

AUSTRALIAN BASEBALL

**OFFICIAL
AUSTRALIAN
BASEBALL
RULES
6th EDITION**

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1.00 Objectives of the Game

1.01 The Game

Baseball is a game between two teams of nine players each, under direction of a manager, played on an enclosed field in accordance with these Rules, under jurisdiction of one or more umpires.

1.02 The Objective

The objective of each team is to win by scoring more runs than the opponent.

1.03 The Winner

The winner of the game shall be that team which shall have scored, in accordance with these Rules, the greater number of runs at the conclusion of a regulation game.

1.04 The Playing Field

The field shall be laid out according to the instructions below, supplemented by Diagrams No.1, No.2 and No.3 on adjoining pages.

The infield shall be a 90-foot square.

The outfield shall be the area between two foul lines, formed by extending two sides of the square as in Diagram 1.

The distance from home base to the nearest fence, stand or other obstruction on fair territory shall be 250 feet or more. A distance of 320 feet or more along the foul lines and 400 feet or more to centre field is preferable.

The infield shall be graded so that the base lines and home plate are level.

The pitcher's plate shall be 10 inches above the level of home plate. The degree of slope from a point 6 inches in front of the pitcher's plate to a point 6 feet toward home plate shall be 1 inch to 1 foot and such degree of slope shall be uniform.

The infield and outfield, including the boundary lines, are fair territory and all other area is foul territory.

It is desirable that the line from home base through the pitcher's plate to second base shall run East-Southeast.

It is recommended that the distance from home base to the backstop and from the base lines to the nearest fence, stand or other obstruction on foul territory. shall be 60 feet or more. See Diagram 1. When location of home base is determined, with a steel tape measure 127 feet $3 \frac{3}{8}$ inches in desired direction to establish second base. From home base measure 90 feet towards first base; from second base measure 90 feet towards first base; the intersection of these lines establishes first base. From home base measure 90 feet towards third base; from second base measure 90 feet towards third base; the intersection of these lines establishes third base. The distance between first base and third base is 127 feet, $3 \frac{3}{8}$ inches. All measurements from home base shall be taken from the point where the first and third base lines intersect.

The catcher's box, the batters boxes, the coaches' boxes, the 3-foot first base lines and the next batters' boxes shall be laid out as shown in Diagrams 1 and 2.

The foul lines and all other playing lines indicated in the diagrams by solid black lines shall be marked with paint, or non toxic and non burning chalk or other white material.

The grass lines and dimensions shown on the diagrams are those used in many fields, but they are not mandatory and each club shall determine the size and shape of the grassed and bare areas of its playing field.

Rule 1.04 Comment:

- (a) *Any playing field constructed by a professional club after 1 June 1958 shall provide a minimum distance of 325 feet from home base to the nearest fence, stand or other obstruction on the right and left field foul lines and a minimum distance of 400 feet to the centre field fence.*
- (b) *No existing playing field shall be re-modelled after 1 June 1958 in such a manner as to reduce the distance from home base to the foul poles and to the centre field fence below the minimum specified in paragraph (a) above.*

1.05 Home Plate

Home base shall be marked by a five-sided slab of whitened rubber. It shall be a 17-inch square with two of the corners removed so that one edge is 17 inches long, two adjacent sides are 8 ½ inches and the remaining two sides are 12 inches and set at an angle to make a point. It shall be set in the ground with the point at the intersection of the lines extending from home base to first base and to third base; with the 17-inch edge facing the pitcher's plate and the two 12-inch edges coinciding with the first and third base lines. The top edges of home base shall be bevelled and the base shall be fixed in the ground level with the ground surface. (See drawing D in Diagram 2.)

1.06 The Bases

First, second and third bases shall be marked by white canvas bags or rubber covered bags, securely attached to the ground as indicated in Diagram 2. The first and third base bags shall be entirely within the infield. The second base bag shall be centred on second base. The bags shall be 15 inches square, not less than 3, nor more than 5 inches thick and filled with soft material.

1.07 The Pitcher's Plate

The pitcher's plate shall be a rectangular slab of whitened rubber, 24 inches by 6 inches. It shall be set in the ground as shown in Diagrams 1 and 2 so that the distance between the pitcher's plate and home base (the rear point of home plate) shall be 60 feet, 6 inches.

Diagram 1

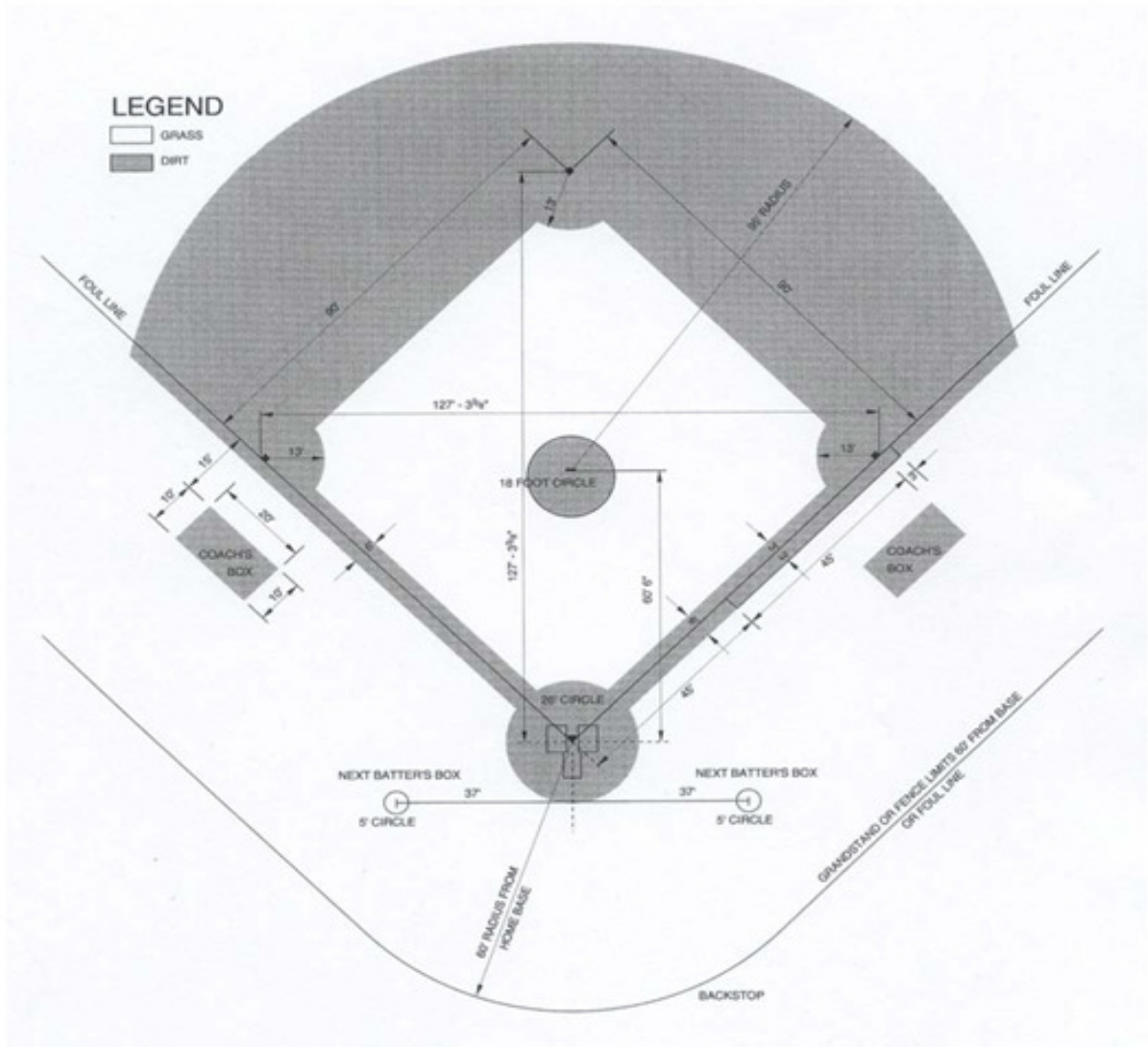
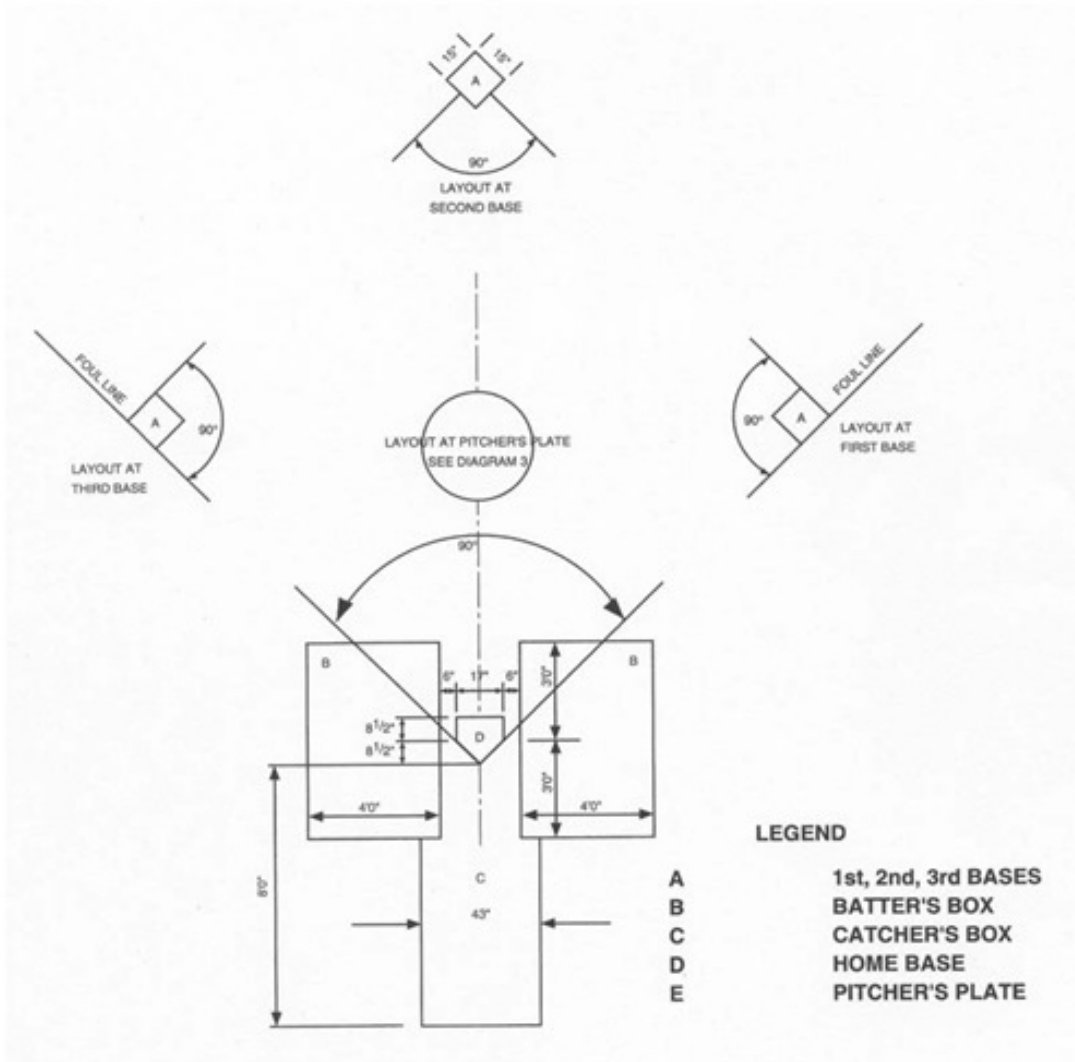
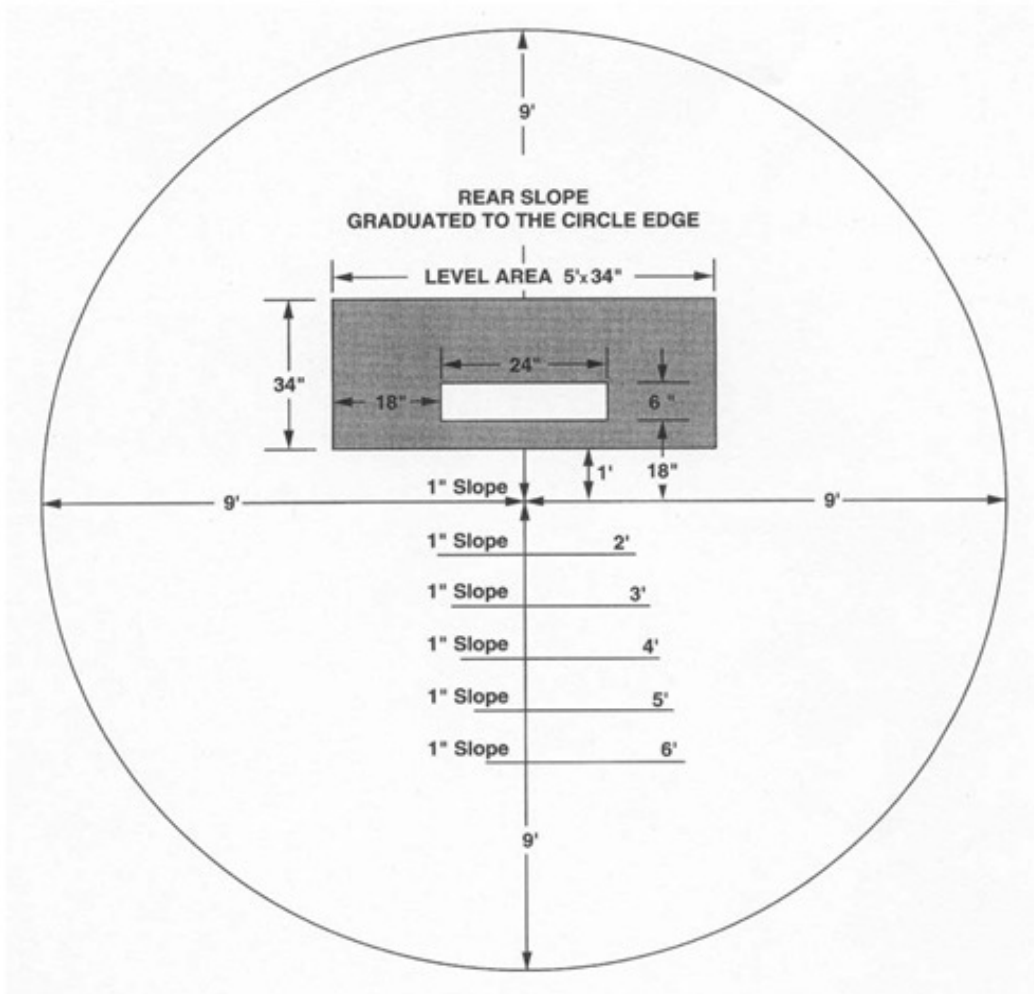


Diagram 2



ance
gain

Diagram 3



Suggested Layout of Pitching Mound

The degree of slope from a point 6 inches in front of the pitcher’s plate to a point 6 feet toward home plate shall be 1 inch to 1 foot and such degree of slope shall be uniform.

Pitching mound - an 18 foot circle, centre of which is 59 feet from back of home plate. Locate front edge of rubber 18 inches behind centre of mound. Front edge of rubber to back point of home plate 60 feet, 6 inches. Slope starts 6 inches from edge of rubber. Slope shall be 6 inches from starting point, 6 inches in front of rubber to point 6 feet in front of rubber and slope shall be uniform. Level area surrounding rubber should be 6 inches in front of rubber, 18 inches to each side and 22 inches to the rear of the rubber. Total level area, 5 feet by 34 inches.

1.08 The Home Club

The home club shall furnish players' benches, one each for the home and visiting teams. Such benches shall not be less than 25 feet from the base lines. They shall be roofed and shall be enclosed at the back and ends.

1.09 The Ball

The ball shall be a sphere formed by yarn wound around a small core of cork, rubber or similar material, covered with two stripes of white horse hide or cow hide, tightly stitched together. It shall weigh not less than 5, nor more than 5 ¼ ounces avoirdupois and measure not less than 9, nor more than 9 ¼ inches in circumference.

1.10 The Bat

- (a) The bat shall be a smooth, round stick not more than 2.61 inches in diameter at the thickest part and not more than 42 inches in length.

The bat may be aluminium, ceramic or carbon graphite, or one solid piece of wood. In accordance with Australian Baseball Rules, 115 decibels will be the sound emission limit standard for non-wooden bats.

Rule 1.10 (a) Comment:

No laminated or experimental bats shall be used in a professional game (either championship season or exhibition games) until the manufacturer has secured approval from the Rules Committee of the design and methods of manufacture.

- (b) Cupped Bats. An indentation in the end of the bat up to 1 inch in depth is permitted and may be no wider than 2 inches and no less than 1 inch in diameter. The indentation must be free of right angles with no foreign substance added.

- (c) The bat handle, for not more than 18 inches from its end, may be covered or treated with any material or substance to improve the grip. Any such material or substance which extends past the 18 inch limitation shall cause the bat to be removed from the game.

Rule 1.10 (c) Comment:

If the umpire discovers that the bat does not conform to (c) above until a time during or after which the bat has been used in play, it shall not be grounds for declaring the batter "Out" or ejected from the game.

If pine tar extends past the 18 inch limitation, then the umpire, on his own initiative or if alerted by the opposing team shall order the batter to use a different bat. The batter may use the bat later in the game only if the excess substance is removed. If no objections are raised prior to the bat's use, then a violation of Rule 1.10(c) on that play does not nullify any action or play on the field and no protest of such play shall be allowed.

- (d) No coloured bat may be used in a professional game unless approved by the Rules Committee.

1.11 The Uniform

- (a) (1) All players on a team shall wear uniforms identical in colour, trim and style and all players' uniforms shall include minimal 6-inch numbers on their backs.
- (2) Any part of an undershirt exposed to view shall be of a uniform solid colour for all players on a team. Any player, other than the pitcher, may have number, letters, insignia attached to the sleeve of the undershirt.
- (3) No player whose uniform does not conform to that of the player's team-mates shall be permitted to participate in a game.
- (b) A league may provide that:
- (1) each team shall wear a distinctive uniform at all times; or
- (2) that each team shall have two sets of uniforms; white for home games and a different colour for road games.
- (c) (1) Sleeve lengths may vary for individual players, but the sleeves of each individual player shall be approximately the same length.

- (2) No player shall wear ragged, frayed or slit sleeves.
- (d) No player shall attach to the team uniform tape or other material of a different colour.
- (e) No part of the uniform shall include a pattern that imitates or suggests the shape of a baseball.
- (f) Glass buttons and polished metal shall not be used on a uniform.
- (g) No player shall attach anything to the heel or toe of the player's shoe other than the ordinary shoe plate or toe plate. Shoes with pointed spikes similar to golf or track shoes shall not be worn.
- (h) No part of the uniform shall include patches or designs relating to commercial advertisements.
- (i) A league may provide that the uniforms of its member teams include the names of its players on their backs. Any name other than the last name of the player must be approved by the league president. If adopted, all uniforms for a team must have the names of its players.

1.12 The Catcher

The catcher may wear a leather mitt not more than 38 inches in circumference, nor more than 15 ½ inches from top to bottom. Such limits shall include all lacing and any leather band or facing attached to the outer edge of the mitt. The space between the thumb section and the finger section of the mitt shall not exceed 6 inches at the top of the mitt and 4 inches at the base of the thumb crotch. The web shall measure not more than 7 inches across the top or more than 6 inches from its top to the base of the thumb crotch. The web may be either a lacing or lacing through leather tunnels, or a centre piece of leather which may be an extension of the palm connected to the mitt with lacing and constructed so that it will not exceed any of the above mentioned measurements.

1.13 The First Base Fielder

The first base fielder may wear a leather glove or mitt not more than 12 inches long from top to bottom and not more than 8 inches wide across the palm, measured from the base of the thumb crotch to the outer edge of the mitt. The space between the thumb section and the finger section of the mitt shall not exceed 4 inches at the top of the mitt and 3 ½ inches at the base of the thumb crotch. The mitt shall be constructed so that this space is permanently fixed and cannot be enlarged, extended, widened, or deepened by the use of any materials or process whatever. The web of the mitt shall measure not more than 5 inches from its top to the base of the thumb crotch. The web may be either a lacing, lacing through leather tunnels, or a centre piece of leather which may be an extension of the palm connected to the mitt with lacing and constructed so that it will not exceed the above mentioned measurements. The webbing shall not be constructed of wound or wrapped lacing or deepened to make a net type of trap. The glove may be of any weight.

1.14 The Fielders

Each fielder, other than the first base fielder or catcher, may use or wear a leather glove. The measurements covering size of glove shall be made by measuring front side or ball receiving side of glove. The tool or measuring tape shall be placed to contact the surface or feature of item being measured and follow all contours in the process. The glove shall not measure more than 12 inches from the tip of any one of the four fingers, through the ball pocket to the bottom edge or heel of the glove. The glove shall not measure more than 7 ¾ inches wide, measured from the inside seam at base of first finger, along base of other fingers, to the outside edge of little finger edge of glove. The space or area between the thumb and first finger, called crotch, may be filled with leather webbing or backstop. The webbing may be constructed of two piles of standard leather to close the crotch area entirely, or it may be constructed of a series of tunnels made of leather, or a series of panels of leather, or of lacing leather thongs. The webbing may not be constructed of wound or wrapped lacing to make a net type of trap. When webbing is made to cover entire crotch area, the webbing can be constructed so as to be flexible. When constructed of a series of sections, they

must be joined together. These sections may not be so constructed to allow depression to be developed by curvatures in the section sides. The webbing shall be made to control the size of the crotch opening. The crotch opening shall measure not more than 4 ½ inches at the top, not more than 5 ¾ inches deep and shall be 3 ½ inches wide at its bottom. The opening of crotch shall not be more than 4 ½ inches at any point below its top. The webbing shall be secured at each side and at top and bottom of crotch. The attachment to be made with leather lacing, these connections to be secured. If they stretch or become loose, they shall be adjusted to their proper condition. The glove can be of any weight.

1.15 The Pitcher

- (a) The pitcher's glove may not, exclusive of piping, be white, grey, nor, in the judgment of an umpire, distracting in any manner.
- (b) No pitcher shall attach to a glove used for pitching any foreign material of a colour different from the glove.
- (c) The umpire-in-chief shall cause a glove that violates Rules 1.15 (a) or 1.15 (b) to be removed from the game, either on his own initiative, at the recommendation of another umpire, or upon complaint of the opposing manager that the umpire-in chief agrees has merit.

1.16 The Helmets

A professional league shall adopt the following Rule pertaining to the use of helmets:

- (a) All players shall use some type of protective helmet while at bat.
- (b) All players in national association leagues shall wear a double ear-flap helmet while at bat.
- (c) All players must wear a double ear-flap helmet
- (d) All catchers shall wear a catcher's protective helmet while fielding their position.
- (e) All bat and ball persons shall wear a double ear flap helmet while performing their duties.

If the umpire observes any violation of these Rules, the umpire shall direct the violation to be corrected. If the violation is not corrected within a reasonable time in the umpire's judgment, the umpire shall eject the offender from the game and disciplinary action, as appropriate, will be recommended.

1.17 Commercialisation

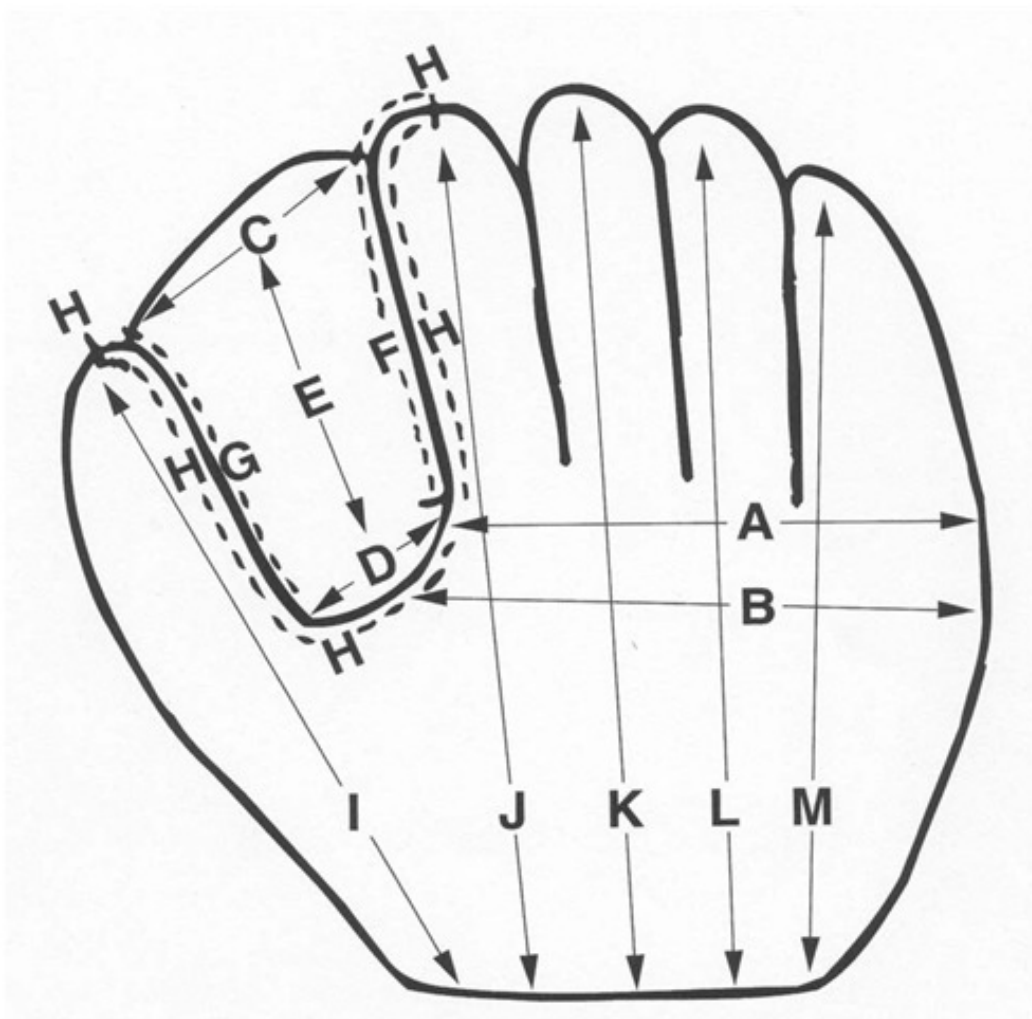
Playing equipment, including but not limited to the bases, pitcher's plate, baseball, bats, uniforms, catcher's mitts, first base fielder's gloves, infielders' and outfielders' gloves and protective helmets, as detailed in the provisions of this Rule, shall not contain any undue commercialisation of the product.

