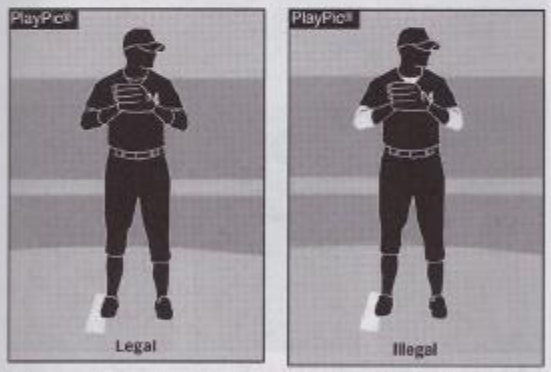
RULES MBB

The following Illustrated Baseball Rules do not reflect all the rules in the book, but are many which may give you a better understanding of them as you play, coach or watch in the Midway program. They are also provided so you may have a better understanding and respect for the young umpires who we expect to know all the rules and to make the correct call every play. It is said that "an umpire is expected to be perfect to start the game and to get better and better as the game goes on". We all know that expectation is impossible to attain so be patient and respectful to these young men as they go through the learning process just as your players or your son or daughter is in their attempts to do well on the field.

PLAYERS - FIELD & EQUIPMENT

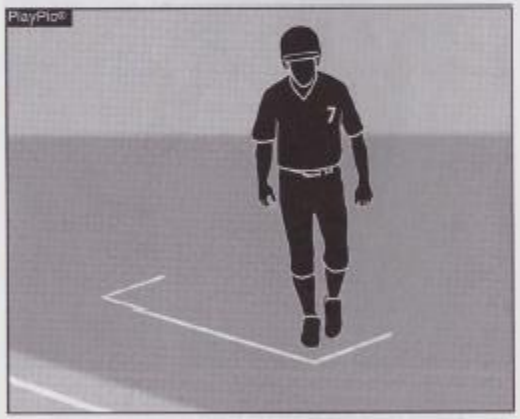
1-3-6 A pitcher may not wear a glove that contains white or gray. If the glove is discovered while he is pitching (PlayPic 1) or fielding (PlayPic 2), the penalty is that he must replace the illegal glove with a legal one.

1-4-2 When a team wears the vest style of jerseys, pitchers are allowed to wear white or gray undersleeves as long as the team is wearing all white/gray undersleeves. However, a pitcher's white/gray sleeves may not extend below the elbow.



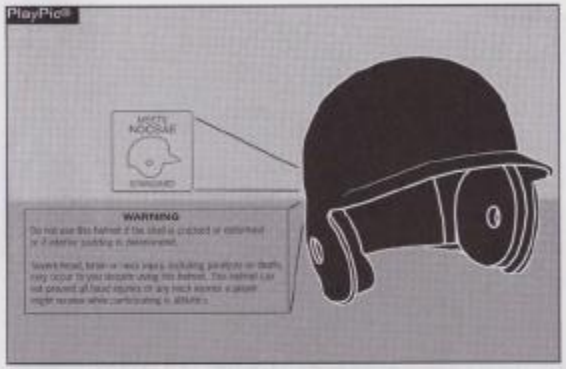
1-4-2 Pitchers are allowed to wear medical sleeves that extend below the elbow. However, they may not be white and/or gray.

1-5-1 Coaches may, but are not required to, wear helmets while coaching the bases.

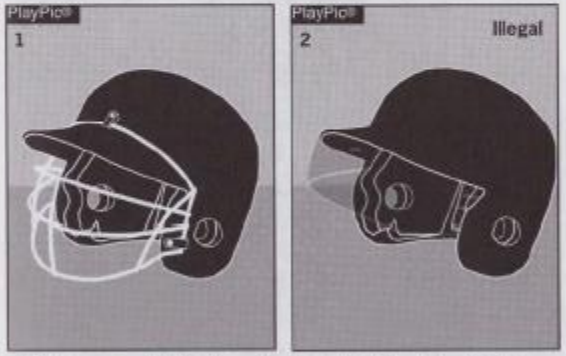


1-5-1 All non-adult personnel must wear a double ear flap helmet that meets NOCSAE standards when coaching the bases.

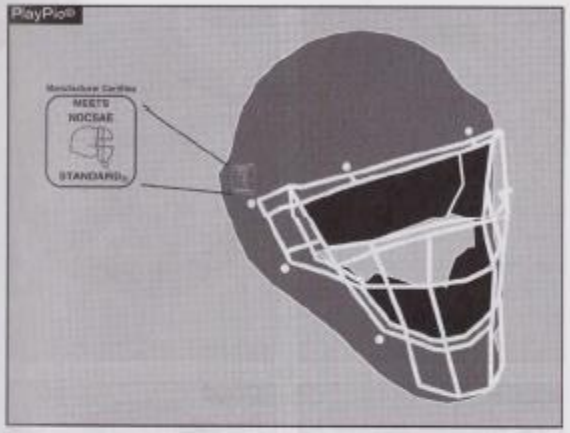
PLAYERS - FIELD & EQUIPMENT



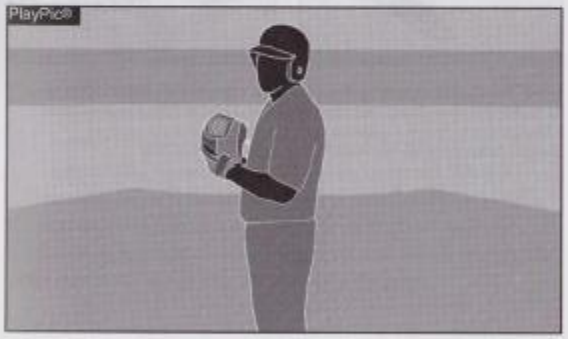
1-5-1 All batting helmets must meet the NOCSAE standard, must have extended ear flaps that cover both ears and temples and also display the NOCSAE stamp and the exterior warning statement. The warning statement may be affixed to the helmet in sticker form, or it may be embossed at the time of manufacture.



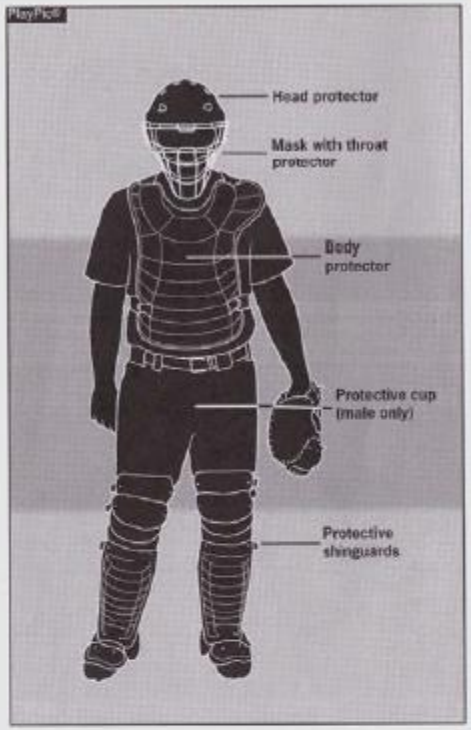
1-5-2 Face masks (PlayPic 1) may be attached to batting helmets at the time of manufacture. Such guards specifically designed for a particular helmet model may be attached after manufacture. All face mask/guards shall meet the NOCSAE standard. Shields (PlayPic 2) are not approved for use on batting helmets.



1-5-4 To be legal, a catcher's helmet and mask combination shall meet the NOCSAE standard, have full ear protection and have a throat protector that adequately covers the throat. The commercially manufactured catcher's head, face and throat protection may be a one-piece or multi-piece design.



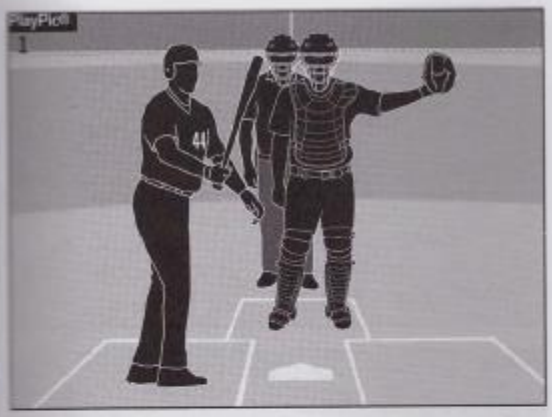
1-5-5 Defensive players are permitted to wear face/head protection in the field, as long as it has a non-glare surface.



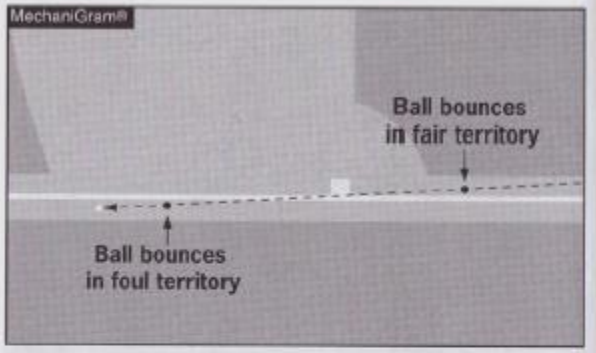
1-5-3 The catcher shall wear a head protector, a mask with a throat protector, body protector and baseball protective shin guards. Male catchers shall also wear a protective cup.

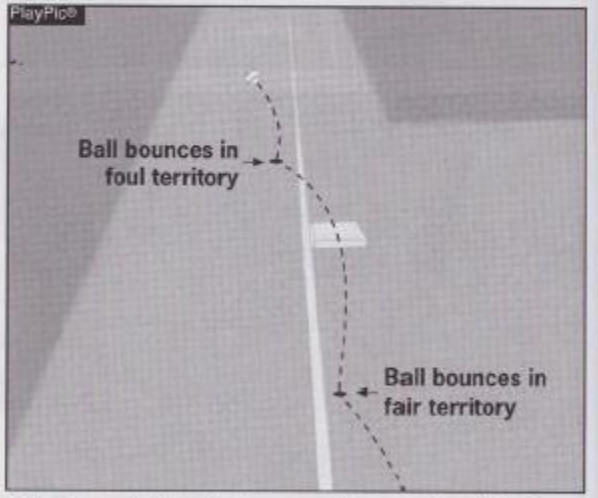
1-5-8 Hard and unyielding items (guards, cards, braces, splints, etc.) must be padded with a closed-cell, skin-recovery foam padding no less than 1/2-inch thick. Braces authored from the manufacturer's original design/production do not require any additional padding.

DEFINITIONS

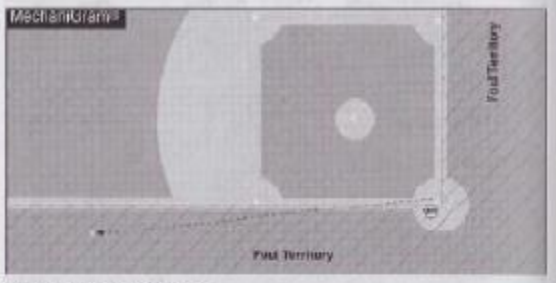


2-4-3 It is not necessary to throw four intentional balls (PlayPic 1) for an intentional walk. The defensive coach (PlayPic 2) or catcher may request the umpire to award the batter first base — before pitching to the batter or on any ball-and-strike count. The ball shall be declared dead before making the award.





2-5-1 The same batted ball — shown from different angles in both the MechaniGram and PlayPic — bounced first in fair territory then went over third base. As a result, it is a fair batted ball.



2-16-1 A foul is a batted ball:

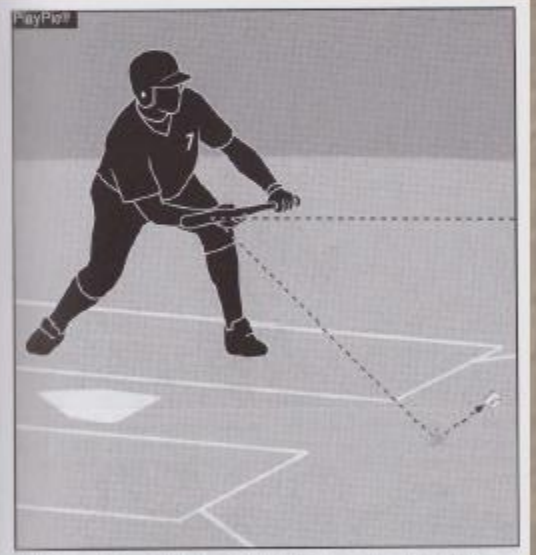
a. which settles on foul territory between home and first base or between home and third base; or

b. that bounds past first or third base on or over foul territory; or

c. that first falls on foul territory beyond first or third base; or

d. that, while on or over foul territory, touches the person of an umpire or a player or any object foreign to the natural ground; or

e. that touches the ground after inadvertently being declared foul by an umpire.

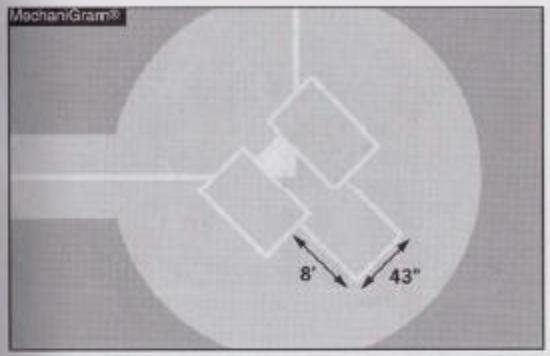


2-8 A bunt is a batted ball in which the batter does not swing to hit the ball, but holds the bat in the path of the ball to tap it slowly to the infield. To be charged with a strike, a batter must have offered at the ball, not just held it out over the plate. The batter is out if he bunts the ball foul with two strikes (7-4-1e).

DEFINITIONS

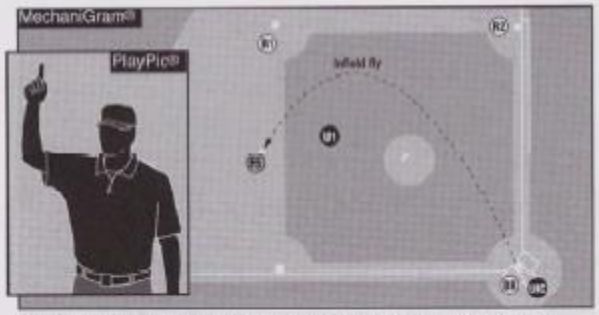
2-9-1 The fielder must demonstrate complete control of the ball and that his release is voluntary and intentional in order for there to be a catch. Until this fielder releases the ball voluntarily and intentionally, the catch is not complete.

2-9-1 A catch of a fly ball is not completed until the continuing action of the catch is completed. The player in PlayPic1 initially caught the ball, but as can be seen in PlayPic 2, dropped it before securing possession and voluntarily and intentionally releasing the ball. That is not a catch.



2-9-3 At the time of the pitch, the catcher must have both feet inside the catcher's box, which is 43 inches wide by 8 feet deep.

2-10-1 A charged conference is a meeting which involves the coach or his non-playing representative and a player or players of the team.

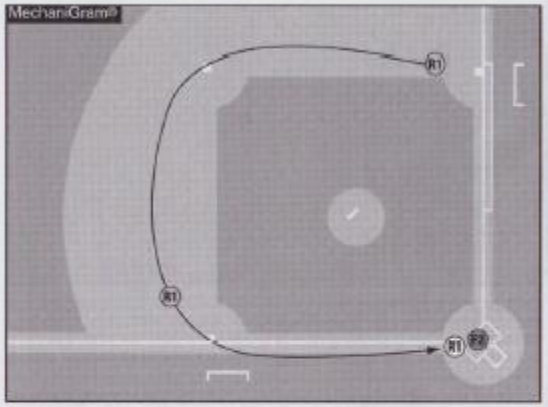


2-19 An infield fly is a fair fly (not including a line drive nor an attempted bunt) which can be caught by an infielder with ordinary effort, (rule does not preclude outfielders from being allowed to attempt to make the catch) and provided the hit is made before two are out and at a time when first and second bases or all bases are occupied.

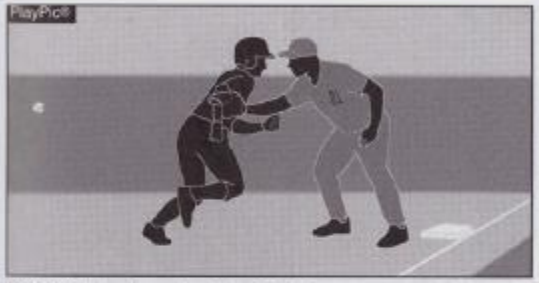
When it seems apparent that a batted ball will be an infield fly, the umpire immediately announces it for the benefit of the runners. If the ball is near a baseline, the umpire shall declare, "Infield fly, if fair."

2-21-3 This fan is not guilty of spectator interference because he did not reach on to the field to prevent the fielder from making a play. A fielder is not protected when he reaches into the stands

DEFINITIONS

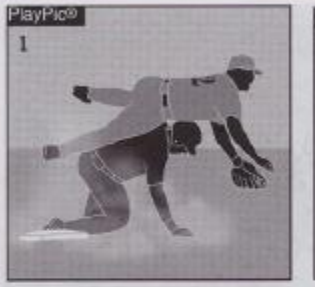


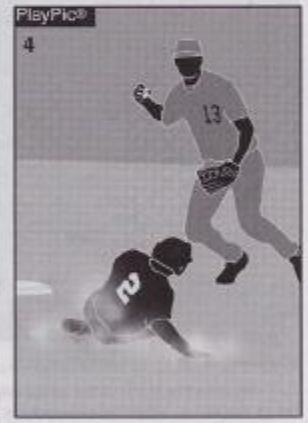
2-22-3 A fielder who does not have the ball may not deny a runner access to the base he is trying to reach. The runner has the right to reach a base without obstruction if a fielder does not have the ball.



2-22-3 Being in the act of catching the ball is not possession. The fielder is not allowed to deny the runner access to the base.

2-22-3 If the fielder has the ball, he is allowed to block the base and deny the runner access.

