



Section 3

Playing Rules



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Rule 7.08(a)(1)



Any runner is out when-

- Running more than 3ft away from his baseline **to avoid being tagged** UNLESS he/she is avoiding interfering with a fielder fielding a batted ball.
- A runner's baseline is established when the tag attempt occurs and is a straight line from the runner to the base to which he/she is attempting to reach.
- Note that what determines the base path is where the runner is at the time the fielder in front of them receives the ball and attempts to make a play
- One guideline is whether the fielder upon making a step and a reach, was able to tag the runner who is trying to pass him.

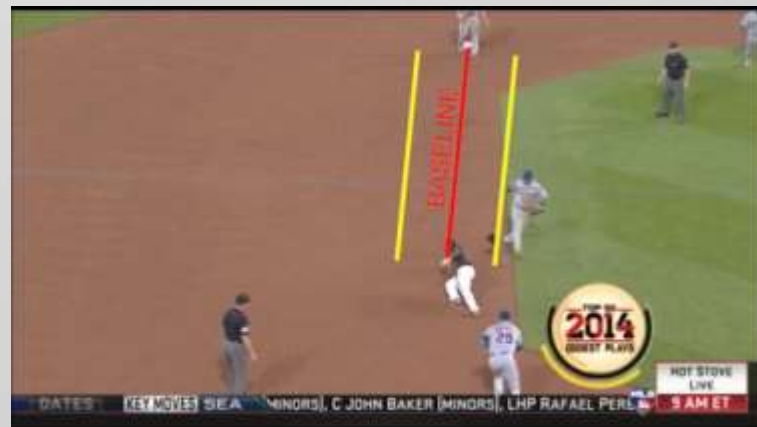




Rule 7.08(a)(1)

Things to be aware of during a rundown:

- Whenever the ball is exchanged and the fielder shows intent to tag, that establishes a new baseline, from the runner to the base he/she is trying to reach
- Also, whenever the runner changes direction while a tag attempt is being made, THAT establishes a new baseline, from the runner to the NEW base he/she is trying to reach
- Here is a graphic example:





Rule 7.05(g)

- IF a thrown ball LEAVES THE FIELD OF PLAY, the ball is dead and 2 Bases are awarded
- IF the throw is the FIRST play by an **infielder** ... award bases based upon the position of the runners “**AT THE TIME THE BALL WAS PITCHED.**”
- In all other cases, it shall be “**AT THE TIME THE WILD THROW WAS MADE.**”
- So umpires need to know where the runner was when the throw is made





Rule 7.05(g)(h)

EXCEPTION: thrown out of play by the pitcher

- If it is a pickoff throw from the pitcher who first steps off the rubber, it is a throw from an infielder and two bases are awarded
- BUT if it is a pickoff throw from the pitcher and he is still on the rubber, 7.05(h) applies, and the award is one base
- Umpires must watch the feet carefully!





RULE 6.03/6.06

Batter's Box

- **6.03:** The batter's legal position shall be both feet within the batter's box
- **Approved Ruling:** The lines defining the box are within the batter's box
- Batters can [take their batting stance](#) anywhere inside the batter's box, as long as they have both feet in the box (even if their foot is touching the outline), when the pitcher delivers the pitch. If part of a foot is over the line the umpire should tell the batter to get in the box. If it is still over the line when the pitch is thrown the umpire is free to call the pitch a strike.
- **6.06:** A batter is out for illegal action when hitting the ball with one or both feet on the ground **ENTIRELY** out of the batter's box
- If one foot of the batter falls [entirely](#) outside of the batter's box [while swinging](#) and that batter makes contact with the ball, the batter is called out.

There is a distinction between their legal position when taking their stance and their legal position when hitting the ball





Batter Foot in the Box 6.02(c)

After entering the batter's box, the batter must remain in the box with at least one foot throughout the at bat.