Designations by the manufacturer on any such equipment must be in good taste as to the size and content of the manufacturer's logo or the brand name of the item. The provisions of this section 1.17 shall apply to professional leagues only.

Rule 1.17 Comment:

Manufacturers who plan innovative changes in baseball equipment for professional baseball leagues should submit same to the Official Playing Rules Committee prior to production.

Diagram 4



- (a) Palm width – $7 \frac{3}{4}$ inches.
- (b) Palm width – 8 inches.
- (c) Top opening of web - $4 \frac{1}{2}$ inches. (Webbing not to be wider than $4 \frac{1}{2}$ inches at any point.)
- (d) Bottom opening of web - $3 \frac{1}{2}$ inches.
- (e) Web top to bottom - $5 \frac{3}{4}$ inches.
- (f) First finger crotch seam - $5 \frac{1}{2}$ inches.
- (g) Thumb crotch seam - $5 \frac{1}{2}$ inches.
- (h) Crotch seam - $13 \frac{3}{4}$ inches.
- (i) Thumb top to bottom edge - $7 \frac{3}{4}$ inches.
- (j) First finger top to bottom edge - 12 inches.
- (k) Second finger top to bottom edge - $11 \frac{3}{4}$ inches.
- (l) Third finger top to bottom edge - $10 \frac{3}{4}$ inches.
- (m) Fourth finger top to bottom edge - 9 inches.

2.00 Definitions of Terms

(All definitions in this Rule 2.00 are listed alphabetically.)

2.01 ADJUDGED

is a judgment decision by the umpire.

2.02 An APPEAL

is the act of a fielder in claiming violation of the Rules by the offensive team.

2.03 A BALK

is an illegal act by the pitcher with a runner or runners on base, entitling all runners to advance one base.

2.04 A BALL

is a pitch which does not enter the strike zone in flight and is not struck at by the batter. If the pitch touches the ground and bounces through the strike zone it is a "ball". If such a pitch touches the batter, the batter shall be awarded first base. If the batter swings at such a pitch after two strikes, the ball cannot be caught for the purposes of Rule 6.05 (c) and 6.09 (b). If the batter hits such a pitch, the ensuing action shall be the same as if the batter hit the ball in flight.

2.05 A BASE

is one of four points which must be touched by a runner in order to score a run; more usually applied to the canvas bags and the rubber plate which mark the base points.

2.06 A BASE COACH

is a team member in uniform who is stationed in the coach's box at first or third base to direct the batter and the runners.

2.07 A BASE ON BALLS

is an award of first base granted to a batter who during a time at bat receives four pitches outside the strike zone.

2.08 A BATTER

is an offensive player who takes a position in the batter's box.

2.09 BATTER-RUNNER

is a term that identifies the offensive player who has just finished a time at bat until being put-out or until the play on which the player became a runner ends.

2.10 The BATTER'S BOX

is the area within which the batter shall stand during a time at bat.

2.11 The BATTERY

is the pitcher and catcher.

2.12 BENCH or DUG-OUT

is the seating facilities reserved for players, substitutes and other team members in uniform when they are not actively engaged on the playing field.

2.13 A BUNT

is a batted ball not swung at but intentionally met with the bat and tapped slowly within the infield.

2.14 A CALLED GAME

is one in which for any reason the umpire-in-chief terminates play.

2.15 A CATCH

is the act of a fielder in getting secure possession, in a hand or glove, of a ball in flight and firmly holding it; providing the fielder does not use a cap, protector, pocket or any other part of the uniform in getting possession.

It is not a catch, however, if simultaneously or immediately following contact with the ball the fielder collides with a player, or with a wall, or if the fielder falls down and as a result of such collision or falling, drops the ball.

It is not a catch if a fielder touches a fly ball which then hits a member of the offensive team or an umpire and then is caught by another defensive player.

If the fielder has made the catch and drops the ball while in the act of making a throw following the catch, the ball shall be adjudged to have been caught. In establishing the validity of the catch, the fielder shall hold the ball long enough to prove complete control of the ball and that the release of the ball is voluntary and intentional.

A catch is legal if the ball is finally held by any fielder, even though juggled, or held by another fielder before it touches the ground. Runners may leave their bases the instant the first fielder touches the ball. A fielder may reach over a fence, railing, rope or other line of demarcation to make a catch. The fielder may jump on top of a railing or canvas that may be in foul ground. No interference should be allowed when a fielder reaches over a fence, railing, rope or into a stand to catch a ball. The fielder does so at one's own risk.

If a fielder, attempting a catch at the edge of the dug-out, is "held up" and kept from an apparent fall by a player or players of either team and the catch is made, it shall be allowed.

2.16 The CATCHER

is the fielder who takes a position back of the home base.

2.17 CATCHER'S BOX

is the area within which the catcher shall stand until the pitcher delivers the ball.

2.18 The CLUB

is a person or group of persons responsible for assembling the team personnel, providing the playing field and required facilities and representing the team in relations with the league.

2.19 A COACH

is a team member in uniform appointed by the manager to perform such duties as the manager may designate, such as, but not limited to, acting as base coach.

2.20 A DEAD BALL

is a ball out of play because of a legally created temporary suspension of play.

2.21 The DEFENCE

(or DEFENSIVE) is the team, or any player of the team, in the field.

2.22 A DOUBLE-HEADER

is two regularly scheduled or rescheduled games played in immediate succession.

2.23 A DOUBLE PLAY

is a play by the defence in which two offensive players are put-out as a result of continuous action, providing there is no error between put-outs.

(a) A force double play is one in which both put-outs are force plays.

(b) A reverse force double play is one in which the first out is a force play and the second out is made on a runner for whom the force is removed by reason of the first out.

EXAMPLE (b) 1:

Runner on first, one out; batter grounds to first base fielder who steps on first base (one out) and throws to second base fielder or shortstop for the second out (a tag play).

EXAMPLE (b) 2:

Bases loaded, none out; batter grounds to third base fielder who steps on third base (one out), then throws to catcher for the second out (tag play).

2.24 DUG-OUT

(See definition of BENCH.)

2.25 A FAIR BALL

is a batted ball that settles on fair ground between home and first base, or between home and third base, or that is on or over fair territory when bounding to the outfield past first or third base, or that touches first, second or third base, or that first falls on fair territory on or beyond first base or third base, or that, while on or over fair territory, touches the person of an umpire or player, or that, while over fair territory, passes out of the playing field in flight.

A fair ball shall be judged according to the relative position of the ball and the foul line, including the foul pole, and not as to whether the fielder is on fair or foul territory at the time the fielder touches the ball.

If a fly ball lands in the infield between home and first base, or home and third base and then bounces to foul territory without touching a player or umpire and before passing first or third base, it is a foul ball; or if the ball settles on foul territory, or is touched by a player on foul territory, it is a foul ball. If a fly ball lands on or beyond first or third base and then bounces to foul territory, it is a fair hit.

Clubs, increasingly, are erecting tall foul poles at the fence line with a wire netting extending along the side of the pole on fair territory above the fence to enable the umpires to judge more accurately fair and foul balls.

2.26 FAIR TERRITORY

is that part of the playing field within and including the first base and third base lines from home base to the bottom of the playing field fence and perpendicularly upwards. All foul lines are in fair territory.

2.27 A FIELDER

is any defensive player.

2.28 FIELDER'S CHOICE

is the act of a fielder who handles a fair ground ball and instead of throwing to first base to put out the batter-runner, throws to another base in an attempt to put-out a preceding runner.

The term is also used by scorers:

- (a) to account for the advance of the batter-runner who takes one or more extra bases when the fielder who handles the safe hit attempts to put-out a preceding runner;
- (b) to account for the advance of a runner (other than by stolen base or error) while a fielder is attempting to put-out another runner; and
- (c) to account for the advance of a runner made solely because of the defensive team's indifference (undefended steal).

2.29 A FLY BALL

is a batted ball that goes high in the air in flight.

2.30 A FORCE PLAY

is a play in which a runner legally loses the right to occupy a base by reason of the batter becoming a runner.

Confusion regarding this play is removed by remembering that frequently the "force" situation is removed during the play.

EXAMPLE 1:

Runner on first, one out; ball hit sharply to the first base fielder who touches the bag and the batter-runner is out. The force is removed at that moment and runner advancing to second must be tagged.

If there were runners on third and second bases and either of these runners scored before the tag-out at second, the run counts. Had the first base fielder thrown to second and the ball then had been returned to first, the play at second was a force out, making two outs and the return throw to first ahead of the runner would have made three outs. In that case, no run would score.

EXAMPLE 2:

Not a force out. One out. Runners on first and third. Batter flies out. Two out. Runner on third tags up and scores. Runner on first tries to retouch before throw from fielder reaches first base fielder but does not get back in time and is out. Three outs. If, in the umpire's judgment, the runner from third touched home before the ball was held at first base, the run counts.

2.31 A FORFEITED GAME

is a game declared ended by the umpire-in-chief in favour of the offended team by the score of 9 to 0 for violation of the Rules.

2.32 A FOUL BALL

is a batted ball that settles on foul territory between home and first base, or between home and third base, or that bounds past first or third base on or over foul territory, or that first falls on foul territory beyond first or third base, or that, while on or over foul territory, touches the person of an umpire or player or any object foreign to the natural ground.

A foul fly shall be judged according to the relative position of the ball and the foul line, including the foul pole and not as to whether the fielder is on foul or fair territory at the time the fielder touches the ball.

A batted ball not touched by a fielder which hits the pitcher's rubber and rebounds into foul territory between home and first, or between home and third, is a foul ball.

2.33 FOUL TERRITORY

is that part of the playing field outside the first and third base lines extended to the fence and perpendicularly upwards.

2.34 A FOUL TIP

is a batted ball that goes sharp and direct from the bat to the catcher's hands and is legally caught. It is not a foul tip unless caught and any foul tip that is caught is a strike and the ball is in play. It is not a catch if it is a rebound, unless the ball has first touched the catcher's glove or hand.

2.35 A GROUND BALL

is a batted ball that rolls or bounces close to the ground.

2.36 The HOME TEAM

is the team on whose grounds the game is played, or if the game is played on neutral grounds, the home team shall be designated by mutual agreement.

2.37 ILLEGAL

(or ILLEGALLY) is contrary to these Rules.

2.38 An ILLEGAL PITCH

is: (a) a pitch delivered to the batter when the pitcher does not have the pivot foot in contact with the pitcher's plate; and
(b) a quick return pitch.

An illegal pitch when runners are on base is a "balk".

2.39 An INFIELDER

is a fielder who occupies a position in the infield.

2.40 An INFIELD FLY

is a fair fly ball (not including a line drive, nor an attempted bunt) which can be caught by an infielder with ordinary effort when first and second, or first, second and third bases are occupied, before two are out. The pitcher, catcher and any outfielder who station themselves in the infield on the play shall be considered infielders for the purpose of this Rule.

When it seems apparent that a batted ball will be an infield fly, the umpire shall immediately declare "infield fly" for the benefit of the runners. If the ball is near the baselines, the umpire shall declare "Infield fly, if fair". The ball is alive and runners may advance at the risk of the ball being caught, or retouch and advance after the ball is touched, the same as on any fly ball. If the hit becomes a foul ball, it is treated the same as any foul.

If a declared infield fly is allowed to fall untouched to the ground and bounces foul before passing first or third base, it is a foul ball. If a declared infield fly falls untouched to the ground outside the baseline and bounces fair before passing first or third base, it is an infield fly.

On the infield fly rule; the umpire is to rule whether the ball could ordinarily have been handled by an infielder, not by some arbitrary limitation such as the grass, or the baselines. The umpire must rule also that a ball is an infield fly, even if handled by an outfielder, if, in the umpire's judgment, the ball could have been as easily handled by an infielder.

The infield fly is in no sense to be considered an appeal play. The umpire's judgment must govern and the decision should be made immediately.

When an infield fly rule is called, runners may advance at their own risk.

If on an infield fly rule, the infielder intentionally drops a fair ball, the ball remains in play despite the provisions of Rule 6.05 (l). The infield fly rule takes precedence.

2.41 IN FLIGHT

describes a batted, thrown, or pitched ball which has not yet touched the ground or some object other than a fielder.

2.42 IN JEOPARDY

is a term indicating that the ball is in play and an offensive player may be put-out.

2.43 An INNING

is that portion of a game within which the teams alternate on offence and defence and in which there are three put-outs for each team. Each team's time at bat is a half-inning.

2.44 INTERFERENCE

(a) Offensive interference is an act by the team at bat which interferes with, obstructs, impedes, hinders or confuses any fielder attempting to make a play. If the umpire declares the batter, batter-runner, or a runner out for interference, all other runners shall return to the last base that was, in the judgment of the umpire, legally touched at the time of the interference, unless otherwise provided by these Rules.

In the event the batter-runner has not reached first base, all runners shall return to the base last occupied at the time of the pitch.

(b) Defensive interference is the act by a fielder which hinders or prevents a batter from hitting a pitch.

(c) Umpire's interference occurs when:

(1) an umpire hinders, impedes or prevents a catcher's throw attempting to prevent a stolen base; or retire a runner on a pick-off play. Comment. Interference can also occur while the catcher is returning the ball to the pitcher.

(2) a fair ball touches an umpire on fair territory before passing a fielder.

(d) Spectator interference occurs when a spectator reaches out of the stands or goes on to the playing field and touches a live ball.

On any interference the ball is dead.

2.45 The LEAGUE

is a group of clubs whose teams play each other in a prearranged schedule under these Rules for the league championship.

2.46 LEAGUE

The league president or designated official and or committee shall enforce the official rules, resolve any disputes involving the rules and determine any protested games. The league president may fine or suspend any player, coach, manager or umpire for violation of these Rules.

2.47 LEGAL

(or LEGALLY) is in accordance with these Rules.

2.48 A LIVE BALL

is a ball which is in play.

2.49 A LINE DRIVE

is a batted ball that goes sharp and direct from the bat to a fielder without touching the ground.

2.50 The MANAGER

is a person appointed by the club to be responsible for the team's actions on the field and to represent the team in communications with the umpire and the opposing team. A player may be appointed manager.

- (a) The club shall designate the manager to the league president or the umpire-in-chief not less than thirty minutes before the scheduled starting time of the game.
- (b) The manager may advise the umpire that specific duties prescribed by the rules have been delegated to a player or coach and any such action of such designated representative shall be official. The manager of a team shall always be responsible for the conduct, observance of the official rules and deference to the umpires by all members of that team.
- (c) If a manager leaves the field, the manager shall designate a player or coach as a substitute and such substitute manager shall have the duties, rights and responsibilities of the manager. If the manager fails or refuses to designate a substitute before leaving, the umpire- in-chief shall designate a team member as substitute manager.

2.51 OBSTRUCTION

is the act of a fielder who, while not in possession of the ball and not in the act of fielding the ball, impedes the progress of any runner. If a fielder is about to receive a thrown ball and if the ball is in flight directly toward and near enough to the fielder so the fielder must occupy a position to receive the ball, the fielder may be considered "in the act of fielding the ball". It is entirely up to the judgment of the umpire as to whether a fielder is in the act of fielding a ball. After a fielder has made an attempt to field a ball and missed, the fielder can no longer be in the "act of fielding" the ball.

EXAMPLE 1:

An infielder dives at a ground ball and the ball goes past and the fielder continues to lie on the ground and delays the progress of the runner, the fielder very likely has obstructed the runner.

2.52 OFFENCE

is the team or any player of the team at bat.

2.53 OFFICIAL SCORER

See Rule 10.00.

2.54 An OUT

is one of the three required retirements of an offensive team during its time at bat.

2.55 An OUTFIELDER

is a fielder who occupies a position in the outfield which is the area of the playing field most distant from home base.

2.56 OVER-SLIDE (or OVER-SLIDING)

is the act of an offensive player when a slide into a base, other than when advancing from home to first base, is with such momentum that contact with the base is lost.

2.57 A PENALTY

is the application of these Rules following an illegal act.

2.58 The PERSON

of a player or umpire is any part of the body, clothing or equipment.

2.59 A PITCH

is a ball delivered to the batter by the pitcher. All other deliveries of the ball by one player to another are thrown balls.

2.60 A PITCHER

is the fielder designated to deliver the pitch to the batter.

2.61 PIVOT FOOT

The pitcher's pivot foot is that foot which is in contact with the pitcher's plate as the pitcher delivers the pitch.

2.62 "PLAY"

is the umpire's order to start the game or to resume action following any dead ball.

2.63 QUICK RETURN PITCH

is one made with the obvious intent to catch a batter off balance. It is an "illegal pitch".

2.64 REGULATION GAME

See Rules 4.10 and 4.11.

2.65 A RETOUCH

is the act of a runner in returning to a base as legally required.

2.66 A RUN

(or SCORE) is the score made by an offensive player who advances from batter to runner and touches first, second, third and home bases in that order.

2.67 A RUN-DOWN

is the act of the defence in an attempt to put-out a runner between bases.

2.68 A RUNNER

is an offensive player who is advancing toward, or touching, or returning to any base.

2.69 "SAFE"

is the declaration by the umpire that a runner is entitled to the base for which the runner was trying.

2.70 SET POSITION

is one of two legal pitching positions.

2.71 SQUEEZE PLAY

is a term to designate a play when a team with a runner on third base attempts to score that runner by means of a bunt.

2.72 A STRIKE

is a legal pitch when so called by the umpire, which:

- (a) is struck at by the batter and missed;
- (b) is not struck at, if any part of the ball passes through any part of the strike zone;
- (c) is fouled by the batter when the batter has less than two strikes;
- (d) is bunted foul;
- (e) touches the batter as the batter strikes at it;
- (f) touches the batter in flight in the strike zone; or
- (g) becomes a foul tip.

2.73 The STRIKE ZONE

Upper Limit - **WHOLE BALL BELOW BOTTOM OF THE BREAST**

For the given width, the whole of the pitched ball must be below the batter's breast (bottom of the breast), i.e., if the top of the ball clips into the batter's breast level, it is too high and is called a ball. A dropping pitch must be below the breast at the front of the plate to be called a strike.

Lower Limit - **MATCHING THE KNEECAP**

For the given width, the whole of the pitched ball must be above the bottom of the batter's knee at the plate. As the kneecap is approximately the size of a baseball, the called strike should therefore be no lower than matching the kneecap. To clip below the kneecap is too low and is called a "ball". See the pitch all the way through the knee, i.e., a dropping pitch matching the front leg kneecap at the front of the plate must not drop lower than the batter's rear leg kneecap as the ball passes across the plate, to be called a strike.

Width Limit - **PART OF THE BALL OVER THE EDGE OF THE PLATE**

Any part of the ball across any part of the whole plate width, i.e., to clip any edge of the plate within the given height, is a strike.

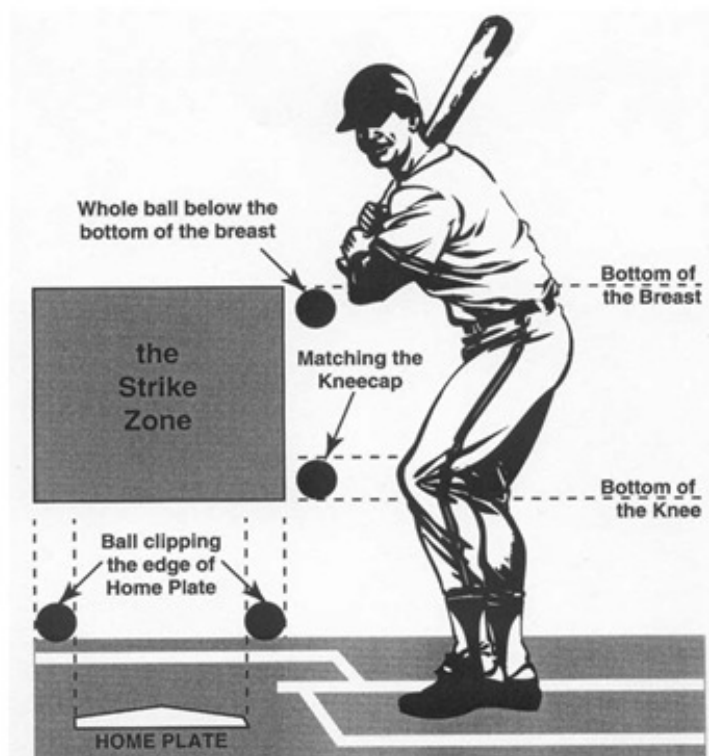
Distance - **OPPOSITE THE PLATE**

The batter's strike zone height is projected to be opposite the plate irrespective of whether the batter is standing forward or back of the plate. The pitch is judged only where it crosses the plate and usually at the front (nearest the pitcher), but a curving pitch that cuts across the back (side) edge of the plate within the given height is a strike.

Batter's Stance - **STANCE WHEN THE BATTER IS PREPARED TO SWING AT A PITCHED BALL**

Rule 2.73 Comment:

The BOLD expressions are to be remembered and quoted.



2.74 A SUSPENDED GAME

is a called game which is to be completed at a later date.

2.75 A TAG

is the action of a fielder in touching a base with any part of the fielder's body while holding the ball securely and firmly in a hand or glove; or touching a runner with the ball, or with a hand or glove holding the ball, while holding the ball securely and firmly in the hand or glove.

2.76 A THROW

is the act of propelling the ball with the hand and arm to a given objective and is to be distinguished, always, from the pitch.

2.77 A TIE GAME

is a regulation game which is called when each team has the same number of runs.

2.78 TIME

is the announcement by the umpire of a legal interruption of play during which the ball is dead.

2.79 TOUCH

To touch a player or umpire is to touch any part of the player's or umpire's body, clothing or equipment.

2.80 A TRIPLE PLAY

is a play by the defence in which three offensive players are put-out as a result of continuous action, providing there is no error between put-outs.

2.81 A WILD PITCH

is one so high, so low, or so wide of the plate that it cannot be handled with ordinary effort by the catcher.

2.82 WIND UP POSITION

is one of two legal pitching positions.

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3.00 Game Preliminaries

3.01 Before the Game

Before the game begins the umpire shall:

- (a) require strict observance of all rules governing implements of play and equipment of players;
- (b) be sure that all playing lines (heavy lines on Diagrams 1 and 2 are marked with lime, chalk or other white material easily distinguishable from the ground or grass;
- (c) receive from the home club a supply of regulation baseballs, the number and make to be certified to the home club by the league president. The umpire shall inspect the baseballs and ensure they are regulation baseballs and that they are properly rubbed so that the gloss is removed. The umpire shall be the sole judge of the fitness of the balls to be used in the game;
- (d) be assured by the home club that at least one dozen regulation reserve balls are immediately available for use if required;
- (e) be in possession of at least two alternate balls and shall require replenishment of such supply of alternate balls as needed throughout the game. Such alternate balls shall be put in play when:
 - (1) a ball has been batted out of the playing field or into the spectator area;
 - (2) a ball has become discoloured or unfit for further use; or
 - (3) the pitcher requests such alternate ball. The umpire shall not give an alternate ball to the pitcher until play has ended and the previously used ball is dead. After a thrown or batted ball goes out of the playing field, play shall not be resumed with an alternate ball until the runners have reached the bases to which they are entitled. After a home run is hit out of the playing grounds, the umpire shall not deliver a new ball to the pitcher or the catcher until the batter hitting the home run has crossed the plate.
- (f) The umpire-in-chief shall ensure that an official rosin bag is placed on the ground behind the pitcher's plate prior to the start of each game.

3.02 Altering the Ball

No player shall intentionally discolour or damage the ball by rubbing it with soil, rosin, paraffin, liquorice, sand-paper, emery-paper or other foreign substance.

PENALTY 1:

The umpire shall demand the ball and remove the offender from the game. In addition, the offender shall be suspended automatically for 10 games. For rules in regard to a pitcher defacing the ball see Rules 8.02 (a) (2) through (6).

3.03 Player Substitute

A player, or players, may be substituted during a game at any time the ball is dead.

A substitute player shall bat in the replaced player's position in the team's batting order.

A player once removed from a game shall not re-enter that game.

If a player who has been substituted for attempts to re enter or re enters the game in any capacity, the umpire in chief shall direct the player's manager to remove such player immediately upon noticing the player's presence or upon being informed of the players improper presence by another umpire or by either manager. If such decision to remove the substituted for player occurs before play commences with the substituted for player improperly in the game, then the substitute player may enter the game. If such direction to remove the substituted for player occurs after a play has commenced with the substituted for player in the game, then the substitute player shall be deemed to have been removed from the game, (in addition to the substituted for player) and shall not enter the game. Any play that occurs while a players appears in a game after having been substituted for shall count. If, in the umpire's opinion, the player re entered the game knowing that he had been removed, the umpire may eject the manager.

If a substitute enters the game in place of a player-manager, the manager may thereafter go to the coaching lines.

When two or more substitute players of the defensive team enter the game at the same time, the manager shall, immediately before they take their positions as fielders, designate to the umpire-in-chief such players' positions in the team's batting order and the umpire-in-chief shall so notify the official scorer. If this information is not immediately given to the umpire-in-chief, the umpire-in-chief shall have authority to designate substitutes' places in the batting order.

A pitcher may change to another position only once during the same inning, eg, the pitcher will not be allowed to assume a position other than a pitcher more than once in the same inning.

Any player, other than a pitcher, substituted for an injured player shall be allowed five warm up throws. (See Rule 8.03 for pitchers.)

3.04 Substitute Runner

A player whose name is on the team's batting order may not become a substitute runner for another member of the team. This Rule is intended to eliminate the practice of using so called courtesy runners. No player in the game shall be permitted to act as a courtesy runner for a team-mate. No player who has been in the game and has been taken out for a substitute shall return as a courtesy runner. Any player not in the line-up, if used as a runner, shall be considered as a substitute player.

3.05 Pitching Requirement

- (a) The pitcher named in the batting order handed to the umpire-in-chief, as provided in Rules 4.01 (a) and 4.01 (b), shall pitch to the first batter or any substitute batter until such batter is put-out or reaches first base, unless the pitcher sustains injury or illness which, in the judgment of the umpire-in-chief, incapacitates the pitcher from pitching.
- (b) If the pitcher is replaced, the substitute pitcher shall pitch to the batter then at bat, or any substitute batter, until such batter is put-out or reaches first base, or until the offensive team is put-out, unless the substitute pitcher sustains injury or illness which, in the judgment of the umpire-in-chief, incapacitates the substitute pitcher for further play as a pitcher.
- (c) If an improper substitution is made for the pitcher, the umpire shall direct the proper pitcher to return to the game until the provisions of this Rule are fulfilled. If the improper pitcher is permitted to pitch, any play that results is legal.

The improper pitcher becomes the proper pitcher as soon as the first pitch is delivered to the batter, or as soon as any runner is put-out.