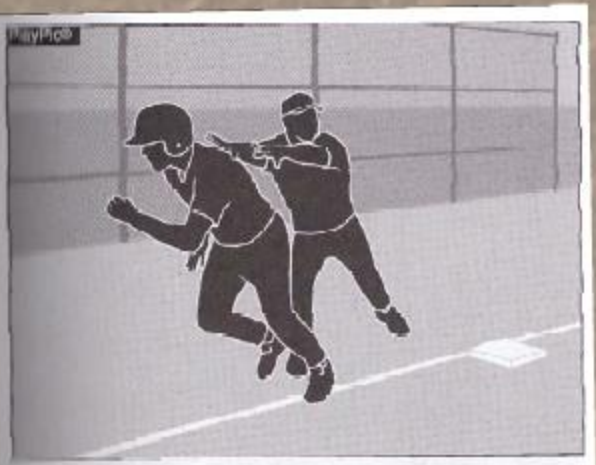




2-32-2 The four slides shown are all illegal. Runners may not pop-up into the fielder (PlayPic 1), have a leg raised higher than the fielder's knee (PlayPic 2), slide through or beyond the base (PlayPic 3) or slide away from a base in the direction of the fielder (PlayPic 4).

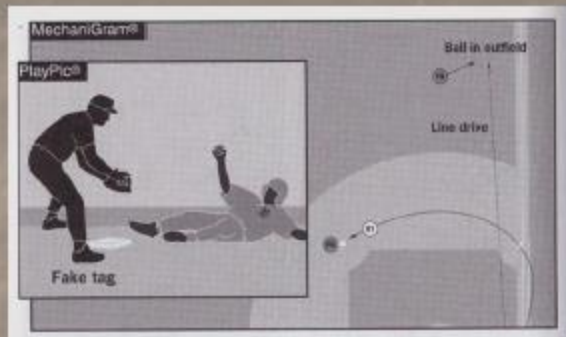
The runner is out when he illegally slides and affects the play. On a force play, the runner is also guilty of interference. The batter-runner is also declared out and all other runners must return to the base occupied at the time of the pitch. A runner may slide or run in a direction away from the fielder to avoid making contact or altering the play of the fielder (8-4-2b).

SUBSTITUTING – COACHING – CONDUCT – CHARGED CONFERENCES

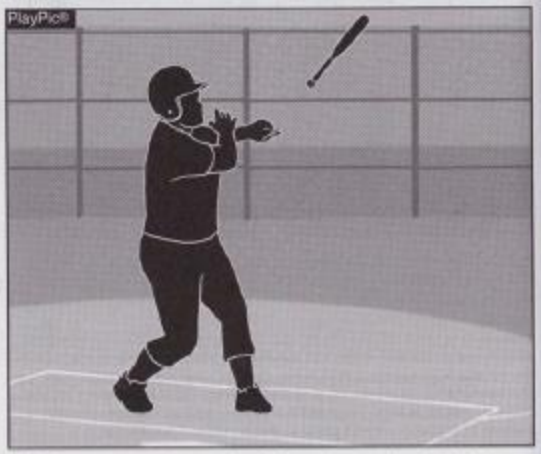


3-2-2 A coach may not physically assist a runner or prevent his advancement during playing action, either by pushing him toward or away from a base. At the end of playing action, the ball is dead, the assisted runner is out, any additional outs made on the play stand, and all runners not put out return to bases occupied at the time of the interference.

3-2-3 The base coach must vacate the area if a fielder is attempting to make a play. When the base coach interferes, as shown here, the ball is dead immediately and the batter is out. All runners must return to the base occupied at the time of the pitch.



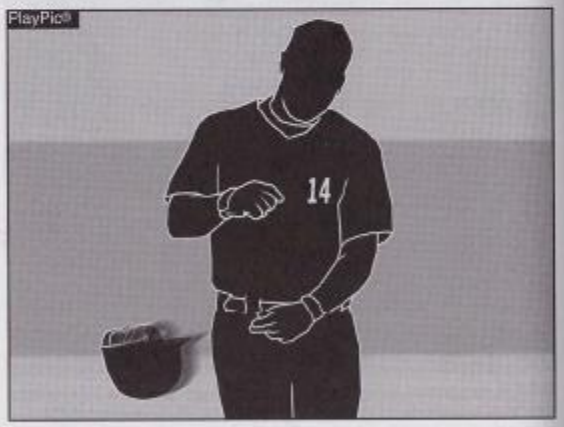
3-3-1(b) A player may not fake a tag without the ball. The defensive player is guilty of obstruction (8-3-2). Also, at the end of playing action, the umpire shall enforce the penalty for obstruction and issue a warning to the coach of the team involved. The next offender on that team shall be ejected.



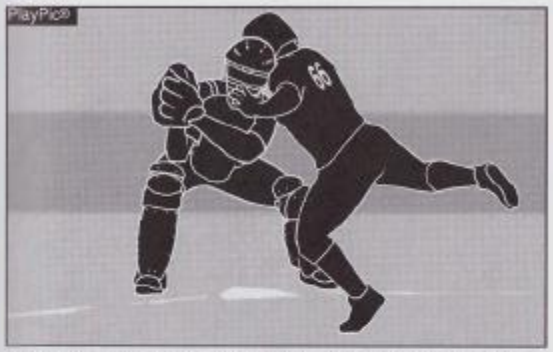
3-3-1(c) A player shall not carelessly throw a bat. At the end of playing action, the umpire shall issue a warning to the coach of the team involved and the next offender on that team shall be ejected.

SUBSTITUTING – COACHING – CONDUCT – CHARGED CONFERENCES

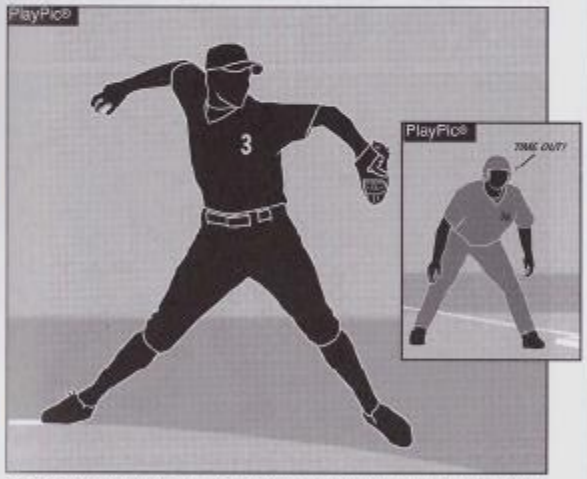
3-3-1(j) A coach is not allowed to sit outside the designated dugout (bench) or bullpen area. Coaches must be in the dugout or in the coaching box.



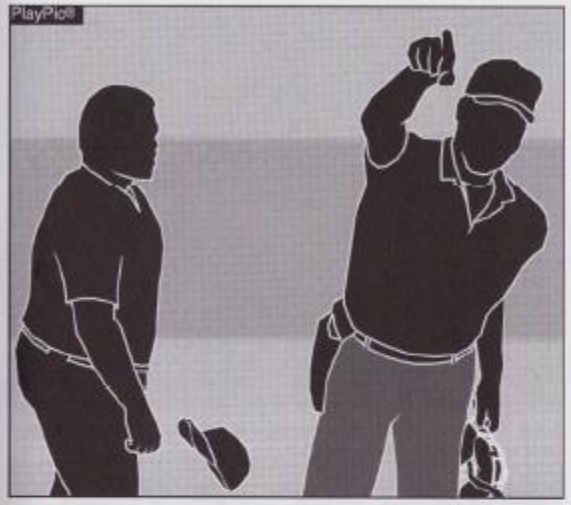
3-3-1(m) Deliberately throwing a bat or helmet is illegal and cause for immediate ejection. No prior warning is required.

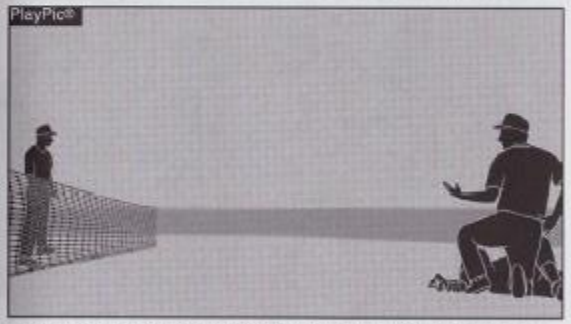


3-3-1(n) The runner is guilty of malicious contact. The ball is dead, the runner shall be declared out and ejected. All other runners must return to last base touched at the time of the contact.



3-3-1(o) A player who calls time or uses any command or commits any act for the purpose of causing a balk shall be ejected.



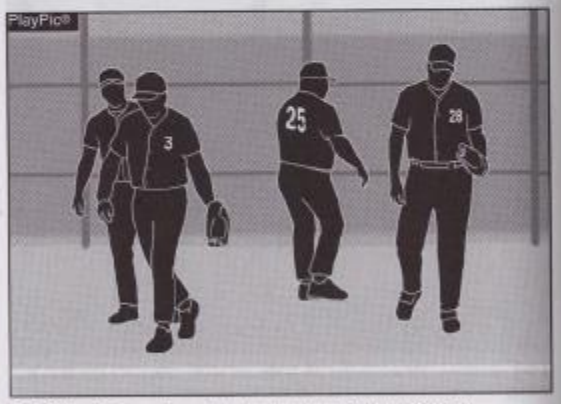


3-3-2 A coach who is ejected shall leave the vicinity of the playing area immediately and is prohibited from further contact, direct or indirect, with the team during the remainder of the game. He may return when requested to attend to an ill or injured player.

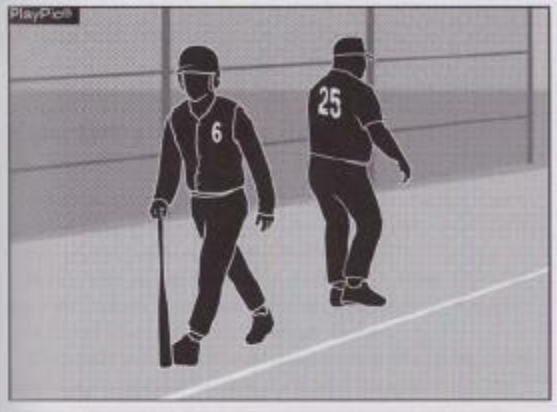
SUBSTITUTING – COACHING – CONDUCT – CHARGED CONFERENCES

3-4-2 While on offense, each team is limited to one charged conference per inning to permit the coach or any of that team's personnel to confer with base runners, the batter, the on-deck batter or other offensive team personnel. The umpire shall deny any subsequent offensive team requests for charged conferences.

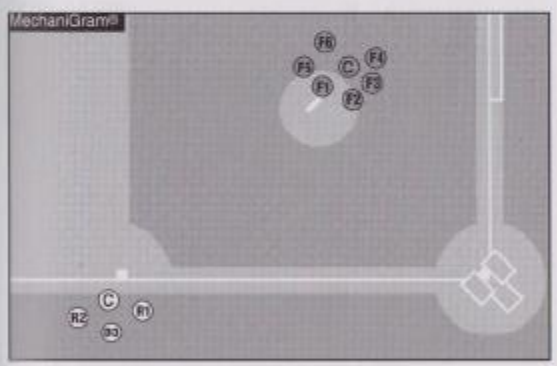
3-4-3 A defensive charged conference is concluded when the coach or non-playing representative crosses the foul line if the conference was in fair territory.



3-4-3 If a defensive charged conference was in foul territory, the conference concludes when the coach or non-playing representative initially starts to return to the dugout/bench area.

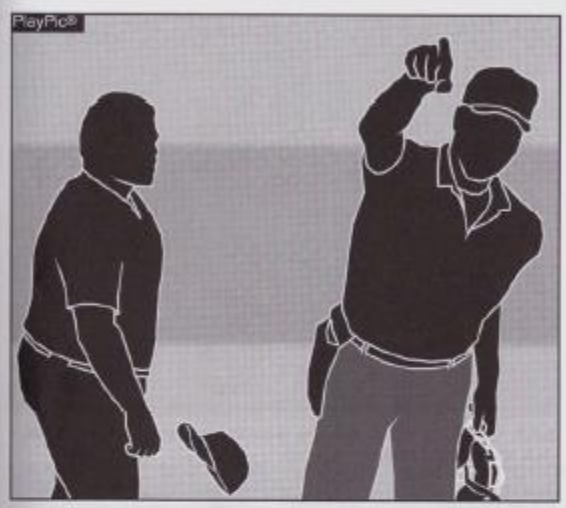


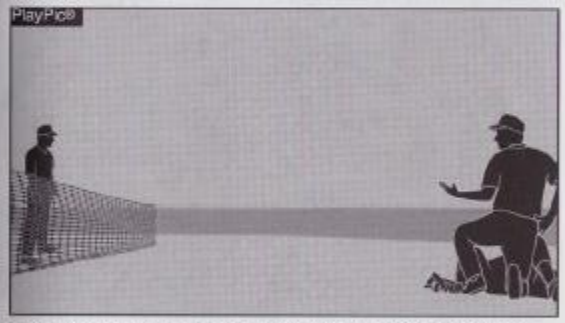
3-4-4 An offensive charged conference is concluded when the coach or team representative initially starts to return to the coach's box or dugout/bench area.



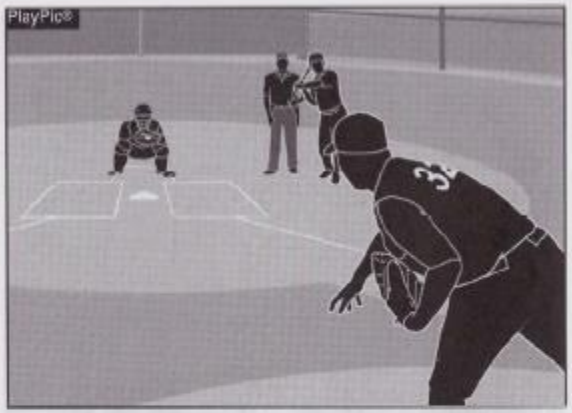
3-4-5 When either team has a charged conference, the other team may also meet. The team not charged with the conference may not cause any further delay. Their meeting must conclude when the conference of the team that is charged is through meeting.

SUBSTITUTING – COACHING – CONDUCT – CHARGED CONFERENCES

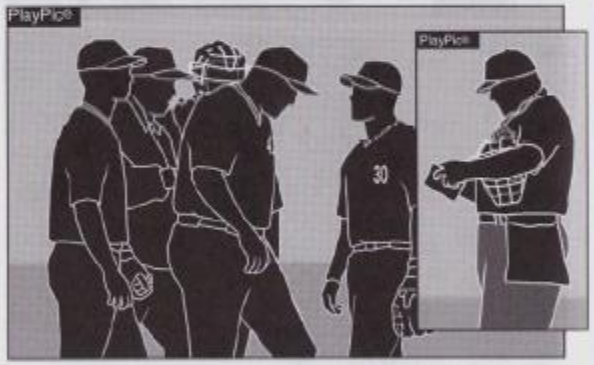




3-3-2 A coach who is ejected shall leave the vicinity of the playing area immediately and is prohibited from further contact, direct or indirect, with the team during the remainder of the game. He may return when requested to attend to an ill or injured player.



3-3-3 The umpire should direct the batter to return to his team's on-deck circle while the pitcher is warming up.



3-4-1 Each team may be granted not more than three charged defensive conferences during a seven-inning game. The umpire-in-chief shall record each conference and not permit any conferences in excess of the limit.

3-4-1 A coach or trainer attending to an injured player is not charged with a conference.

3-4-2 While on offense, each team is limited to one charged conference per inning to permit the coach or any of that team's personnel to confer with base runners, the batter, the on-deck batter or other offensive team personnel. The umpire shall deny any subsequent offensive team requests for charged conferences.

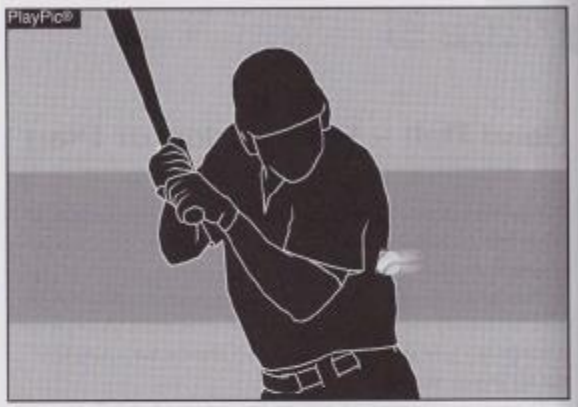
Dead Ball – Suspension of Play

When the ball becomes dead in baseball, very few things can happen. The defense can appeal for missed bases or early tag-ups. The offense can advance to awarded bases.

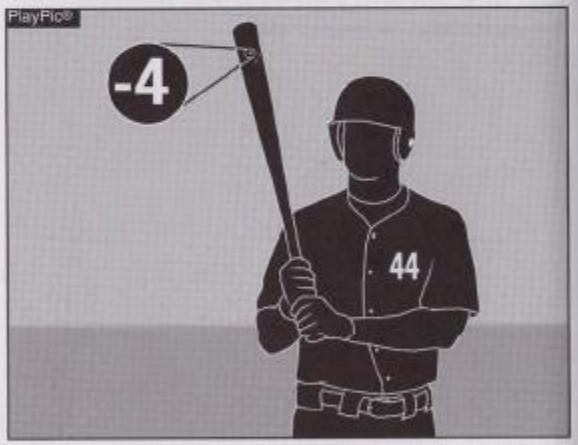
There are two types of dead-ball situations in baseball — those that are dead immediately and those that become dead at the end of playing action. It is important to be able to distinguish which situation has occurred, so that any penalty may be properly applied.

This section of the rule book explains situations in which balls are immediately dead, and which ones are delayed. It also covers what can and cannot happen while the ball is dead and the proper procedure for resuming play once it has been suspended.

