R1 attempting to score. R1 crashes into F2, causing the ball to drop.

RULING: The ball is dead and R1 is out for interference. R1 could also be ejected if the umpire judged the act to be flagrant. (8-7Q)

PLAY 8.7-19

A throw from left field draws F2 into the base path of R1. R1 does not slow down or alter their path to home plate. The ball arrives just before R1, causing contact between F2 and R1. F2 drops the ball and R1 scores. The contact was neither intentional nor flagrant.

RULING: This should not be considered obstruction since F2 had the ball just before contact and R1 did not slow down or alter their path to home plate while F2 was waiting on the throw. Also, R1 did

not have a chance to avoid F2 or slide once the ball was caught. This is simply considered “incidental contact” and the run scores. (8-5B; 8-7Q)

Look Back Rule

The look back rule is in effect when the pitcher has control of the ball within the 8-foot circle and the batter-runner has reached first base.

PLAY 8.7-20

(FP Only) With R1 on 3B, B2 walks and before reaching 1B, F2 returns the ball to F1 who has control of the ball in the 8-foot circle. R1 is off 3B and makes no attempt to move either way.

RULING: Legal, the look-back rule is not in effect until the batter-runner reaches 1B. When B2 reaches 1B, R1 must move either way. (8-7T)

PLAY 8.7-21

(FP Only) On ball four, B1 overruns 1B toward RF and turns left and immediately stops. The ball is returned to the 8-foot circle and B1 takes two steps back toward 1B and stops again.

RULING: The ball is dead and B1 is declared out. After turning left initially and stopping, B1 must advance non-stop to either 2B or 1B. (8-7T)

PLAY 8.7-22

(FP Only) B1 on a base hit, overruns 1B toward RF, turns left and moves directly toward 2B and stops. The ball is in the 8-foot circle. B1 then advances to 2B.

RULING: Legal. When B1 overruns 1B, turns left and moves directly toward 2B and stops, they are committed to 2B. B1 must now proceed immediately, non-stop to 2B. (8-7T)

PLAY 8.7-23

(FP Only) On ball four, B1 overruns 1B toward RF and turns left, moves back towards the pitcher's plate and stops. In the mean time, F2 has returned the ball back to F1 in the 8-foot circle. B1 breaks for 2B.

RULING: The ball is dead and B1 is out. After overrunning 1B and turning left and moving back toward the infield in any direction except directly to 2B commits B1 to 1B. After the initial stop, B1 must return to 1B. (8-7T)

PLAY 8.7-24

(FP Only) Bases loaded, the plate umpire calls R1 out and the base umpire calls R2 out as both are standing off base while the pitcher has the ball in the 8-foot circle.

RULING: Whichever runner was called out first created a dead ball, and the other is returned to the proper base. Each runner has separate status. (8-7T)

PLAY 8.7-25

(FP Only) With R1 on 3B, B2 hits the ball to F1 who fields it within the 8-foot circle. R1 comes off 3B, stops and then returns.

RULING: Legal. The pitcher is just another fielder. Application of the look-back rule begins when the batter-runner reaches 1B on a batted ball and the pitcher is no longer a fielder. (8-7T)

PLAY 8.7-26

(FP Only) With R1 on 3B, and B2 in the batter's box, F2 returns the ball to F1 in the 8-foot circle who puts the ball and glove between the legs to adjust headgear. R1 comes off of 3B and stops.

RULING: The look back rule does not apply. The pitcher must have possession of the ball while in the 8-foot circle. (8-7T)

End of Look Back Rule

PLAY 8.7-27

With no outs, R1 on 2B and R2 on 1B, B3 hits a ground ball to F5 who touches 3B for the force out of R1. R2 advances to 2B and B3 reaches 1B safely. B4 picks up B3's bat and enters the batter's box. In (a) no pitch has been thrown, or (b) one pitch has been thrown. In both cases the bat is discovered to be a non-approved bat.

RULING: In (a) R2 returns to 1B and B3 is declared out and ejected. In (b) R2 remains on 2B, B3 remains on 1B and B4 is out and ejected. (8-7X)

PLAY 8.7-28

With R1 on 2B and R2 on 1B, the coach asks for time to confer with the runners. When play resumes, the runners have switched bases. The defense notifies the umpire of the situation and the umpire calls both runners out and ejects the coach for unsportsmanlike behavior.