If a manager attempts to remove a pitcher in violation of Rule 3.05 (c) the umpire shall notify the manager of the offending club that it cannot be done. If, by chance, the umpire-in-chief has, through oversight, announced the incoming improper pitcher, the umpire-in-chief should still correct the situation before the improper pitcher pitches. Once the improper pitcher delivers a pitch the improper pitcher becomes the proper pitcher.

3.06 Notifying Substitutes

The manager shall immediately notify the umpire-in-chief of any substitution and shall state the substitute's place in the batting order. Players for whom substitutions have been made may remain with their team on the bench or may "warm up" pitchers.

If a manager substitutes another player for themselves, the manager may continue to direct the team from the bench or the coach's box.

Umpires should not permit players for whom substitutes have been made and who are permitted to remain on the bench to address any remarks to any opposing player, or manager, or to the umpires.

3.07 Announce Substitutes

The umpire-in-chief, after having been notified, shall immediately announce, or cause to be announced, each substitution.

3.08 Substitute in the Game

- (a) If no announcement of a substitution is made, the substitute shall be considered as having entered the game when:
- (1) if a pitcher, the correct place on the pitcher's plate is taken;
 - (2) if a batter, the correct place in the batter's box is taken;
 - (3) if a fielder, the position usually occupied by the replaced fielder is reached and play commences; and
 - (4) if a runner, the place of the replaced runner is taken.
- (b) Any play made by, or on, any of the above mentioned unannounced substitutes shall be legal.

3.09 Fraternisation

Players in uniform shall not address or mingle with spectators, nor sit in the stands before, during, or after a game. No manager, coach or player shall address any spectator before or during a game. Players of opposing teams shall not fraternise at any time while in uniform.

3.10 Field Condition

- (a) The home team shall be the sole judge as to whether a game shall be started because of unsuitable weather conditions or the unfit condition of the playing field, except for the second game of a double-header.

EXCEPTION 1:

Any league may permanently authorise its president to suspend the application of this Rule as to that league during the closing weeks of its championship season in order to assure that the championship is decided each year on its merits. When the postponement of and possible failure to play a game in the final series of a championship season between any two teams might affect the final standing of any club in the league, the president, on appeal from any league club, may assume the authority granted the home team manager by this Rule.

- (b) The umpire-in-chief of the first game shall be the sole judge as to whether the second game of a double-header shall not be started because of unsuitable weather conditions or the unfit condition of the playing field.
- (c) The umpire-in-chief shall be the sole judge as to whether and when play shall be suspended during a game because of unsuitable weather conditions or the unfit condition of the playing field; as to whether and when the play shall be resumed after such suspension; and as to whether and when a game shall be terminated after such suspension. The umpire-in-chief shall not call the game until at least thirty minutes after play has been suspended. The umpire-in-chief may continue the suspension as long as there is any chance to resume play.

The umpire-in-chief shall, at all times, try to complete a game. The umpire-in-chief's authority to resume play following one or more suspensions of as much as thirty minutes each shall be absolute and shall terminate a game only when there appears to be no possibility of completing the game.

3.11 Control of Ground Staff

Between games of a double-header, or whenever a game is suspended because of the unfitness of the playing field, the umpire-in-chief shall have control of ground-keepers and assistants for the purpose of making the playing field fit for play.

PENALTY 1:

For violation, the umpire-in-chief may forfeit the game to the visiting team.

3.12 Suspending Play

The umpire suspends play by calling "time". At the umpire's call of "play" the suspension is lifted and play resumes. Between the call of "time" and the call of "play" the ball is dead.

3.13 Ground Rules

The manager of the home team shall present to the umpire-in-chief and the opposing manager any ground rules necessary to cover the overflow of spectators upon the playing field, batted or thrown balls into such overflow, or any other contingencies. If these rules are acceptable to the opposing manager they shall be legal. If these rules are unacceptable to the opposing manager, the umpire-in-chief shall make and enforce any special ground rules made necessary by ground conditions, which shall not conflict with the official playing rules.

3.14 Equipment On the Field

Members of the offensive team shall carry all gloves and other equipment off the field and to the dug-out while their team is at bat. No equipment shall be left lying on the field, either in fair or foul territory.

3.15 Persons On the Field

No person shall be allowed on the playing field during a game except players and coaches in uniform, managers, news photographers authorised by the home team, umpires, officers of the law in uniform and watchpersons or other employees of the home club.

In case of unintentional interference with play by any person herein authorised to be on the playing field (except members of the offensive team participating in the game, or a coach in the coach's box, or an umpire) the ball is alive and in play. If the interference is intentional, the ball shall be dead at the moment of the interference and the umpire shall impose such penalties as, in the umpire's opinion, will nullify the act of interference.

Rule 3.15 Comment:

See Rule 7.11 for individuals excepted above, also see Rule 7.08 (b). The question of intentional or unintentional interference shall be decided on the basis of the person's action.

EXAMPLE 1:

A bat person, ball attendant, policeman, etc, who tries to avoid being touched by a thrown or batted ball but still is touched by the ball would be involved in unintentional interference. If, however, the person kicks the ball, or picks it up, or pushes it, that is considered intentional interference, regardless of what the person's thought may have been.

PLAY 1:

Batter hits ball to shortstop, who fields ball but throws wild past first base fielder. The offensive coach at first base, to avoid being hit by the ball, falls to the ground and the first base fielder on the way to retrieve the wild thrown ball, runs into the coach; the batter-runner finally ends up on third base. The question is asked whether the umpire should call interference on the part of the coach. This would be up to the judgment of the umpire and if the umpire felt that the coach did all that was possible to avoid interfering with the play, no interference need be called. If it appeared to the umpire that the coach was obviously just making it appear as an attempt to not interfere, the umpire should rule interference.

3.16 Spectator Interference

When there is spectator interference with any thrown or batted ball, the ball shall be dead at the moment of interference and the umpire shall impose such penalties as, in the umpire's opinion, will nullify the act of interference.

APPROVED RULING 1:

If spectator interference clearly prevents a fielder from catching a fly ball, the umpire shall declare the batter out.

There is a difference between a ball which has been thrown or batted into the stands, touching a spectator thereby being out of play even though it rebounds onto the field and a spectator going onto the field or reaching over, under, or through a barrier and touching a ball in play or touching or otherwise interfering with a player. In the latter case it is clearly intentional and shall be dealt with as intentional interference as in Rule 3.15. Batter and runners shall be placed where, in the umpire's judgment, they would have been had the interference not occurred.

No interference shall be allowed when a fielder reaches over a fence, railing, rope or into a stand to catch a ball. The risk in doing so rests with the fielder. However, should a spectator reach out on the playing field side of such fence, railing or rope and plainly prevent the fielder from catching the ball, then the batter should be called out for the spectator's interference.

EXAMPLE 1:

Runner on third base, one out and a batter hits a fly ball deep to the outfield (fair or foul). Spectator clearly interferes with the outfielder attempting to catch the fly ball. Umpire calls the batter out for spectator interference. Ball is dead at the time of the call. Umpire decides that because of the distance the ball was hit, the runner on third base would have scored after the catch if the fielder had caught the ball which was interfered with, therefore, the runner is permitted to score. This might not be the case if such fly ball was interfered with a short distance from home plate.

3.17 Players On the Bench

Players and substitutes of both teams shall confine themselves to their team's benches unless actually participating in the play or preparing to enter the game, or coaching at first or third base. No one except players, substitutes, managers, coaches, trainers and bat persons shall occupy a bench during a game.

PENALTY 1:

For violation, the umpire may, after warning, remove the offender from the field. Players on the disabled list are permitted to participate in pre-game activity and sit on the bench during a game, but may not take part in any activity during the game, such as warming up a pitcher, bench jockeying, etc. Disabled players are not allowed to enter the playing surface at any time or for any purpose during the game.

3.18 Police Protection

The home team shall provide police protection sufficient to preserve order. If a person, or persons, enter the playing field during a game and interfere in any way with the play, the visiting team may refuse to play until the field is cleared.

PENALTY 1:

If the field is not cleared in a reasonable length of time, which shall in no case be less than fifteen minutes after the visiting team's refusal to play, the umpire may forfeit the game to the visiting team.

4.00 Starting and Ending a Game

4.01 Entering the Field

Unless the home club shall have given previous notice that the game has been postponed or will be delayed in starting, the umpire, or umpires, shall enter the playing field five minutes before the hour set for the game to begin and proceed directly to home base where they shall be met by the managers of the opposing teams. In sequence:

- (a) first, the home manager shall give the batting order to the umpire-in-chief, in duplicate;
- (b) next, the visiting manager shall give the batting order to the umpire-in-chief, in duplicate;
- (c) Each line up card presented to the umpire in chief should list the fielding positions to be played by each player in the batting order. If a designated hitter is to be used, the line up card shall designate which hitter is to be the designated hitter. Uniform numbers should also be listed. As a courtesy, potential substitute players should also be listed, but the failure to list a potential substitute player shall not make such potential substitute player ineligible to enter the game.
- (c) then the umpire-in-chief shall make certain that the original and copies of the respective batting orders are identical and then tender a copy of each batting order to the opposing manager. The copy retained by the umpire shall be the official batting order. The tender of the batting order by the umpire shall establish the batting orders. Thereafter, no substitutions shall be made by either manager, except as provided in these Rules.
- (d) As soon as the home team's batting order is handed to the umpire-in-chief the umpires are in charge of the playing field and from that moment they shall have sole authority to determine when a game shall be called, suspended or resumed on account of weather or the condition of the playing field. Obvious errors in the batting order, which are noticed by the umpire-in-chief before calling "play" for the start of the game, should be called to the attention of the manager or captain of the team in error so the correction can be made before the game starts.

EXAMPLE 1:

If a manager has inadvertently listed only eight men in the batting order, or has listed two players with the same last name but without an identifying initial and the errors are noticed by the umpire before calling "play," the umpire shall cause such error or errors to be corrected before calling "play" to start the game. Teams should not be "trapped" later by some mistake that obviously was inadvertent and which can be corrected before the game starts.

4.02 Starting the Game

The players of the home team shall take their defensive positions. The first batter of the visiting team shall take up position in the batter's box. The umpire shall call "play" and the game shall start.

4.03 Fielding Positions

When the ball is put in play at the start of or during a game, all fielders, other than the catcher, shall be on fair territory.

- (a) The catcher shall be stationed directly back of the plate. The catcher may leave that position at any time to catch a pitch or make a play, except when the batter is being given an intentional base on balls. The catcher must stand with both feet within the lines of the catcher's box until the ball leaves the pitcher's hand.

PENALTY 1:

Balk.

- (b) The pitcher, while in the act of delivering the ball to the batter shall take a legal pitching position.
- (c) Except the pitcher and the catcher, any fielder may station themselves anywhere in fair territory.

4.04 The Batting Order

The batting order shall be followed throughout the game unless a player is substituted for another. In that case, the substitute shall take the place of the replaced player in the batting order.

4.05 Base Coaches

- (a) The offensive team shall station two base coaches on the field during its term at bat; one near first base and one near third base.
- (b) Base coaches shall be limited to two in number and shall:
 - (1) be in team uniform; and
 - (2) remain within the coach's box at all times.

PENALTY (1):

The offending base coach shall be removed from the game and shall leave the playing field.

It has been common practice for many years for some coaches to put one foot outside the coach's box, or stand astride, or otherwise be slightly outside the coaching box lines. The coach shall not be considered out of the box unless the opposing manager complains and then the umpire shall strictly enforce the rule and require all coaches (on both teams) to remain in the coach's box at all times.

It is also common practice for a coach who has a play at a base to leave the coach's box to signal the player to slide, advance, or return to a base. This may be allowed if the coach does not interfere with the play in any manner.

4.06 Unsporting Conduct

- (a) No manager, player, substitute, coach, trainer or bat person shall, at any time, whether from the bench, the coach's box, or on the playing field, or elsewhere:
 - (1) incite, or try to incite, by word or sign a demonstration by spectators;
 - (2) use language which will in any manner refer to or reflect upon opposing players, an umpire, or any spectator;
 - (3) call "time" or employ any other word or phrase or commit any act while the ball is alive and in play for the obvious purpose of trying to make the pitcher commit a balk;
 - (4) make intentional contact with the umpire in any manner.
- (b) No fielder shall take a position in the batter's line of vision and with deliberate unsportsmanlike intent act in a manner to distract the batter.

PENALTY 1:

The offender shall be removed from the game and shall leave the playing field and if a balk is made, it shall be nullified.

4.07 Ejected Person

When a manager, player, coach or trainer is ejected from a game, they shall leave the field immediately and take no further part in that game. The ejected person shall remain in the club house or change to street clothes and either leave the park or take a seat in the grandstand well removed from the vicinity of the team's bench or bullpen. If a manager, coach or player is under suspension they may not be in the dug-out or press box during the course of a game.

4.08 Violent Disapproval

When the occupants of a player's bench show violent disapproval of an umpire's decision, the umpire shall first give warning that such disapproval shall cease. If such action continues:

PENALTY 1:

The umpire shall order the offenders from the bench to the club house. If the umpire is unable to detect the offender, or offenders, the umpire may clear the bench of all substitute players. The manager of the offending team shall have the privilege of recalling to the playing field only those players needed for substitution in the game.

4.09 How a Team Scores

- (a) One run shall be scored each time a runner legally advances to and touches first, second, third and home base before three men are put-out to end the inning.

EXCEPTION 1:

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

- (1) by the batter-runner before touching first base;
 - (2) by any runner being forced out; or
 - (3) by a preceding runner who is declared out for failing to touch one of the bases.
- (b) When the winning run is scored in the last half-inning of a regulation game, or in the last half of an extra inning, as the result of a base on balls, hit batter, or any other play with the bases full which forces the runner on third to advance, the umpire shall not declare the game ended until the runner forced to advance from third has touched home base and the batter-runner has touched first base.

EXCEPTION 1:

An exception will be if fans rush onto the field and physically prevent the runner from touching home plate or the batter from touching first base. In such cases, the umpire shall award the runner the base because of the obstruction by the fans.

PENALTY 1:

If the runner on third base refuses to advance to and touch home base in a reasonable time, the umpire shall disallow the run, call out the offending player and order the game resumed.

If, with two out, the batter-runner refuses to advance to and touch first base, the umpire shall disallow the run, call out the offending player and order the game resumed.

If, before two are out, the batter-runner refuses to advance to and touch first base, the run shall count but the offending player shall be called out.

APPROVED RULING 1:

No run shall score during a play in which the third out is made by the batter-runner before touching first base.

EXAMPLE 1:

One out, Jones on second, Smith on first. The batter, Brown, hits safely; Jones scores; Smith is out on the throw to the plate. Two outs; but Brown missed first base. The ball is thrown to first, an appeal is made and Brown is out. Three outs.

Since Jones crossed the plate during a play in which the third out was made by the batter-runner before touching first base, Jones' run does not count.

APPROVED RULING 2:

Following runners are not affected by an act of a preceding runner unless two are out.

EXAMPLE 2:

One out, Jones on second, Smith on first and batter, Brown, hits home run inside the park. Jones fails to touch third on the way to the plate. Smith and Brown score. The defence holds the ball on third, appeals to umpire and Jones is out. Smith's and Brown's runs count.

APPROVED RULING 3:

Two out, Jones on second, Smith on first and batter, Brown, hits home run inside the park. All three runs cross the plate, but Jones missed third base and on appeal is declared out. Three outs. Smith's and Brown's runs are voided. No score on the play.

APPROVED RULING 4:

One out, Jones on third, Smith on second. Batter Brown flies out to centre; two out. Jones scores after catch and Smith scores on bad throw to plate. But Jones, on appeal, is adjudged to have left third before the catch and is out. Three outs; no runs.

APPROVED RULING 5:

Two out, bases full, batter hits home run over fence. Batter, on appeal, is declared out for missing first base. Three outs, no run counts.

Here is a general statement that covers:

When a runner misses a base and a fielder holds the ball on a missed base, or on the base originally occupied by the runner if a fly ball is caught and appeals for the umpire's decision, the runner is out when the umpire sustains the appeal; all runners may score if possible, except that with two out the runner is out at the moment of missing the bag, if an appeal is sustained as applied to the following runners.

APPROVED RULING 6:

One out, Jones on third, Smith on first and Brown flies out to right field; two outs. Jones tags up and scores after the catch; Smith attempted to return to first but the right fielder's throw beat him to the base; three outs. But Jones scored before the throw to catch Smith reached first base, hence Jones' run counts. It was not a force play.

4.10 A Regulation Game

- (a) A regulation game consists of nine innings, unless extended because of a tie score, or shortened:
 - (1) because the home team needs none of its half of the ninth inning or only a fraction of it; or
 - (2) because the umpire calls the game.

EXCEPTION 1:

National association leagues may adopt a rule providing that one or both games of a double-header shall be seven innings in length. In such games, any of these Rules applying to the ninth inning shall apply to the seventh inning.

- (b) If the score is tied after nine completed innings, play shall continue until:
 - (1) the visiting team has scored more total runs than the home team at the end of a completed inning; or
 - (2) the home team scores the winning run in an uncompleted inning.
- (c) If a game is called, it is a regulation game:
 - (1) if five innings have been completed;
 - (2) if the home team has scored more runs in four or four and a fraction half innings than the visiting team has scored in five completed half innings;
 - (3) if the home team scores one or more runs in its half of the fifth inning to tie the score.
- (d) If a regulation game is called with the score tied, it shall become a suspended game. See Rule 4.12.
- (e) If a game is called before it has become a regulation game, the umpire shall declare it "no game".
- (f) Rain checks will not be honoured for any regulation or suspended game which has progressed to or beyond a point of play described in Rule 4.10 (c).

4.11 The Final Score

The score of a regulation game is the total number of runs scored by each team at the moment the game ends.

- (a) The game ends when the visiting team completes its half of the ninth inning if the home team is ahead.
- (b) The game ends when the ninth inning is completed if the visiting team is ahead.
- (c) If the home team scores the winning run in its half of the ninth inning (or its half of an extra inning after a tie), the game ends immediately when the winning run is scored.

EXCEPTION 1:

If the last batter in a game hits a home run out of the playing field, the batter-runner and all runners on base are permitted to score in accordance with the base running rules and the game ends when the batter-runner touches home plate.

APPROVED RULING 1:

The batter hits a home run out of the playing field to win the game in the last half of the ninth or an extra inning, but is called out for passing a preceding runner. The game ends immediately when the winning run is scored, unless there are two out and the winning run has not yet reached home plate when the runner passes another, in which case the inning is over and only those runs that scored before the runner passes another shall count.

- (d) A called game ends at the moment the umpire terminates play, unless it becomes a suspended game pursuant to Rule 4.12 (a).

EXCEPTION 1:

If the game is called while an inning is in progress and before it is completed, the game becomes a suspended game in each of the following situations:

- (1) The visiting team has scored one or more runs to tie the score and the home team has not scored.
- (2) The visiting team has scored one or more runs to take the lead and the home team has not tied the score or retaken the lead. National association leagues may also adopt the following Rules for suspended games in addition to 4.11 (d) (1) and (2) above. (If adopted by a national association league, Rule 4.10 (c), (d) and (e) would not apply to their games.)
- (3) The game has not become a regulation game (four and a half innings with the home team ahead, or five innings with the visiting club ahead or tied).
- (4) Any regulation game tied at the point play is stopped because of weather, curfew, or other reason.
- (5) If a game is suspended before it becomes a regulation game and is continued prior to another regularly scheduled game, the regularly scheduled game will be limited to seven innings.
- (6) If a game is suspended after it is a regulation game and is continued prior to another regularly scheduled game, the regularly scheduled game will be a nine inning game.

EXCEPTION 2:

The above sections (3), (4), (5) and (6) will not apply to the last scheduled game between the two teams during the championship season, or league playoffs. Any suspended game not completed prior to the last scheduled game between the two teams during the championship season will become a called game.

4.12 Suspended Games

- (a) A game shall become a suspended game that must be completed at a future date if the game is terminated for any of the following reasons:
- (1) a curfew imposed by law;
 - (2) a time limit permissible under league rules;
 - (3) light failure or malfunction of a mechanical field device under control of the home club. (Mechanical field device shall include automatic tarpaulin or water removal equipment);
 - (4) darkness, when a law prevents the lights from being turned on;
 - (5) weather, if the game is called while an inning is in progress and before the inning is completed and the visiting team has scored one or more runs to take the lead and the home team has not retaken the lead; or

- (6) it is a regulation game that is called with the score tied.
National association leagues may also adopt the following rules for suspended games. (If adopted by a national association league, Rule 4.10 (e) would not apply to their games.):
- (7) The game has not become a regulation game (four and a half innings with the home team ahead, or five innings with the visiting team ahead or tied). The visiting team has scored one or more runs to tie the score and the home team has not scored.
- (8) If a game is suspended before it becomes a regulation game and is continued prior to another regularly scheduled game, the regularly scheduled game will be limited to seven innings.
- (9) If a game is suspended after it is a regulation game and is continued prior to another regularly scheduled game, the regularly scheduled game will be a nine inning game.

EXCEPTION 1:

Optional Rules 4.12 (a) (7), 4.12 (a) (8) and 4.12 (a) (9) for national association leagues will not apply to the last scheduled game between the two teams during the championship season or league play offs.

No game called because of a curfew (Rule 4.12 (a) (1)), weather (Rule 4.12 (a) (5)), a time limit (Rule 4.12 (a) (2)) or with a tied score (Rule 4.12 (a) (6)) shall be a suspended game unless it has progressed far enough to have been a regulation game pursuant to Rule 4.10 (c). A game called pursuant to Rule 4.12 (a) (3) or 4.12 (a) (4) shall be a suspended game at any time after it starts.

Rule 4.12 (a) (1) through (5) Comment:

Weather and similar conditions - Rules 4.12 (a) (1) through (5) shall take precedence in determining whether a called game shall be a suspended game. If a game is halted by weather and subsequent light failure or an intervening curfew or time limit prevents its resumption, the game shall not be a suspended game. If a game is halted by light failure and weather or field conditions prevent its resumption, the game shall not be a suspended game. A game can only be considered a suspended game if stopped for any of the six reasons specified in Rule 4.12 (a).

- (b) A suspended game shall be resumed and completed as follows:
- (1) immediately preceding the next scheduled single game between the two clubs on the same grounds; or
 - (2) immediately preceding the next scheduled double-header between the two clubs on the same grounds, if no single game remains on the schedule; or
 - (3) if suspended on the last scheduled date between the two clubs in that city, transferred and played on the grounds of the opposing club, if possible:
 - (i) immediately preceding the next scheduled single game; or
 - (ii) immediately preceding the next scheduled double-header, if no single game remains on the schedule.
 - (4) any suspended game not completed prior to the last scheduled game between the two teams during the championship season shall become a called game. If such game becomes a called game and:
 - (i) has progressed far enough to become a regulation game and one team is ahead, the team that is ahead shall be declared the winner;
 - (ii) has progressed far enough to become a regulation game and the score is tied, the game shall be declared a "tie game". A tie game is to be replayed in its entirety, unless the league president determines that playing the rescheduled game is not necessary to affect the league championship; or

- (iii) has not progressed far enough to become a regulation game, the game shall be declared “no game”. In such case, the game is to be replayed in its entirety, unless the league president determines that playing the rescheduled game is not necessary to affect the league championship.
- (c) A suspended game shall be resumed at the exact point of suspension of the original game. The completion of a suspended game is a continuation of the original game. The line-up and batting order of both teams shall be exactly the same as the line-up and batting order at the moment of suspension, subject to the rules governing substitution. Any player may be replaced by a player who had not been in the game prior to the suspension. No player removed before the suspension may be returned to the line-up. A player who was not with the club when the game was suspended may be used as a substitute, even if the player has taken the place of a player no longer with the club who would not have been eligible because the player had been removed from the line-up before the game was suspended.

Rule 4.12 (c) Comment:

If immediately prior to the call of a suspended game a substitute pitcher has been announced but has not retired the side or pitched until the batter becomes a runner, such pitcher, when the suspended game is later resumed, may, but is not required to, start the resumed portion of the game. However, if the pitcher does not start, the pitcher will be considered as having then substituted for and may not be used in that game.

- (d) Rain checks will not be honoured for any regulation or suspended game which has progressed to or beyond a point of play described in Rule 4.10 (c).

4.13 Rules Governing Double-Headers

- (a) (1) Only two championship games shall be played on one date. Completion of a suspended game shall not violate this Rule.
- (2) If two games are scheduled to be played for one admission on one date, the first game shall be the regularly scheduled game for that date.
- (b) After the start of the first game of a double-header, that game shall be completed before the second game of the double-header shall begin.
- (c) The second game of a double-header shall start twenty minutes after the first game is completed, unless a longer interval (not to exceed thirty minutes) is declared by the umpire-in-chief and announced to the opposing managers at the end of the first game.

EXCEPTION 1:

If the league president has approved a request of the home club for a longer interval between games for some special event, the umpire-in-chief shall declare such longer interval and announce it to the opposing managers. The umpire-in-chief of the first game shall be the timekeeper controlling the interval between games.

- (d) The umpire shall start the second game of a double-header, if at all possible, and play shall continue as long as ground conditions, local time restrictions, or weather permit.
- (e) When a regularly scheduled double-header is delayed in starting for any cause, any game that is started is the first game of the double-header.
- (f) When a rescheduled game is part of a double-header the scheduled game shall be the second game and the first game shall be the regularly scheduled game for that date.

4.14 Turning On the Lights

The umpire-in-chief shall order the playing field lights turned on whenever, in the umpire’s opinion, darkness makes further play in daylight hazardous.

4.15 Team Forfeits

A game may be forfeited to the opposing team when a team:

- (a) fails to appear upon the field, or being upon the field, refuses to start play within five minutes after the umpire has called "play" at the appointed hour for beginning the game, unless such delayed appearance is, in the umpire's judgment, unavoidable;

- (b) employs tactics palpably designed to delay or shorten the game;
- (c) refuses to continue play during a game unless the game has been suspended or terminated by the umpire;
- (d) fails to resume play, after a suspension, within one minute after the umpire has called "play";
- (e) after warning by the umpire, wilfully and persistently violates any rules of the game;
- (f) fails to obey within a reasonable time the umpire's order for removal of a player from the game; or
- (g) fails to appear for the second game of a double-header within twenty minutes after the close of the first game unless the umpire-in-chief of the first game shall have extended the time of the intermission.

4.16 Home Team Forfeits

A game shall be forfeited to the visiting team if, after it has been suspended, the order of the umpire to groundskeepers respecting preparation of the field for resumption of play are not complied with.

4.17 Not Enough Players

A game shall be forfeited to the opposing team when a team is unable or refuses to place nine players on the field.

4.18 Forfeit Reporting

If the umpire declares a game forfeited, the umpire shall transmit a written report to the league president within twenty four hours thereafter, but failure of such transmittal shall not effect the forfeiture.