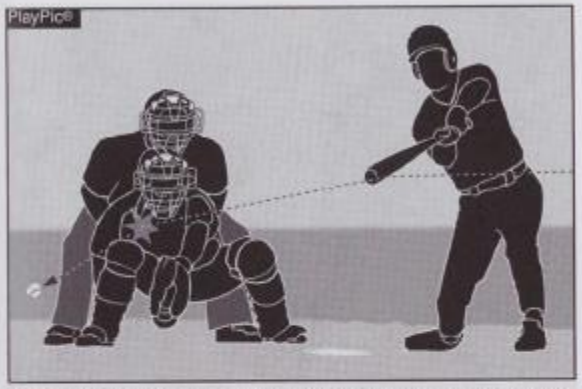
DEAD BALL SUSPENSION OF PLAY



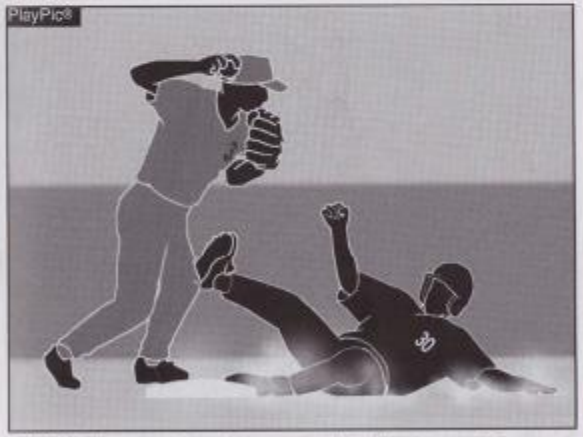
5-1-1(a) The ball becomes dead immediately when the batter (or his clothing) is hit by a pitch.



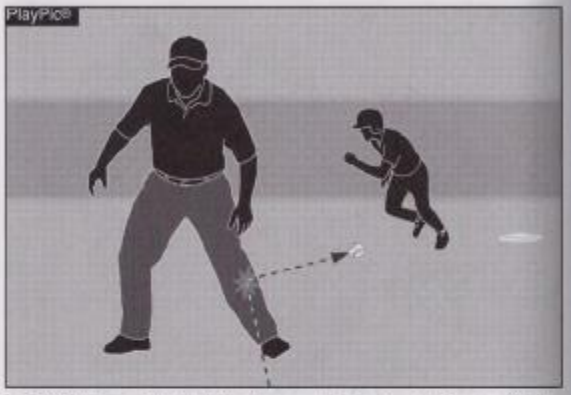
5-1-1(c) The ball becomes dead immediately when the batter enters the batter's box with an illegal bat. This bat is illegal because the weight/length ratio is higher than the minus-3 allowed by rule.



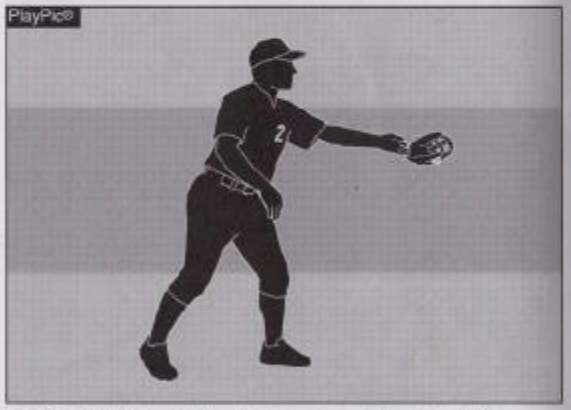
5-1-1(d) When the ball goes directly from the bat to the catcher's protector, mask or person without first touching the catcher's glove or hand, the ball is ruled foul and becomes dead immediately.



5-1-1(e) The runner's interference causes the ball to become dead immediately.

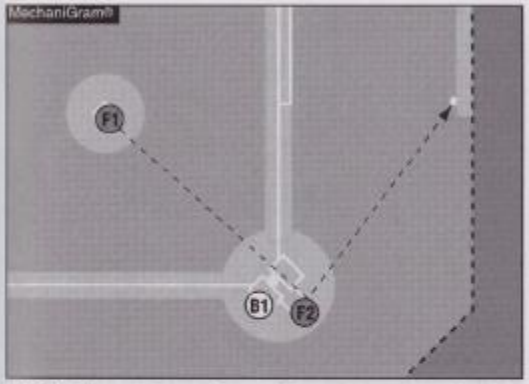


5-1-1(f) When a batted ball touches an umpire before touching any fielder and before passing any fielder other than the pitcher, the ball becomes dead immediately.

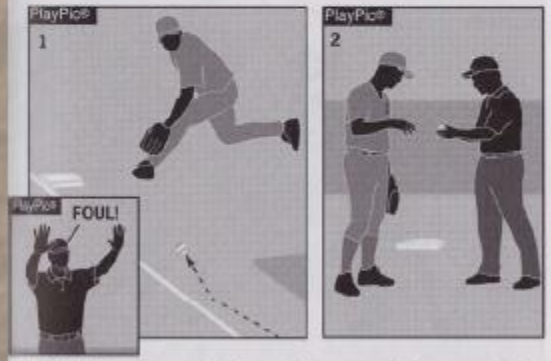


5-1-1(f) A fielder is not allowed to toss a glove with a lodged ball in an attempt to make a play.

DEAD BALL SUSPENSION OF PLAY

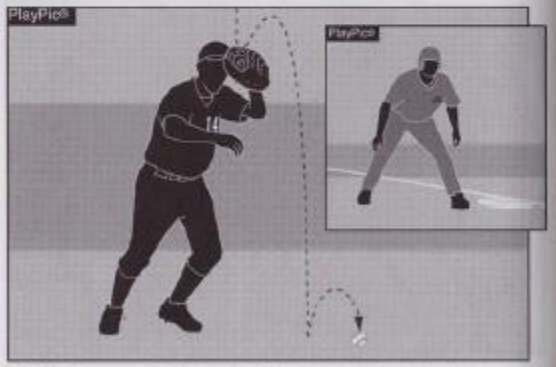


5-1-1(g) When a pitch or any thrown ball goes into a stand or other dead-ball area or players' bench, the ball becomes dead immediately, even if it rebounds back into live-ball territory.

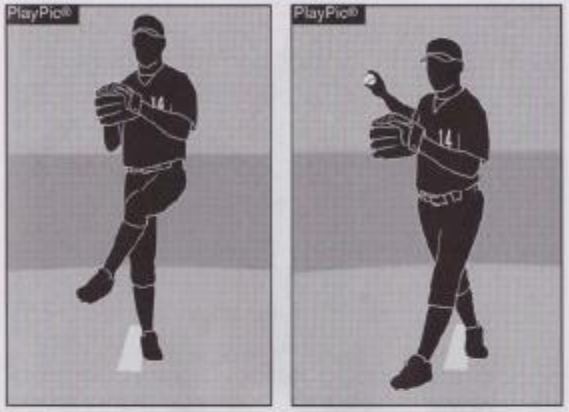


5-1-1(h) When the umpire inadvertently announces foul on a grounded ball (PlayPic 1) or handles a live ball (PlayPic 2), the ball becomes dead immediately.

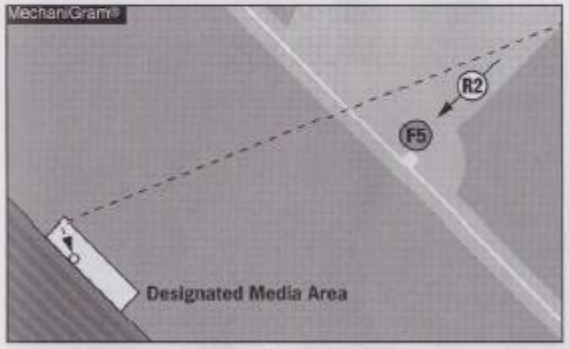
5-1-1(i) After catching a fair or foul ball (fly or line drive), if the fielder leaves the field of play by stepping with both feet into dead-ball territory, the ball becomes dead.



5-1-1(j) When an infielder intentionally drops a fair fly with at least first base occupied and with less than two outs, the ball is dead immediately. **Exception:** Infield fly rule.



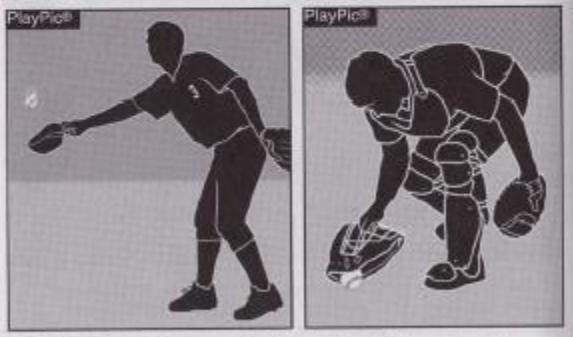
5-1-1(k) The ball becomes dead immediately when a balk or an illegal pitch is committed.



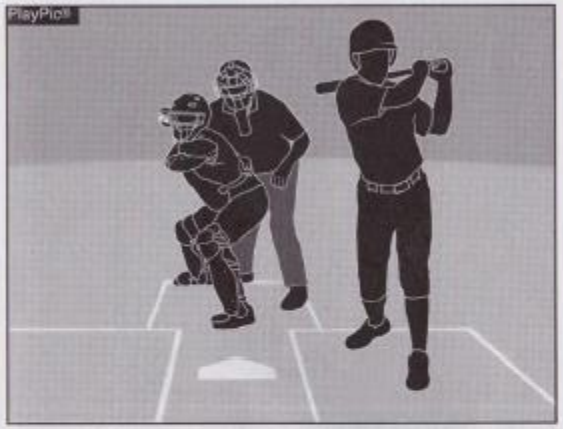
5-1-1(l) When the ball touches a designated media area or anyone or anything that is entirely or partially in the designated media area, it becomes dead immediately. If the ball passes through the media area, but doesn't touch it, it remains live.

DEAD BALL SUSPENSION OF PLAY

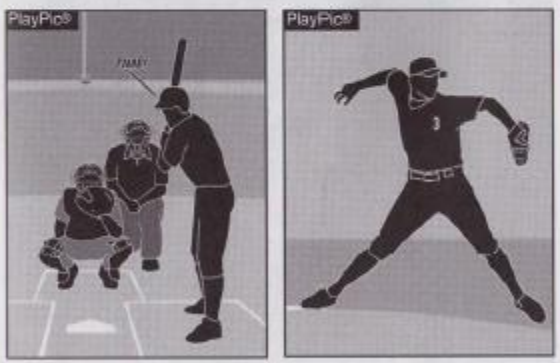
5-1-2(a) When the batter commits interference, it is a delayed dead ball (Exception 7-3-5 Penalty). **Note:** When the batter interferes with the catcher attempting to play on a runner, if an out does not result at the end of the catcher's throw, the ball shall become dead immediately.



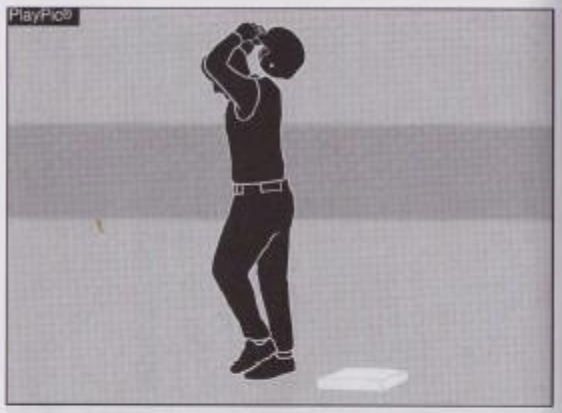
5-1-2(b) When a fielder or catcher obstructs the ball through use of detached player equipment, it is a delayed dead ball.



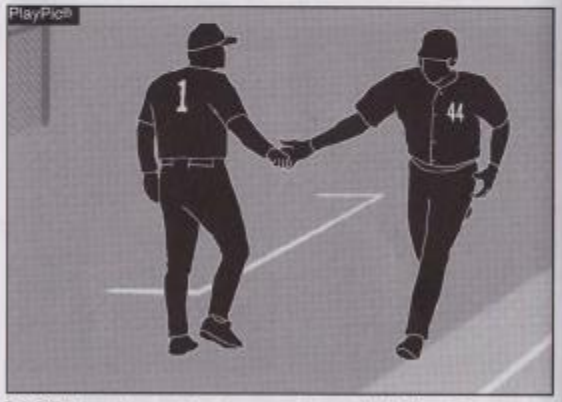
5-1-2(c) It is a delayed dead ball when the umpire interferes with the catcher who is attempting to throw.



5-1-2(d) The act of calling time in an attempt to cause the opposing pitcher to balk is a delayed dead ball.

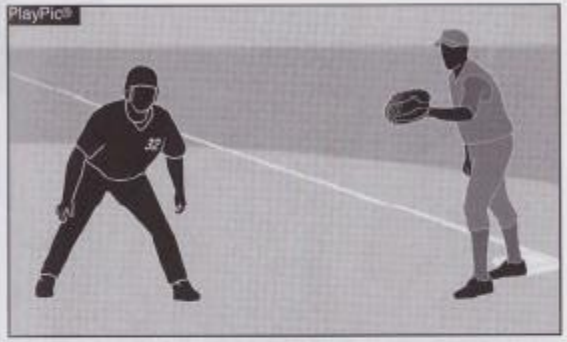


5-1-2(e) When anyone who is required to wear a batting helmet deliberately removes it while the ball is live, it is a delayed-dead ball.

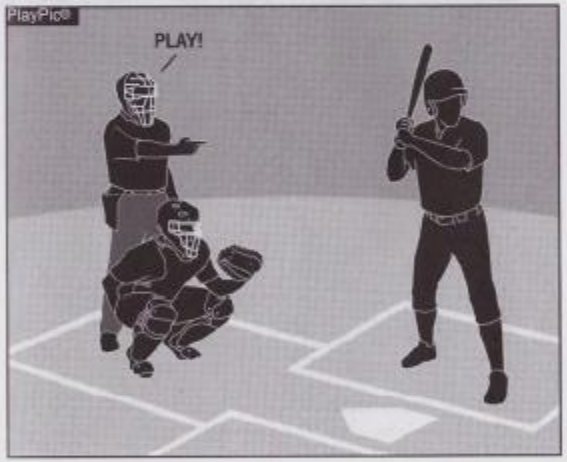


5-1-2(f) A coach congratulating a runner is not physically assisting a runner. There is no violation.

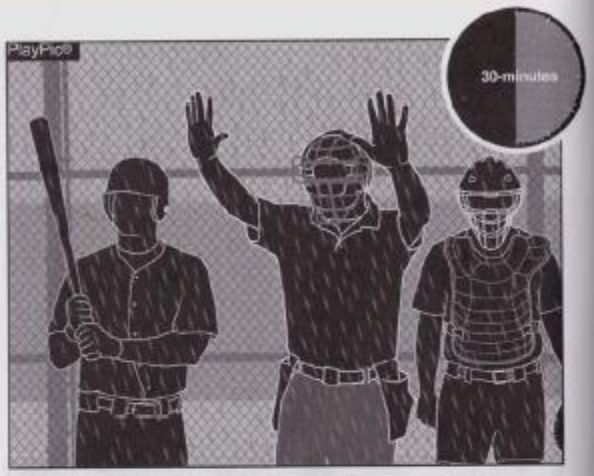
DEAD BALL SUSPENSION OF PLAY



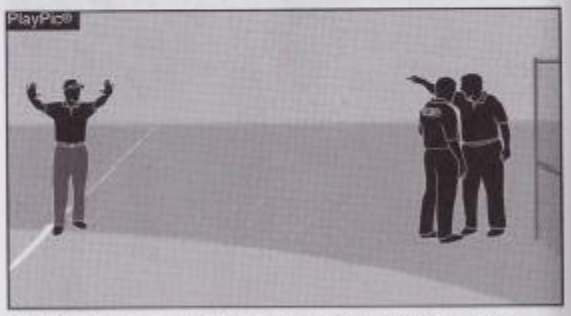
5-1-2(g) The first baseman is wearing a catcher's mitt. It is a delayed dead ball when a ball touches an illegal glove or mitt.



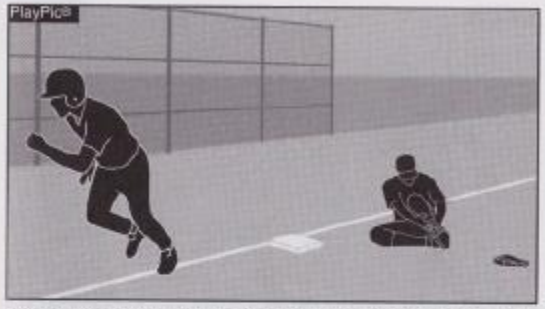
5-1-4 After a dead ball, the ball becomes live when it is held by the pitcher in a legal pitching position, provided the pitcher has engaged the pitcher's plate, the batter and the catcher are in their respective boxes, and the umpire puts the ball in play and gives the appropriate hand signal.



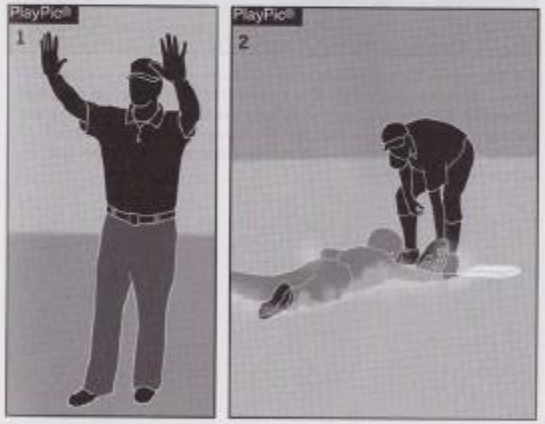
5-2-1(b) When the umpire considers the weather or ground conditions unfit for play, time shall be called and the game suspended. **Note:** After 30 minutes, he may declare the game ended.



5-2-1(c) When a spectator is ordered from the grounds, time shall be called and the game suspended.



5-2-1(d) When an injury occurs during a live ball, time shall not be called until no further advance or putout is possible. If there is a medical emergency or if, in the umpire's judgment, further play could jeopardize the injured player's safety, play should be stopped immediately.