RULING: Correct ruling. (8-7Y)

PLAY 8.8-1

With no outs, R1 on 3B and R2 on 2B, B3 hits a grounder toward the hole between F5 and F6. F5 cuts in front of F6 and just as F5 grabs the ball, R2 knocks over F6 who was in the base line. F5 drops the ball and all runners are safe.

RULING: Correct procedure. When two or more infielders 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 constitutes obstruction, not interference. Since all runners were safe, obstruction is not enforced. (8-5B[3]; 8-8C)

PLAY 8.8-2

With R1 on 1B, B2 hits the ball past F3 untouched and strikes R1 who is advancing to 2B behind F3. In the umpire's judgment, no other fielder had a chance to make an out on the ball.

RULING: No infraction. The ball is live and in play. (8-8D)

PLAY 8.8-3

With R1 on 3B, B2 hits a ball that strikes 3B and then caroms to foul territory where it strikes R1, who is advancing off 3B. F5 had no opportunity to make an out.

RULING: R1 is safe and ball remains live. (8-8E)

PLAY 8.8-4

With R1 on 1B, B2 hits a line drive off F1's foot, which then ricochets and strikes R1 advancing to 2B. F4 was (a) unable to make an out, or (b) in position to play the ricocheted ball and make an out.

RULING: In (a) and (b), there is no violation since F1 touched the batted ball and the ball remains live. (8-8F)

PLAY 8.8-5

With one out and R1 on 1B, B2 hits a pop fly in foul territory. While trying to get to the ball, F3 contacts R1 who is standing on 1B and trying to avoid contact. This causes F3 to miss the ball, which falls untouched in foul territory.

RULING: Foul ball. When hit with a batted ball while touching a base, unless intentionally interfering with the ball or the fielder, the runner is not out. (8-8M)

PLAY 8.8-6

With R1 on 1B, B2 hits a grounder toward F3. F3 is playing behind 1B and the ball strikes R1 standing on the bag trying to avoid the ball. When struck with the batted ball, both the ball and R1 are in fair territory.

RULING: The ball is fair and ruled dead. R1 is awarded 2B and B2 is awarded 1B. (8-1E[6]; 8-8M)

PLAY 8.8-7

In a FP game with one out and R1 on 3B, R2 on 2B, R3 on 1B, B5 hits a line drive toward F5 who is playing in front of the base. The batted ball hits R1 on 3B over fair territory, pops into the air where F6 catches the ball. R3, who was on 1B at the start of the pitch, starts for 2B and F6 throws to 1B to double up R3. The ball is thrown out of play.

RULING: When the ball hit R1, it is ruled as if the ball hit the ground and a "no catch" is declared. When the ball is thrown out of play, it becomes dead and all runners are awarded two bases from where they were at the time of the throw. (8-1E[6]; 8-5G; 8-8M)

PLAY 8.8-8

R1 slides into 2B and after touching the base, R1 loses contact (a) because the base breaks loose from its fastening, or (b) R1's foot slides off the base. In both cases, F4 touches R1 while R1's foot is off the base.

RULING: In (a), R1 is not out. In (b) R1 is out. (8-7B; 8-8N)

COURTESY RUNNERS**Seniors (FP and SP) and Masters (FP)****PLAY 8.9-1**

(Masters and Senior FP) In the top of the 3rd inning, F5, the leadoff batter, gets a double. The manager asks for time and requests a courtesy runner. The manager informs the umpire that F5 will become the pitcher in the bottom of the 3rd inning.

RULING: Illegal. Since F5 was not the last pitcher in the 2nd inning, a courtesy runner cannot be used for F5. (8-9A[2])

PLAY 8.9-2

B7 is scheduled to bat but is occupying 2B as CR1. CR2 is sent to 2B and CR1 comes to bat.

RULING: CR1 is out and removed from 2B to bat. A second courtesy runner cannot be used unless for an injury to a previous courtesy runner. (8-9C[2])

PLAY 8.9-3

B1 reaches 1B safely. CR1 replaces B1 at 1B. B2 hits safely, CR1 goes to 3B and B2 remains at 1B. B1 replaces B2 at 1B.