4.19 Protesting Games

Each league shall adopt rules governing procedure for protesting a game when a manager claims that an umpire's decision is in violation of these Rules. No protest shall ever be permitted on judgment decisions by the umpire. In all protested games, the decision of the league president shall be final.

Even if it is held that the protested decision violated the rules, no replay of the game will be ordered unless, in the opinion of the league president, the violation adversely affected the protesting team's chances of winning the game.

Rule 4.19 Comment:

Whenever a manager protests a game because of alleged misapplication of the rules, the protest will not be recognised unless the umpires are notified at the time the play under protest occurs and before the next pitch, play or attempted play. A protest arising on a game-ending play may be filed until 12 noon the following day with the league office.

5.00 Putting the Ball In Play. Live Ball

5.01 Putting the Ball In Play

At the time set for beginning the game, the umpire shall call "play".

5.02 Ball In Play Until

After the umpire calls "play" the ball is alive and in play and remains alive and in play until, for legal cause, or at the umpire's call of "time" suspending play, the ball becomes dead.

While the ball is dead no player may be put-out, no bases may be run and no runs may be scored, except that runners may advance one or more bases as the result of acts which occurred while the ball was alive (such as, but not limited to, a balk, an overthrow, interference, or a home run, or other fair ball hit out of the playing field).

Should a ball come partially apart in a game, it is in play until the play is completed.

5.03 The Pitch

The pitcher shall deliver the pitch to the batter who may elect to strike the ball or who may not offer at it as the batter chooses.

5.04 Offensive Objective

The offensive team's objective is to have its batter become a runner, and its runner advance.

5.05 Defensive Objective

The defensive team's objective is to prevent offensive players from becoming runners and to prevent their advance around the bases.

5.06 Scoring a Run

When a batter becomes a runner and touches all bases legally, one run shall be scored for the offensive team. A run legally scored cannot be nullified by subsequent action of the runner, such as, but not limited to, an effort to return to third base in the belief that the runner had left the base before a caught fly ball.

5.07 Change Over of Inning

When three offensive players are legally put-out, that team takes the field and the opposing team becomes the offensive team.

5.08 Thrown Ball Touched

If a thrown ball accidentally touches a base coach, or a pitched or thrown ball touches an umpire, the ball is alive and in play. However, if the coach interferes with a thrown ball, the runner is out.

5.09 The Ball is Dead When

The ball becomes dead and runners advance one base, or return to their bases, without liability to be put-out, when:

- (a) a pitched ball touches a batter or the batter's clothing, while in a legal batting position; runners, if forced, advance;
- (b) the plate umpire interferes with the catcher's throw trying to prevent a stolen base or retire a runner on a pick-off play; runners may not advance;

Rule 5.09 (b) Comment:

The interference shall be disregarded if the catcher's throw retires the runner.

Interference may also occur when the umpire interferes with the catcher returning the ball to the pitcher

- (c) a balk is committed; runners advance (see Penalty Rule 8.05);
- (d) a ball is illegally batted; runners return;
- (e) a foul ball is not caught; runners return. The umpire shall not put the ball in play until all runners have retouched their bases;

- (f) a fair ball touches a runner or an umpire on fair territory before it touches an infielder, including the pitcher, or touches an umpire before it has passed an infielder other than the pitcher; runners advance if forced

If a fair ball touches an umpire working in the infield after it has bounded past, or over, the pitcher, it is a dead ball. If a batted ball is deflected by a fielder in fair territory and hits a runner or an umpire while still in flight and then caught by an infielder, it shall not be a catch but the ball shall remain in play.

If a fair ball goes through, or by, an infielder, and no other fielder has a play on the ball and the ball touches a runner immediately behind the fielder that the ball went through, or touches a runner after being deflected by an infielder, the ball is in play and the umpire shall not declare the runner out.

- (g) A pitched ball lodges in the umpire's or catcher's mask or paraphernalia and remains out of play, runners advance one base;

If a foul tip hits the umpire and is caught by a fielder on the rebound, the ball is "dead" and the batter cannot be called out. The same shall apply where such foul tip lodges in the umpire's mask or other paraphernalia.

If a third strike (not a foul tip) passes the catcher and hits an umpire, the ball is in play. If such ball rebounds and is caught by a fielder before it touches the ground, the batter is not out on such a catch, but the ball remains in play and the batter may be retired at first base, or touched with the ball for the out.

If a pitched ball lodges in the umpire's or catcher's mask or paraphernalia and remains out of play on the third strike or fourth ball, then the batter is entitled to first base and all runners advance one base. If the count on the batter is less than three balls, runners advance one base.

- (h) Any legal pitch touches a runner trying to score; runners advance.

5.10 The Umpire Calls Time

The ball becomes dead when an umpire calls "time". The umpire-in-chief shall call "time":

- (a) when, in the umpire's judgment, weather, darkness or similar conditions make immediate further play impossible;
- (b) when light failure makes it difficult or impossible for the umpires to follow the play;

Rule 5.10 (b) Comment

A league may adopt its own regulations governing games interrupted by light failure.

- (c) when an accident incapacitates a player or an umpire;
- (1) If an accident to a runner is such as to prevent the runner from proceeding to a base to which the runner is entitled, as on a home run hit out of the playing field, or an award of one or more bases, a substitute runner shall be permitted to complete the play.
- (d) when a manager requests "time" for a substitution, or for a conference with one of the players;
- (e) when the umpire wishes to examine the ball, to consult with either manager, or for any similar cause;
- (f) when a fielder, after catching a fly ball, falls into a bench or stand, or falls across ropes into a crowd when spectators are on the field. As pertains to runners, the provisions of Rule 7.04 (c) shall prevail;

If a fielder after making a catch steps into a bench but does not fall, the ball is in play and runners may advance at their own peril.

- (g) when an umpire orders a player or any other person removed from the playing field; or
- (h) except in the cases stated in sections (b) and (c) (1) of this Rule, no umpire shall call "time" while a play is in progress.

5.11 Resuming Play

After the ball is dead, play shall be resumed when the pitcher takes the correct place on the pitcher's plate and is in possession of a new ball, or the same ball and the plate umpire calls "play". The plate umpire shall call "play" as soon as the pitcher takes the correct place on the pitcher's plate with possession of the ball.

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6.00 The Batter

6.01 Position In the Order

- (a) Each player of the offensive team shall bat in the order that their names appear in the team's batting order.
- (b) The first batter in each inning after the first inning shall be the player whose name follows that of the last player who legally completed a time at bat in the preceding inning.

6.02 Batting Position

- (a) The batter shall take a position in the batter's box promptly when it is the batter's time at bat.
- (b) The batter shall not leave the position in the batter's box after the pitcher comes to 'set position' or starts the wind up.

PENALTY 1:

If the pitcher pitches, the umpire shall call "ball" or "strike", as the case may be.

The batter leaves the batter's box at the risk of having a strike delivered and called, unless the batter requests the umpire to call "time."

The batter is not at liberty to step in and out of the batter's box at will. Once a batter has taken a position in the batter's box the batter shall not be permitted to step out of the batter's box in order to use the resin or the pine tar rag, unless there is a delay in the game action or, in the judgment of the umpire, weather conditions warrant an exception.

Umpires will not call "time" at the request of the batter or any member of the batter's team once the pitcher has started the wind up or has come to a set position even though the batter claims "dust in the eyes", "steamed glasses", "didn't get the sign", or for any other cause.

Umpires may grant a batter's request for "time" once the batter is in the batter's box, but the umpire should eliminate batter's walking out of the batter's box without reason. If umpires are not lenient, batters will understand that they are in the batter's box and they must remain there until the ball is pitched.

If pitcher delays once the batter is in the box and the umpire feels that the delay is not justified, the umpire may allow the batter to step out of the box momentarily.

If, after the pitcher starts the wind up or comes to set position with a runner on, the pitcher does not go through with the pitch because the batter has stepped out of the box, it shall not be called a 'balk'. Both the pitcher and batter have violated a rule and the umpire shall call "time" and both the batter and pitcher start over from 'scratch'.

- (c) If the batter refuses to take a position in the batter's box during a time at bat, the umpire shall call a "strike" on the batter. The ball is dead and no runners may advance. After the penalty, the batter may take the proper position and the regular ball and strike count shall continue. If the batter does not take the proper position before three strikes have been called, the batter shall be declared "out".

Rule 6.02 (c) Comment:

The umpire shall give the batter a reasonable opportunity to take the proper position in the batter's box after the umpire has called a strike pursuant to Rule 6.02 (c) and before the umpire calls a successive strike pursuant to Rule 6.02 (c).

- (d) The following rule shall be in effect for all national association leagues:
 - (1) The batter shall keep at least one foot in the batter's box throughout the batter's time at bat, unless one of the following exceptions applies, in which case the batter may leave the batter's box but not the dirt area surrounding home plate:
 - (i) the batter swings at a pitch;

- (ii) the batter is forced out of the batter's box by a pitch;
- (iii) a member of either team requests and is granted "time";
- (iv) a defensive player attempts a play on a runner at any base;
- (v) the batter feints a bunt;
- (vi) a wild pitch or passed ball occurs;
- (vii) the pitcher leaves the dirt area of the pitching mound after receiving the ball; or
- (viii) the catcher leaves the catcher's box to give defensive signals.

Notwithstanding Rule 6.02 (c), if the batter intentionally leaves the batter's box and delays play and none of the exceptions listed in Rule 6.02 (d) (1) (i) through (viii) applies, the umpire shall award a strike without the pitcher having to deliver the pitch. The ball is dead and no runners may advance. The umpire shall award additional strikes without the pitcher having to deliver the pitch if the batter remains outside the batter's box and further delays play.

Rule 6.02 (d) (1) Comment:

The umpire shall give the batter a reasonable opportunity to take the proper position in the batter's box after the umpire has called a strike pursuant to Rule 6.02 (d)(1) and before the umpire calls a successive strike pursuant to Rule 6.02 (d) (1).

- (2) The batter may leave the batter's box and the dirt area surrounding home plate when "time" is called for the purpose of:
 - (i) making a substitution; or
 - (ii) a conference by either team.

Rule 6.02 (d) Comment:

Umpires shall encourage the on-deck batter to take a position in the batter's box quickly after the previous batter reaches base or is put-out.

6.03 Batter's Legal Position

The batter's legal position shall be with both feet within the batter's box.

APPROVED RULING 1:

The lines defining the box are within the batter's box.

6.04 Completed Turn At Bat

A batter has legally completed a time at bat when the batter is put-out or becomes a runner.

6.05 A Batter is Out When

A batter is out when:

- (a) the batter's fair or foul fly ball (other than a foul tip) is legally caught by a fielder;

Rule 6.05 (a) Comment:

A fielder may reach into, but not step into, a dug-out to make a catch and if the fielder holds the ball, the catch shall be allowed. A fielder, in order to make a catch on a foul ball nearing a dug-out or other out-of-play area (such as the stands), must have one or both feet on or over the playing surface (including the lip of the dug-out) and neither foot on the ground inside the dug-out or in any other out-of-play area. Ball is in play unless the fielder, after making a legal catch, falls into a dug-out or other out-of-play area, in which case the ball is dead. Status of runners shall be as described in Rule 7.04 (c) Comment.

- (b) a third strike is legally caught by the catcher;

Legally caught means in the catcher's glove before the ball touches the ground. It is not legal if the ball lodges in the catcher's clothing or paraphernalia, or if it touches the umpire and is caught by the catcher on the rebound.

If a foul tip first strikes the catcher's glove and then goes on through and is caught by both hands against the body or protector before the ball touches the ground, it is a strike and if third strike, the batter is out. If smothered against the body or protector, it is a catch provided the ball struck the catcher's glove or hand first.

- (c) a third strike is not caught by the catcher when first base is occupied before two are out;
- (d) the batter bunts foul on third strike;
- (e) an infield fly is declared;
- (f) the batter attempts to hit a third strike and the ball touches the batter;
- (g) a fair ball touches the batter before touching a fielder; If the batter is in a legal position in the batters box, See Rule 6.03, and in the umpires judgement there was no intention to interfere with the course of the ball, a batted ball that strikes the batter or bat shall be ruled a foul ball
- (h) after hitting or bunting a fair ball, the batter's bat hits the ball a second time in fair territory.

The ball is dead and no runners may advance. If the batter-runner drops the bat and the ball rolls against the bat in fair territory and in the umpire's judgment, there was no intention to interfere with the course of the ball, the ball is alive and in play. If the batter is in a legal position in the batters box, See Rule 6.03, and in the umpires judgement there was no intention to interfere with the course of the ball, a batted ball that strikes the batter or bat shall be ruled a foul ball

If a bat breaks and part of it is in fair territory and is hit by a batted ball or part of it hits a runner or fielder, play shall continue and no interference called. If batted ball hits part of broken bat in foul territory, it is a foul ball.

If a whole bat is thrown into fair territory and interferes with a defensive player attempting to make a play, interference shall be called, whether intentional or not.

In cases where the batting helmet is accidentally hit with a batted or thrown ball, the ball remains in play the same as if it has not hit the helmet.

If a batted ball strikes a batting helmet, or any other object foreign to the natural ground while on foul territory, it is a foul ball and the ball is dead. If, in the umpire's judgment, there is intent on the part of a base runner to interfere with a batted or thrown ball by dropping the helmet or throwing it at the ball, then the runner would be out, the ball dead and runners would return to last base legally touched.

- (i) after hitting or bunting a foul ball, the batter intentionally deflects the course of the ball in any manner while running to first base. The ball is dead and no runners may advance;
- (j) after a third strike, or after the batter hits a fair ball, the batter or first base is tagged before touching first base;
- (k) in running the last half of the distance from home base to first base, while the ball is being fielded to first base, the batter-runner runs outside (to the right of) the three foot line, or inside (to the left of) the foul line and in the umpire's judgment, in so doing interferes with the fielder taking the throw at first base; except that the batter-runner may run outside (to the right of) the three foot line or inside (to the left of) the foul line to avoid a fielder attempting to field a batted ball;

Rule 6.05 (k) Comment:

The lines marking the three foot lane are a part of that lane and a batter-runner is required to have both feet within the three foot lane or on the lines marking the lane. The batter-runner is permitted to exit the three foot lane by means of a step, stride, reach, or slide in the immediate vicinity of first base for the sole purpose of touching first base.

- (l) an infielder intentionally drops a fair fly ball or line drive, with first, first and second, first and third, or first, second and third bases occupied before two are out. The ball is dead and runner or runners shall return to their original base or bases;

APPROVED RULING 1:

In this situation, the batter is not out if the infielder permits the ball to drop untouched to the ground, except when the infield fly rule applies.

- (m) a preceding runner shall, in the umpire's judgment, intentionally interfere with a fielder who is attempting to catch a thrown ball or to throw a ball in an attempt to complete any play;

The objective of this Rule is to penalise the offensive team for deliberate, unwarranted, unsportsmanlike action by the runner in leaving the base line for the obvious purpose of crashing the pivot on a double play, rather than trying to reach the base. Obviously this is an umpire's judgment play.

- (n) with two out, a runner on third base and two strikes on the batter, the runner attempts to steal home base on a legal pitch and the ball touches the runner in the batter's strike zone. The umpire shall call "strike three". The batter is out and the run shall not count. Before two are out, the umpire shall call "strike three", the ball is dead and the run counts.

6.06 Out For Illegal Action

A batter is out for illegal action when:

- (a) the batter hits a ball with one or both feet on the ground entirely outside the batter's box;

If a batter hits a ball fair or foul while out of the batter's box, the batter shall be called "out".

Umpires should pay particular attention to the position of the batter's feet if the batter attempts to hit the ball while being intentionally passed. A batter cannot jump or step out of the batter's box and hit the ball.

- (b) the batter steps from one batter's box to the other while the pitcher is in position ready to pitch;
- (c) the batter interferes with the catcher's fielding or throwing by stepping out of the batter's box, or making any other movement that hinders the catcher's play at home base;

EXCEPTION 1:

Batter is not out if any runner attempting to advance is put-out, or if runner trying to score is called out for batter's interference.

If the batter interferes with the catcher, the plate umpire shall call "interference". The batter is out and the ball dead. No player may advance on such interference (offensive interference) and all runners must return to the last base that was, in the judgment of the umpire, legally touched at the time of the interference.

If, however, the catcher makes a play and the runner attempting to advance is put-out, it is to be assumed there was no actual interference and that runner is out - not the batter. Any other runners on the base at the time may advance as the ruling is that there is no actual interference if a runner is retired. In that case, play proceeds just as if no violation had been called.

If a batter strikes at a ball and misses and swings so hard to carry the bat all the way around and in the umpire's judgment, unintentionally hits the catcher or the ball in back of the batter on the back swing before the catcher has securely held the ball, it shall be called a "strike" only (not interference). The ball will be dead however and no runner shall advance on the play.

- (d) the batter uses, or attempts to use, a bat that, in the umpire's judgment, has been altered or tampered with in such a way to improve the distance factor or cause an unusual reaction on the baseball. This includes bats that are filled, flat surfaced, nailed, hollowed, grooved or covered with a substance such as paraffin, wax, etc. No advancement on the bases will be allowed and any out or outs made during a play shall stand. In addition to being called "out", the player shall be ejected from the game and may be subject to additional penalties as determined by the league president.

Rule 6.06 (d) Comment:

A batter shall be deemed to have used or attempted to use an illegal bat if the batter brings such a bat into the batter's box.

6.07 Batting Out Of Turn

- (a) A batter shall be called out on appeal for failing to bat in the proper turn and another batter completes a time at bat instead.
- (1) The proper batter may take a place in the batter's box at any time before the improper batter becomes a runner or is put-out and any balls and strikes shall be counted in the proper batter's time at bat.

- (b) When an improper batter becomes a runner or is put-out and the defensive team appeals to the umpire before the first pitch to the next batter of either team, or before any play or attempted play, the umpire shall:

- (1) declare the proper batter out; and
- (2) nullify any advance or score made because of a ball batted by the improper batter, or because of the improper batter's advance to first base on a hit, an error, a base on balls, a hit batter or otherwise.

Rule 6.07 (b) Comment:

If a runner advances, while the improper batter is at bat, on a stolen base, balk, wild pitch, or passed ball, such advance is legal.

- (c) When an improper batter becomes a runner or is put-out and a pitch is made to the next batter of either team before an appeal is made, the improper batter thereby becomes the proper batter and the results of the improper batter's time at bat becomes legal.
- (d) (1) When the proper batter is called out for failing to bat in turn, the next batter shall be the batter whose name follows that of the proper batter thus called out.
- (2) When an improper batter becomes a proper batter because no appeal is made before the next pitch, the next batter shall be the batter whose name follows that of such legalised improper batter.

The instant an improper batter's actions are legalised, the batting order picks up with the name following that of the legalised improper batter.

The umpire shall not direct the attention of any person to the presence in the batter's box of an improper batter. This Rule is designed to require constant vigilance by the players and managers of both teams.

There are two fundamentals to keep in mind:

- (i) When a player bats out of turn, the proper batter is the player called out.
- (ii) If an improper batter bats and reaches base or is out and no appeal is made before a pitch to the next batter, or before any play or attempted play, that improper batter is considered to have batted in proper turn and establishes the order that is to follow.

APPROVED RULING 1:

To illustrate various situations arising from batting out of turn, assume a first inning batting order as follows: Abel, Baker, Charles, Daniel, Edward, Frank, George, Hooker, Irwin.

PLAY 1:

Baker bats. With the count two balls and one strike:

- (a) the offensive team discovers the error; or
- (b) the defensive team appeals.

RULING 1:

In either case, Abel replaces Baker, with the count on him two balls and one strike.

PLAY 2:

Baker bats and doubles. The defensive team appeals:

- (a) immediately; or
- (b) after a pitch to Charles.

RULING 2:

- (a) Abel is called out and Baker is the proper batter;
- (b) Baker stays on second and Charles is the proper batter.

PLAY 3:

Abel walks; Baker walks; Charles forces Baker; Edward bats in Daniel's turn. While Edward is at bat, Abel scores and Charles goes to second on a wild pitch. Edward grounds out, sending Charles to third. The defensive team appeals:

- (a) immediately; or
- (b) after a pitch to Daniel.

RULING 3:

- (a) Abel's run counts and Charles is entitled to second base since these advances were not made because of the improper batter batting a ball or advancing to first base. Charles must return to second base because his advance to third resulted from the improper batter batting a ball. Daniel is called out and Edward is the proper batter.
- (b) Abel's run counts and Charles stays on third. The proper batter is Frank.

PLAY 4:

With the bases full and two out, Hooker bats in Frank's turn and triples, scoring three runs. The defensive team appeals:

- (a) immediately; or
- (b) after a pitch to George.

RULING 4:

- (a) Frank is called out and no runs score. George is the proper batter to lead off the second inning.
- (b) Hooker stays on third and three runs score. Irwin is the proper batter.

PLAY 5:

After Play (4) (b) above, George continues at bat:

- (a) Hooker is picked off third base for the third out; or
- (b) George flies out and no appeal is made.

Who is the proper leadoff batter in the second inning?

RULING 5:

- (a) Irwin. He became the proper batter as soon as the first pitch to George legalised Hooker's triple.
- (b) Hooker. When no appeal was made, the first pitch to the leadoff batter of the opposing team legalised George's time at bat.

PLAY 6:

Daniel walks and Abel comes to bat. Daniel was an improper batter and if an appeal is made before the first pitch to Abel, Abel is out, Daniel is removed from base and Baker is the proper batter. There is no appeal and a pitch is made to Abel. Daniel's walk is now legalised and Edward thereby becomes the proper batter.

Edward can replace Abel at any time before Abel is put-out or becomes a runner. He does not do so. Abel flies out and Baker comes to bat. Abel was an improper batter and if an appeal is made before the first pitch to Baker, Edward is out and the proper batter is Frank.

There is no appeal and a pitch is made to Baker. Abel's out is now legalised and the proper batter is Baker. Baker walks. Charles is the proper batter. Charles flies out, now Daniel is the proper batter but he is on second base. Who is the proper batter?

RULING 6:

The proper batter is Edward. When the proper batter is on base, he is passed over and the following batter becomes the proper batter.

6.08 Entitled to First Base

The batter becomes a runner and is entitled to first base without liability to be put-out (provided the batter advances to and touches first base) when:

- (a) four "balls" have been called by the umpire;

A batter who is entitled to first base because of a base on balls must go to first base and touch the base before other base runners are forced to advance. This applies when bases are full and applies when a substitute runner is put into the game.

If, in advancing, the base runner thinks there is a play and slides past the base before or after touching it, the base runner may be put-out by the fielder's tag. If the base runner fails to touch the base to which entitled and attempts to advance beyond that base, the base runner may be put-out by a fielder's tag or tagging the base missed.

- (b) the batter is touched by a pitched ball which the batter is not attempting to hit unless:

- (1) the ball is in the strike zone when it touches the batter; or
- (2) the batter makes no attempt to avoid being touched by the ball;

If the ball is in the strike zone when it touches the batter, it shall be called a "strike" whether or not the batter tries to avoid the ball. If the ball is outside the strike zone when it touches the batter, it shall be called a "ball" if the batter makes no attempt to avoid being touched.

APPROVED RULING (b):

When the batter is touched by a pitched ball which does not entitle the batter to first base, the ball is dead and no runner may advance.

- (c) the catcher or any fielder interferes with the batter;

If a play follows the interference, the manager of the offence may advise the plate umpire that the interference penalty is declined and accept the play. Such election shall be made immediately at the end of the play. However, if the batter reaches first base on a hit, an error, a base on balls, a hit batter, or otherwise and all other runners advance at least one base, the play proceeds without reference to the interference.

Rule 6.08 (c) Comment:

If catcher's interference is called with a play in progress, the umpire will allow the play to continue because the manager may elect to take the play. If the batter-runner missed first base, or a runner misses the next base, the batter-runner shall be considered as having reached the base, as stated in Rule 7.04 (d) Comment.

Examples of plays the manager might elect to take:

EXAMPLE 1:

Runner on third, one out, batter hits fly ball to the outfield on which the runner scores but catcher's interference was called. The offensive manager may elect to take the run and have batter called out, or have runner remain at third and batter awarded first base.

EXAMPLE 2:

Runner on second base. Catcher interferes with batter as batter bunts ball fairly sending runner to third base. The manager may rather have runner on third base with an out on the play than have runners on second and first.

If a runner is trying to score by a steal or squeeze from third base, note the additional penalty set forth in Rule 7.07. to apply, the following interpretation shall be made of Rule 6.08 (c):

If the catcher interferes with the batter before the pitcher delivers the ball, it shall not be considered interference on the batter under Rule 6.08 (c). In such cases, the umpire shall call "time" and the pitcher and batter start over from scratch.

- (d) a fair ball touches an umpire or a runner on fair territory before touching a fielder;
If a fair ball touches an umpire after having passed a fielder other than the pitcher, or having touched a fielder, including the pitcher, the ball is in play.

6.09 The Batter Becomes a Runner When

The batter becomes a runner when:

- (a) the batter hits a fair ball;
- (b) the third strike called by the umpire is not caught, providing:
 - (1) first base is unoccupied, or
 - (2) first base is occupied with two out.

Rule 6.09 (b) Comment:

A batter who does not realise the situation on a third strike not caught and who is not in the process of running to first base, shall be declared out once the batter leaves the dirt circle surrounding home plate.

- (c) a fair ball, after having passed a fielder other than the pitcher, or after having been touched by a fielder, including the pitcher, shall touch an umpire or runner on fair territory;
- (d) a fair ball passes over a fence or into the stands at a distance from home base of 250 feet or more;

Such hit entitles the batter to a home run when all bases have been touched legally. A fair fly ball that passes out of the playing field at a point less than 250 feet from home base shall entitle the batter to advance to second base only.

- (e) a fair ball, after touching the ground, bounds into the stands, or passes through, over or under a fence, or through or under a scoreboard, or through or under shrubbery, or vines on the fence, in which case the batter and the runners shall be entitled to advance two bases;
- (f) any fair ball which, either before or after touching the ground, passes through or under a fence, or through or under a scoreboard, or through any opening in the fence or scoreboard, or through or under shrubbery, or vines on the fence, or which sticks in a fence or scoreboard, in which case the batter and the runners shall be entitled to two bases;
- (g) any bounding fair ball is deflected by the fielder into the stands, or over or under a fence on fair or foul territory, in which case the batter and all runners shall be entitled to advance two bases;
- (h) any fair fly ball is deflected by the fielder into the stands, or over the fence into foul territory, in which case the batter shall be entitled to advance to second base. But if deflected into the stands or over the fence in fair territory, the batter shall be entitled to a home run. However, should such a fair fly be deflected at a point less than 250 feet from home plate, the batter shall be entitled to two bases only.