5-2-2(a) The umpire called time (PlayPic1) prior to the fielder applying the tag (PlayPic2). When the ball becomes dead, no action by the defense can cause a player to be put out, unless they are making a proper deadball appeal.

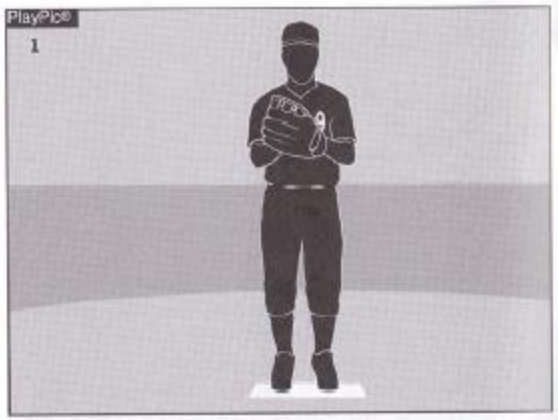
Pitching

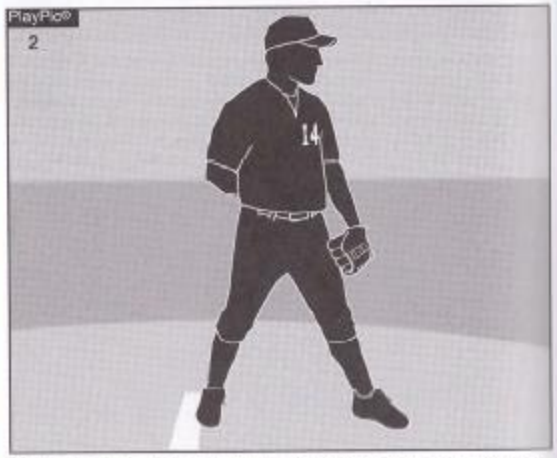
The pitch can be thrown from either of two basic positions — the windup or the set position. This rule explains the pitcher's positioning and what he can do from each of those positions.

Just as important, however, are the things a pitcher cannot do, either from one of the two positions, or at any time, regardless of whether he is using the set or windup. There are 20 infractions listed that a pitcher can commit, with penalties ranging from a warning to ejection.

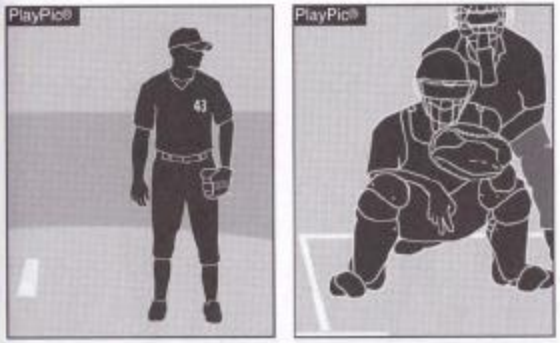
This rule also explains that while a pitcher is not pitching, he is treated like any other infielder, except that when a ball passes the pitcher, it can still become dead when it strikes an umpire or a baserunner.

PITCHING



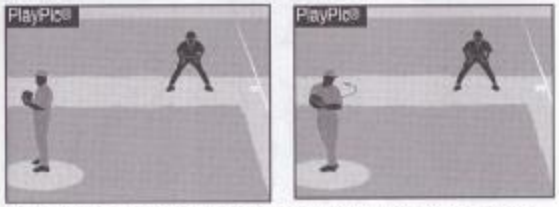


6-1-1 The pitcher shall pitch while facing the batter from either a windup position (PlayPic 1) or a set position (PlayPic 2). The position of his feet determine whether he will pitch from the windup or the set position.

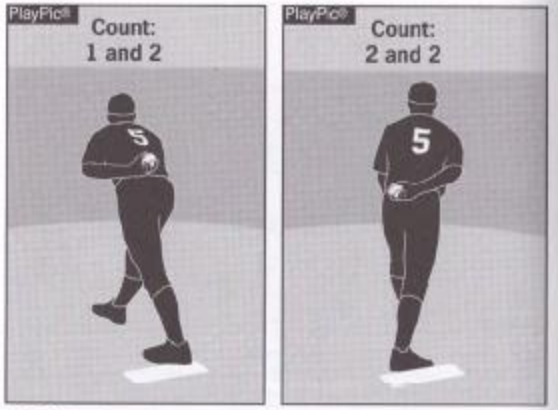


6-1-1 The pitcher shown here is committing a violation by taking his signs from in front of the rubber. Pitchers are required to take their signs from the catcher with his pivot foot in contact with the pitcher's plate.

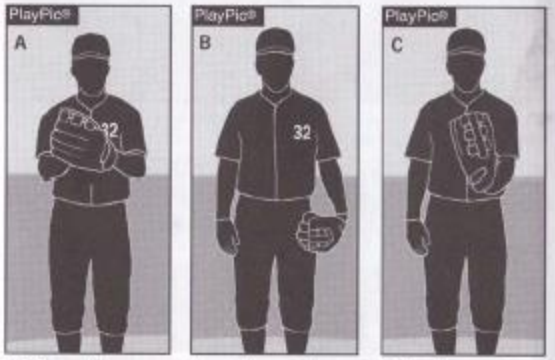
6-1-1 Turning the shoulders to check runners while in contact with the pitcher's plate in the set position is legal.



6-1-1 Turning the shoulders after bringing the hands together during or after the stretch is a balk.

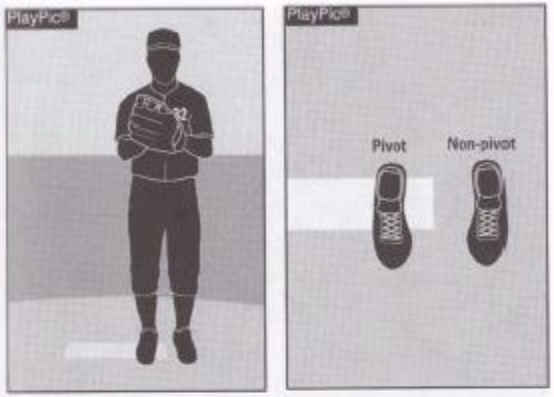


6-1-1 Note: If a pitcher is ambidextrous, the umpire shall require the pitcher to face a batter as either a left-handed pitcher or right-handed pitcher, but not both. This pitcher would not be allowed to switch hands during the middle of a batter's plate appearance.

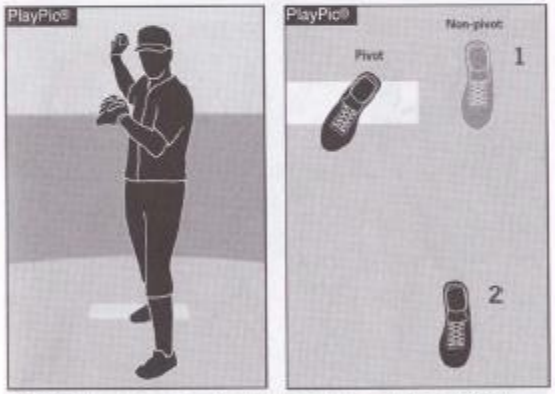


6-1-2 A pitcher assumes the windup position when his hands are: (a) together in front of the body; (b) both hands are at his side; (c) either hand is in front of the body and the other hand is at his side.

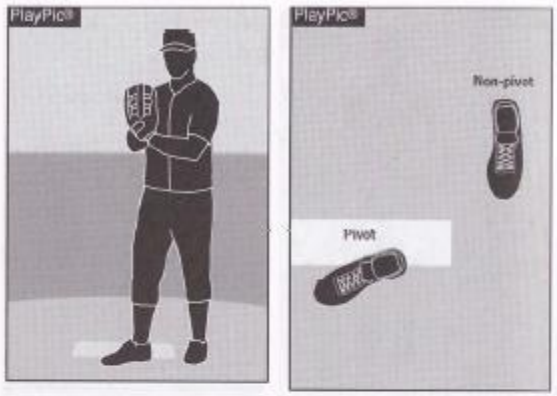
PITCHING



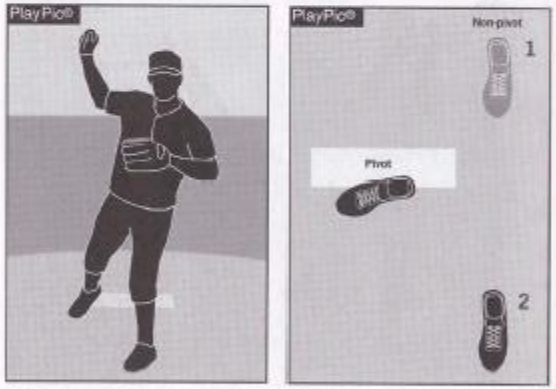
6-1-2 When in the windup position, a pitcher's non-pivot foot shall be in any position on or behind a line extending through the front edge of the pitcher's plate.



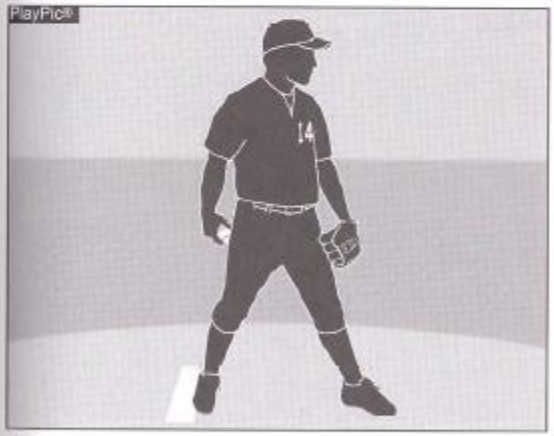
6-1-2 During delivery from the windup position, a pitcher may lift his non-pivot foot in a step forward, with no other steps, and throw a pitch. Once he has moved his non-pivot foot, he is committed to pitch.



6-1-2 During delivery from the windup position, the pitcher may begin the pitching motion with a step backward. Once he has moved his non-pivot foot, he is committed to pitch.

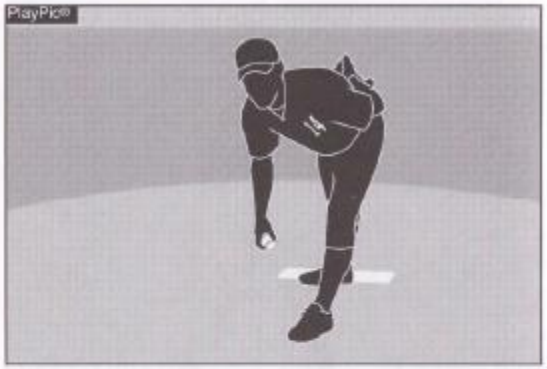


6-1-2 The most common move for a pitcher from the windup position is a step backward and then a step forward. This is a legal move; however, he is committed to pitch when he moves his non-pivot foot.



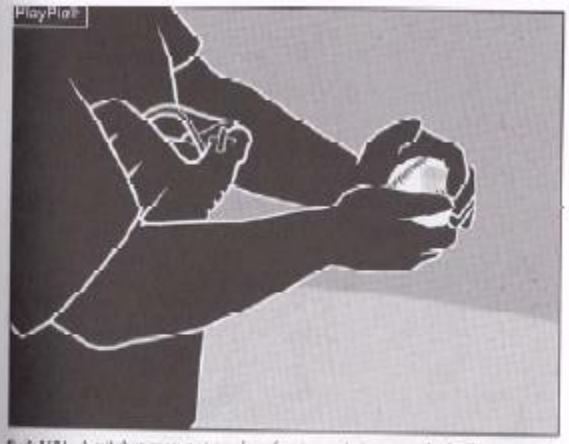
6-1-3 For the set position, the pitcher shall have the ball in either his gloved hand or his pitching hand. His pitching hand shall be down at his side or behind his back.

PITCHING



6-1-3 As long as his arm is not swinging, the pitcher is allowed to have his arm hanging by his side. Any swinging motion of the arm constitutes the beginning of the pitching motion.

6-1-5 A ball thrown by a pitcher when his pivot foot is not on the rubber is treated as if it was thrown by an infielder.



6-2-1(a) A pitcher may not apply a foreign substance to the ball.

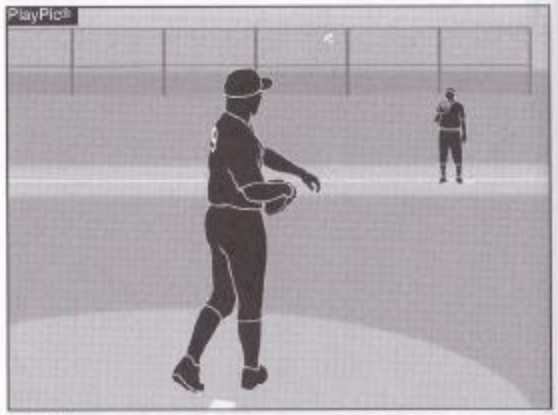
6-2-1(b) Spitting on the ball or glove is illegal.

6-2-1(e) The pitcher shall not bring the pitching hand in contact with the mouth without distinctly wiping off the pitching hand before it touches the ball. The pitcher shown here has not done anything illegal, because he wiped his pitching hand off before it touched the ball.

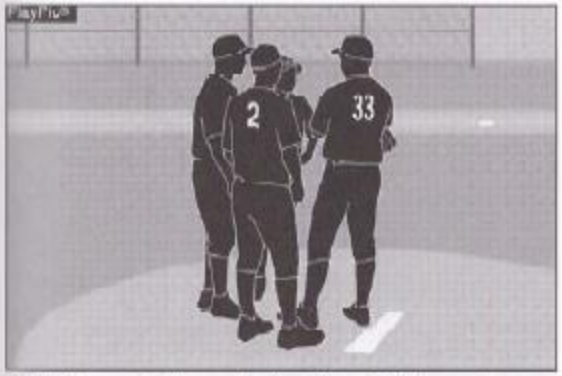
6-2-1(f) Pitchers may not wear anything white or grey on their hands or arms, such as the wristband or any type of glove on their pitching hand.

PITCHING

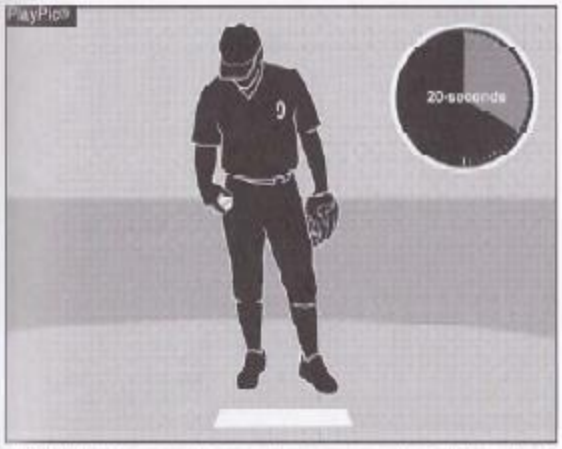
6-2-1 Penalty As long as a pitcher is not on the pitching plate, he may go to his mouth (PlayPic 1) as long as he wipes it off (PlayPic 2) before engaging the pitching plate (PlayPic 3).



6-2-2(a) The pitcher shall not throw to any player other than the catcher when the batter is in the batter's box, unless it is an attempt to retire a runner. This throw to an unoccupied base is illegal, since there is no possible play at the base.

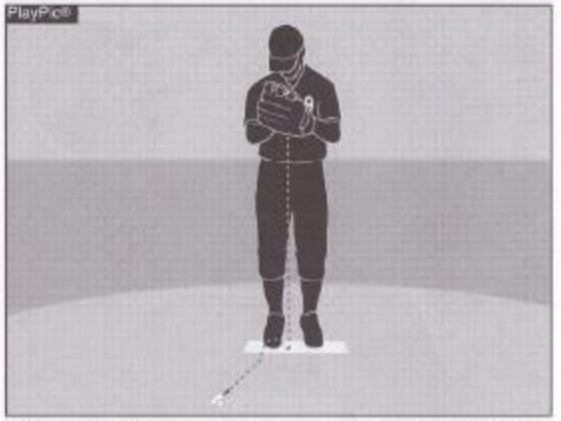


6-2-2(b) Once a defensive team has been charged with three conferences, any further meetings are a delay of the game and the pitcher must be replaced.



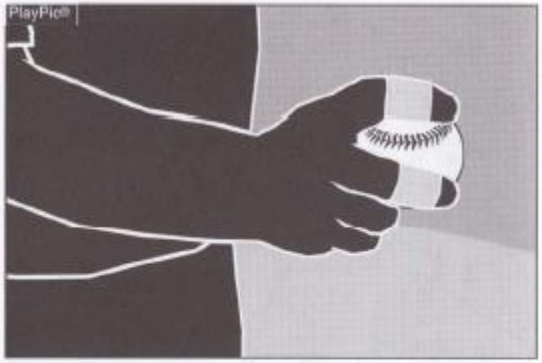
6-2-2(c) A pitcher must pitch or make or attempt a play, including a legal feint, within 20 seconds after he has received the ball.

6-2-3 The penalty for pitching intentionally close to a batter has not changed. The pitcher shall be ejected if the pitch is judged to be intentional. In case of doubt, the umpire may warn the pitcher.



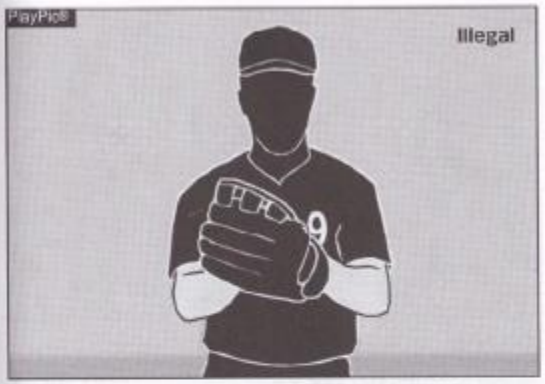
6-2-4(a) When the pitcher drops the ball (even accidentally) and the ball does not cross a foul line, he has committed a balk if there are runner(s) on base.

