LIVE BALL



- The only way a ball can become "live" is the umpire's pronouncement of the word "Play" and this can only happen when the pitcher is holding the ball and standing on the rubber
- On the first pitch at the start of an inning, the defensive players must be in position, the batter must be set in the batter's box, the catcher must be set in the catcher's box and the pitcher must have the ball and be on the rubber before "play" can begin.
- · After an uncaught Foul Ball any runners must be returned to the base, the batter must be set, the catcher must be set and the pitcher must have the ball and be on the rubber before "play" can begin.
- In all other Dead Ball or Time Out situations the batter must be set, the catcher must be set and the pitcher must have the ball and be on the rubber before "play" can begin.

DEAD BALL



• Definition: A dead ball is a ball out of play because of a legally created temporary suspension of play. While the ball is dead, no player may be put out, no bases may be run and no runs may be scored.

- Automatic "Dead Ball" situations:
 - 1) The beginning of a inning.
 - 2) After any uncaught Foul Ball.
 - 3) After the umpire calls "Time Out".
 - 4) When a batter is called out for batting out of turn.
 - 5) Following an "Illegally Batted Ball".
 - 6) Pitched Ball thrown into dead territory.
 - 7) Overthrows by fielder thrown into dead territory.
 - 8) When a Batter is hit by a pitch.

BATTING OUT OF TURN

DEFINATION: A Batter shall be called out, on appeal, when failing to bat in proper turn, and another batter completes the time at bat in place of the proper batter. The proper batter may take position in the batter's box at any time before the improper batter becomes a runner or is put out, and will assume the improper batter's ball and strike count.

"Batting out of turn is a simple rule to enforce, but it has many different ways to enforce it, depending upon when it is brought to the attention of the umpire."

CONDITION #1: APPEAL IS MADE BEFORE IMPROPER BATTER COMPLETES THE TURN AT BAT

- 1) Improper batter is replaced by proper batter.
- 2) Proper batter assumes the existing count.
- Any runner advances made during the time the improper batter was at bat (steals, wild pitch etc.) will be legal.

BATTING OUT OF TURN

CONDITION #2: APPEAL IS MADE AFTER THE IMPROPER BATTER HAS COMPLETED THE TIME AT BAT, BUT BEFORE THE NEXT PITCH, PLAY OR ATTEMPTED PLAY.

- 1) The proper batter is called out.
- 2) Any runner advances made during the time the improper batter was at bat (steals, wild pitch etc.) will be legal.
- 3) Any runner advances made as a direct results of the improper batter's actions shall be nullified.
- 4) The next batter will be the batter whose name on the lineup card follows the name of the proper batter who was called out.

BATTING OUT OF TURN

LINE UP CARD

	NAME	POSITION	NUMBER	
<u>Proper Batter</u> ▶	1-SMITH	CF	#24	◆Proper Batter-Called Out
<u>Next Batter</u> ▶	2-ABEL	2B	#7	■Next Batter-Sent to Bat
	3-BAKER	RF	#10	
<i>Improper Batter</i> ▶	4-JONES	3B	#30	<i>⋖Improper Batter-Sent</i>
		•		Back to the Bench

BATTING OUT OF TURN

CONDITION #3: THE APPEAL IS MADE AFTER THE NEXT PITCH, PLAY OR ATTEMPTED PLAY.

- 1) The improper batter and his actions become legal.
- 2) All base runners advances are legal
- 3) The batting order picks up with the batter who follows the legalized improper batter.

AWARDING BASES - OVERTHROWS

THE AWARDING OF BASES ON OVERTHROWS IS MADE BASED UPON TWO SEPARATE CONDITIONS: 1) TWO BASE AWADS FROM THE TIME OF THE PITCH: 2) TWO BASE AWARDS FROM THE TIME OF THE THROW.

DETERMINATION #1: TWO BASE AWARD FROM THE TIME OF PITCH

- 1) Thrown ball into dead territory on the first play by an infielder.
- 2) Fielder deflects wild pitch into dead territory while retrieving it.
- 3) Fair batted ball is deflected into dead territory.
- 4) Fair batted ball bounces over or flies through the fence.

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THE AWARDING OF BASES ON OVERTHROWS IS MADE BASED UPON TWO SEPARATE CONDITIONS: 1) TWO BASE AWADS FROM THE TIME OF THE PITCH: 2) TWO BASE AWARDS FROM THE TIME OF THE THROW.

DETERMINATION #2: TWO BASE AWARD FROM THE TIME OF THROW

- 1) Thrown ball into dead territory on the second play by an infielder.
- 2) Thrown ball into dead territory by an outfielder.
- 3) Any relay throw into dead territory by any fielder.
- 4) Thrown ball into dead territory by any fielder if B-R and all runners have advanced one base each.

LEAVING THE BASE TOO EARLY ON THE PITCH

DEFINATION: When a pitcher is in contact with the pitcher's plate and in possession of the ball, and the catcher is in the catcher's box and ready to receive delivery of the ball, all base runners shall not leave their bases until the ball has been delivered and has reached the batter.

- 1) Reached the Batter means literally that. If the batter is standing in the front of the batter's box the pitch reaches him at a different time than when he is standing in the back of the box. It is not when the pitch crosses the plate, which is the most common misinterpretation.
- 2) When a runner leaves the base early on a pitch and the batter does not hit the ball, the runner is permitted to continue. If a play is made on the runner and he's called out, the out stands. If the runner reaches the base safely, he must be returned to the base he occupied before the pitch and there is no additional penalty.

LEAVING THE BASE TOO EARLY WHEN A HIT OCCURS

Here are some basic keys that will help simplify where to place the runners:

- 1) If one runner is guilty, then they are all guilty.
- 2) You move the batter-runner back to where you judge the value of the clean hit. Any advance made by him, beyond his "clean hit", is nullified.
- 3) Place all runners back to their original bass whenever possible. Put them as close as possible to the batter-runner after placing the batter-runner at the base judged to be the clean hit.

*When a runner leaves early he remains guilty even if he returns and tags the base

There is **never an out called for violating rule 7.13 That's just the way the rule was written.

THE APPEAL

*The Appeal is an act of a fielder in claiming violation of the rules by the offensive team. Appeals must be made while the ball is in play (Alive).

Appeals must be made before the next pitch or play. After the ball is "live", the defense must make a verbal appeal to the umpire or complete an act that is unmistakably an appeal.

Appeals may be made by the defense in the following ways:

- 1) By touching the runner they believe committed the running infraction.
- 2) By touching the base they believe was missed by the runner.
- 3) By touching the original base they believe that the runner left early.

The defense loses their right to appeal when: 1) The throw made in an appeal attempt goes into dead territory; 2) A pitch is made to the batter; 3) A play is made that is not part of continuous action.

PROTESTS

Protesting Plays:

Judgment calls may not be protested. This means out/safe; fair/foul; ball/strike; obstruction/interference; hit batter. The judgment of interference/obstruction is not protestable, however the interpretation of what the umpire ruled after the offense, if in violation of the rules, is protestable. Remember, only rules interpretations are protestable. Protests must be made before the next pitch.

Protesting Ineligible Players:

Protesting he use of an ineligible player may be made anytime prior to the last out of the game. When an ineligible player is discovered he is removed from the game and the opposing manager may protest the game or not at his discretion.