6.10 Designated Hitter Rule

Any league may elect to use the designated hitter rule:

- (a) in the event of inter-league competition between clubs of leagues using the designated hitter rule and clubs of leagues not using the designated hitter rule, the rule will be used as follows:
 - (1) In world series or exhibition games, the rule will be used or not used as is the practice of the home team.
 - (2) In all star games the rule will only be used if both teams and both leagues so agree.
- (b) The rule provides as follows:

A hitter may be designated to bat for the starting pitcher and all subsequent pitchers in any game without otherwise affecting the status of the pitchers in the game.

A designated hitter for the pitcher must be selected prior to the game and must be included in the line-up cards presented to the umpire-in-chief.

If a manager lists ten players in his teams line-up but fails to indicate which one is the designated hitter, and an umpire or either manager notices the error before the umpire in chief calls play to start the game, the umpire in chief shall direct the manager who made the omission to designate which of the nine players, other than the pitcher, will be the designated hitter

The designated hitter named in the starting line-up must come to bat at least one time, unless the opposing club changes pitchers.

It is not mandatory that a club designate a hitter for the pitcher, but failure to do so prior to the game precludes the use of a designated hitter for that game.

Pinch hitters for a designated hitter may be used.

Any substitute hitter for a designated hitter becomes the designated hitter.

A replaced designated hitter shall not re-enter the game in any capacity.

The designated hitter may be used defensively, continuing to bat in the same position in the batting order, but the pitcher must then bat in the place of the substituted defensive player, unless more than one substitution is made and the manager then must designate their spots in the batting order.

A runner may be substituted for the designated hitter and the runner assumes the role of designated hitter.

A designated hitter may not pinch run.

A designated hitter is 'locked' into the batting order. No multiple substitutions may be made that will alter the batting rotation of the designated hitter.

Once the game pitcher is switched from the mound to a defensive position this move shall terminate the designated hitter role for the remainder of the game.

Once a pinch hitter bats for any player in the batting order and then enters the game to pitch, this move shall terminate the designated hitter role for the remainder of the game.

Once the game pitcher bats for the designated hitter this move shall terminate the designated hitter role for the remainder of the game. (The game pitcher may only pinch hit for the designated hitter).

If a manager lists ten players in his team's lineup card, but fails to indicate one as the Designated Hitter, and the opposing manager brings the failure to list a Designated Hitter to the attention of the umpire-in-chief after the game starts, then:

1. the pitcher will be required to bat in the batting order in the place of the listed player who has not assumed a position on defence, if the team has taken the field on defence, or,
2. if the team has not yet taken the field on defence the pitcher will be placed in the batting order in the place of any player, as chosen by the manager of that team.

In either case, the player whom the pitcher replaces in the batting order shall be considered to have been substituted for and is removed from the game and the Designated Hitter role for that team shall be terminated for the remainder of the game. Any play that occurred before the violation is brought to the attention of the umpire-in-chief shall count, subject to Rule 6.07 (Batting out of Turn)

Once a designated hitter assumes a defensive position this move shall terminate the designated hitter role for the remainder of the game.

A substitute for the designated hitter need not be announced until it is the designated hitter's turn to bat.

If a a player on defence goes to the mound (i.e. replaces the pitcher), this move shall terminate the Designated Hitter's role for that club for the remainder of the game.

The Designated Hitter may not sit in the bull pen unless serving as a catcher in the bull pen

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7.00 The Runner

7.01 Acquiring a Base

A runner acquires the right to an unoccupied base when the runner touches it before being put-out. The runner is then entitled to that base until put-out or forced to vacate it for another runner legally entitled to that base.

If a runner legally acquires title to a base and the pitcher assumes a pitching position, the runner may not return to a previously occupied base.

7.02 Touching Bases

In advancing, a runner shall touch first, second, third and home base in order. If forced to return, the runner shall retouch all bases in reverse order, unless the ball is dead under provision of Rule 5.09. In such cases, the runner may go directly to the original base held.

7.03 Two Runners on Base

Two runners may not occupy a base, but if, while the ball is alive, two runners are touching a base, the following runner shall be out when tagged. The preceding runner is entitled to the base.

7.04 Awarded One Base

Each runner, other than the batter, may without liability to be put-out, advance one base when:

- (a) there is a balk; or
- (b) the batter's advance without liability to be put-out forces the runner to vacate a base, or when the batter hits a fair ball that touches another runner or the umpire before such ball has been touched by, or has passed a fielder, if the runner is forced to advance.

A runner forced to advance without liability to be put-out may advance past the base to which entitled only at the risk of being put-out. If such a runner, forced to advance, is put-out for the third out before a preceding runner also forced to advance, touches home plate, the run shall score.

PLAY 1:

Two out, bases full, batter walks but runner from second is overzealous and runs past third base toward home and is tagged out on a throw by the catcher. Even though two are out, the run would score on the theory that the run was forced home by the base on balls and that all the runners needed to do was proceed and touch the next base.

- (c) a fielder, after catching a fly ball, falls into a bench or stand, or falls across ropes into a crowd when spectators are on the field;

Rule 7.04 (c) Comment:

If a fielder, after having made a legal catch, should fall into a stand, or among spectators, or into the dug-out, or any other out-of-play area while in possession of the ball after making a legal catch, or fall while in the dug-out after making a legal catch, the ball is dead and each runner shall advance one base, without liability to be put-out from the last legally touched base at the time the fielder fell into or in such out-of-play area.

- (d) while the runner is attempting to steal a base the batter is interfered with by the catcher or any other fielder.

Rule 7.04 (d) Comment:

When a runner is entitled to a base without liability to be put-out, while the ball is in play, or under any rule in which the ball is in play after the runner reaches the base to which entitled and the runner fails to touch the base to which entitled before attempting to advance to the next base, the runner shall forfeit exemption from liability to be put-out and the runner may be put-out by tagging the base or by tagging the runner before returning to the missed base.

- (e) a fielder deliberately touches a pitched ball with his cap, mask or any part of his uniform detached from its proper place on his person. The ball is in play, and the award is made from the position of the runner at the time the ball was touched.

7.05 Awarding Bases

Each runner, including the batter-runner, may, without liability to be put-out, advance:

- (a) to home base, scoring a run, if a fair ball goes out of the playing field in flight and the runner touches all bases legally; or if a fair ball which, in the umpire's judgment, would have gone out of the playing field in flight, is deflected by the act of a fielder in throwing a glove, cap, or any article of apparel;
- (b) three bases, if a fielder deliberately touches a fair ball with a cap, mask or any part of the uniform detached from its proper place on the fielder's person. The ball is in play and the batter may advance to home base at the risk of being put-out;
- (c) three bases, if a fielder deliberately throws a glove at and touches a fair ball. The ball is in play and the batter may advance to home base at the risk of being put-out;
- (d) two bases, if a fielder deliberately touches a thrown ball with a cap, mask or any part of the uniform detached from its proper place on the fielder's person. The ball is in play;
- (e) two bases, if a fielder deliberately throws a glove at and touches a thrown ball. The ball is in play.

In applying (b), (c), (d) and (e) the umpire must rule that the thrown glove, or detached cap, or mask has touched the ball. There is no penalty if the ball is not touched. Under (c) and (e) this penalty shall not be invoked against a fielder whose glove is carried off the hand by the force of a batted or thrown ball, or when the glove flies off the hand as the fielder makes an obvious effort to make a legitimate catch.

- (f) two bases, if a fair ball bounces or is deflected into the stands outside the first or third base foul lines; or if it goes through or under a field fence, or through or under a scoreboard, or through or under shrubbery or vines on the fence; or if it sticks in such fence, scoreboard, shrubbery or vines;
- (g) two bases when, with no spectators on the playing field, a thrown ball goes into the stands, or into a bench (whether or not the ball rebounds into the field), or over, or under, or through a field fence, or on a slanting part of the screen above the backstop, or remains in the meshes of a wire screen protecting spectators. The ball is dead;

When such wild throw is the first play by an infielder, the umpire, in awarding such bases, shall be governed by the position of the runners at the time the ball was pitched. In all other cases the umpire shall be governed by the position of the runners at the time the wild throw was made.

APPROVED RULING 1:

If all runners, including the batter-runner, have advanced at least one base when an infielder makes a wild throw on the first play after the pitch, the award shall be governed by the position of the runners when the wild throw was made.

In certain circumstances it is impossible to award a runner two bases.

EXAMPLE 1:

Runner on first. Batter hits fly to short right. Runner holds up between first and second and batter comes around first and pulls up behind the runner. Ball falls safely. Outfielder, in throwing to first, throws ball into stand.

APPROVED RULING 2:

Since no runner, when the ball is dead, may advance beyond the base to which entitled, the runner originally on first base goes to third base and the batter is held at second base. The term "when the wild throw was made" means when the throw actually left the player's hand and not when the thrown ball hit the ground, passes a receiving fielder, or goes out of play into the stands. The position of the batter-runner at the time the wild throw left the thrower's hand is the key in deciding the award of bases. If the batter-runner has not reached first base, the award is two bases at the time the pitch was made for all runners. The decision as to whether the batter-runner has reached first base before the throw, is a judgment call.

If an unusual play arises where a first throw by an infielder goes into stands or dug-out but the batter did not become a runner (such as catcher throwing ball into stands in attempt to get runner from third trying to score on passed ball or wild pitch) award of two bases shall be from the position of the runners at the time of the throw. (For the purpose of Rule 7.05 (g) a catcher is considered an infielder.)

PLAY 1:

Runner on first base, batter hits a ball to the shortstop, who throws to second base too late to get runner at second and second base fielder throws toward first base after batter has crossed first base.

Runner at second scores. (On this play, only if batter-runner is past first base when throw is made, is the runner awarded third base.)

- (h) one base, if a ball, pitched to the batter, or thrown by the pitcher from a position on the pitcher's plate to a base to catch a runner, goes into a stand or a bench, or over or through a field fence or backstop. The ball is dead.

APPROVED RULING 1:

When a wild pitch or passed ball goes through or by the catcher, or deflects off the catcher and goes directly into the dug-out, stands, above the break, or any area where the ball is dead, the awarding of bases shall be one base. One base shall also be awarded if the pitcher, while in contact with the rubber, throws to a base and the throw goes directly into the stands or into any area where the ball is dead.

If, however, the pitched or thrown ball goes through or by the catcher, or through the fielder and remains on the playing field and is subsequently kicked or deflected into the dug-out, stands, or other area where the ball is dead, the awarding of bases shall be two bases from position of runners at the time of the pitch or throw.

- (i) one base, if the batter becomes a runner on 'ball four' or 'strike three', when the pitch passes the catcher and lodges in the umpire's mask or paraphernalia;

If the batter becomes a runner on a wild pitch which entitles the runners to advance one base, the batter-runner shall be entitled to first base only.

The fact a runner is awarded a base, or bases, without liability to be put-out does not relieve the runner of the responsibility to touch the base awarded and all intervening bases.

EXAMPLE 1:

Batter hits a ground ball which an infielder throws into the stands but the batter-runner missed first base. The batter-runner may be called out on appeal for missing first base after the ball is put in play even though the batter-runner was 'awarded' second base.

If a runner is forced to return to a base after a catch, the runner must retouch the original base even though, because of some ground rule or other rule, the runner is awarded additional bases. The runner may retouch while the ball is dead and the award is then made from the original base.

- (j) one base, if a fielder deliberately touches a pitched ball with a cap, mask, or any part of the uniform detached from its proper place on its person. The ball is in play and the award is made from the position of the runner at the time the ball was touched.

7.06 Being Obstructed

When obstruction occurs, the umpire shall call or signal "obstruction":

- (a) if a play is being made on the obstructed runner, or if the batter-runner is obstructed before touching first base, the ball is dead and all runners shall advance, without liability to be put-out, to the bases they would have reached, in the umpire's judgment, if there had been no obstruction;

The obstructed runner shall be awarded at least one base beyond the base last legally touched before the obstruction. Any preceding runners, forced to advance by the award of bases as the penalty for obstruction, shall advance without liability to be put-out.

When a play is being made on an obstructed runner, the umpire shall signal "obstruction" in the same manner as calling "time"; with both hands overhead. The ball is immediately dead when the signal is given, however, should a thrown ball be in flight before the obstruction is called by the umpire, the runners are to be awarded such bases on wild throws as they would have been awarded had obstruction not occurred.

On a play where a runner was trapped between second and third and obstructed by the third base fielder going into third base while the throw is in flight from the shortstop, if such throw goes into the dug-out the obstructed runner is to be awarded home base. Any other runners on base in this situation would also be awarded two bases from the base they last legally touched before obstruction was called.

- (b) if no play is being made on the obstructed runner, the play shall proceed until no further action is possible. The umpire shall then call "time" and impose such penalties, if any, as in the umpire's judgment, will nullify the act of obstruction.

Under Rule 7.06 (b) when the ball is not dead on obstruction and an obstructed runner advances beyond the base which, in the umpire's judgment, would have been awarded because of being obstructed, the runner does so at the risk of being tagged out. This is a judgment call.

Rule 7.06 Comment:

The catcher, without possession of the ball, has no right to block the pathway of a runner attempting to score. The base line belongs to the runner and the catcher should be there only when fielding a ball or when the ball is in a hand.

7.07 Illegal Defence

If, with a runner on third base and trying to score by means of a squeeze play or a steal, the catcher or any other fielder steps on or in front of home base without possession of the ball, or touches the batter or the bat, the pitcher shall be charged with a balk, the batter shall be awarded first base on the interference and the ball is dead.

7.08 Runner is Out When

A runner is out when:

- (a) (1) the runner runs more than three feet away from the baseline to avoid being tagged unless the action is to avoid interference 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 the runner is attempting to reach safely; or
- (2) after touching first base, the runner leaves the baseline, obviously abandoning an effort to touch the next base.

Rule 7.08 (a) Comment:

Any runner, after reaching first base, who leaves the baseline heading for the dug-out, or a position, believing there is no further play, may be declared out if the umpire judges the act of the runner to be considered abandoning an effort to run the bases. Even though an out is called, the ball remains in play in regard to any other runner.

This Rule also covers the following and similar plays:

PLAY 1:

Less than two out, score tied last of ninth inning, runner on first, batter hits a ball out of park for winning run, the runner on first passes second and thinking the home run automatically wins the game, cuts across diamond toward the bench as batter-runner circles bases.

APPROVED RULING 1:

In this case, the base runner would be called out for abandoning an effort to touch the next base and the batter-runner permitted to continue around bases to make a home run valid. If there are two out, home run would not count (see Rule 7.12). This is not an appeal play.

PLAY 2:

Runner, believing to be out on a tag at first or third base, starts for the dug-out and progresses a reasonable distance still indicating by appropriate actions to be out, shall be declared out for abandoning the bases.

- (b) the runner intentionally interferes with a thrown ball or hinders a fielder attempting to make a play on a batted ball;

A runner who is adjudged to have hindered a fielder who is attempting to make a play on a batted ball is out whether it was intentional or not. If, however, the runner has contact with a legally occupied base when hindering the fielder, the runner shall not be called out unless, in the umpire's judgment, such hindrance, whether it occurs on fair or foul territory, is intentional. If the umpire declares the hindrance intentional, the following penalty shall apply:

PENALTY 1:

With less than two out, the umpire shall declare both the runner and batter out. With two out, the umpire shall declare the batter out.

If, in a run-down between third base and home plate, the succeeding runner has advanced and is standing on third base when the runner in a run-down is called out for offensive interference, the umpire shall send the runner standing on third base back to second base. This same principle applies if there is a run-down between second and third base and succeeding runner has reached second (the reasoning is that no runner shall advance on an interference play and a runner is considered to occupy a base until legally reaching the next succeeding base).

- (c) the runner is tagged when the ball is alive while off a base;

EXCEPTION 1:

A batter-runner cannot be tagged out after overrunning or oversliding first base if the batter-runner returns immediately to the base.

APPROVED RULING 1:

If the impact of a runner breaks a base loose from its position, no play can be made on that runner at that base if the runner had reached the base safely.

APPROVED RULING 2:

If a base is dislodged from its position during a play, any following runner on the same play shall be considered as touching or occupying the base if, in the umpire's judgment, the runner touches or occupies the point marked by the dislodged bag.

- (d) the runner fails to retouch a base after a fair or foul ball is legally caught before the runner's person or the base is tagged by a fielder;

The runner shall not be called out for failure to retouch the base after the first following pitch, or any play, or attempted play. This is an appeal play.

Runners need not 'tag up' on a foul tip. They may steal on a foul tip. If a so called tip is not caught, it becomes an ordinary foul. Runners then return to their bases.

- (e) the runner fails to reach the next base before a fielder tags the runner or the base, after having been forced to advance by reason of the batter becoming a runner;

However, if a following runner is put-out on a force play, the force is removed and the runner must be tagged to be put-out. The force is removed as soon as the runner touches the base to which forced to advance and if the runner overslides or overruns the base, the runner must be tagged to be put-out.

However, if the forced runner, after touching the next base, retreats for any reason towards the base last occupied, the force play is reinstated and the runner can again be put-out if the defence tags the base to which the runner is forced.

PLAY 1:

Runner on first and three balls on batter. Runner steals on the next pitch, which is fourth ball, but after having touched second the runner overslides or overruns that base. Catcher's throw catches the runner before the runner can return. Ruling is that runner is out. (Force out is removed.)

Oversliding and overrunning situations arise at bases other than first base. For instance, before two are out and runners on first and second, or first, second and third, the ball is hit to an infielder who tries for the double play. The runner on first beats the throw to second base but overslides the base. The relay is made to first base and the batter-runner is out. The first base fielder, seeing the runner at second base off the bag, makes the return throw to second and the runner is tagged off the base. Meanwhile runners have crossed the plate. The question is; is this a force play? Was the force removed when the batter-runner was out at first base? Do the runs that crossed the plate during this play and before the third out was made when the runner was tagged at second, count? Answer: The runs score. It is not a force play; it is a tag play.

- (f) the runner is touched by a fair ball in fair territory before the ball has touched or passed an infielder;

The ball is dead and no runner may score, nor runners advance, except runners forced to advance.

EXCEPTION 1:

If a runner is touching a base when touched by an infield fly, the runner is not out, although the batter is out. If two runners are touched by the same fair ball, only the first one is out because the ball is instantly dead.

If a runner is touched by an infield fly when not touching a base, both the runner and the batter are out.

- (g) the runner attempts to score on a play in which the batter interferes with the play at home base before two are out;

With two out, the interference puts the batter out and no score counts.

- (h) the runner passes a preceding runner before such runner is out;

- (i) after the runner has acquired legal possession of a base, the runner runs the bases in reverse order for the purpose of confusing the defence or making a travesty of the game;

The umpire shall immediately call "time" and declare the runner "out".

If a runner touches an unoccupied base and then thinks the ball was caught or is decoyed into returning to the base last touched, the runner may be put-out running back to that base, but if the runner reaches the previously occupied base safely, the runner cannot be put-out while in contact with that base.

- (j) the runner fails to return at once to first base after overrunning or oversliding that base;

If the runner attempts to run to second, the runner is out when tagged. If, after overrunning or over-sliding first base, the runner starts toward the dug-out, or toward a position and fails to return to first base at once, the runner is out on appeal when the runner or the base is tagged.

A runner who touches first base in overrunning and is declared safe by the umpire has, within the intent of Rule 4.09 (a), 'reached first base' and any run which scores on such a play counts, even though the runner subsequently becomes the third out for failure to return 'at once', as covered in Rule 7.08 (j).

- (k) in running or sliding for home base the runner fails to touch home base and makes no attempt to return to the base when a fielder holds the ball in a hand, while touching home base and appeals to the umpire for the decision.

This Rule applies only where the runner is on the way to the bench and the catcher would be required to chase the runner. It does not apply to the ordinary play where the runner misses the plate and then immediately makes an effort to touch the plate before being tagged. In that case, the runner must be tagged.

7.09 Runner Interference

It is interference by a batter or a runner when:

- (a) after a third strike the batter hinders the catcher in an attempt to field the ball;
- (b) a batter or a runner intentionally deflects the course of a foul ball in any manner;
- (c) before two are out and a runner on third base, the batter hinders a fielder in making a play at home base, the runner is out;
- (d) any member or members of the offensive team stand or gather around any base to which a runner is advancing, to confuse, hinder or add to the difficulty of the fielders;

Such runner shall be declared out for the interference of a team-mate or team-mates.

- (e) any batter or runner who has just been put-out hinders or impedes any following play being made on a runner;

Such runner shall be declared out for the interference of a team-mate.

If a batter or a runner continues to advance after being put-out, the runner shall not by that act alone be considered as confusing, hindering, or impeding the fielders.

- (f) if, in the judgment of the umpire, a base runner wilfully and deliberately interferes with a batted ball or a fielder in the act of fielding a batted ball with the obvious intent to break up a double play, the ball is dead;

The umpire shall call the runner out for interference and also call out the batter-runner because of the action of a team-mate. In no event may bases be run or runs scored because of such action by a runner.

- (g) if, in the judgment of the umpire, a batter-runner wilfully and deliberately interferes with a batted ball or a fielder in the act of fielding a batted ball, with the obvious intent to break up a double play, the ball is dead;

The umpire shall call the batter-runner out for interference and shall also call out the runner who had advanced closest to the home plate regardless where the double play might have been possible. In no event shall bases be run because of such interference.

- (h) in the judgment of the umpire, the base coach at third base or first base, by touching or holding the runner, physically assists the runner in returning to or leaving third base or first base;
- (i) with a runner on third base, the base coach leaves the box and acts in any manner to draw a throw by a fielder;
- (j) the runner fails to avoid a fielder who is attempting to field a batted ball, or intentionally interferes with a thrown ball, provided that if two or more fielders attempt to field a batted ball and the runner comes in contact with one or more of them, the umpire shall determine which fielder is entitled to the benefit of this Rule and shall not declare the runner out for coming in contact with a fielder other than the one the umpire determines to be entitled to field such a ball;

When a catcher and batter-runner going to first base have contact when the catcher is fielding the ball, there is generally no violation and nothing should be called. Obstruction by a fielder attempting to field a ball should be called only in very flagrant and violent cases because the rules give the fielder the right of way, but of course such right of way is not a license to, for example, intentionally trip a runner even though fielding the ball. If the catcher is fielding the ball and the first base fielder or pitcher obstructs a runner going to first base "obstruction" shall be called and the base runner awarded first base.

- (k) a fair ball touches a runner on fair territory before touching a fielder;

If a fair ball goes through, or by, an infielder and touches a runner immediately back of a fielder, or touches the runner after having been deflected by a fielder, the umpire shall not declare the runner out for being touched by a batted ball. In making such decision the umpire must be convinced that the ball passed through, or by, the fielder and that no other infielder had the chance to make a play on the ball. If, in the judgment of the umpire, the runner deliberately and intentionally kicks such a batted ball on which the infielder has missed a play, then the runner shall be called out for interference.

PENALTY FOR INTERFERENCE 1:

The runner is out and the ball is dead.

7.10 Runner Out on Appeal

Any runner shall be called out, on appeal, when:

- (a) after a fly ball is caught, the runner fails to retouch the original base before the runner or the original base is tagged;

"Retouch," in this Rule, means to tag up and start from a contact with the base after the ball is caught. A runner is not permitted to take a flying start from a position in back of the base.

- (b) with the ball in play, while advancing or returning to a base the runner fails to touch each base in order before the runner or a missed base is tagged;

APPROVED RULING 1:

- (1) No runner may return to touch a missed base after a following runner has scored.
(2) When the ball is dead, no runner may return to touch a missed base or one left after having advanced to and touched a base beyond the missed base.

PLAY 1

Batter hits ball out of park or ground rule double and misses first base (ball is dead). The batter may return to first base to correct the mistake before touching second, but if the runner touches second the runner may not return to first and if defensive team appeals the runner is declared out at first.

PLAY 2:

Batter hits ball to shortstop who throws wild into stand (ball is dead). Batter-runner misses first base but is awarded second base on the overthrow. Even though the umpire has awarded the runner second base on the overthrow, the runner must touch first base before proceeding to second base.

These are appeal plays.

- (c) the batter-runner overruns or overslides first base and fails to return to the base immediately and the batter-runner's person or the base is tagged;
(d) the runner fails to touch home base and makes no attempt to return to that base and home base is tagged;

Any appeal under this Rule must be made before the next pitch or any play or attempted play. If the violation occurs during a play which ends a half inning, the appeal must be made before the defensive team leaves the field.

An appeal is not to be interpreted as a play or an attempted play. Successive appeals may not be made on a runner at the same base. If the defensive team on its first appeal errs, a request for a second appeal on the same runner at the same base shall not be allowed by the umpire. (Intended meaning of the word "err" is that the defensive team, in making an appeal, threw the ball out of play. For example, if the pitcher threw to first base to appeal and threw the ball into the stands, no second appeal would be allowed.)

Appeal plays may require an umpire to recognise an apparent 'fourth out'. If the third out is made during a play in which an appeal play is sustained on another runner, the appeal play decision takes precedence in determining the out. If there is more than one appeal during a play that ends a half inning, the defence may elect to take the out that gives it the advantage. For the purpose of this Rule, the defensive team has 'left the field' when the pitcher and all infielders have left fair territory on their way to the bench or clubhouse.

If two runners arrive at home base about the same time and the first runner misses home plate but a second runner legally touches the plate, the first runner will be called out on appeal. If there are two out and the first runner is tagged out on an attempt to come back and touch the base or is called out on appeal, then the runner shall be considered as having been put-out before the second runner scored and being the third out. Second runner's run shall not count, as provided in Rule 7.12.

If a pitcher balks when making an appeal, such act shall be a play. An appeal should be clearly intended as an appeal, either by a verbal request by the player or an act that unmistakably indicates an appeal to the umpire. A player, inadvertently stepping on the base with a ball in the player's hand, would not constitute an appeal. Time is not out when an appeal is being made.

7.11 Vacating Space

The players, coaches or any member of an offensive team shall vacate any space (including both dug-outs) needed by a fielder who is attempting to field a batted or thrown ball.

PENALTY 1:

Interference shall be called and the batter or runner on whom the play is being made shall be declared out.

7.12 Runners Shall Score

Unless two are out, the status of a following runner is not affected by a preceding runner's failure to touch or retouch a base. If, upon appeal, the preceding runner is the third out, no runners following the runner called out shall score. If such third out is the result of a force play, neither preceding nor following runners shall score.

8.00 The Pitcher

8.01 Legal Pitching Deliveries

There are two legal pitching positions, the 'wind up position' and the 'set position' and either position may be used at any time.

Pitchers shall take signs from the catcher while standing on the rubber.

Pitchers may disengage the rubber after taking their signs but may not step quickly onto the rubber and pitch. This may be judged a quick pitch by the umpire. When the pitcher disengages the rubber, the pitcher must drop both hands to the sides.

Pitchers will not be allowed to disengage the rubber after taking each sign.