PITCHING

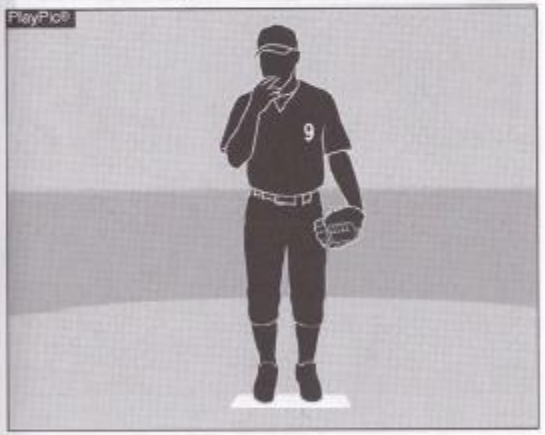


6-2-1(g) The pitcher shall not wear tape, bandages or other foreign material (other than rosin) on the fingers or palm of his pitching hand that could come in contact with the ball.

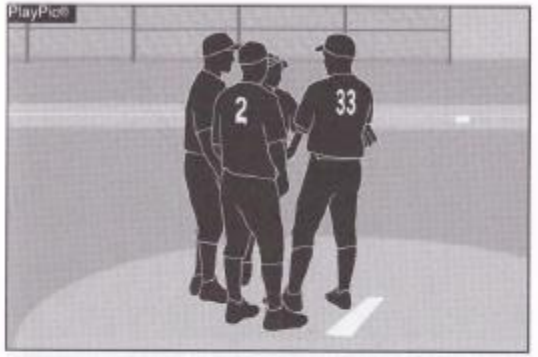
6-2-1(h) The pitcher may not wear a glove or mitt that includes the colors white or gray.



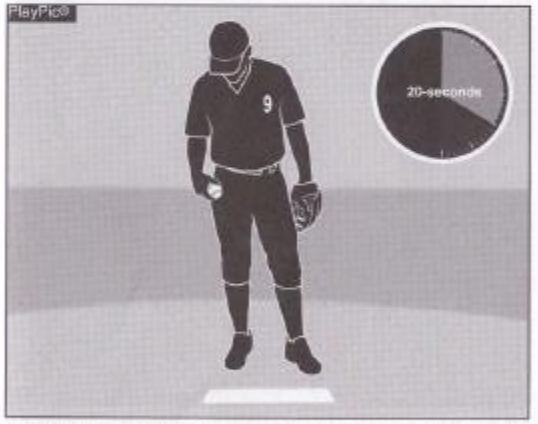
6-2-1(i) The pitcher shall not wear an exposed undershirt with long sleeves that are white or gray.



6-2-1 Penalty A balk (with runners on) or an illegal pitch (with no runners) is called anytime that a pitcher goes to his mouth while on the pitching plate.

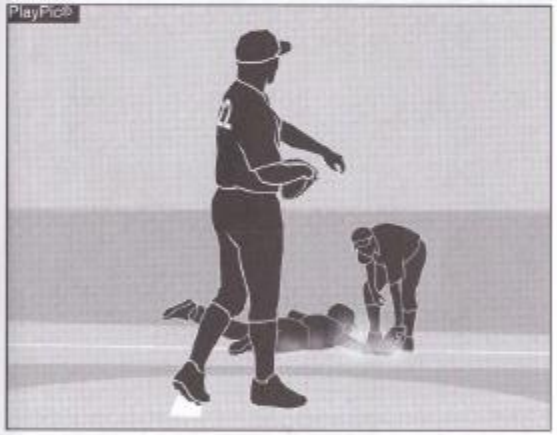


6-2-2(b) Once a defensive team has been charged with three conferences, any further meetings are a delay of the game and the pitcher must be replaced.

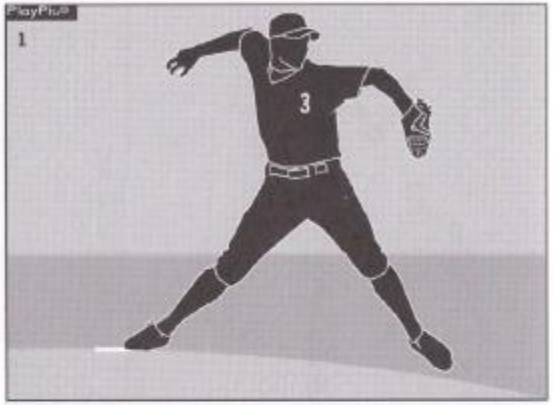


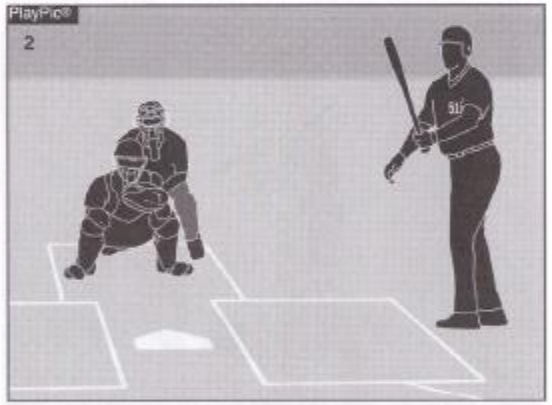
6-2-2(c) A pitcher must pitch or make or attempt a play, including a legal feint, within 20 seconds after he has received the ball.

PITCHING

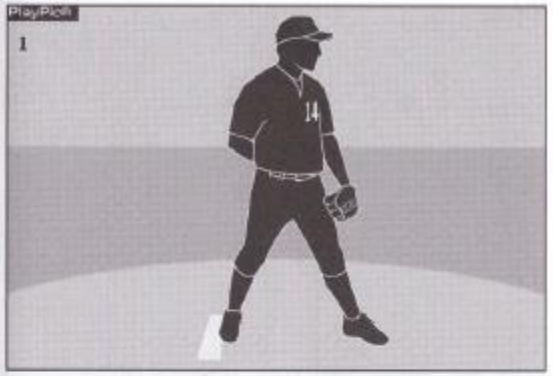


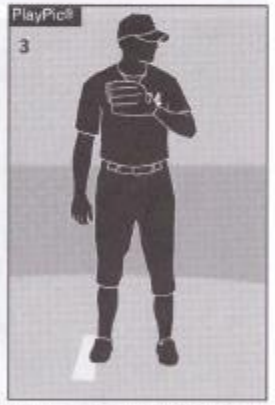
6-2-4(b) The pitcher has committed a balk because he did not step directly toward first base when he attempted to pick off the runner.





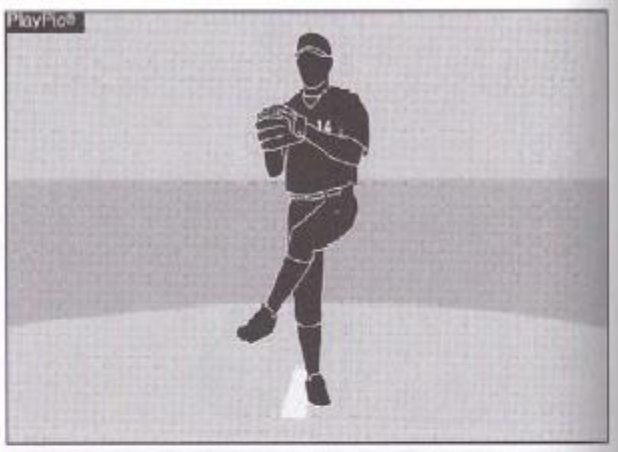
6-2-4(d) Once the pitcher has started any movement of any part of the body such as he habitually uses in his delivery, (PlayPic 1) he must complete the pitch. Failure to do so with runner(s) on base is a balk. However, if the pitcher stops or hesitates because the batter requests time or steps out of the batter's box (PlayPic 2), it is not a balk.

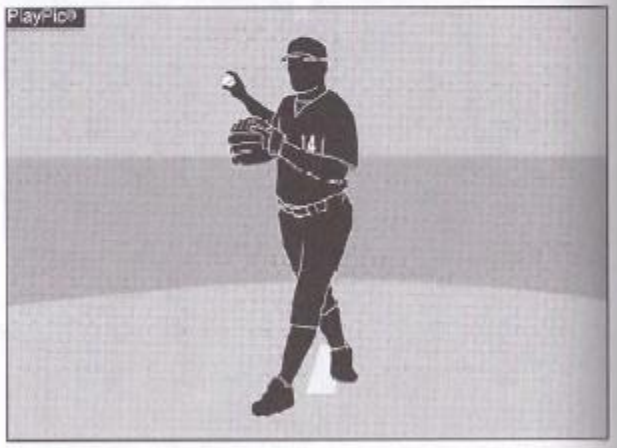




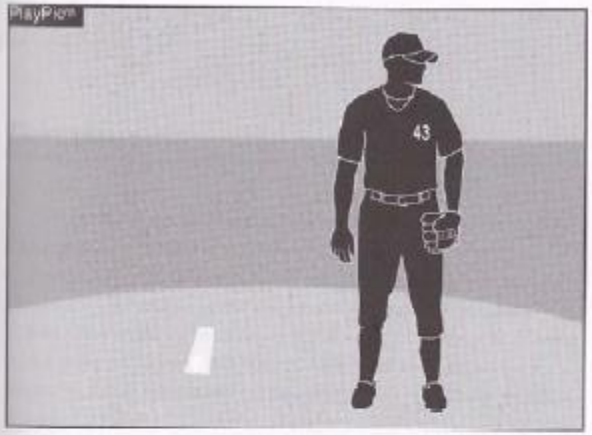
6-2-4(e) Once a pitcher in the set position has come to a stretch, he may not take his hand out of the glove without the ball, unless he steps off the pitcher's plate, pitches to the batter, throws to a base or steps toward and feints a throw to second or third base. The pitcher shown here is in the set position (PlayPic 1) and brought the ball and his glove hand together in front of his body legally (PlayPic 2). He then removed his hand from the glove without the ball (PlayPic 3). With a runner on base, this would be a balk.

PITCHING

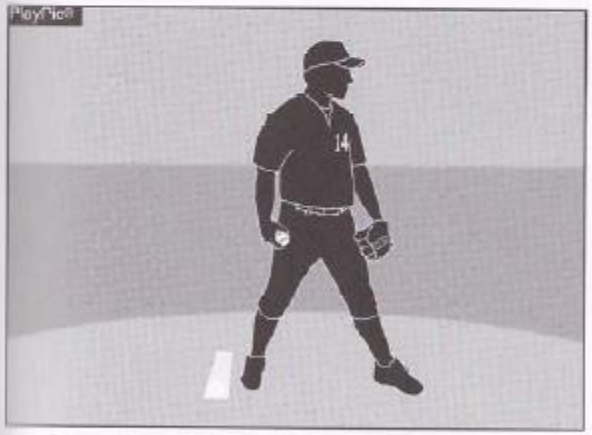




6-2-4(f) Once the pitcher's entire non-pivot foot passes behind the perpendicular plane of the back edge of the pitcher's plate, the pitcher must either pitch or throw/feint to second base in an attempt to put out a runner. Since this pitcher is throwing or feinting toward third base, this is a balk.

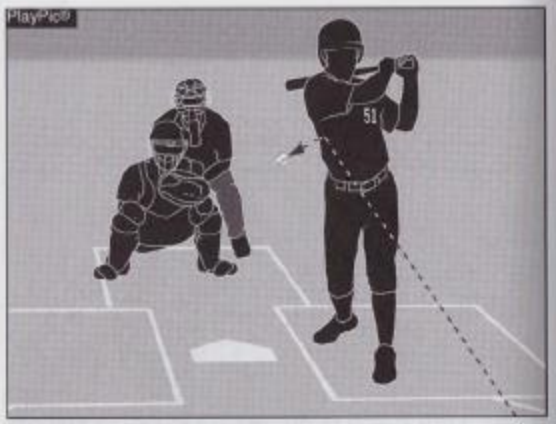


6-2-5 A pitcher may not position himself within approximately five feet of the pitcher's plate without the ball with a runner(s) on base.

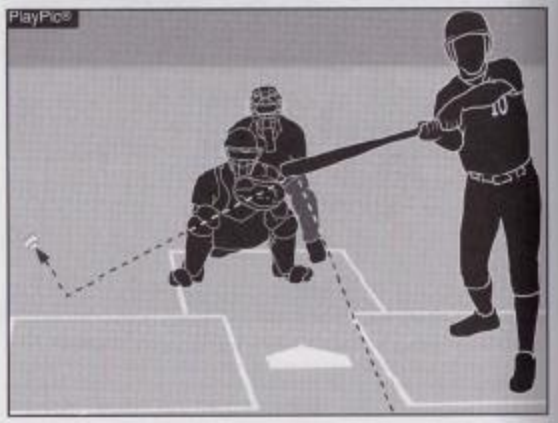


6-2-5 If the pitcher makes any movement normally associated with his pitch, such as taking a sign, while not in contact with the rubber, he has committed a balk.

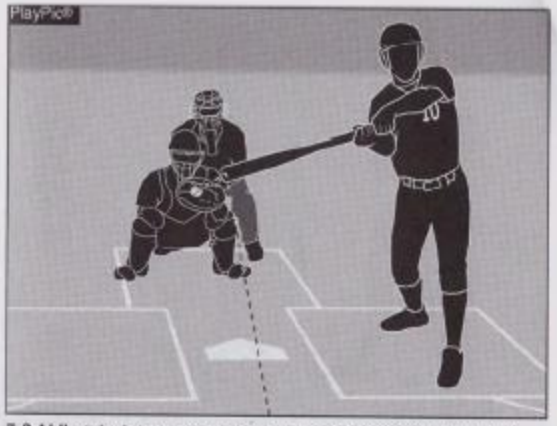
BATTING



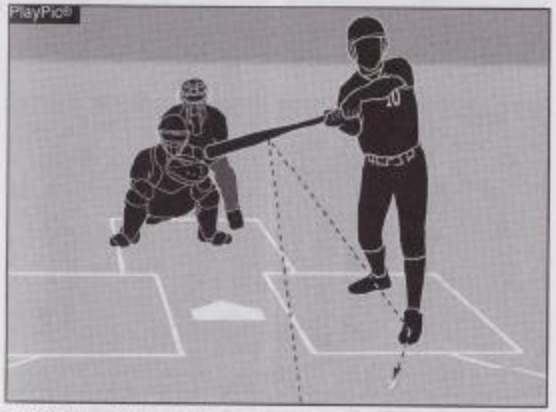
7-2-1(b) Even though the batter was hit by this pitch, he struck at the pitch and is charged with a strike.



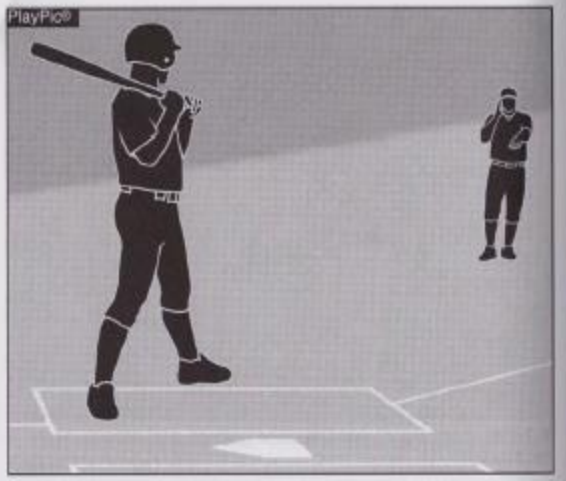
7-2-1(c) A foul ball is charged as a strike to the batter when he has less than two strikes.



7-2-1(d) A foul tip is treated the same as a swinging strike (even on third strike).



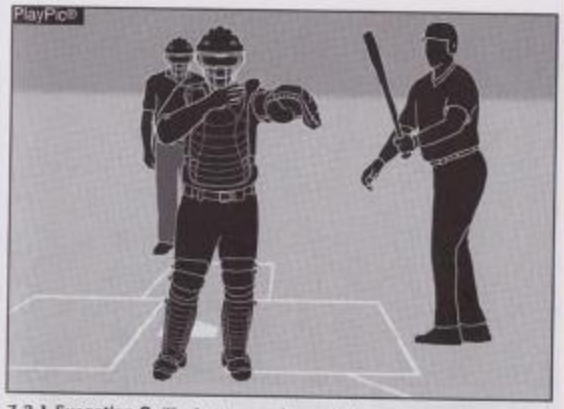
7-2-1(f) The ball is ruled foul and a strike is charged to the batter when a batted ball contacts the batter in the batter's box.



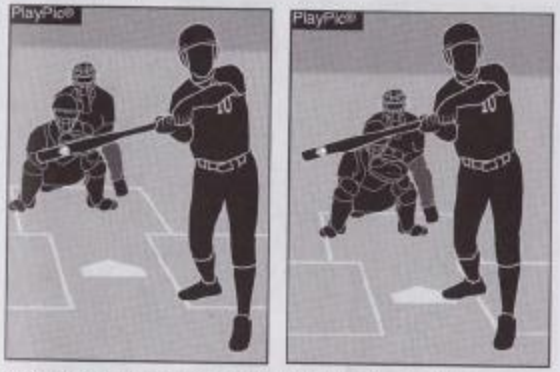
7-3-1 The batter must keep at least one foot in the batter's box while receiving his signs from the third base coach.

7-3-1 Exception A The batter may leave the batter's box after he swings at a pitch and misses.

BATTING

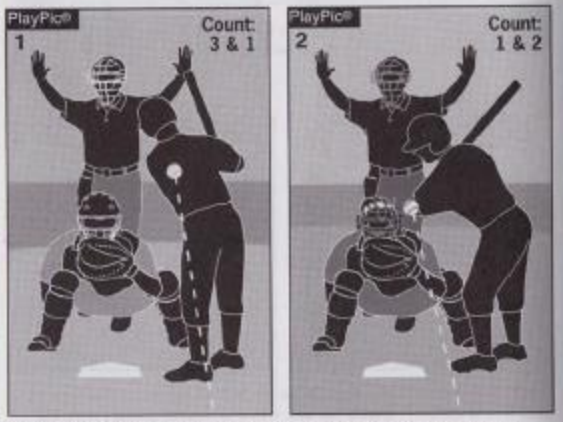


7-3-1 Exception G The batter may leave the batter's box when the catcher leaves the catcher's box to adjust his equipment or give defensive signals.