RULING: Illegal. A runner who is replaced with a courtesy runner cannot be used as a courtesy runner in the same inning. B1 is declared out. (8-9C[5])

End of Seniors Courtesy Runners**PLAY 8.9-4**

(SP Seniors) With R1 on 2B, B2 hits a ball to the outfield. R1 rounds 3B and approaches home on the base hit. The throw from the outfield is caught by F2 who (a) tags R1 out, (b) tags the original home plate, (c) tags the alternate home plate, or (d) R1 touches the original home plate rather than the alternate plate.

RULING: In (a) and (c) R1 is not out and the run will count. In (b) R1 would be out if the plate is touched prior to R1 touching the alternate plate, and in (d) the run would not count, R1 is ruled out, and the ball remains live. (8-9D)

PLAY 8.9-5

(SP Seniors) R1 advancing from 3B (a) crosses the 20 foot line and returns to 3B or (b) returns to 3B before crossing the 20 foot line. In both cases F2 caught the ball and touched the original home plate. No tag was made on R1.

RULING: In (a) the umpire will call R1 out and the ball remains live. No appeal has to be made. In (b) R1 is legal in returning to 3B. (8-9D[6 & 7])

PLAY 8.9-6

(SP Seniors) R1 crosses the 20-foot line and is running down the foul line. This action interferes with the fielder taking the throw on the original home plate.

RULING: The ball is dead. Interference is called and R1 ruled out. (8-9D[7])

Fast Pitch and Modified

PLAY 8.10-1

The pitcher listed fifth in the batting order gets a hit and is on 2B. The catcher listed sixth in the batting order walks and occupies 1B. During a pitching change the offense confers and without reporting any change in runners, replaces the pitcher with CR1 at 2B.

RULING: *Illegal. CR1 was not reported and is disqualified. CR2 can be reported and sent to 2B. (8-10G)*

PLAY 8.10-2

With two outs in the bottom of the 2nd inning, the catcher, #12, switches defensive positions with the first base person for the remainder of the inning. In the top of the 3rd inning, #12 leads off with a triple. The manager reports a CR1 for #12.

RULING: *Illegal. A CR can only enter for the last player who physically played in the position of pitcher or catcher in the previous inning. (8-10B)*

PLAY 8.10-3

B1, the lead off batter, that has been playing the shortstop position the entire game, bats and reaches 1B. The manager asks for time and reports CR1 for B1. CR1 was previously used as a substitute. The umpire allows the substitution.

RULING: *Incorrect procedure. A courtesy runner(s) cannot have participated in the game. Only the catcher and pitcher are authorized courtesy runners. B1 would either re-enter or could be substituted for at 1B. CR1 is ruled an illegal runner and disqualified. (8-10A-C)*

PLAY 8.10-4

CR1 who ran for the pitcher earlier in the inning is inserted as a pinch-hitter for the shortstop and reaches 1B.

RULING: *Illegal. CR1, who was a courtesy runner, cannot be used as a substitute in the same half-inning. This violates the courtesy runner rule. CR1 is disqualified and replaced by a legal substitute or re-entry. The only exception would be if the substitution was necessary because of an injury or disqualification and no other substitutes were available. (8-10D & G)*

PLAY 8.10-5

A team using a DP has the DP batting fourth and the FLEX pitching. The DP gets a hit and is on 2B. The coach asks for time, reports CR1 and sends them to 2B.

RULING: *Illegal. Since the DP is not catching or pitching no courtesy runner is allowed. CR1 is disqualified and replaced by a legal substitute or the re-entry rule used. (8-10E)*

PLAY 8.10-6

In the top of the 1st inning the listed pitcher leads off with a single. The manager reports CR1. B2 gets a base hit and CR1 slides safely into 3B and is injured. The team has no other legal substitutes. The manager requests that the pitcher be allowed to return.

RULING: *Legal. Should an injury occur and no other substitutes are available, the pitcher must return and run. (8-10F EXCEPTION)*

PLAY 8.10.7

In a JO Championship, Pool Play, a team has selected to bat all 15 players on the roster present. In the top of the third inning the pitcher gets a hit and the coach decides they want to use a courtesy runner and puts number 12, who is batting in the 11 spot in to be a courtesy runner. Is this the correct ruling?

Ruling: NO. Since the team decided to bat all players on the roster present no player may be used as a courtesy runner and the umpires should not allow any person to be a courtesy runner.

PLAY 9.1-1

A runner is tagged with an empty glove on an attempted steal. The umpire calls the runner out and the offensive team protests.