- (a) **The Wind Up Position:** The pitcher shall stand facing the batter, the pivot foot in contact with the pitcher's plate and the other foot free;

From this position any natural movement associated with the delivery of the ball to the batter commits the pitcher to the pitch without interruption or alteration. The pitcher shall not raise either foot from the ground, except in actual delivery of the ball to the batter, the pitcher may take one step backward and one step forward with the free foot.

When a pitcher holds the ball with both hands in front of the body with the pivot foot in contact with the pitcher's plate and the other foot free, the pitcher will be considered in the Wind Up position.

Rule 8.01 (a) Comment:

In the Wind Up position a pitcher is permitted to have the free foot on the rubber, in front of the rubber, behind the rubber, or off the side of the rubber. From the Wind Up position the pitcher may:

- (1) *deliver the ball to the batter; or*
- (2) *step and throw to a base in an attempt to pick-off a runner; or*
- (3) *disengage the rubber (if the pitcher disengages the rubber, the pitcher must drop the hands to the sides).*

In disengaging the rubber the pitcher must step off with the pivot foot and not the free foot first. The pitcher may not go into a set or stretch position - if the pitcher does, it is a balk.

- (b) **The Set Position:** Set Position shall be indicated by the pitcher when the pitcher stands facing the batter with the pivot foot in contact with and the other foot in front of the pitcher's plate, holding the ball in both hands in front of the body and coming to a complete stop. From such set position, the pitcher may deliver the ball to the batter, throw to a base, or step backward off the pitcher's plate with the pivot foot;

Before assuming set position, the pitcher may elect to make any natural preliminary motion such as that known as 'the stretch'. But if the pitcher so elects, the pitcher shall come to set position before delivering the ball to the batter.

After assuming set position, any natural motion associated with the delivery of the ball to the batter commits the pitcher to the pitch without alteration or interruption.

Preparatory to coming to a set position, the pitcher shall have one hand on the side. From this position the pitcher shall go to the set position as defined in Rule 8.01 (b) without interruption and in one continuous motion.

The pitcher, following a stretch, must:

- (1) hold the ball in both hands in front of the body; and
- (2) come to a complete stop.

This must be enforced. Umpires should watch this closely. Pitchers are constantly attempting to 'beat the rule' in their efforts to hold runners on bases and in cases where the pitcher fails to make a complete 'stop' called for in the rules, the umpire should immediately call a "balk".

Rule 8.01 (b) Comment:

With no runners on base the pitcher is not required to come to a complete stop when using the set position. If, however, in the umpire's judgment, a pitcher delivers the ball in a deliberate effort to catch the batter off guard, this delivery shall be deemed a quick pitch for which the penalty is a ball. (See Rule 8.05 (e) Comment.)

- (c) at any time during the pitcher's preliminary movements and until the natural pitching motion commits the pitcher to the pitch, the pitcher may throw to any base provided the pitcher steps directly toward such base before making the throw;

The pitcher shall step 'ahead of the throw'. A snap throw followed by the step directly toward the base is a balk.

- (d) if the pitcher makes an illegal pitch with the bases unoccupied, it shall be called a "ball", unless the batter reaches first base on a hit, an error, a base on balls, a hit batter or otherwise;

A ball which slips out of a pitcher's hand and crosses the foul line shall be called a "ball", otherwise it will be called "no pitch". This would be a balk with runners on base.

- (e) if the pitcher removes the pivot foot from contact with the pitcher's plate by stepping backward with that foot, the pitcher thereby becomes an infielder and if a wild throw is made from that position, it shall be considered the same as a wild throw by any other infielder;

The pitcher, while off the rubber, may throw to any base. If the pitcher makes a wild throw, such throw is the throw of an infielder and what follows is governed by the rules covering a ball thrown by a fielder.

- (f) A pitcher must indicate visually to the umpire-in-chief, the batter and any runners the hand with which he intends to pitch, which may be done by wearing his glove on the other hand while touching the pitcher's plate. The pitcher is not permitted to pitch with the other hand until the batter is retired, the batter becomes a runner, the innings ends, the batter is substituted for by a pinch hitter or the pitcher incurs an injury. In the event the pitcher switches hands during an at-bat because he has suffered an injury, the pitcher may not, for the remainder of the game, pitch with the hand from which he has switched. The pitcher shall not be given the opportunity to throw any preparatory pitches after switching pitching hands. Any change of pitching hands must be indicated clearly to the umpire-in-chief.

8.02 The Pitcher Shall Not

The pitcher shall not:

- (a) (1) bring the pitching hand in contact with the mouth or lips while in the 18 foot circle surrounding the pitching rubber; provided however, that the pitcher may touch his mouth or lips in that area, so long as he is not in contact with the pitcher's plate when doing so and so as long as he clearly wipes the fingers of his pitching hand dry before touching the pitcher's plate.

EXCEPTION 1:

Provided it is agreed to by both managers, the umpire, prior to the start of a game played in cold weather, may permit the pitcher to blow on the hand.

PENALTY 1:

For violation of this part of this Rule the umpire shall immediately call a ball. However, if the pitch is made and a batter reaches first base on a hit, an error, a hit batter or otherwise and no other runner is put-out before advancing at least one base, the play shall proceed without reference to the violation. Repeat offenders shall be subject to a fine by the league president.

- (2) expectorate on the ball, either hand, or the glove;
- (3) rub the ball on the glove, person, or clothing;

- (4) apply a foreign substance of any kind to the ball;
- (5) deface the ball in any manner; or
- (6) deliver a ball altered in a manner prescribed by Rule 8.02 (a) (2) through (5), or what is called the "shine" ball, "spit" ball, "mud" ball or "emery" ball. The pitcher is allowed to rub the ball between the bare hands.

PENALTY 1:

For violation of any part of Rule 8.02 (a) (2) through (6):

- (a) the pitcher shall be ejected immediately from the game and shall be suspended automatically; (In national association leagues, the automatic suspension shall be for 10 game.)
- (b) if a play follows the violation called by the umpire, the manager of the team at bat may advise the plate umpire-in-chief that the manager elects to accept the play. Such election shall be made immediately at the end of the play. However, if the batter reaches first base on a hit, an error, a base on balls, a hit batter, or otherwise and no other runner is put-out before advancing at least one base, the play shall proceed without reference to the violation;
- (c) even though the team at bat elects to take the play, the violation shall be recognised and the penalties in subsection (a) will still be in effect;
- (d) if the manager of the team at bat does not elect to accept the play, the umpire-in-chief shall call an automatic ball and if there are any runners on base, a balk;
- (e) the umpire shall be sole judge on whether any portion of this Rule has been violated.

Rules 8.02 (a) (2) through 8.02 (a) (6) Comment:

If a pitcher violates either Rule 8.02 (a) (2) or 8.02 (a) (3) and, in the judgment of the umpire, the pitcher did not intend, by an act, to alter the characteristics of a pitched ball, then the umpire may, in the umpire's discretion, warn the pitcher in lieu of applying the penalty set forth for violations of 8.02 (a) (2) through 8.02 (a) (6). If the pitcher persists in violating either of those Rules however, the umpire should then apply the penalty.

- (b) have on person, or be in possession of, any foreign substance;

For infraction of this section (b), the penalty shall be immediate ejection from the game. In addition, the pitcher shall be suspended automatically. In national association leagues, the automatic suspension shall be for 10 games.

- (c) intentionally delay the game by throwing the ball to players other than the catcher when the batter is in position, except in an attempt to retire a runner;

PENALTY 1:

If, after warning by the umpire, such delaying action is repeated, the pitcher shall be removed from the game.

- (d) intentionally pitch at the batter;

A pitcher judged by the plate umpire to have intentionally delivered a pitched ball at a batter will be immediately ejected from the game. No warning will be given.

Rule 8.02 (d) Comment:

The umpire no longer has three options in dealing with this infraction as in the past. At the time of the ejection the umpire shall warn the manager of both teams that another such pitch by any pitcher during the game will result in the immediate expulsion of the pitcher and that pitcher's manager.

In each of the above situations, the manager and or the pitcher may be suspended and / or fined, as deemed appropriate by the league president.

If, in the umpire's judgment, circumstances warrant, both teams may be officially 'warned' prior to the game or at any time during the game.

League presidents may take additional action under authority provided in Rule 9.05.

To pitch at a batter's head is unsportsmanlike and highly dangerous. It should be and is condemned by everybody. Umpires should act without hesitation in enforcement of this Rule.

8.03 Preparatory Pitches

When a pitcher takes the mound at the beginning of each inning, or when relieving another pitcher, the pitcher shall be permitted to pitch not to exceed eight preparatory pitches to the catcher during which play shall be suspended.

A league, by its own action, may limit the number of preparatory pitches to less than eight.

Such preparatory pitches shall not consume more than one minute of time.

If a sudden emergency causes a pitcher to be summoned into the game without any opportunity to warm up, the umpire-in-chief shall allow the pitcher as many pitches as the umpire deems necessary.

8.04 Pitching Time Limits

When the bases are unoccupied, the pitcher shall deliver the ball to the batter within 12 seconds after receiving the ball. Each time the pitcher delays the game by violating this Rule, the umpire shall call "ball". The 12-second timing starts when the pitcher is in possession of the ball and the batter is in the box, alert to the pitcher. The timing stops when the pitcher releases the ball.

The intent of this Rule is to avoid unnecessary delays. The umpire shall insist that the catcher return the ball promptly to the pitcher and that the pitcher take a position on the rubber promptly. Obvious delay by the pitcher should instantly be penalised by the umpire.

8.05 A Balk

If there is a runner, or runners, it is a balk when:

- (a) the pitcher, while touching the pitcher's plate, makes any motion naturally associated with the pitch and fails to make such delivery;

If a left-handed or right-handed pitcher swings his free foot past the back edge of the pitcher's plate, the pitcher is required to pitch to the batter except to throw to second base on a pick-off play.

- (b) the pitcher, while touching the pitcher's plate, feints a throw to first base and fails to complete the throw;
- (c) the pitcher, while touching the pitcher's plate, fails to step directly toward a base before throwing to that base;

Requires the pitcher, while touching the pitcher's plate, to step directly toward a base before throwing to that base. If a pitcher turns or spins off the free foot without actually stepping, or if the pitcher turns the body and throws before stepping, it is a balk.

A pitcher is to step directly toward a base before throwing to that base but does not require the pitcher to throw (except to first base only) because of the step.

It is possible, with runners on first and third, for the pitcher to step toward third and not throw, merely to bluff the runner back to third; then seeing the runner on first start for second, turn and step toward and throw to first base. This is legal. However, if, with runners on first and third, the pitcher, while in contact with the rubber, steps toward third and then immediately and in practically the same motion 'wheels' and throws to first base, it is obviously an attempt to deceive the runner at first base and in such a move it is practically impossible to step directly toward first base before the throw to first base and such a move shall be called a "balk". Of course, if the pitcher steps off the rubber and then makes such a move, it is not a balk.

- (d) the pitcher, while touching the pitcher's plate, throws, or feints a throw to an unoccupied base, except for the purpose of making a play;
- (e) the pitcher makes an illegal pitch;
A quick pitch is an illegal pitch. Umpires will judge a quick pitch as one delivered before the batter is reasonably set in the batter's box. With runners on base the penalty is a balk; with no runners on base, it is a ball. The quick pitch is dangerous and should not be permitted.
- (f) the pitcher delivers the ball to the batter while not facing the batter;
- (g) the pitcher makes any motion naturally associated with the pitch while not touching the pitcher's plate;
- (h) the pitcher unnecessarily delays the game;

Rule 8.05 (h) Comment:

Rule 8.05 (h) shall not apply when a warning is given pursuant to Rule 8.02 (c) (which prohibits intentional delay of a game by throwing to fielders in an attempt to put a runner out). If a pitcher is ejected pursuant to Rule 8.02 (c) for continuing to delay the game, the penalty in Rule 8.05 (h) shall also apply. Rule 8.04 (which sets a time limit for a pitcher to deliver the ball when the bases are unoccupied) applies only when there are no runners on base.

- (i) the pitcher, without having the ball, stands on or astride the pitcher's plate, or while off the plate, feints a pitch;
- (j) the pitcher, after coming to a legal pitching position, removes one hand from the ball other than in an actual pitch, or in throwing to a base;
- (k) the pitcher, while touching the pitcher's plate, accidentally or intentionally drops the ball;
- (l) the pitcher, while giving an intentional base on balls, pitches when the catcher is not in the catcher's box;
- (m) the pitcher delivers the pitch from set position without coming to a stop;

PENALTY 1:

The ball is dead and each runner shall advance one base without liability to be put-out unless the batter reaches first on a hit, an error, a base on balls, a hit batter, or otherwise and all other runners advance at least one base, in which case the play proceeds without reference to the balk.

APPROVED RULING 1:

In cases where a pitcher balks and throws wild, either to a base or to home plate, a runner or runners may advance beyond the base to which entitled at the risk of being put-out.

APPROVED RULING 2:

A runner who misses the first base to which advancing and who is called out on appeal shall be considered as having advanced one base for the purpose of this Rule. Umpires should bear in mind that the purpose of the balk rule is to prevent the pitcher from deliberately deceiving the base runner. If there is doubt in the umpire's mind, the 'intent' of the pitcher should govern. However, certain specifics should be borne in mind:

- (1) Straddling the pitcher's rubber without the ball is to be interpreted as intent to deceive and ruled a balk.
- (2) With a runner on first base the pitcher may make a complete turn without hesitating toward first and throw to second. This is not to be interpreted as throwing to an unoccupied base.

8.06 Defensive Visits

A professional league shall adopt the following Rule pertaining to the visit of the manager or coach to the pitcher:

- (a) This rule limits the number of trips a manager or coach may make to any one pitcher in any one inning.
- (b) A second trip to the same pitcher in the same inning will cause this pitcher's automatic removal from the game.
- (c) The manager or coach is prohibited from making a second visit to the mound while the same batter is at bat; but
- (d) if a pinch hitter is substituted for this batter, the manager or coach may make a second visit to the mound, but must remove the pitcher.

A manager or coach is considered to have concluded a visit to the mound when having left the 18 foot circle surrounding the pitcher's rubber.

If the manager or coach goes to the catcher or infielder and that player then goes to the mound, or the pitcher goes to that player at that player's position before there is an intervening play (a pitch or other play), that will be the same as the manager or coach going to the mound.

Any attempt to evade or circumvent this Rule by the manager or coach going to the catcher or an infielder and then that player going to the mound to confer with the pitcher shall constitute a trip to the mound.

If the coach goes to the mound and removes a pitcher and then the manager goes to the mound to talk with the new pitcher, that will constitute one trip to that new pitcher that inning.

In a case where a manager has made a first trip to the mound and then returns the second time to the mound in the same inning with the same pitcher in the game and the same batter at bat after being warned by the umpire not to return to the mound, the manager shall be removed from the game and the pitcher required to pitch to the batter until the batter is retired or gets on base. After the batter is retired, or becomes a base runner, then this pitcher must be removed from the game. The manager should be notified that the pitcher will be removed from the game after pitching to one hitter so a substitute pitcher can be warmed up.

The substitute pitcher will be allowed eight preparatory pitches or more if, in the umpire's judgment, circumstances justify.

9.00 The Umpire

9.01 Appointments

- (a) The league president shall appoint one or more umpires to officiate at each league championship game. The umpires shall be responsible for the conduct of the game in accordance with these Rules and for maintaining discipline and order on the playing field during the game.
- (b) Each umpire is the representative of the league and of professional baseball and is authorised and required to enforce all of these Rules.
- (c) Each umpire has authority to order a player, coach, manager, club officer or employee to do ,or refrain from doing, anything which affects the administering of these Rules and to enforce the prescribed penalties.
Each umpire has authority to rule on any point not specifically covered in these Rules.
- (d) Each umpire has authority to disqualify any player, coach, manager or substitute for objecting to decisions, or for unsportsmanlike conduct or language and to eject such disqualified person from the playing field. ,If an umpire disqualifies a player while a play is in progress, the disqualification shall not take effect until no further action is possible in that play.
- (e) Each umpire has authority to eject from the playing field:
 - (1) any person whose duties permit their presence on the field, such as ground crew members, ushers, photographers, newsmen, broadcasting crew members, etc; and
 - (2) any spectator or other person not authorised to be on the playing field.

9.02 Judgment Decisions

- (a) Any umpire's decision which involves judgment, such as, but not limited to, whether a batted ball is fair or foul, whether a pitch is a strike or a ball, or whether a runner is safe or out, is final. No player, manager, coach or substitute shall object to any such judgment decisions.
Players leaving their position in the field or on base, or managers or coaches leaving the bench or coach's box, to argue on balls and strikes will not be permitted. They should be warned if they start for the plate to protest the call. If they continue, they will be ejected from the game.
- (b) If there is reasonable doubt that any umpire's decision may be in conflict with the rules, the manager may appeal the decision and ask that a correct ruling be made. Such appeal shall be made only to the umpire who made the protested decision.
- (c) If a decision is appealed, the umpire making the decision may ask another umpire for information before making a final decision. No umpire shall criticise, seek to reverse or interfere with another umpire's decision unless asked to do so by the umpire making it. If the umpires consult after a play and change a call that had been made, then they have the authority to take all steps that they may deem necessary, in their discretion, to eliminate the results and consequences of the earlier call that they are reversing, including placing runners where they think those runners would have been after the play, had the ultimate call been made as the initial call, disregarding interference or obstruction that may have occurred on that play; failures of runners to tag up based on the initial call on the field; runners passing other runners or missing bases etc., all in discretion of the umpires. No player, manager or coach shall be permitted to argue the exercise of the umpire's discretion in resolving the play and any person so arguing shall be subject to ejection.

Comment. A manager is permitted to ask the umpires for an explanation of the play and how the umpires have exercised their discretion to eliminate the results and consequences of the earlier call that the umpires are reversing. Once the umpires explain the result of the play, however, no one is permitted to argue that the umpires should have exercised their discretion in another matter.

The manager or the catcher may request the plate umpire to ask a partner for help on a half swing when the plate umpire calls the pitch a ball, but not when the pitch is called a strike. The manager may not complain that the umpire made an improper call, but only that the umpire did not ask a partner for help. Field umpires must be alerted to the request from the plate umpire and quickly respond. Managers may not protest the call of a ball or strike on the pretence they are asking for information about a half swing.

Appeals on a half swing may be made only on the call of "ball" and when asked to appeal, the home plate umpire must refer to a base umpire for judgment on the half swing. Should the base umpire call the pitch a "strike", the strike call shall prevail.

Base runners must be alert to the possibility that the base umpire, on appeal from the plate umpire, may reverse the call of a ball to the call of a strike, in which event the runner is in jeopardy of being out by the catcher's throw.

Also, the catcher must be alert in a base stealing situation if a ball called is reversed to a strike by the base umpire on appeal from the plate umpire. The ball is in play on appeal on a half swing.

On a half swing, if the manager comes out to argue with the first or third base umpire and if, after being warned, persists in arguing, the manager can be ejected as the argument is over a called ball or strike.

- (d) No umpire may be replaced during a game unless injured or becomes ill.

9.03 Jurisdiction

- (a) If there is only one umpire, that umpire shall have complete jurisdiction in administering the rules.

The umpire may take any position on the playing field which will enable that umpire to discharge the duties (usually behind the catcher, but sometimes behind the pitcher if there are runners).

- (b) If there are two or more umpires, one shall be designated umpire-in-chief and the other(s), field umpire(s).

9.04 The Umpire-In-Chief

- (a) The umpire-in-chief shall stand behind the catcher. In this position the umpire-in-chief would usually be called the "Plate Umpire". Duties of the umpire-in-chief shall be to:

- (1) take full charge of and be responsible for the proper conduct of the game;
- (2) call and count balls and strikes;
- (3) call and declare fair balls and fouls, except those commonly called by field umpires;
- (4) make all decisions on the batter;
- (5) make all decisions, except those commonly reserved for the field umpires;
- (6) decide when a game shall be forfeited;
- (7) if a time limit has been set, announce the fact and the time set before the game starts;
- (8) inform the official scorer of the official batting order and any changes in the line-ups and batting orders on request;
- (9) announce any special ground rules (as required).

- (b) A field umpire may take any position on the playing field best suited to make impending decisions on the bases. The field umpire's duties shall be to:

- (1) make all decisions on the bases, except those specifically reserved to the umpire-in-chief;
- (2) take concurrent jurisdiction with the umpire-in-chief in calling "time", balks, illegal pitches, or defacement or discoloration of the ball by any player;

- (3) aid the umpire-in-chief in every manner in enforcing the rules and excepting the power to forfeit the game, shall have equal authority with the umpire-in-chief in administering and enforcing the rules and maintaining discipline;
- (c) If different decisions should be made on one play by different umpires, the umpire-in-chief shall call all the umpires into consultation with no manager or player present. After consultation, the umpire-in-chief (unless another umpire may have been designated by the league president) shall determine which decision shall prevail, based on which umpire was in the best position and which decision was most likely correct. Play shall proceed as if only the final decision had been made.

9.05 Violation Reports

- (a) The umpire shall report to the league president within twelve hours after the end of a game all violations of rules and other incidents worthy of comment, including the disqualification of any trainer, manager, coach or player and the reasons therefore.
- (b) When any trainer, manager, coach or player is disqualified for a flagrant offence, such as the use of obscene or indecent language, or an assault upon an umpire, trainer, manager, coach or player, the umpire shall forward full particulars to the league president within four hours after the end of the game.
- (c) After receiving the umpire's report that a trainer, manager, coach or player has been disqualified, the league president shall impose such penalties as deemed justified and shall notify the person penalised and the manager of the club of which the penalised person is a member. If the penalty includes a fine, the penalised person shall pay the amount of the fine to the league within five days after receiving notice of the fine. Failure to pay such fine within five days shall result in the offender being debarred from participation in any game and from sitting on the players' bench during any game, until the fine is paid.

GENERAL INSTRUCTIONS TO UMPIRES

Umpires on the field should not indulge in conversation with players. Keep out of the coaching box and do not talk to the coach on duty. Keep your uniform in good condition. Be active and alert on the field. Be courteous always to club officials. Avoid visiting in club offices and thoughtless familiarity with officers or employees of contesting clubs. When you enter a ball park your sole duty is to umpire a ball game as the representative of baseball.

Do not allow criticism to keep you from studying out bad situations that may lead to protested games. Carry your Rule book. It is better to consult the Rules and hold up the game ten minutes to decide a knotty problem than to have a game thrown out on protest and replayed. Keep the game moving. A ball game is often helped by energetic and earnest work of the umpires.

You are the only official representative of baseball on the ball field. It is often a trying position which requires the exercise of much patience and good judgment, but do not forget that the first essential in working out of a bad situation is to keep your own temper and self control.

You no doubt are going to make mistakes, but never attempt to 'even up' after having made one. Make all decisions as you see them and forget which is the home or visiting club.

Keep your eye everlastingly on the ball while it is in play. It is more vital to know just where a fly ball fell, or a thrown ball finished up, than whether or not a runner missed a base. Do not call the plays too quickly, or turn away too fast when a fielder is throwing to complete a double play. Watch out for dropped balls after you have called a player out.

Do not come running with your arm up or down, denoting "out" or "safe". Wait until the play is completed before making any arm motion. Each umpire team should work out a simple set of signals so the proper umpire can always right a manifestly wrong decision when convinced an error has been made. If sure you got the play correctly, do not be stampeded by players' appeals to "ask the other man". If not sure, ask one of your associates. Do not carry this to extremes, be alert and get your own plays, but remember; the first requisite is to get decisions correct. If in doubt don't hesitate to consult your associate. Umpire dignity is important but never as important as 'being right'.

A most important rule for umpires is always "BE IN POSITION TO SEE EVERY PLAY". Even though your decision may be 100% right, players still question it if they feel you were not in a spot to see the play clearly and definitely.

Finally, be courteous, impartial and firm and so compel respect from all.

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10.00 The Official Scorer

10.01 Official Scorer (General Rules)

- (a) The league president shall appoint an official scorer for each league championship, post-season or all-star game.

The official scorer shall observe the game from a position in the press box.

The official scorer shall have sole authority to make all decisions concerning application of Rule 10 that involve judgment, such as whether a batter's advance to first base is the result of a hit or an error. The official scorer shall communicate such decisions to the press box and broadcasting booths by hand signals or over the press box loud speaker system and shall advise the public address announcer of such decisions, if requested.

The official scorer shall make all decisions concerning judgment calls within 24 hours after a game concludes or is suspended. A player or club may request that the league president review a judgment call of an official scorer made in a game in which such player or club participated, by notifying the league president in writing or by approved electronic means within 24 hours of the conclusion or suspension of such game, or within 24 hours of the official scorer's call, in the event the official scorer changes a call within 24 hours after a game concludes or is suspended, as provided in this Rule 10.01 (a). The party requesting review shall submit, before the close of the second business day of the league office following the request for review, any written explanation or other evidence (such as videotapes or electronic media) the player or club wishes the league president to consider in reviewing such request. The league president shall not consider any evidence submitted after the time for submission set forth in this Rule 10.01 (a). The league president, after considering the evidence submitted and any other evidence to be considered, may request that the official scorer change a judgment call or, if the league president concludes that the judgment of the official scorer had been clearly erroneous, may order a change in a judgment call. No judgment decision shall be changed thereafter. A league may impose a reasonable fee upon a party requesting such review in the event that the judgment call of the official scorer being reviewed is upheld.

After each game, including forfeited and called games, the official scorer shall prepare a report, on a form prescribed by the league president, listing the date of the game, where it was played, the names of the competing clubs and the umpires, the full score of the game and all records of individual players compiled according to the system specified in this Rule 10. The official scorer shall forward this report to the league office as soon as practicable after the game ends. The official scorer shall forward the report of any suspended game as soon as practicable after the game has been completed, or after it becomes a called game because it cannot be completed, as provided by Rule 4.12 (b) (4).

Rule 10.01 (a) Comment:

The official scorer shall forward the official score report to the league statistician instead of to the league office, if requested to do so by the league. In the event of any discrepancy in records maintained by a league statistician and the rulings by an official scorer, the report of such official scorer shall control. League statisticians and official scorers should consult cooperatively to resolve any discrepancies. For the Major Leagues, the duties of a league president are carried out by one or more designees of the Commissioner of Baseball. See Rule 2.00 Comment.

- (b) (1) In all cases, the official scorer shall not make a scoring decision that is in conflict with Rule 10 or any other Official Baseball Rule. The official scorer shall conform strictly to the rules of scoring set forth in this Rule 10. The official scorer shall not make any decision that conflicts with an umpire's decision. The official scorer shall have authority to rule on any point not specifically covered in these Rules. The league president shall order changed any decision of an official scorer that contradicts the rules of scoring set forth in this Rule 10 and shall take whatever remedial actions as may be necessary to correct any statistics that need correction as a result of such mistaken scoring decision.