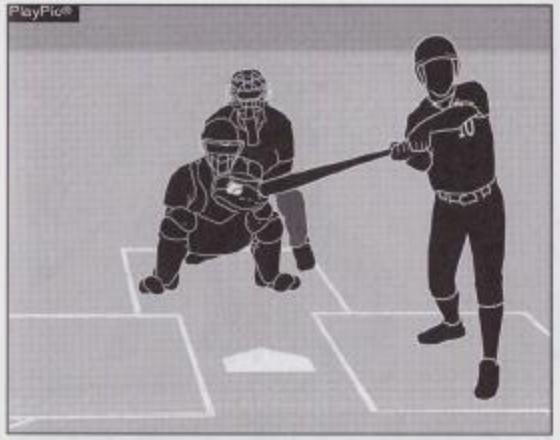


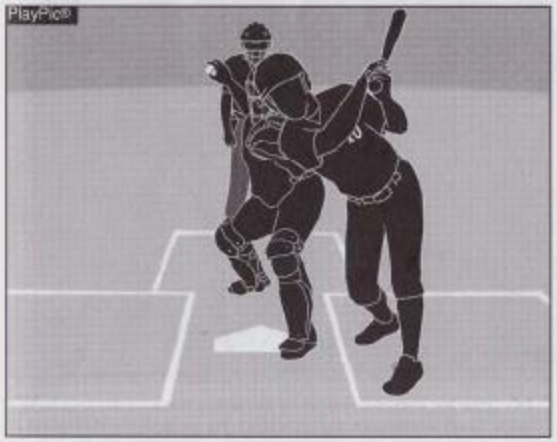
7-3-2 Both batters have illegally hit the ball. In PlayPic 1, the batter's front foot is entirely outside the box when he makes contact with the ball. In PlayPic 2, the batter's back foot is touching home plate. A batter may not touch home plate when he makes contact with the ball, even if part of his foot is in the batter's box.

7-3-3 A batter shall not disconcert the pitcher by stepping from the box on one side of home plate to the box on the other side while the pitcher is in position ready to pitch.



7-3-4 If the batter permits a pitch to touch him, the ball is dead, the batter remains at bat and the pitch is ruled a ball or strike. If the pitch is ball four, the batter walks (PlayPic 1). If the pitch is strike three, the batter is out (PlayPic 2).





7-3-5 The batter has committed interference by leaning over home plate on his follow-through and impeding the catcher's ability to throw.

BATTING

7-3-3 A batter shall not disconcert the pitcher by stepping from the box on one side of home plate to the box on the other side while the pitcher is in position ready to pitch.

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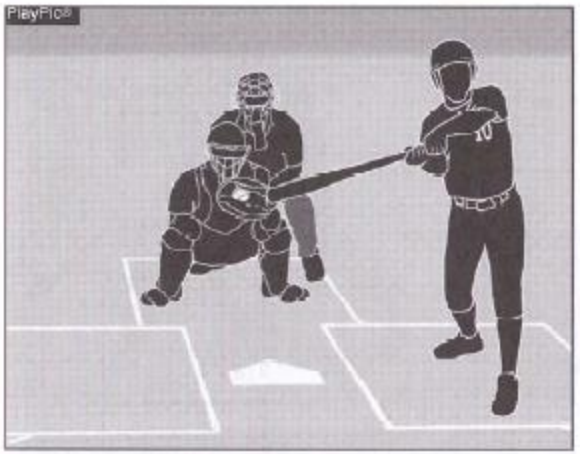
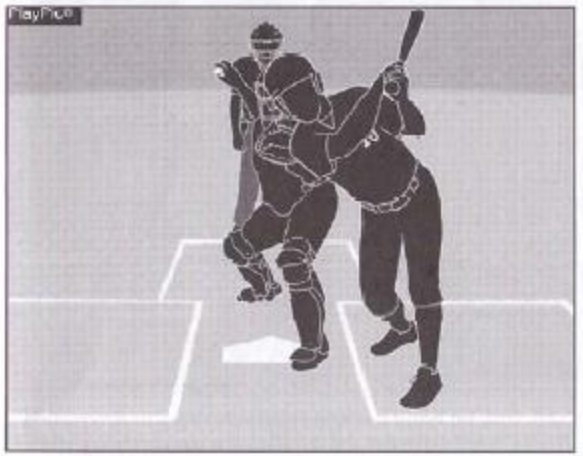
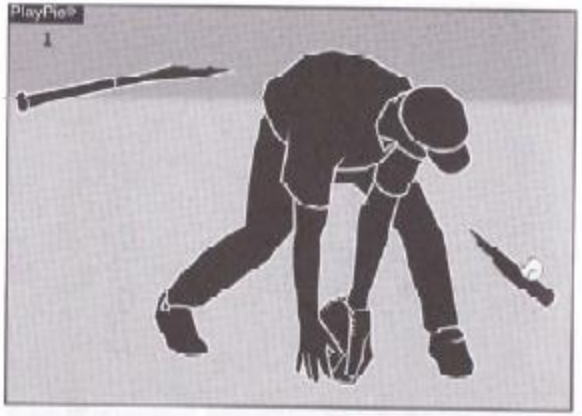


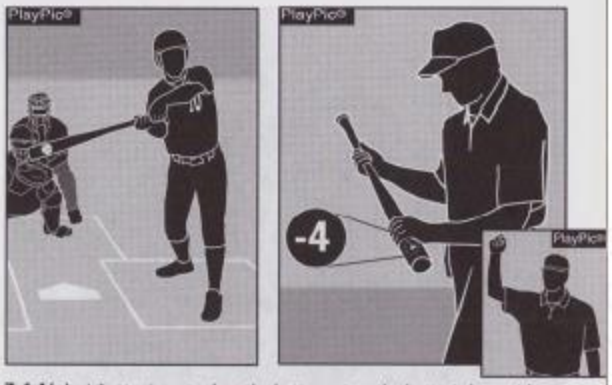


7-3-5 The batter has committed interference by leaning over home plate on his follow-through and impeding the catcher's ability to throw.

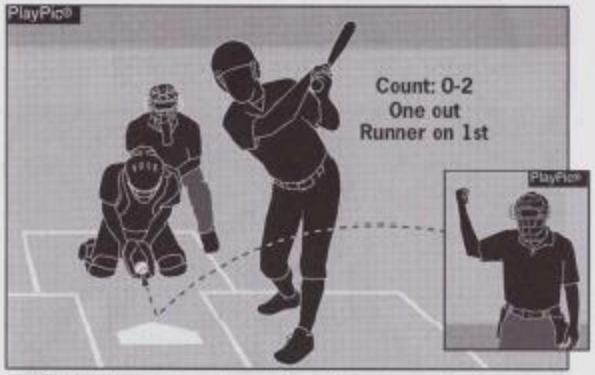


7-3-6 If the bat breaks and is hit by the ball or hits a runner or a fielder (PlayPic 1), no interference shall be called. If a whole bat is thrown and interferes with a defensive player attempting a play (PlayPic 2), interference has occurred and shall be called.

BATTING

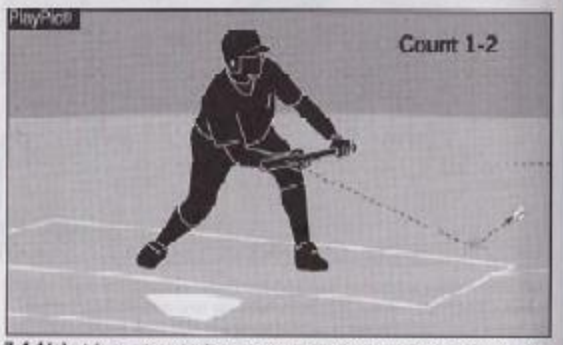


7-4-1(a) A batter is out when the batter enters the batter's box with an illegal bat (see 1-3-5) or is properly discovered having used an illegal bat. This batter is declared out for attempting to use a bat that has a -4 weight/length ratio.

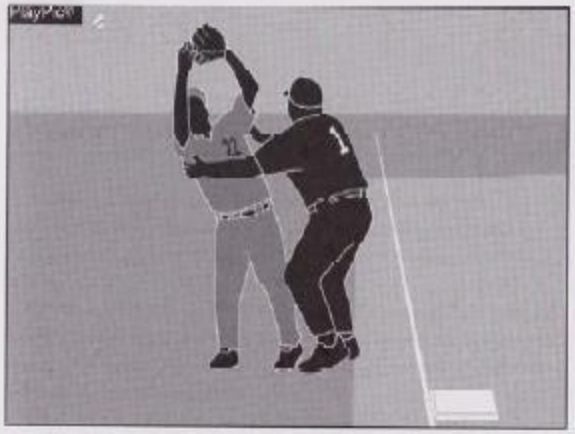


7-4-1(b) With a runner on first and less than two outs, the batter is out when a third strike is not caught. If there are two outs or if no runner occupies first base, the batter is not out unless the third strike is caught. He is entitled to try to reach first base before being tagged or thrown out.

7-4-1(d) A batter is out when a foul ball (other than a foul tip not a third strike) is caught by a fielder or such catch is prevented by a spectator reaching into the playing area (8-3-3c Exception).



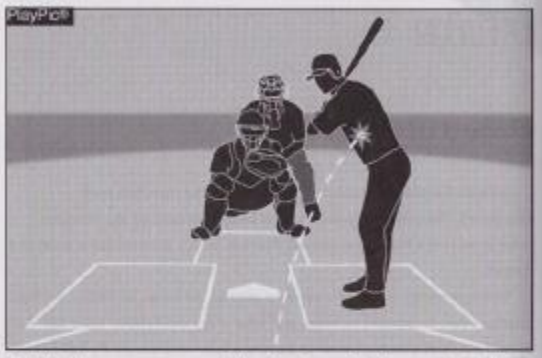
7-4-1(e) A batter is out when an attempt to bunt on third strike is a foul.



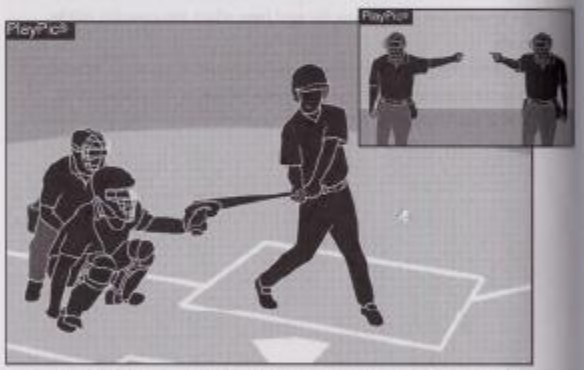
7-4-1(f) When a coach/player interferes with the third baseman, who is attempting to field a foul fly ball, the batter is out and the ball is dead.

7-4-1(i) A batter is out when he intentionally deflects a foul ball which has a chance of becoming fair.

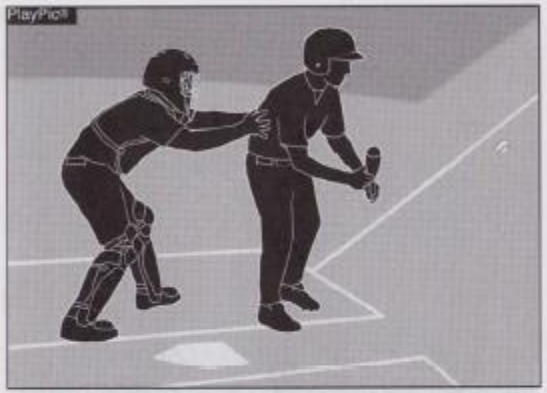
BASERUNNING



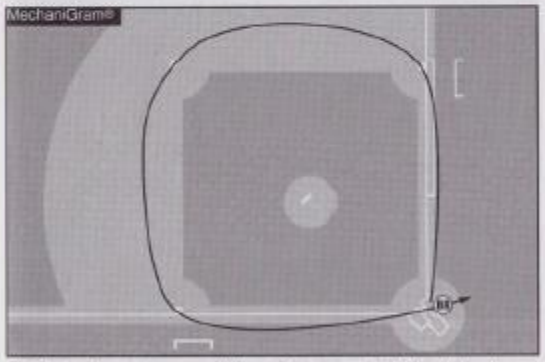
8-1-1d A batter may not permit himself to be touched by a pitched ball. It is irrelevant whether the batter attempted to move out of the path of the pitch, but he is required by rule not to allow the ball to touch him.



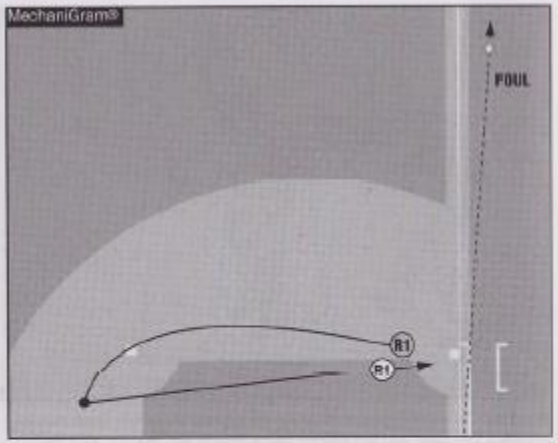
8-1-1(e) The batter's swing is obstructed by the catcher. The batter shall be awarded first base unless the coach chooses to take the result of the play. Obstruction is ignored if the batter and all other runners advance one base on the play.



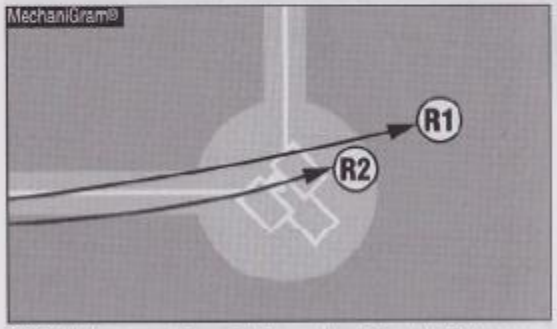
8-1-1(e) The catcher may not obstruct or impede the batter. The batter is awarded first base, and any runner attempting to advance (i.e. steal or squeeze) shall be awarded the base he is attempting.



8-2-1 An advancing runner shall touch first, second, third and then home plate in order, including awarded bases.

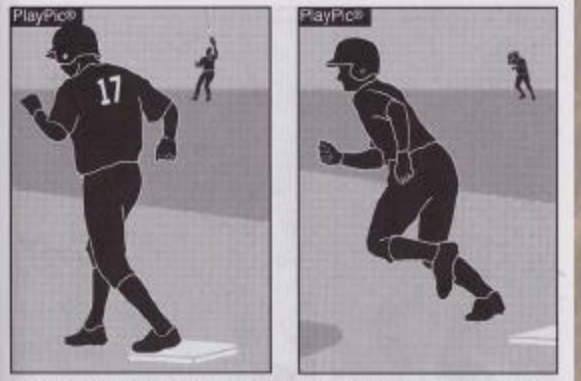


8-2-2 When returning to his base after an uncaught foul, it is not necessary for a returning runner to retouch intervening bases. The umpire will not make the ball live until the runner returns to the appropriate base.

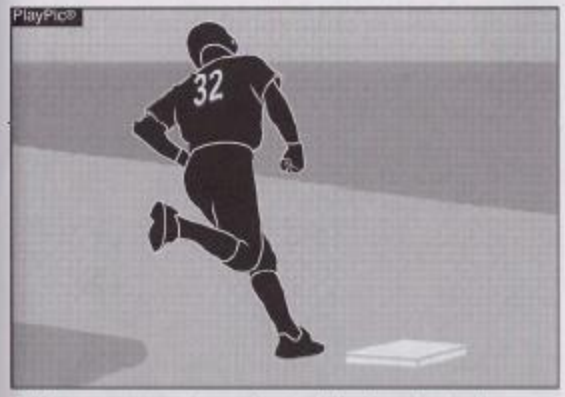


8-2-3 R1 advances past home, but does not touch the plate. R2 then scores by touching home plate. At that point, R1 may not return to touch the plate and shall be called out after a proper appeal.

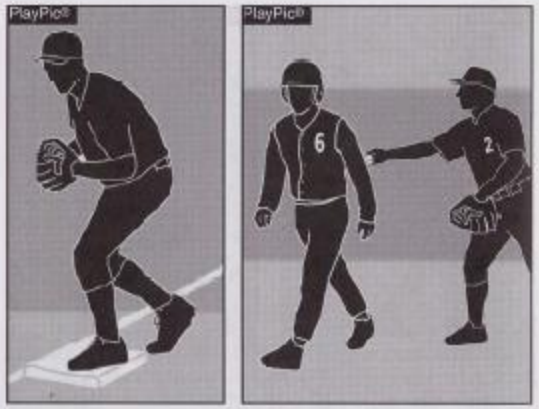
BASERUNNING



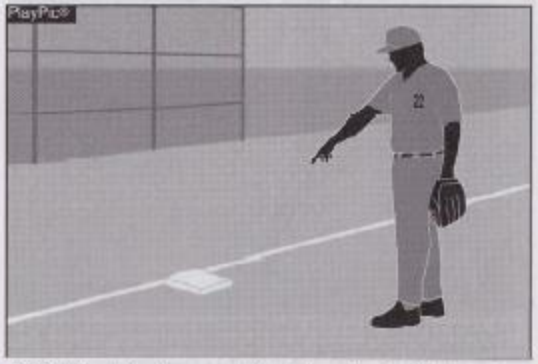
8-2-4 Before advancing on a batted ball that is legally caught, the runner must touch his base after the ball has touched a fielder. If the runner fails to do so, he may be called out on proper appeal.