RULING: No protests can be considered based on umpire judgment. (9-1A)

PLAY 9.1-2

After the completion of the game, the losing team protests the use of an illegal player to the umpires who have left the field of play and are in the parking lot. The umpires return to the field and resume the game.

RULING: Illegal procedure. Protests cannot be accepted after the umpires have left the field of play. (9-1B)

PLAY 9.1-3

A team protests an illegal player in the 6th inning. The player in question only played in the 3rd inning. The umpire denies the protest.

RULING: Correct. An illegal player protest is only valid if the player is currently in the game. (9-1B)

PLAY 9.1-4

After the completion of a game, and after the umpires have left the field, the losing team lodges a protest on eligibility with tournament officials.

RULING: This is a valid protest and can be lodged at anytime to the proper authority. (9-1C)

PLAY 9.3-1

With two outs, R1 on 2B and R2 on 1B, B3 hits an infield fly that F6 missed. The umpire rules "INFIELD FLY, BATTER OUT." The offensive team protests a rule interpretation.

RULING: This is a valid protest. B3 would be awarded 1B and both runners advanced one base. (9-3)

PLAY 9.4-1

Team A notifies the base umpire of a rule interpretation protest. The base umpire informs the plate umpire of the protest.

RULING: Correct as long as the plate umpire is notified for proper reporting. (9-4)

PLAY 9.7-1

Team A protests a rule interpretation in the 3rd inning. The game is stopped and the protest committee rules favorably for Team A. The situation is corrected and the game resumes.

RULING: Correct procedure. A rule protest must be made before the next pitch legal or illegal or play. (9-7B)

PLAY 9.7-2

A protested player is found to be ineligible. After this ruling, the umpire allows a substitute for the player and continues the game.

RULING: Incorrect. A valid ineligibly protest will cause a forfeit of the game in question. (9-7C)

RULE 10 - UMPIRES

PLAY 10.1-1

With R1 on 2B, R2 on 1B, B3 hits the ball to F6. R1 holds up as R2 advances to 2B. F6 throws out B3 at 1B and both runners remain on 2B. The defense does not notice and the ball is thrown to F1. No further play is apparent.

RULING: The umpire should call "time" and place R2 back on 1B. (8-3E; 10-1)

PLAY 10.3-1

With R1 on 2B, R2 on 1B, B3 hits a fly ball to RF. F9 and F8 collide and the ball is on the ground. The plate umpire in a one-umpire system hesitates and delays a call until seeing F9 retrieve the ball and return it to the infield. Time is called with runners on 3B and 2B. The defense notifies the umpire that B3 is on 3B. In (a) before a pitch, legal or illegal, has been committed, or (b) after a pitch, legal or illegal, has been committed.

RULING: In (a) B3 is out for passing a preceding runner. In (b) all play is legal after a pitch. (8-7D; 10-3C)

PLAY 10.3-2

(FP Only) With R1 on 1B, and less than two outs, the runner steals with the pitch. The catcher throws to 2B as the plate umpire calls ball four. The throw is in time, and the base umpire calls R1 out. As R1 leaves for the dugout, the base umpire realizes B2 has four balls and R1 is entitled to 2B. The defense tags R1 when they leave the base. Had the umpire not called R1 out, R1 would not have left the base.

RULING: Because the base umpire called the runner R1 out in error, reverse the call and place R1 on 2B, and B2 on 1B. (10-3C)

PLAY 10.3-3

With one out, B2 hits a long fly ball to left center field. The base umpire goes out because it appears the ball is going to clear the outfield fence and signals a home run. Seeing this, B2 slows up rounding 2B. F8 picks up the ball and throws to the infield, who throws to 3B for a close play. The plate umpire calls B2 out. Although the umpire made an incorrect signal, B2 and the coaches should have seen the action by F8.

RULING: If the umpires determine that the incorrect signal placed B2 in jeopardy, the umpires should place B2 on the base that they believe would rectify the situation. (10-3C)

PLAY 10.3-4

(FP Only) With two outs, R1 on 2B and a 1-1 count on B4, the plate umpire calls the next pitch "strike three" and gives it an overhand pump. R1 steps off 2B and is tagged out.

RULING: If the umpires determine the incorrect signal placed R1 in jeopardy, R1 is placed back on 2B. (10-3C)