- (2) If the teams change sides before three men are put-out, the official scorer shall immediately inform the umpire-in-chief of the mistake.
- (3) If the game is protested or suspended, the official scorer shall make a note of the exact situation at the time of the protest or suspension, including the score, the number of outs, the position of any runners, the ball and strike count on the batter, the line-ups of both teams and the players who have been removed from the game for each team.

Rule 10.01 (b) (3) Comment:

It is important that a suspended game resume with exactly the same situation as existed at the time of suspension. If a protested game is ordered replayed from the point of protest, the game must be resumed with exactly the situation that existed just before the protested play.

- (4) The official scorer shall not call the attention of any umpire, or of any member of either team to the fact that a player is batting out of turn.
- (c) The official scorer is an official representative of the league, is entitled to the respect and dignity of office and shall be accorded full protection by the league president. The official scorer shall report to the league president any indignity expressed by any manager, player, club employee or club officer in the course of, or as the result of, the discharge of official scorer duties.

10.02 Official Score Report

The official score report prepared by the official scorer shall be in a form prescribed by the league and shall include:

- (a) the following records for each batter and runner:
 - (1) Number of times batted, except that no time at bat shall be charged when a player:
 - (i) hits a sacrifice bunt or sacrifice fly;
 - (ii) is awarded first base on four called balls;
 - (iii) is hit by a pitched ball; or
 - (iv) is awarded first base because of interference or obstruction.
 - (2) number of runs scored;
 - (3) number of safe hits;
 - (4) number of runs batted in;
 - (5) two-base hits;
 - (6) three-base hits;
 - (7) home runs;
 - (8) total bases on safe hits;
 - (9) stolen bases;
 - (10) sacrifice bunts;
 - (11) sacrifice flies;
 - (12) total number of bases on balls;
 - (13) separate listing of any intentional bases on balls;
 - (14) number of times hit by a pitched ball;
 - (15) number of times awarded first base for interference or obstruction;
 - (16) strike outs;
 - (17) number of force double plays and reverse-force double plays grounded into; and

Rule 10.02 (a) (17) Comment:

The official scorer should not charge a batter with grounding into a double play if the batter-runner is called out due to interference by a preceding runner.

- (18) number of times caught stealing.

- (b) the following records for each fielder:
 - (1) number of put-outs;
 - (2) number of assists;
 - (3) number of errors;
 - (4) number of double plays participated in; and
 - (5) number of triple plays participated in.

- (c) the following records for each pitcher:
 - (1) number of innings pitched;

Rule 10.02 (c) (1) Comment:

In computing innings pitched, the official scorer shall count each put-out as one third of an inning. For example, if a starting pitcher is replaced with one out in the sixth inning, the official scorer shall credit that pitcher with five and one third innings. If a starting pitcher is replaced with none out in the sixth inning, the official scorer shall credit that pitcher with five innings and make the notation that that pitcher faced 'x' amount of batters in the sixth, noting the number of batters faced. If a relief pitcher retires two batters and is replaced, the official scorer shall credit that pitcher with two thirds of an inning pitched. If a relief pitcher enters a game and the relief pitcher's team initiates a successful appeal play that results in one out, the officer scorer shall credit such relief pitcher with one third of an inning pitched.

- (2) total number of batters faced;
 - (3) number of batters officially at bat against pitcher, computed according to Rule 10.02 (a) (1);
 - (4) number of hits allowed;
 - (5) number of runs allowed;
 - (6) number of earned runs allowed;
 - (7) number of home runs allowed;
 - (8) number of sacrifice hits allowed;
 - (9) number of sacrifice flies allowed;
 - (10) total number of bases on balls allowed;
 - (11) separate listing of any intentional bases on balls allowed;
 - (12) number of batters hit by pitched balls;
 - (13) number of strike outs;
 - (14) number of wild pitches; and
 - (15) number of balks.
- (d) the following additional data:
 - (1) name of the winning pitcher;
 - (2) name of the losing pitcher;
 - (3) names of the starting pitcher and the finishing pitcher for each team; and
 - (4) name of pitcher credited with a save, if any.

- (e) number of passed balls allowed by each catcher;

- (f) name of players participating in double plays and triple plays;

Rule 10.02 (f) Comment:

For example, an official scorer would note: "Double Plays - Jones, Roberts and Smith (2). Triple Play - Jones and Smith."

- (g) number of runners left on base by each team;

This total shall include all runners who get on base by any means and who do not score and are not put-out. The official scorer shall include in this total a batter-runner whose batted ball results in another runner being retired for the third out.

- (h) names of batters who hit home runs with the bases full;
- (i) number of outs when winning run scored, if the game was won in the last half-inning;
- (j) the score by innings for each team;
- (k) names of umpires, listed in this order: plate umpire, first-base umpire, second-base umpire, third-base umpire, left-field umpire (if any) and right-field umpire (if any);
- (l) time required to play the game, with delays deducted for weather, light failure or technological failure not related to game action; and

Rule 10.02 (l) Comment:

A delay to attend to the injury of a player, manager, coach or umpire shall be counted in computing time of game.

- (m) official attendance, as provided by the home club.

10.03 Official Score Report (Additional Rules)

- (a) In compiling the official score report, the official scorer shall list each player's name and fielding position, or positions, in the order in which the player batted, or would have batted if the game ended before the player came to bat.

Rule 10.03 (a) Comment:

When a player does not exchange positions with another fielder, but is merely placed in a different spot for a particular batter (for example, if a second base fielder goes to the outfield to form a four-man outfield, or if a third base fielder moves to a position between the shortstop and second base fielder), the official scorer should not list this as a new position.

- (b) The official scorer shall identify in the official score report any player who enters the game as a substitute batter or substitute runner, whether or not such player continues in the game thereafter, in the batting order by a special symbol that shall refer to a separate record of substitute batters and runners. The record of substitute batters shall describe what the substitute batter did. The record of substitute batters and runners shall include the name of any such substitute whose name is announced, but who is removed for another substitute before actually getting into the game. Any such second substitute shall be recorded as batting or running for the first announced substitute.

Rule 10.03 (b) Comment:

Lower case letters are recommended as symbols for substitute batters and numerals are recommended as symbols for substitute runners. For example, an official score report may note as follows: "a-Singled for Abel in third inning; b-Flined out for Baker in sixth inning; c-Hit into force for Charles in seventh inning; d-Grounded out for Daniel in ninth inning; 1-Ran for Edward in ninth inning." If a substitute's name is announced but the substitute is removed for another substitute before actually getting into the game, the official scorer report shall record the substitute, for example, as follows: "e-Announced as substitute for Frank in seventh inning."

- (c) **HOW TO PROVE A BOX SCORE** - A box score shall balance (or is proven) when the total of the team's times at bat, bases on balls received, hit batters, sacrifice bunts, sacrifice flies and batters awarded first base because of interference or obstruction equals the total of that team's runs, players left on base and the opposing team's put-outs.
- (d) **WHEN PLAYER BATS OUT OF TURN** - When a player bats out of turn and is put-out and the proper batter is called out before the ball is pitched to the next batter, the official scorer shall charge the proper batter with a time at bat and score the put-out and any assists the same as if the correct batting order had been followed.

If an improper batter becomes a runner and the proper batter is called out for having missed a turn at bat, the official scorer shall charge the proper batter with a time at bat, credit the put-out to the catcher and ignore everything entering into the improper batter's safe arrival on base.

If more than one batter bats out of turn in succession, the official scorer shall score all plays just as they occur, skipping the turn at bat of the player or players who first missed batting in the proper order.

(e) **CALLED AND FORFEITED GAMES**

- (1) If a regulation game is called, the official scorer shall include the record of all individual and team actions up to the moment the game ends, as defined in Rules 4.10 and 4.11. If the game is a tie game, the official scorer shall not enter a winning or losing pitcher.
- (2) If a regulation game is forfeited, the official scorer shall include the record of all individual and team actions up to the time of forfeit. If the winning team by forfeit is ahead at the time of forfeit, the official scorer shall enter as winning and losing pitchers the players who would have qualified as the winning and losing pitchers if the game had been called at the time of forfeit.

If the winning team by forfeit is behind, or if the score is tied at the time of forfeit, the official scorer shall not enter a winning or losing pitcher. If a game is forfeited before it becomes a regulation game, the official scorer shall include no records and shall report only the fact of the forfeit.

Rule 10.03 (e) Comment:

The official scorer shall not consider that, by rule, the score of a forfeited game is 9 to 0 (see Rule 2.00), notwithstanding the results on the field at the point the game is forfeited.

10.04 Runs Batted In

A run batted in is a statistic credited to a batter whose action at bat causes one or more runs to score, as set forth in this Rule 10.04.

- (a) The official scorer shall credit the batter with a run batted in for every run that scores:
 - (1) unaided by an error and as part of a play begun by the batter's safe hit (including the batter's home run), sacrifice bunt, sacrifice fly, infield out or fielder's choice, unless Rule 10.04 (b) applies;
 - (2) by reason of the batter becoming a runner with the bases full (because of a base on balls, an award of first base for being touched by a pitched ball or for interference or obstruction); or
 - (3) when, before two are out, an error is made on a play on which a runner from third base ordinarily would score.
- (b) The official scorer shall not credit a run batted in:
 - (1) when the batter grounds into a force double play or a reverse-force double play; or
 - (2) when a fielder is charged with an error because the fielder muffs a throw at first base that would have completed a force double play.
- (c) The official scorer's judgment must determine whether a run batted in shall be credited for a run that scores when a fielder holds the ball or throws to a wrong base. Ordinarily, if the runner keeps going, the official scorer should credit a run batted in; if the runner stops and takes off again when the runner notices the misplay, the official scorer should credit the run as scored on a fielder's choice.

10.05 Base Hits

A base hit is a statistic credited to a batter when such batter reaches base safely, as set forth in this Rule 10.05.

- (a) The official scorer shall credit a batter with a base hit when:
 - (1) the batter reaches first base (or any succeeding base) safely on a fair ball that settles on the ground, that touches a fence before being touched by a fielder or that clears a fence;

- (2) the batter reaches first base safely on a fair ball hit with such force, or so slowly, that any fielder attempting to make a play with the ball has no opportunity to do so;

Rule 10.05 (a) (2) Comment:

The official scorer shall credit a hit if the fielder attempting to handle the ball cannot make a play, even if such fielder deflects the ball from or cuts off another fielder who could have put-out a runner.

- (3) the batter reaches first base safely on a fair ball that takes an unnatural bounce so that a fielder cannot handle it with ordinary effort, or that touches the pitcher's plate or any base (including home plate) before being touched by a fielder and bounces so that a fielder cannot handle the ball with ordinary effort;
- (4) the batter reaches first base safely on a fair ball that has not been touched by a fielder and that is in fair territory when the ball reaches the outfield, unless, in the scorer's judgment, the ball could have been handled with ordinary effort;
- (5) a fair ball that has not been touched by a fielder touches a runner or an umpire, unless a runner is called out for having been touched by an infield fly, in which case the official scorer shall not score a hit; or
- (6) a fielder unsuccessfully attempts to put-out a preceding runner and, in the official scorer's judgment, the batter-runner would not have been put-out at first base by ordinary effort.

Rule 10.05 (a) Comment:

In applying Rule 10.05 (a), the official scorer shall always give the batter the benefit of the doubt. A safe course for the official scorer to follow is to score a hit when exceptionally good fielding of a ball fails to result in a put-out.

- (b) The official scorer shall not credit a base hit when a:
 - (1) runner is forced out by a batted ball, or would have been forced out except for a fielding error;
 - (2) batter apparently hits safely and a runner who is forced to advance by reason of the batter becoming a runner fails to touch the first base to which such runner is advancing and is called out on appeal. The official scorer shall charge the batter with a time at bat but no hit;
 - (3) pitcher, the catcher, or any infielder handles a batted ball and puts out a preceding runner who is attempting to advance one base, or to return to the original base, or would have put-out such runner with ordinary effort except for a fielding error. The official scorer shall charge the batter with a time at bat but no hit;
 - (4) fielder fails in an attempt to put-out a preceding runner and in the scorer's judgment, the batter-runner could have been put-out at first base; or

Rule 10.05 (b) Comment:

Rule 10.05 (b) shall not apply if the fielder merely looks toward or feints toward another base before attempting to make the put-out at first base.

- (5) runner is called out for interference with a fielder attempting to field a batted ball, unless in the scorer's judgment the batter-runner would have been safe had the interference not occurred.

10.06 Determining Value Of Base Hits

The official scorer shall score a base hit as a one-base hit, two-base hit, three-base hit or home run when no error or put-out results, as follows:

- (a) Subject to the provisions of Rules 10.06 (b) and 10.06 (c), it is a one-base hit if the batter stops at first base; it is a two-base hit if the batter stops at second base; it is a three-base hit if the batter stops at third base; and it is a home run if the batter touches all bases and scores.

- (b) When, with one or more runners on base, the batter advances more than one base on a safe hit and the defensive team makes an attempt to put-out a preceding runner, the scorer shall determine whether the batter made a legitimate two-base hit, or three-base hit, or whether the batter-runner advanced beyond first base on the fielder's choice.

Rule 10.06 Comment:

The official scorer shall not credit the batter with a three-base hit when a preceding runner is put-out at home plate, or would have been out but for an error. The official scorer shall not credit the batter with a two-base hit when a preceding runner trying to advance from first base is put-out at third base, or would have been out but for an error. The official scorer shall not, however, with the exception of the above, determine the value of base-hits by the number of bases advanced by a preceding runner. A batter may deserve a two-base hit even though a preceding runner advances one or no bases; a batter may deserve only a one-base hit even though the batter reaches second base and a preceding runner advances two bases. For example:

EXAMPLE 1:

Runner on first, batter hits to right fielder, who throws to third base in an unsuccessful attempt to put-out runner. Batter takes second base. The official scorer shall credit batter with one-base hit.

EXAMPLE 2:

Runner on second, batter hits fair fly ball. Runner holds up to determine if ball is caught and then advances only to third base while batter takes second base. The official scorer shall credit batter with two-base hit.

EXAMPLE 3:

Runner on third, batter hits high, fair fly. Runner takes a lead, then runs back to tag up thinking the ball will be caught. The ball falls safe, but runner cannot score, although batter has reached second. The official scorer shall credit batter with a two-base hit.

- (c) When the batter attempts to make a two-base hit or a three-base hit by sliding, the batter must hold the last base to which advancing. If a batter-runner overslides and is tagged out before getting back to the base safely, the batter-runner shall be credited with only as many bases as attained safely. If a batter-runner overslides second base and is tagged out, the official scorer shall credit the batter-runner with a one-base hit. If the batter-runner overslides third base and is tagged out, the official scorer shall credit the batter-runner with a two-base hit.

Rule 10.06 (c) Comment:

If the batter-runner overruns second or third base and is tagged out trying to return, the official scorer shall credit the batter-runner with the last base touched. If a batter-runner runs past second base after reaching that base on the feet, attempts to return and is tagged out, the official scorer shall credit the batter-runner with a two-base hit. If a batter-runner runs past third base after reaching that base on the feet, attempts to return and is tagged out, the official scorer shall credit the batter-runner with a three-base hit.

- (d) When the batter, after making a safe hit, is called out for having failed to touch a base, the last base the batter reached safely shall determine if the official scorer shall credit the batter with a one-base hit, a two-base hit or a three-base hit. If a batter-runner is called out after missing home plate, the official scorer shall credit the batter-runner with a three-base hit.

If a batter-runner is called out for missing third base, the official scorer shall credit the batter-runner with a two-base hit. If a batter-runner is called out for missing second base, the official scorer shall credit the batter-runner with a one-base hit. If a batter-runner is called out for missing first base, the official scorer shall charge the batter-runner with a time at bat, but no hit.

- (e) When a batter-runner is awarded two bases, three bases, or a home run under the provisions of Rules 7.05 or 7.06 (a), the official scorer shall credit the batter-runner with a two-base hit, a three-base hit, or a home run, as the case may be.
- (f) Subject to the provisions of Rule 10.06 (g), when a batter ends a game with a safe hit that drives in as many runs as are necessary to put the team in the lead, the official scorer shall credit such batter with only as many bases on the batter's hit as are advanced by the runner who scores the winning run and then only if the batter runs out a hit for as many bases as are advanced by the runner who scores the winning run.

Rule 10.06 (f) Comment:

The official scorer shall apply this Rule even when the batter is theoretically entitled to more bases because of being awarded an "automatic" extra-base hit under various provisions of Rules 6.09 and 7.05.

The official scorer shall credit the batter with a base touched in the natural course of play, even if the winning run has scored moments before on the same play. For example, the score is tied in the bottom of the ninth inning with a runner on second base and the batter hits a ball to the outfield that falls for a base hit. The runner scores after the batter has touched first base and continued on to second base but shortly before the batter-runner reaches second base. If the batter-runner reaches second base, the official scorer shall credit the batter with a two-base hit.

- (g) When the batter ends a game with a home run hit out of the playing field, the batter and any runners on base are entitled to score.

10.07 Stolen Bases And Caught Stealing

The official scorer shall credit a stolen base to a runner whenever the runner advances one base unaided by a hit, a put-out, an error, a force-out, a fielder's choice, a passed ball, a wild pitch, or a balk, subject to the following:

- (a) When a runner starts for the next base before the pitcher delivers the ball and the pitch results in what ordinarily is scored a wild pitch or passed ball, the official scorer shall credit the runner with a stolen base and shall not charge the misplay, unless, as a result of the misplay, the stealing runner advances an extra base, or another runner also advances, in which case the official scorer shall score the wild pitch or passed ball as well as the stolen base.
- (b) When a runner is attempting to steal, and the catcher, after receiving the pitch, makes a wild throw trying to prevent the stolen base, the official scorer shall credit the runner with a stolen base. The official scorer shall not charge an error unless the wild throw permits the stealing runner to advance one or more extra bases, or permits another runner to advance, in which case the official scorer shall credit the runner with the stolen base and charge one error to the catcher.
- (c) When a runner, attempting to steal, or after being picked off base, evades being put-out in a run-down play and advances to the next base without the aid of an error, the official scorer shall credit the runner with a stolen base. If another runner also advances on the play, the official scorer shall credit both runners with stolen bases. If a runner advances while another runner, attempting to steal, evades being put-out in a run-down play and returns safely, without the aid of an error, to the base the runner originally occupied, the official scorer shall credit a stolen base to the runner who advances.
- (d) When a double or triple-steal is attempted and one runner is thrown out before reaching and holding the base such runner is attempting to steal, no other runner shall be credited with a stolen base.
- (e) When a runner is tagged out after oversliding a base, while attempting either to return to that base, or to advance to the next base, the official scorer shall not credit such runner with a stolen base.

- (f) When in the scorer's judgment a runner attempting to steal is safe because of a muffed throw, the official scorer shall not credit a stolen base. The official scorer shall credit an assist to the fielder who made the throw, charge an error to the fielder who muffed the throw and charge the runner with "caught stealing."
- (g) The official scorer shall not score a stolen base when a runner advances solely because of the defensive team's indifference to the runner's advance. The official scorer shall score such a play as a fielder's choice.

Rule 10.07 (g) Comment:

The scorer shall consider, in judging whether the defensive team has been indifferent to a runner's advance, the totality of the circumstances, including the inning and score of the game, whether the defensive team had held the runner on base, whether the pitcher had made any pick-off attempts on that runner before the runner's advance, whether the fielder ordinarily expected to cover the base to which the runner advanced made a move to cover such base, whether the defensive team had a legitimate strategic motive to not contest the runner's advance or whether the defensive team might be trying impermissibly to deny the runner credit for a stolen base. For example, with runners on first and third bases, the official scorer should ordinarily credit a stolen base when the runner on first advances to second, if, in the scorer's judgment, the defensive team had a legitimate strategic motive—namely, preventing the runner on third base from scoring on the throw to second base—not to contest the runner's advance to second base. The official scorer may conclude that the defensive team is impermissibly trying to deny a runner credit for a stolen base if, for example, the defensive team fails to defend the advance of a runner approaching a league or career record or a league statistical title.

- (h) The official scorer shall charge a runner as "caught stealing" if such runner is put-out, or would have been put-out by errorless play, when such runner:
 - (1) tries to steal;
 - (2) is picked off a base and tries to advance (any move toward the next base shall be considered an attempt to advance); or
 - (3) overslides while stealing.

Rule 10.07(h) Comment:

In those instances where a pitched ball eludes the catcher and the runner is put-out trying to advance, the official scorer shall not charge any "caught stealing." The official scorer shall not charge any caught stealing when a runner is awarded a base due to obstruction, or when a runner is called out due to interference by the batter. The official scorer shall not charge a runner with a caught stealing if such runner would not have been credited with a stolen base had such runner been safe (for example, when a catcher throws the runner out after such runner tries to advance after a ball that had eluded the catcher on a pitch).

10.08 Sacrifices

The official scorer shall:

- (a) score a sacrifice bunt when, before two are out, the batter advances one or more runners with a bunt and is put-out at first base, or would have been put-out except for a fielding error, unless, in the judgment of the official scorer, the batter was bunting exclusively for a base hit and not sacrificing their own chance of reaching first base for the purpose of advancing a runner or runners, in which case the official scorer shall charge the batter with a time at bat;

Rule 10.08(a) Comment:

In determining whether the batter had been sacrificing his own chance of reaching first base for the purpose of advancing a runner, the official scorer shall give the batter the benefit of the doubt. The official scorer shall consider the totality of the circumstances of the at-bat, including the inning, the number of outs and the score.

- (b) score a sacrifice bunt when, before two are out, the fielders handle a bunted ball without error in an unsuccessful attempt to put-out a preceding runner advancing one base, unless an attempt to turn a bunt into a put-out of a preceding runner fails and, in the judgment of the official scorer, ordinary effort would not have put-out the batter at first base, in which case the batter shall be credited with a one-base hit and not a sacrifice;
- (c) not score a sacrifice bunt when any runner is put-out attempting to advance one base on a bunt, in which case the official scorer shall charge the batter with a time at bat; and
- (d) score a sacrifice fly when, before two are out, the batter hits a ball in flight handled by an outfielder or an infielder running in the outfield in fair or foul territory that:
 - (1) is caught and a runner scores after the catch; or
 - (2) is dropped and a runner scores, if, in the scorer's judgment, the runner could have scored after the catch had the fly been caught.

Rule 10.08 (d) Comment:

The official scorer shall score a sacrifice fly in accordance with Rule 10.08 (d) (2) even though another runner is forced out by reason of the batter becoming a runner.

10.09 Put-outs

A put-out is a statistic credited to a fielder whose action causes the out of a batter-runner or runner, as set forth in this Rule 10.09.

- (a) The official scorer shall credit a put-out to each fielder who:
 - (1) catches a ball that is in flight, whether fair or foul;
 - (2) catches a batted or thrown ball and tags a base to put-out a batter or runner; or

Rule 10.09 (a) (2) Comment:

The official scorer shall credit a fielder with a put-out if such fielder catches a thrown ball and tags a base to record an out on an appeal play.

- (3) tags a runner when the runner is off the base to which the runner is entitled.
- (b) The official scorer shall credit an automatic put-out to the catcher when a batter is called out:
 - (1) on strikes;
 - (2) for an illegally batted ball;
 - (3) for bunting foul for the third strike;

Rule 10.09 (b) (3) Comment:

Note the exception in Rule 10.15 (a) (4).

- (4) for being touched by the batter's own batted ball;
- (5) for interfering with the catcher;
- (6) for failing to bat in proper turn;

Rule 10.09 (b) (6) Comment:
See Rule 10.03 (d).
- (7) for refusing to touch first base after receiving a base on balls, after being hit by a pitch or after a catcher's interference; or when
- (8) a runner is called out for refusing to advance from third base to home plate.
 - (c) The official scorer shall credit automatic put-outs as follows (and shall credit no assists on these plays except as specified):

- (1) When the batter is called out on an infield fly that is not caught, the official scorer shall credit the put-out to the fielder who, the scorer believes, could have made the catch;
- (2) When a runner is called out for being touched by a fair ball (including an infield fly), the official scorer shall credit the put-out to the fielder nearest the ball;
- (3) When a runner is called out for running out of line to avoid being tagged, the official scorer shall credit the put-out to the fielder whom the runner avoided;
- (4) When a runner is called out for passing another runner, the official scorer shall credit the put-out to the fielder nearest the point of passing;
- (5) When a runner is called out for running the bases in reverse order, the official scorer shall credit the put-out to the fielder covering the base the runner left in starting the reverse run;
- (6) When a runner is called out for having interfered with a fielder, the official scorer shall credit the put-out to the fielder with whom the runner interfered, unless the fielder was in the act of throwing the ball when the interference occurred, in which case the official scorer shall credit the put-out to the fielder for whom the throw was intended and shall credit an assist to the fielder whose throw was interfered with; or
- (7) When the batter-runner is called out because of interference by a preceding runner, as provided in Rule 6.05 (m), the official scorer shall credit the put-out to the first base fielder. If the fielder interfered with was in the act of throwing the ball, the official scorer shall credit such fielder with an assist but shall credit only one assist on any one play under the provisions of Rule 10.09 (c) (6) and 10.09 (c) (7).

10.10 Assists

An assist is a statistic credited to a fielder whose action contributes to a batter-runner or runner being put-out, as set forth in this Rule 10.10.

- (a) The official scorer shall credit an assist to each fielder who:
 - (1) throws or deflects a batted or thrown ball in such a way that a put-out results, or would have resulted except for a subsequent error by any fielder. Only one assist and no more shall be credited to each fielder who throws or deflects the ball in a run-down play that results in a put-out, or would have resulted in a put-out, except for a subsequent error; or

Rule 10.10 (a) (1) Comment:
Mere ineffective contact with the ball shall not be considered an assist. "Deflect" shall mean to slow down or change the direction of the ball and thereby effectively assist in putting out a batter or runner. If a put-out results from an appeal play within the natural course of play, the official scorer shall give assists to each fielder, except the fielder making the put-out, whose action led to the put-out.

If a put-out results from an appeal play initiated by the pitcher throwing to a fielder after the previous play has ended, the official scorer shall credit the pitcher and only the pitcher, with an assist.
 - (2) throws or deflects the ball during a play that results in a runner being called out for interference or for running out of line.
- (b) The official scorer shall not credit an assist to
 - (1) the pitcher on a strike out, unless the pitcher fields an uncaught third strike and makes a throw that results in a put-out;

- (2) the pitcher when, as the result of a legal pitch received by the catcher, a runner is put-out, as when the catcher picks a runner off base, throws out a runner trying to steal or tags a runner trying to score; or
- (3) a fielder whose wild throw permits a runner to advance, even though the runner subsequently is put-out as a result of continuous play. A play that follows a misplay (whether or not the misplay is an error) is a new play and the fielder making any misplay shall not be credited with an assist unless such fielder takes part in the new play.