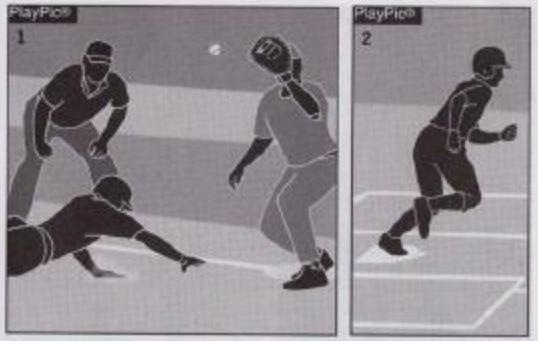
8-2-5 Once a runner misses any base (including home plate) or leaves a base too early, he must return to touch the base immediately. If the ball becomes dead and the runner is on or beyond a succeeding base, he cannot return to the missed base and, therefore, is subject to being declared out upon proper appeal.



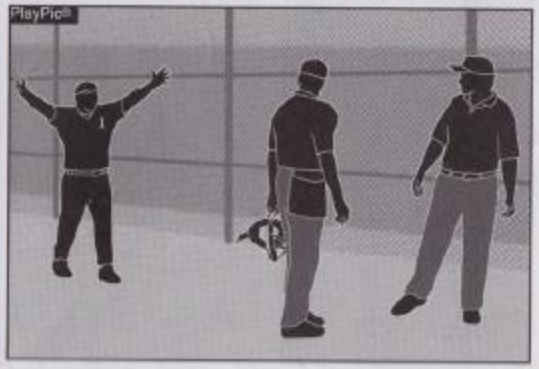
8-2-6(b) An appeal may be made during a live ball by any fielder in possession of the ball by touching the base in question or by tagging the runner who committed the violation, if the runner is still on the field.



8-2-6(c) The fielder does not need the ball to make a dead-ball appeal.

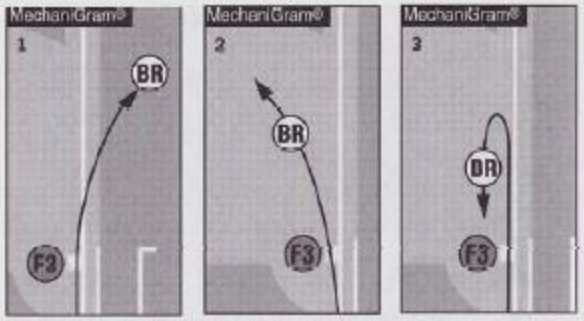


8-2-6(h) If a runner leaves a base too soon on a caught fly ball and returns in an attempt to retag (PlayPic1), this is a time play and not a force out. If the appeal is the third out, all runs scored by runners in advance of the appealed runner and scored ahead of the legal appeal would count (PlayPic2).

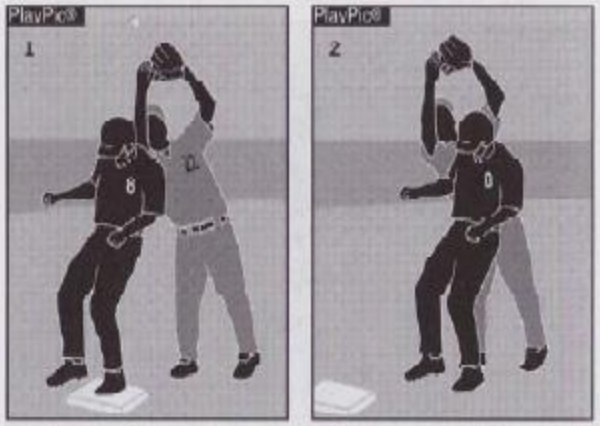


8-2-6(j) If any situation arises which could lead to an appeal by the defense on the last play of the game, the appeal must be made while an umpire is still on the field of play.

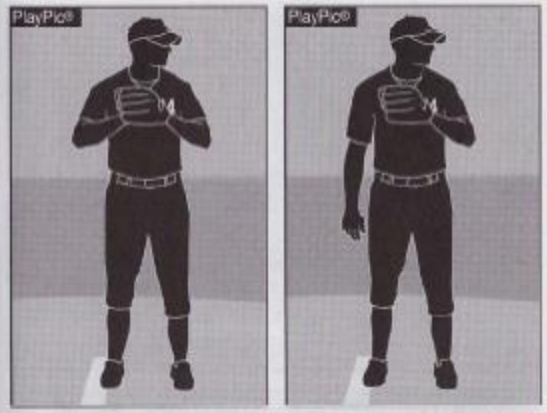
BASERUNNING

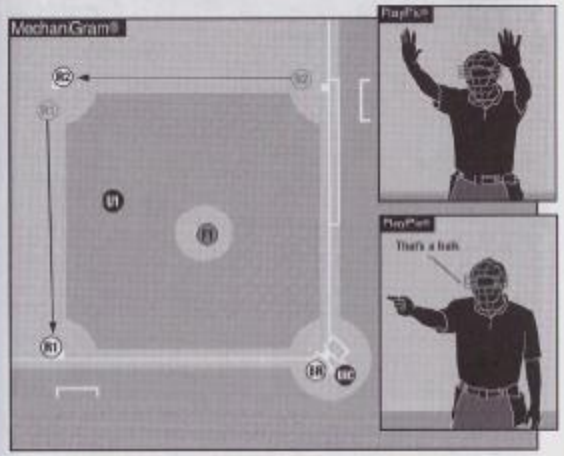


8-2-7 A batter-runner who reaches first base safely and then overruns or overslides may immediately return without liability of being put out provided he does not attempt or feint an advance to second. A player who is awarded first base on a base on balls does not have this right. The runner in MechaniGram 1 is not liable to be put out, while the runner in MechaniGram 2 would be in jeopardy. Turning around while in fair territory (MechaniGram 3) is not an attempt or feint.

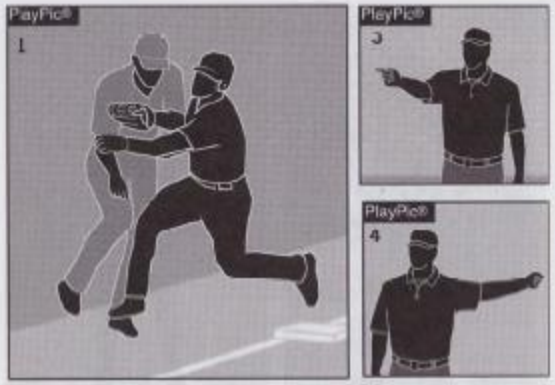


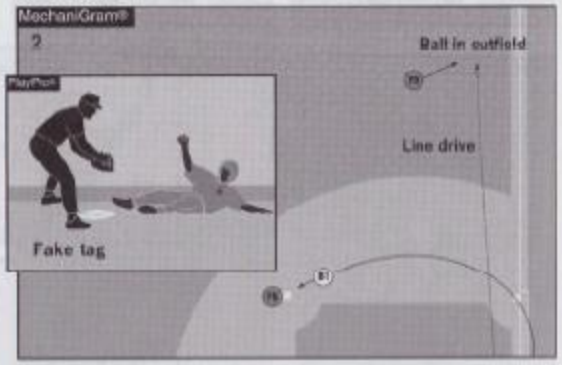
8-2-8 A runner does not have to vacate his base to permit a fielder to catch a fly ball in the infield, but he may not interfere (PlayPic1). By being off the bag, the runner in PlayPic 2 has definitely interfered with the fielder.





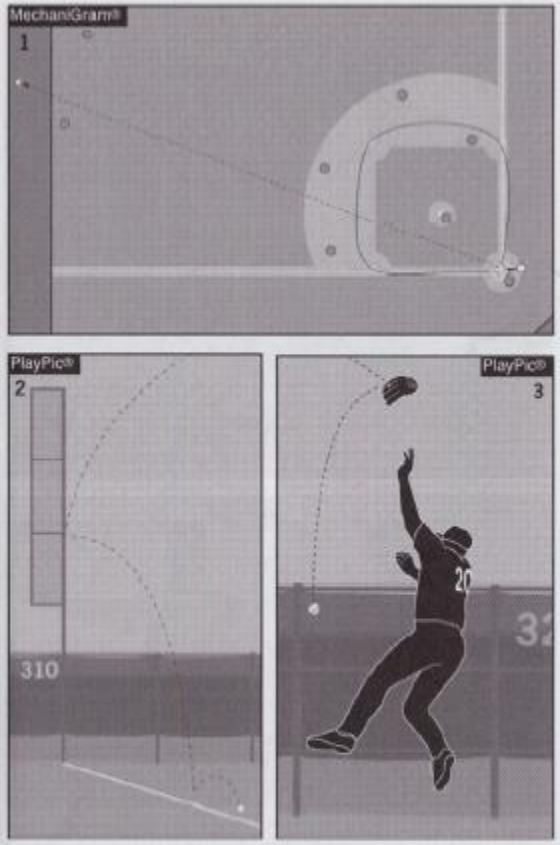
8-3-1[a] Each runner is awarded one base when there is a balk.



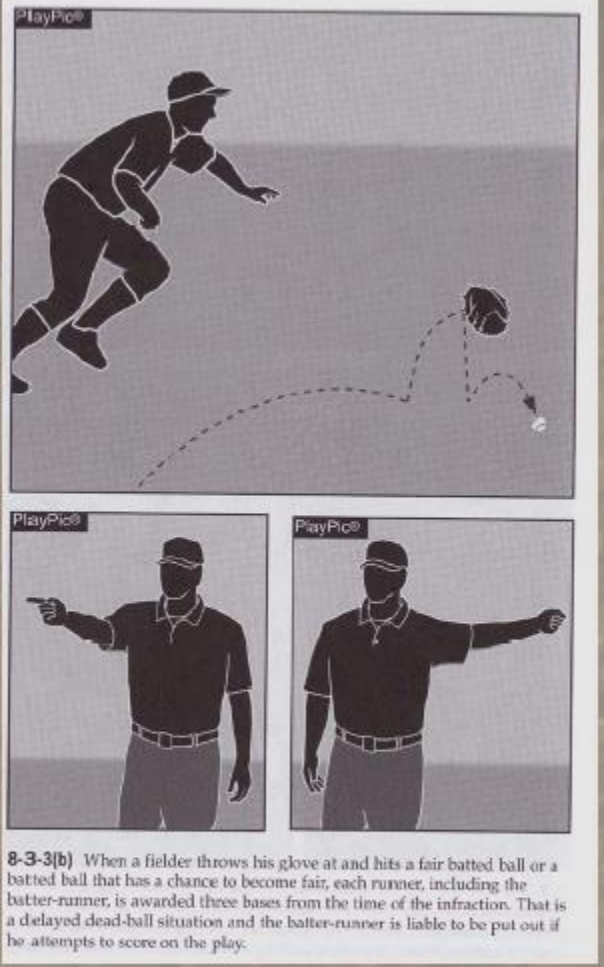


8-3-2 When a runner is obstructed by a fielder without the ball (PlayPic 1) or by a fielder without the ball faking a tag (MechaniGram 2), the umpire shall call obstruction (PlayPic 3) which is a delayed dead ball (PlayPic 4). An obstructed runner and all other runners affected are awarded the bases they would have reached, in the umpire's opinion, had there been no obstruction. If the runner achieves the base he was attempting to acquire, then the obstruction is ignored. The obstructed runner is awarded a minimum of one base beyond his position on base when the obstruction occurred.

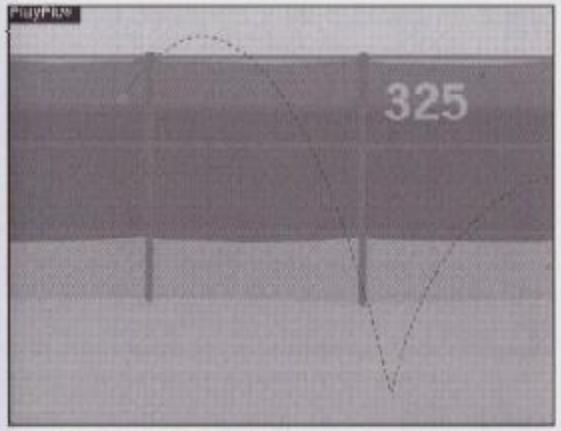
BASERUNNING



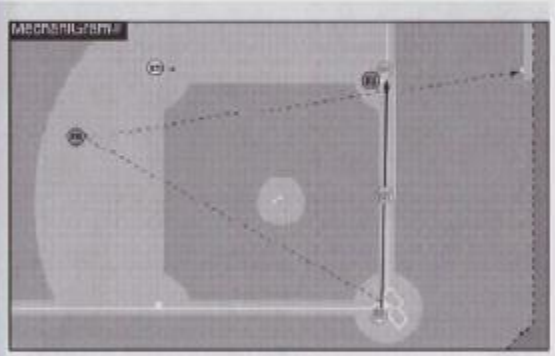
8-3-3(a) The batter's fair batted ball goes out of the park in flight (MechaniGram 1), hits a foul pole above the fence (PlayPic 2), or is prevented from going over by being touched by detached player equipment which is thrown, tossed, kicked or held by a fielder (PlayPic 3). In each case, the batter and all runners are awarded four bases.



8-3-3(b) When a fielder throws his glove at and hits a fair batted ball or a batted ball that has a chance to become fair, each runner, including the batter-runner, is awarded three bases from the time of the infraction. That is a delayed dead-ball situation and the batter-runner is liable to be put out if he attempts to score on the play.

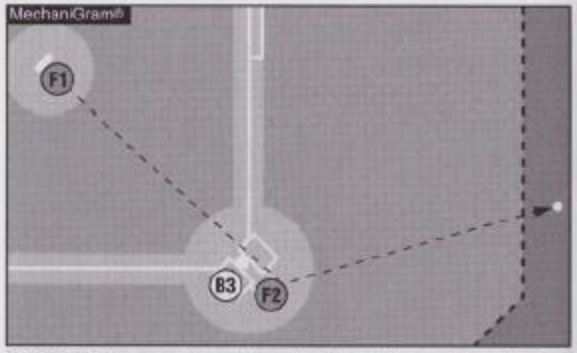


8-3-3(c) Each runner is awarded two bases if a fair batted ball bounces over or passes through a fence.



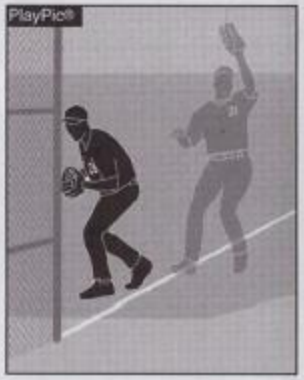
8-3-3(c) Each runner is awarded two bases if a live thrown ball goes into a stand for spectators, dugout or player's bench or over or through or ledges in a fence and it is not thrown by a pitcher from his plate. On this play, the batter-runner would be awarded second base.

BASERUNNING



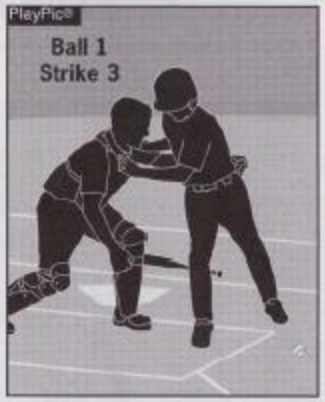
8-3-3(d) Each runner is awarded one base if a pitch or any throw by the pitcher from his pitching position on his plate goes into dead-ball territory.

8-3-3(d) When the ball lodges in a catcher's equipment, the ball is dead and each runner is awarded one base.



8-3-3(d) When a fielder with the ball leaves the field of play by stepping with both feet into dead-ball territory, each runner is awarded one base. If the fielder's catch is the third out, no award is made.

8-3-3(f) When the ball becomes lodged in an offensive player's uniform, each runner is awarded one base beyond his last legally acquired base, if in the umpire's judgment the runner was attempting to advance at the time.

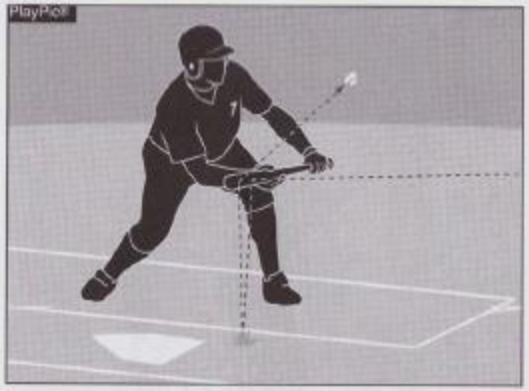


8-4-1(a) The batter-runner is out when he intentionally interferes with the catcher's attempt to field the ball after a third strike.

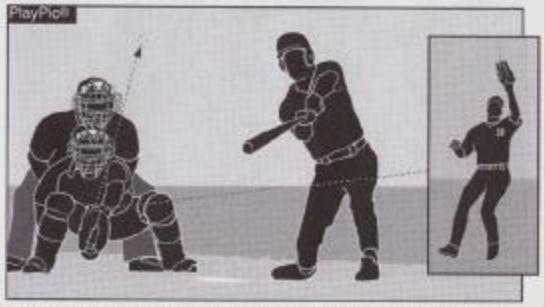
8-4-1(b) The batter-runner is out when his fair hit or foul is caught by a fielder.

8-4-1(c) The batter-runner is out when his fair fly is intentionally dropped by an infielder with at least first base occupied and before there are two outs. The ball is dead and the runner or runners shall return to their respective base(s).