MAY STEP OUT OF BOX

- On a swing, slap, or check swing.
- When forced out of the box by a pitch.
- When the batter attempts a "drag bunt"
- When the catcher does not catch the pitched ball.
- When a play has been attempted.
- When time has been called.
- When the pitcher leaves the dirt area of the pitching mound or takes a position more than five feet from the pitcher's plate after receiving the ball or the catcher leaves the catcher's box.
- On a three ball count pitch that is a strike that the batter thinks is a ball.





6.07

BATTING OUT OF TURN

If Batting out or order is determined there are 3 questions you must ask:

- Who is the PROPER batter?
- Who is the next PROPER batter?
- Did anyone advance because of someone batting out of turn?

It turns out, the answer to these questions depends on when the appeal is made





6.07

BATTING OUT OF TURN

If appeal is made:

Action taken:

If baserunners advanced:

before improper batter completes time at bat

- Proper batter can take place in batter's box and assume the count
- If there is a count, proper batter does not get credit for an at bat

All baserunners' advances are legal

after improper batter completes time at bat, but before next pitch or play

- Proper batter is called out
- Batter is up who follows proper batter (who was called out) in lineup

Baserunners who advanced due to actions of improper batter are nullified (including the improper batter, if he reached base). Other advances are legal (eg stolen base)

After subsequent pitch or play

- Improper batter and his actions are legalized
- Batter is up who follows this (now legalized) improper batter in lineup

All baserunners' advances are legal





6.07

BATTING OUT OF TURN

- If batting out of turn is appealed, the result of the previous play is nullified – INCLUDING any outs! So make sure you know what you want before you appeal – you will also lose any outs from the play.
- NOTE: It is up to the DEFENSE to catch batting out of order.
 - The UMPIRE will not tell the offense.
 - The SCOREKEEPER is not to bring it to the team's attention either.
 - This is one of the reasons communications devices are not allowed in the dugout.





4.10(e) Mercy Rule



Mercy Rule in effect in Interleague, all levels

- 15 run lead – game ends after 4 innings
- 10 run lead – game ends after 5 innings
- 8 run lead – game ends after 6 innings

If home team is ahead, subtract $\frac{1}{2}$ inning from the above



Rule 5.11

Putting the ball back in play after a 'dead' ball (or "time") requires -

- Pitcher on the rubber in possession of the ball
- All players on the field in fair territory (except the catcher)
- Umpire calls 'play'
- Ball 'in play' needed for an appeal





Rule 2 Appeal

- An appeal is an act of a fielder in claiming a violation of the rules by the offensive team.
- Rule 7.10 (a)-(d) notes 1&2





Rule 7.10

- Who can make an appeal and when??
 - player makes appeal
 - before next pitch or a play
 - An appeal is NOT considered a play
- What's necessary to make an appeal?
 - live ball (see rule 5.11)
 - state what you're appealing (verbal or non-verbal)
 - touch base or runner





Rule 7.10



Do NOT call time out before making an appeal!!!

Common scenario:

- On a fly ball, a runner tags up and takes the next base
- The defense believes the runner left too soon, so wants to make an appeal
- Defense calls “time” – usually because they want to tell the pitcher to throw the ball to the base for an appeal
- But an appeal has to be made with a live ball
- So now time passes while the pitcher is instructed to put the ball back in play and THEN throw to the base



Rule 7.10

What can go wrong during all this?

- The pitcher can step off with the wrong foot while putting the ball back in play, so now it's an illegal pitch and the appeal is nullified
- A runner can break for home during the appeal so they throw home to get him – that's a play, nullifying the appeal.
- Hence the need to make an appeal with a live ball
- Teach the kids – **don't call time out, don't throw the ball back to the pitcher**, just throw to the base and make the appeal





Rule 7.10

- Successive appeals may NOT be made on a runner at the SAME base (but they can be made on other runners at that base or that runner at other bases)
- If a defensive team throws the ball out of play in the act of making an appeal, NO second appeal would be allowed.





Section 3

Playing Rules



End of Section 3