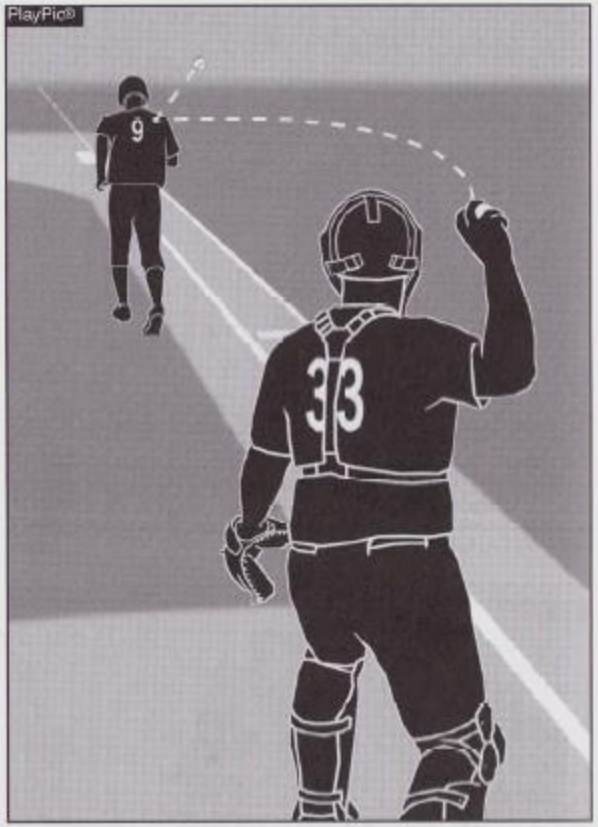
BASERUNNING



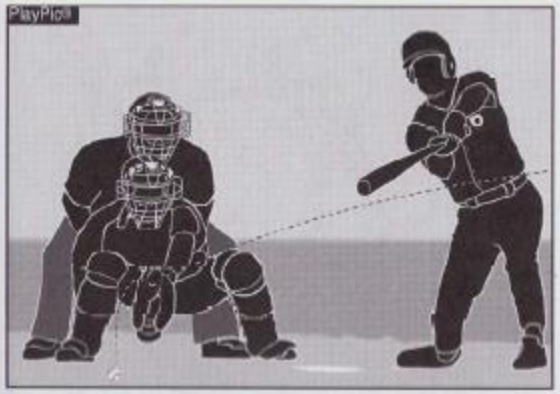
8-4-1(d) The batter-runner is out when he intentionally contacts the ball with the bat a second time in fair territory. The ball is dead and no runner(s) advance. **Exception**: If the bat and ball accidentally come in contact with each other a second time while the batter is holding the bat in the batter's box, it is a foul ball.



8-4-1(e) If a third strike is caught, either by the catcher or by a fielder after the ball rebounds off the catcher's glove or hand, the batter is out.

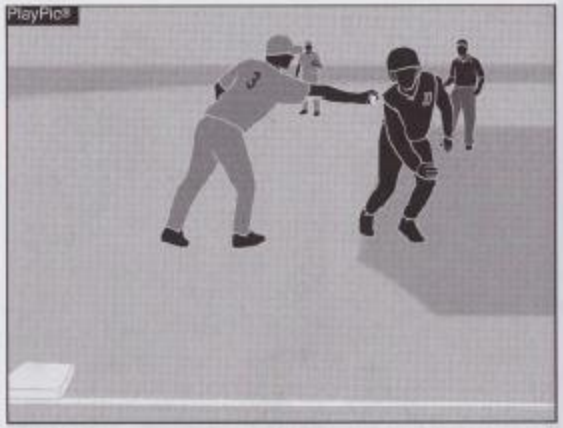


8-4-1(g) This batter-runner is out because he interferes with the catcher's throw to first base and he is not running within the three-foot running lane (last half of the distance from home plate to first base).

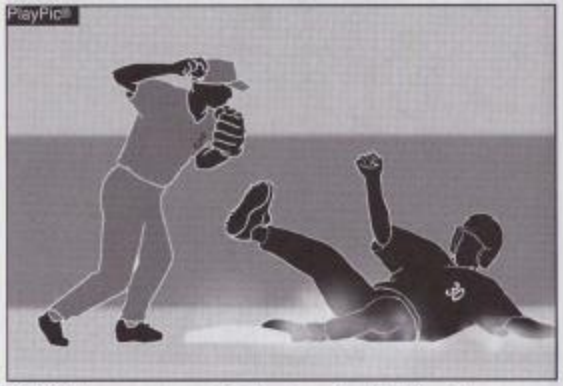


8-4-1(i) When the third strike on a batter is dropped, the batter is out when he gives up by entering the bench or dugout area.

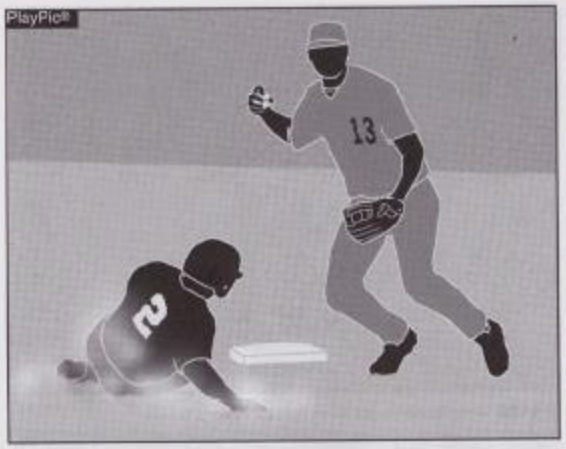
BASERUNNING



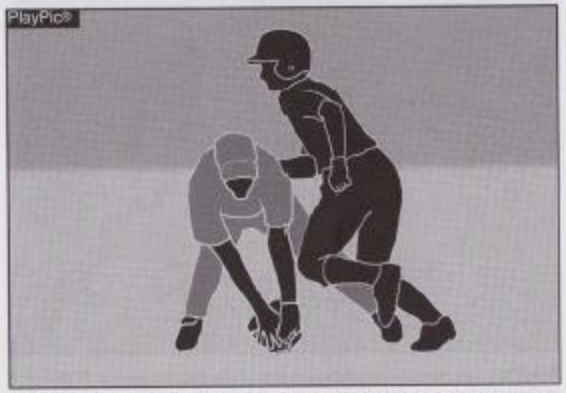
8-4-2(a) The runner is out because he has run more than three feet away from a direct line between bases to avoid a tag.



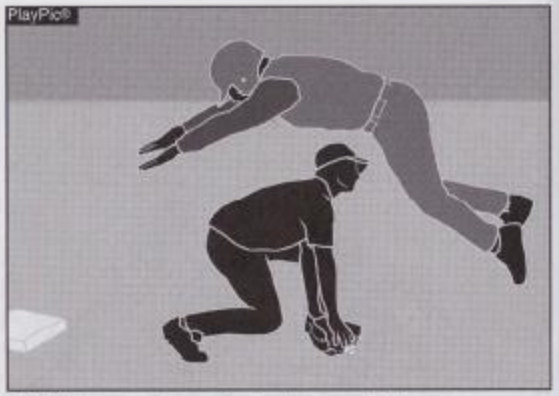
8-4-2(b) Any runner is out when he does not legally slide and causes illegal contact and/or illegally alters the actions of a fielder in the immediate act of making a play. This slide is illegal because the runner's leg is higher than the fielder's knee.



8-4-2(b) Exception A runner may slide in a direction away from the fielder to avoid making contact or altering the play of the fielder.



8-4-2(c) This runner is out (for interference) because he did not avoid the fielder who is in the immediate act of making a play.

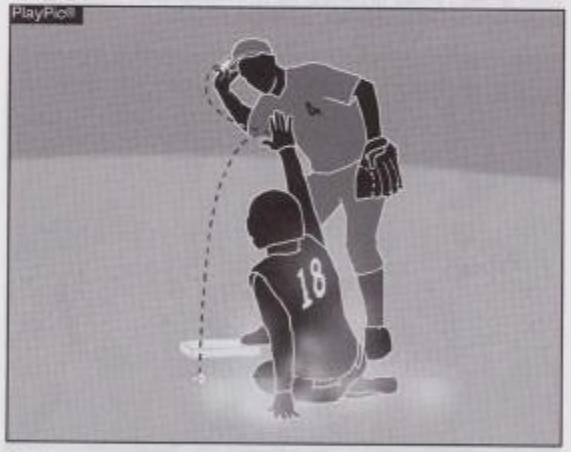


8-4-2(d) Any runner is out when he dives over a fielder.

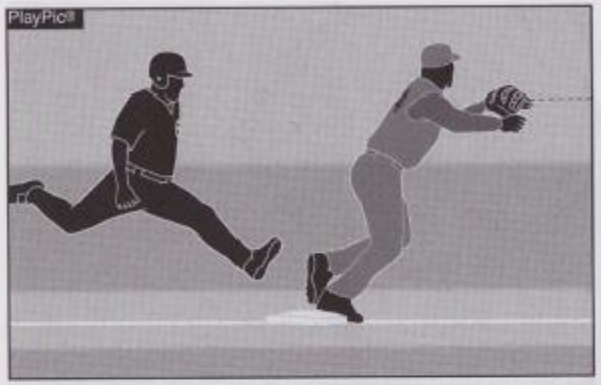
8-4-2(e) Any runner is out when he initiates malicious contact. When malicious contact by the offense occurs, the runner is out (unless he has already scored), the runner is ejected and all other runners return to the last base touched at the time of the malicious contact.

BASERUNNING

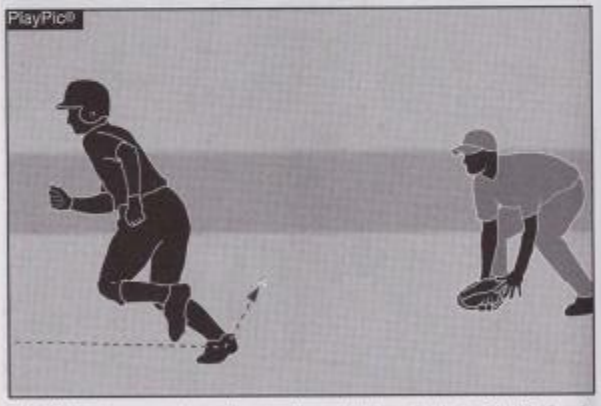
8-4-2(f) This runner is out because he failed to execute a legal slide. This slide is illegal because he slid past the bag and made contact with the helder.



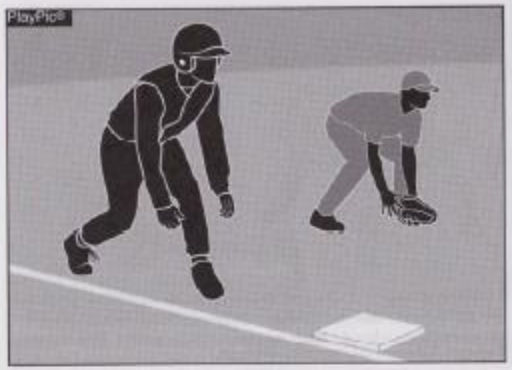
8-4-2(g) Any runner is out when he intentionally interferes with a throw. If, in the judgment of the umpire, the runner's actions prevents a double play, two outs shall be called (the runner who interfered and the other runner involved).



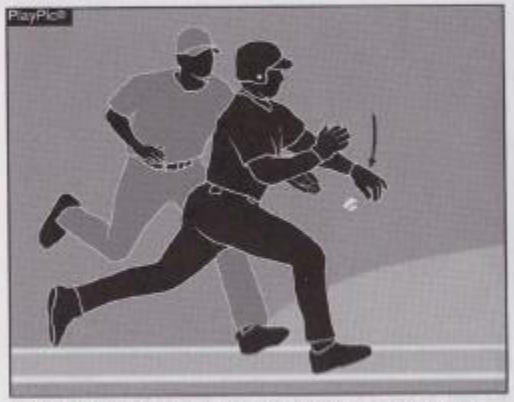
8-4-2(j) When a fielder has caught the ball while touching the base before a runner has arrived, the runner is out if his advance was forced because the batter became a runner. In this case, the batter-runner is out because the fielder with the ball touched first base before the runner.



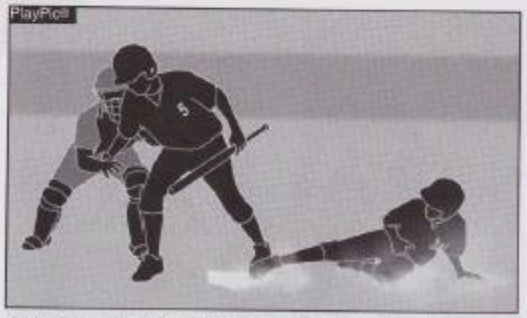
8-4-2(k) This runner is out because he was hit by a fair batted ball before it touched or passed the infielder.



8-4-2(o) Any runner is out when he positions himself behind a base to get a running start.



8-4-2(r) Any runner is out when he deliberately knocks the ball from a fielder's hand.

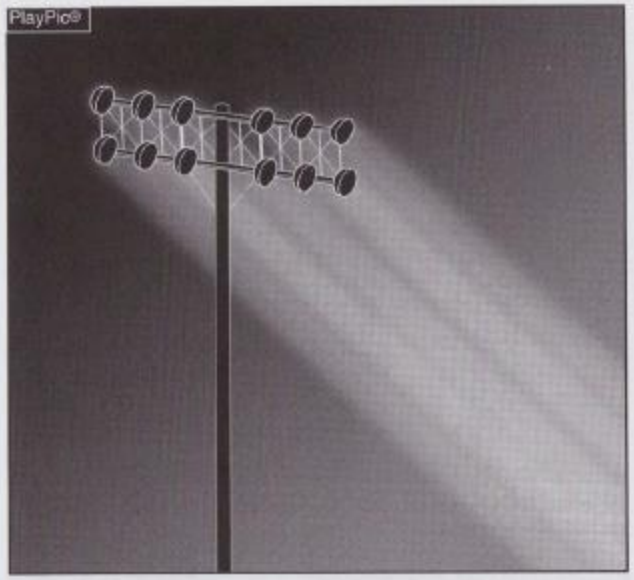


8-4-2(l) With less than two outs, the runner is out when he attempts to advance to home when the batter interferes with the catcher. With two outs, the batter is out and the runner cannot score.

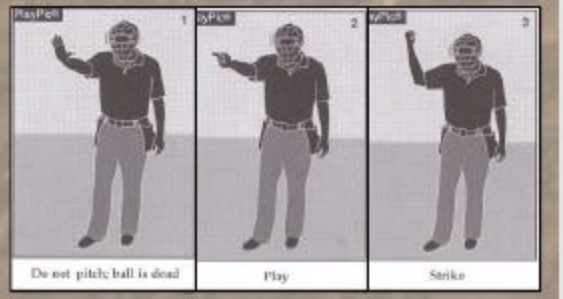
SCORING-RECORD KEEPING-UMPIRING

10-2-2 The umpire-in-chief has sole authority to forfeit a game and has jurisdiction over any rules matters not assigned to the field umpire.

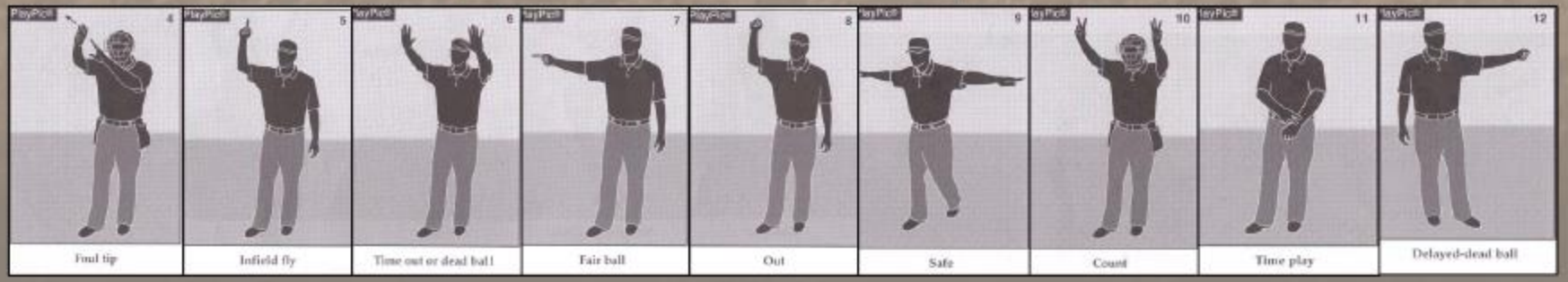
10-2-3(c) If it becomes necessary, the umpire-in chief's duties include ejecting or restricting a coach or player.



10-2-3(n) Umpires have the responsibility of ordering the lights turned on whenever they believes darkness could make further play hazardous. Whenever possible, lights should be turned on at the beginning of an inning.



10-2-3(j) The umpire-in chief must keep a written record of defensive and offensive team charged conferences for each team. He shall also record all substitutes, courtesy runner participation, and team warnings.



BASEBALL

Common Misconceptions (answers):

1. Tie goes to the runner. NO (no such thing as a tie)(either out of safe)
2. If the ball hits the plate it is a foul ball. NO (plate is in fair territory)
3. Hands are part of the bat. NO (hands are not wood or aluminum)
4. Batter-runner turns left after overrunning first base, in jeopardy. NO (must make an attempt to go toward second)
5. Out if you carry the bat while running. NO (only if it interferes)
6. Runner must slide. NO (but must avoid fielder with the ball)
7. Batter Runner may over run first on a walk. NO (in jeopardy)
8. Ball four (pitch) out of play. Batter gets 2 bases. NO (only one, first base)
9. Pitch hits batter in strike zone or after swing. NO (dead ball, strike)
10. Runner must tag up after catch. YES & NO (may tag after first touch)
11. Runner is out if running out of the baseline. ONLY IF AVOIDING A TAG (runner makes his own baseline until the fielder has the ball)
12. Batted ball hits batter in fair territory in the box. Out. NO (foul ball)
13. Batted ball hits runner off the base, the runner is always out. NO (only if no fielder has a chance to make a play)
14. Runner out just for running outside the 3 foot lane. NO (only if runner interferes with a fielder taking the throw at first base)
15. Illegal pitch (balk) hits batter, runners don't advance unless forced. NO (ball is dead on the balk, hitting the batter is meaningless. All runners advance one base)
16. Overthrow (1 plus 1) base going to plus 1. NO (award all runners 2 bases from where the runners were at the release of the throw)
17. Catch. He had the ball long enough. NO (time not a factor, must have control of the ball in glove or hand and the release was voluntary)
18. Umpire must make the call quick! (wait until the play is over)
19. Coaches know all the rules. NO (no one knows ALL the rules)
20. Umpires are expected to be perfect at the start of each game and get better with each call. YES (impossible yet expected)