10.11 Double and Triple Plays

The official scorer shall credit participation in a double play or triple play to each fielder who earns a put-out or an assist when two or three players are put-out between the time a pitch is delivered and the time the ball next becomes dead, or is next in possession of the pitcher in a pitching position, unless an error or misplay intervenes between put-outs.

Rule 10.11 Comment:

The official scorer shall credit a double play or triple play also if an appeal play, after the ball is in possession of the pitcher, results in an additional put-out.

10.12 Errors

An error is a statistic charged against a fielder whose action has assisted the team on offence, as set forth in this Rule 10.12.

(a) The official scorer shall charge an error against any fielder:

- (1) whose misplay (fumble, muff or wild throw) prolongs the time at bat of a batter, prolongs the presence on the bases of a runner, or permits a runner to advance one or more bases, unless, in the judgment of the official scorer, such fielder deliberately permits a foul fly to fall safe with a runner on third base before two are out in order that the runner on third shall not score after the catch;

Rule 10.12 (a) (1) Comment:

Slow handling of the ball that does not involve mechanical misplay shall not be construed as an error. For example, the official scorer shall not charge a fielder with an error if such fielder fields a ground ball cleanly but does not throw to first base in time to retire the batter. It is not necessary that the fielder touch the ball to be charged with an error. If a ground ball goes through a fielder's legs or a fly ball falls untouched and in the scorer's judgment, the fielder could have handled the ball with ordinary effort, the official scorer shall charge such fielder with an error. For example, the official scorer shall charge an infielder with an error when a ground ball passes to either side of such infielder if, in the official scorer's judgment, a fielder at that position making ordinary effort would have fielded such ground ball and retired a runner. The official scorer shall charge an outfielder with an error if such outfielder allows a fly ball to drop to the ground if, in the official scorer's judgment, an outfielder at that position making ordinary effort would have caught such fly ball. If a throw is low, wide or high, or strikes the ground, and a runner reaches base who otherwise would have been put-out by such throw, the official scorer shall charge the player making the throw with an error.

The official scorer shall not score mental mistakes or misjudgements as errors unless a specific rule prescribes otherwise. A fielder's mental mistake that leads to a physical misplay—such as throwing the ball into the stands or rolling the ball to the pitcher's mound, mistakenly believing there to be three outs, and thereby allowing a runner or runners to advance—shall not be considered a mental mistake for purposes of this Rule and the official scorer shall charge a fielder committing such a mistake with an error. The official scorer shall not charge an error if the pitcher fails to cover first base on a play, thereby allowing a batter-runner to reach first base safely. The official scorer shall not charge an error to a fielder who incorrectly throws to the wrong base on a play.

The official scorer shall charge an error to a fielder who causes another fielder to misplay a ball—for example, by knocking the ball out of the other fielder's glove. On such a play, when the official scorer charges an error to the interfering fielder, the official scorer shall not charge an error to the fielder with whom the other fielder interfered.

- (2) when such fielder muffs a foul fly to prolong the time at bat of a batter, whether the batter subsequently reaches first base or is put-out;
- (3) when such fielder catches a thrown ball or a ground ball in time to put-out the batter-runner and fails to tag first base or the batter-runner;
- (4) when such fielder catches a thrown ball or a ground ball in time to put-out any runner on a force play and fails to tag the base or the runner;
- (5) whose wild throw permits a runner to reach a base safely, when, in the scorer's judgment, a good throw would have put-out the runner, unless such wild throw is made attempting to prevent a stolen base;
- (6) whose wild throw in attempting to prevent a runner's advance, permits that runner or any other runner to advance one or more bases beyond the base such runner would have reached had the throw not been wild;
- (7) whose throw takes an unnatural bounce, touches a base or the pitcher's plate, or touches a runner, a fielder, or an umpire, thereby permitting any runner to advance; or

Rule 10.12 (a) (7) Comment:

The official scorer shall apply this Rule even when it appears to be an injustice to a fielder whose throw was accurate. For example, the official scorer shall charge an error to an outfielder whose accurate throw to second base hits the base and caroms back into the outfield, thereby permitting a runner or runners to advance, because every base advanced by a runner must be accounted for.

- (8) whose failure to stop, or try to stop, an accurately thrown ball permits a runner to advance, so long as there was occasion for the throw. If such throw was made to second base, the official scorer shall determine whether it was the duty of the second base fielder, or the shortstop to stop the ball and shall charge an error to the negligent fielder.

Rule 10.12 (a) (8) Comment:

If, in the official scorer's judgment, there was no occasion for the throw, the official scorer shall charge an error to the fielder who threw the ball.

- (b) The official scorer shall charge only one error on any wild throw, regardless of the number of bases advanced by one or more runners.
- (c) When an umpire awards the batter or any runner or runners one or more bases because of interference or obstruction, the official scorer shall charge the fielder who committed the interference or obstruction with one error, no matter how many bases the batter, or runner or runners, may advance.

Rule 10.12 (c) Comment:

The official scorer shall not charge an error if obstruction does not change the play, in the opinion of the scorer.

- (d) The official scorer shall not charge an error against:
 - (1) the catcher when the catcher, after receiving the pitch, makes a wild throw attempting to prevent a stolen base, unless the wild throw permits the stealing runner to advance one or more extra bases or permits any other runner to advance one or more bases;

- (2) any fielder who makes a wild throw if, in the scorer's judgment, the runner would not have been put-out with ordinary effort by a good throw, unless such wild throw permits any runner to advance beyond the base the runner would have reached had the throw not been wild;
- (3) any fielder who makes a wild throw in attempting to complete a double play or triple play, unless such wild throw enables any runner to advance beyond the base such runner would have reached had the throw not been wild;

Rule 10.12 (d) Comment:

When a fielder muffs a thrown ball that, if held, would have completed a double play or triple play, the official scorer shall charge an error to the fielder who drops the ball and credit an assist to the fielder who made the throw.

- (4) any fielder when, after fumbling a ground ball or dropping a batted ball that is in flight, or a thrown ball, the fielder recovers the ball in time to force out a runner at any base; or
 - (5) any fielder when a wild pitch or passed ball is scored.
- (e) The official scorer shall not charge an error when the batter is awarded first base on four called balls, when the batter is awarded first base when touched by a pitched ball, or when the batter reaches first base as the result of a wild pitch or passed ball.

Rule 10.12 (e) Comment:

See Rule 10.13 for additional scoring rules relating to wild pitches and passed balls.

- (f) The official scorer shall not charge an error when a runner or runners advance as the result of a passed ball, a wild pitch, or a balk.
- (1) When the fourth called ball is a wild pitch or a passed ball and as a result:
 - (i) the batter-runner advances to a base beyond first base;
 - (ii) any runner forced to advance by the base on balls advances more than one base; or
 - (iii) any runner, not forced to advance, advances one or more bases, the official scorer shall score the base on balls and also the wild pitch or passed ball, as the case may be.
 - (2) When the catcher recovers the ball after a wild pitch or passed ball on the third strike and throws out the batter-runner at first base, or tags out the batter-runner but another runner or runners advance, the official scorer shall score the strike out, the put-out and assists, if any, and credit the advance of the other runner or runners on the play as a fielder's choice.

Rule 10.12 (f) Comment:

See Rule 10.13 for additional scoring rules relating to wild pitches and passed balls.

10.13 Wild Pitches And Passed Balls

A wild pitch is defined in Rule 2.00. A passed ball is a statistic charged against a catcher whose action has caused a runner or runners to advance, as set forth in this Rule 10.13.

- (a) The official scorer shall charge a pitcher with a wild pitch when a legally delivered ball is so high, so wide, or so low that the catcher does not stop and control the ball by ordinary effort, thereby permitting a runner or runners to advance. The official scorer shall charge a pitcher with a wild pitch when a legally delivered ball touches the ground or home plate before reaching the catcher and is not handled by the catcher, thereby permitting a runner or runners to advance. When the third strike is a wild pitch, permitting the batter to reach first base, the official scorer shall score a strike out and a wild pitch.

- (b) The official scorer shall charge a catcher with a passed ball when the catcher fails to hold or to control a legally pitched ball that should have been held or controlled with ordinary effort, thereby permitting a runner or runners to advance. When the third strike is a passed ball, permitting the batter to reach first base, the official scorer shall score a strike out and a passed ball.

Rule 10.13 Comment:

The official scorer shall not charge a wild pitch or passed ball if the defensive team makes an out before any runners advance. For example, if a pitch touches the ground and eludes the catcher with a runner on first base, but the catcher recovers the ball and throws to second base in time to retire the runner, the official scorer shall not charge the pitcher with a wild pitch. The official scorer shall credit the advancement of any other runner on the play as a fielder's choice. If a catcher drops a pitch, for example, with a runner on first base, but the catcher recovers the ball and throws to second base in time to retire the runner, the official scorer shall not charge the catcher with a passed ball. The official scorer shall credit the advancement of any other runner on the play as a fielder's choice. See Rules 10.07 (a), 10.12 (e) and 10.12 (f) for additional scoring rules relating to wild pitches and passed balls.

10.14 Bases On Balls

A base on balls is defined in Rule 2.00.

- (a) The official scorer shall score a base on balls whenever a batter is awarded first base because of four balls having been pitched outside the strike zone, but when the fourth such ball touches the batter it shall be scored as a "hit batter".

Rule 10.14 (a) Comment:

See Rule 10.16 (h) for the procedure when more than one pitcher is involved in giving a base on balls. See also Rule 10.15 (b) which addresses situations in which a substitute batter receives a base on balls.

- (b) The official scorer shall score an intentional base on balls when the pitcher makes no attempt to throw the last pitch to the batter into the strike zone, but purposely throws the ball wide to the catcher outside the catcher's box.
- (c) If a batter awarded a base on balls is called out for refusing to advance to first base, the official scorer shall not credit the base on balls and shall charge a time at bat.

10.15 Strike outs

A strike out is a statistic credited to a pitcher and charged to a batter when the umpire calls three strikes on a batter, as set forth in this Rule 10.15.

- (a) The official scorer shall score a strike out whenever a batter:
- (1) is put-out by a third strike caught by the catcher;
 - (2) is put-out by a third strike not caught when there is a runner on first before two are out;
 - (3) becomes a runner because a third strike is not caught; or
 - (4) bunts foul on third strike, unless such bunt on third strike results in a foul fly caught by any fielder, in which case the official scorer shall not score a strike out and shall credit the fielder who catches such foul fly with a put-out.
- (b) When a batter leaves the game with two strikes and the substitute batter completes a strike out, the official scorer shall charge the strike out and the time at bat to the first batter. If the substitute batter completes the turn at bat in any other manner, including a base on balls, the official scorer shall score the action as having been that of the substitute batter.

10.15 Earned Runs And Runs Allowed

An earned run is a run for which a pitcher is held accountable. In determining earned runs, the official scorer shall reconstruct the inning without the errors (which exclude catcher's interference) and passed balls, giving the benefit of the doubt always to the pitcher in determining which bases would have been reached by runners had there been errorless play.

For the purpose of determining earned runs, an intentional base on balls, regardless of the circumstances, shall be construed in exactly the same manner as any other base on balls.

- (a) The official scorer shall charge an earned run against a pitcher every time a runner reaches home base by the aid of safe hits, sacrifice bunts, a sacrifice fly, stolen bases, put-outs, fielder's choices, bases on balls, hit batters, balks or wild pitches (including a wild pitch on third strike that permits a batter to reach first base) before fielding chances have been offered to put-out the offensive team. For the purpose of this Rule, a defensive interference penalty shall be construed as a fielding chance. A wild pitch is solely the pitcher's fault and shall contribute to an earned run just as a base on balls or a balk.

Rule 10.16 (a) Comment:

The following are examples of earned runs charged to a pitcher:

EXAMPLE 1:

Peter pitches and retires Abel and Baker, the first two batters of an inning. Charlie reaches first base on an error charged to a fielder. Daniel hits a home run. Edward hits a home run. Peter retires Frank to end the inning. Three runs have scored, but no earned runs are charged to Peter because Charlie should have been the third out of the inning, as reconstructed without the error.

EXAMPLE 2:

Peter pitches and retires Abel. Baker hits a triple. While pitching to Charlie, Peter throws a wild pitch allowing Baker to score. Peter retires Daniel and Edward. One run has scored, charged as an earned run to Peter because the wild pitch contributes to an earned run.

In an inning in which a batter-runner reaches first base on a catcher's interference, such batter-runner shall not count as an earned run should the batter-runner subsequently score. The official scorer shall not assume, however, that such batter would have made an out absent the catcher's interference (unlike, for example, situations in which a batter-runner reaches first base safely because of a fielder's misplay of a ball for an error). Because such batter never had a chance to complete a time at bat, it is unknown how such batter would have fared absent the catcher's interference. Compare the following examples:

EXAMPLE 3:

With two out, Abel reaches first on an error by the shortstop in misplaying a ground ball. Baker hits a home run, Charlie strikes out. Two runs have scored, but none is earned because Abel's at-bat should have been the third out of the inning, as reconstructed without the error.

EXAMPLE 4:

With two out, Abel reaches first on a catcher's interference. Baker hits a home run, Charlie strikes out. Two runs have scored, but one (Baker's) is earned, because the official scorer cannot assume that Abel would have made an out to end the inning, absent the catcher's interference.

- (b) No run shall be earned when scored by a runner who reaches first base:
- (1) on a hit or otherwise after a time at bat is prolonged by a muffed foul fly;
 - (2) because of interference or obstruction; or
 - (3) because of any fielding error.
- (c) No run shall be earned when scored by a runner whose presence on the bases is prolonged by an error if such runner would have been put-out by errorless play.
- (d) No run shall be earned when the scoring runner's advance has been aided by an error, a passed ball, or defensive interference or obstruction, if, in the official scorer's judgment, the run would not have scored without the aid of such misplay.
- (e) An error by a pitcher is treated exactly the same as an error by any other fielder in computing earned runs.

- (f) Whenever a fielding error occurs, the pitcher shall be given the benefit of the doubt in determining to which bases any runners would have advanced had the fielding of the defensive team been errorless.
- (g) When pitchers are changed during an inning, the official scorer shall not charge the relief pitcher with any run (earned or unearned) scored by a runner who was on base at the time such relief pitcher entered the game, nor for runs scored by any runner who reaches base on a fielder's choice that puts out a runner left on base by any preceding pitcher.

Rule 10.16 (g) Comment:

It is the intent of Rule 10.16 (g) to charge each pitcher with the number of runners that pitcher put on base, rather than with the individual runners. When a pitcher puts runners on base and is relieved, such pitcher shall be charged with all runs subsequently scored up to and including the number of runners such pitcher left on base when such pitcher left the game, unless such runners are put-out without action by the batter (i.e., caught stealing, picked off base, or called out for interference when a batter-runner does not reach first base on the play).

EXAMPLE 1:

Peter is pitching. Abel reaches first base on a base on balls. Roger relieves Peter. Baker grounds out, advancing Abel to second base. Charlie flies out. Daniel singles, scoring Abel. Abel's run is charged to Peter.

EXAMPLE 2:

Peter is pitching. Abel reaches first base on a base on balls. Roger relieves Peter. Baker forces Abel at second base. Charlie grounds out, advancing Baker to second base. Daniel singles, scoring Baker. Baker's run is charged to Peter.

EXAMPLE 3:

Peter is pitching. Abel reaches first base on a base on balls. Roger relieves Peter. Baker singles, advancing Abel to third base. Charlie grounds to short with Abel out at home plate and Baker advancing to second base. Daniel flies out. Edward singles, scoring Baker. Baker's run is charged to Peter.

EXAMPLE 4:

Peter is pitching. Abel reaches first base on a base on balls. Roger relieves Peter. Baker reaches on a base on balls. Charlie flies out. Abel is picked off second base. Daniel doubles, scoring Baker from first base. Baker's run is charged to Roger.

EXAMPLE 5:

Peter is pitching. Abel reaches first base on a base on balls. Roger relieves Peter. Baker reaches first base on a base on balls. Sierra relieves Roger. Charlie forces Abel at third base. Daniel forces Baker at third base. Edward hits a home run, scoring three runs. The official scorer shall charge one run to Peter, one run to Roger and one run to Sierra.

EXAMPLE 6:

Peter is pitching. Abel reaches first base on a base on balls. Roger relieves Peter. Baker reaches first base on a base on balls. Charlie singles, filling the bases. Daniel forces Abel at home plate. Edward singles, scoring Baker and Charlie. The official scorer shall charge one run to Peter and one run to Roger.

EXAMPLE 7:

Peter is pitching. Abel reaches first base on a base on balls. Roger relieves Peter. Baker singles, but Abel is out trying to reach third base and Baker advances to second base on the throw. Charlie singles, scoring Baker. Baker's run is charged to Roger.

- (h) A relief pitcher shall not be held accountable when the first batter to whom the relief pitcher pitches reaches first base on four called balls if such batter has a decided advantage in the ball and strike count when pitchers are changed.

- (1) If, when pitchers are changed, the count is:

2 balls, no strike;
2 balls, 1 strike;
3 balls, no strike;
3 balls, 1 strike;
3 balls, 2 strikes and the batter gets a base on balls

the official scorer shall charge that batter and the base on balls to the preceding pitcher, not to the relief pitcher.

- (2) Any other action by such batter, such as reaching base on a hit, an error, a fielder's choice, a force-out, or being touched by a pitched ball, shall cause such a batter to be charged to the relief pitcher.

Rule 10.16 (h) Comment:

The provisions of Rule 10.16 (h) (2) shall not be construed as affecting or conflicting with the provisions of Rule 10.16 (g).

- (3) If, when pitchers are changed, the count is:

2 balls, 2 strikes;
1 ball, 2 strikes;
1 ball, 1 strike;
1 ball, no strike;
no ball, 2 strikes;
no ball, 1 strike;

the official scorer shall charge that batter and the actions of that batter to the relief pitcher.

- (i) When pitchers are changed during an inning, the relief pitcher shall not have the benefit of previous chances for outs not accepted in determining earned runs.

Rule 10.16 (i) Comment:

It is the intent of Rule 10.16 (i) to charge a relief pitcher with earned runs for which such relief pitcher is solely responsible. In some instances, runs charged as earned against the relief pitcher can be charged as unearned against the team. For example:

EXAMPLE 1:

With two out and Peter pitching, Abel reaches first base on a base on balls. Baker reaches first base on an error. Roger relieves Peter. Charlie hits a home run, scoring three runs. The official scorer shall charge two unearned runs to Peter, one earned run to Roger and three unearned runs to the team (because the inning should have ended with the third out when Baker batted and an error was committed).

EXAMPLE 2:

With two out, and Peter pitching, Abel and Baker each reach first base on a base on balls. Roger relieves Peter. Charlie reaches first base on an error. Daniel hits a home run, scoring four runs. The official scorer shall charge two unearned runs to Peter and two unearned runs to Roger (because the inning should have ended with the third out when Charlie batted and an error was committed).

EXAMPLE 3:

With none out and Peter pitching, Abel reaches first base on a base on balls. Baker reaches first base on an error. Roger relieves Peter. Charlie hits a home run, scoring three runs. Daniel and Edward strike out. Frank reaches first base on an error. George hits a home run, scoring two runs.

The official scorer shall charge two runs, one of them earned, to Peter, three runs, one of them earned, to Roger and five runs, two of them earned, to the team (because only Abel and Charlie would have scored in an inning reconstructed without the errors).

10.17 Winning And Losing Pitcher

- (a) The official scorer shall credit as the winning pitcher that pitcher whose team assumes a lead while such pitcher is in the game, or during the inning on offence in which such pitcher is removed from the game and does not relinquish such lead, unless:

- (1) such pitcher is a starting pitcher and Rule 10.17 (b) applies; or
- (2) Rule 10.17 (c) applies.

Rule 10.17 (a) Comment:

Whenever the score is tied, the game becomes a new contest insofar as the winning pitcher is concerned. Once the opposing team assumes the lead, all pitchers who have pitched up to that point and have been replaced are excluded from being credited with the victory. If the pitcher, against whose pitching the opposing team gained the lead, continues to pitch until the pitcher's team regains the lead, which it holds to the finish of the game, that pitcher shall be the winning pitcher.

- (b) If the pitcher whose team assumes a lead while such pitcher is in the game, or during the inning on offence in which such pitcher is removed from the game, and does not relinquish such lead, is a starting pitcher who has not completed:

- (1) five innings of a game that lasts six or more innings on defence, or
- (2) four innings of a game that lasts five innings on defence, then the official scorer shall credit as the winning pitcher the relief pitcher, if there is only one relief pitcher, or the relief pitcher who, in the official scorer's judgment, was the most effective, if there is more than one relief pitcher.

Rule 10.17 (b) Comment:

It is the intent of Rule 10.17 (b) that a relief pitcher pitch at least one complete inning or pitch when a crucial out is made, within the context of the game (including the score), in order to be credited as the winning pitcher. If the first relief pitcher pitches effectively, the official scorer should not presumptively credit that pitcher with the win, because the Rule requires that the win be credited to the pitcher who was the most effective and a subsequent relief pitcher may have been most effective.

The official scorer, in determining which relief pitcher was the most effective, should consider the number of runs, earned runs and base runners given up by each relief pitcher and the context of the game at the time of each relief pitcher's appearance. If two or more relief pitchers were similarly effective, the official scorer should give the presumption to the earlier pitcher as the winning pitcher.

- (c) The official scorer shall not credit as the winning pitcher a relief pitcher who is ineffective in a brief appearance, when at least one succeeding relief pitcher pitches effectively in helping the team maintain its lead. In such a case, the official scorer shall credit as the winning pitcher the succeeding relief pitcher who was most effective, in the judgment of the official scorer.

Rule 10.17 (c) Comment:

The official scorer generally should, but is not required to, consider the appearance of a relief pitcher to be ineffective and brief if such relief pitcher pitches less than one inning and allows two or more earned runs to score (even if such runs are charged to a previous pitcher). Rule 10.17 (b) Comment provides guidance on choosing the winning pitcher from among several succeeding relief pitchers.

- (d) A losing pitcher is a pitcher who is responsible for the run that gives the winning team a lead that the winning team does not relinquish.

Rule 10.17 (d) Comment:

Whenever the score is tied, the game becomes a new contest insofar as the losing pitcher is concerned.

- (e) A league may designate a non-championship game (for example, the Major League All-Star Game) for which Rules 10.17 (a) (1) and 10.17 (b) do not apply. In such games, the official scorer shall credit as the winning pitcher that pitcher whose team assumes a lead while such pitcher is in the game, or during the inning on offence in which such pitcher is removed from the game and does not relinquish such lead, unless such pitcher is knocked out after the winning team has attained a commanding lead and the official scorer concludes that a subsequent pitcher is entitled to credit as the winning pitcher.

10.18 Shutouts

A shutout is a statistic credited to a pitcher who allows no runs in a game. No pitcher shall be credited with pitching a shutout unless the pitcher pitches the complete game, or unless the pitcher enters the game with none out before the opposing team has scored in the first inning, puts out the side without a run scoring and pitches the rest of the game without allowing a run. When two or more pitchers combine to pitch a shutout, the league statistician shall make a notation to that effect in the league's official pitching records.

10.19 Saves For Relief Pitchers

A save is a statistic credited to a relief pitcher, as set forth in this Rule 10.19.

The official scorer shall credit a relief pitcher with a save when such relief pitcher meets all four of the following conditions:

- (a) The relief pitcher is the finishing pitcher in a game won by the relief pitcher's team;
- (b) The relief pitcher is not the winning pitcher;
- (c) The relief pitcher is credited with at least a third of an inning pitched; and
- (d) The relief pitcher satisfies one of the following conditions:
 - (1) The relief pitcher enters the game with a lead of no more than three runs and pitches for at least one inning;
 - (2) The relief pitcher enters the game, regardless of the count, with the potential tying run either on base, or at bat, or on deck (that is, the potential tying run is either already on base or is one of the first two batters the relief pitcher faces); or
 - (3) the relief pitcher pitches for at least three innings.

10.20 Statistics

The league president shall appoint an official statistician. The statistician shall maintain an accumulative record of all the batting, fielding, running and pitching records specified in Rule 10.02 for every player who appears in a league championship game or post-season game.

The statistician shall prepare a tabulated report at the end of the season, including all individual and team records for every championship game and shall submit this report to the league president. This report shall identify each player by first name and surname and shall indicate as to each batter whether the batter bats right-handed, left-handed or both ways and as to each fielder and pitcher, whether the fielder / pitcher throws right handed or left-handed.

When a player listed in the starting line-up is substituted for before playing on defence, the player shall not receive credit in the defensive statistics (fielding) unless the player actually plays that position during the game. All such players, however, shall be credited with one game played (in batting statistics) so long as they are announced into the game or listed on the official line-up card.

Rule 10.20 Comment:

The official scorer shall credit a player with having played on defence if such player is on the field for at least one pitch or play. If a game is called (for example, because of rain) after a substitute player enters the field but before a pitch is thrown or a play is made, the official scorer shall credit such player with a game played in the batting statistics but shall not credit such player in any defensive statistics. If a game is called (for example, because of rain) after a relief pitcher enters the field but before a pitch is thrown or a play is made, the official scorer shall credit such pitcher with a game played in the batting statistics but shall not credit such pitcher in any defensive statistics or with a game pitched.

Any games played to break a divisional tie shall be included in the statistics for that championship season.

10.21 Determining Percentage Records

To compute:

- (a) percentage of games won and lost, divide the number of games won by the sum of games won and games lost;
- (b) batting average, divide the total number of safe hits (not the total bases on hits) by the total times at bat, as defined in Rule 10.02 (a);
- (c) slugging percentage, divide the total bases of all safe hits by the total times at bat, as defined in Rule 10.02 (a);
- (d) fielding average, divide the sum of put-outs and assists by the sum of put-outs, assists and errors (which shall be called chances);
- (e) pitcher's earned-run average, multiply the total earned runs charged against such pitcher by nine and divide the result by the total number of innings the pitcher pitched, including fractions of an inning; and

Rule 10.21 (e) Comment:

For example, nine innings pitched and three earned runs is an earned-run average of 2.89 (three earned runs times nine divided by nine equals 2.89).

- (f) On base percentage, divide the sum of hits, bases on balls and times hit by pitch by the sum of at-bats, bases on balls, times hit by pitch and sacrifice flies.

Rule 10.21 (f) Comment:

For the purpose of computing on base percentage, ignore instances of a batter being awarded first base on interference or obstruction.

10.22 Minimum Standards For Individual Championships

To assure uniformity in establishing the batting, pitching and fielding championships of professional leagues, such champions shall meet the following minimum performance standards:

- (a) The individual batting, slugging or on base percentage champion shall be the player with the highest batting average, slugging percentage or on base percentage, as the case may be, provided the player is credited with as many or more total appearances at the plate in league championship games as the number of games scheduled for each club in the player's club's league that season, multiplied by 3.1 in the case of a Major League player and by 2.7 in the case of a national association player. Total appearances at the plate shall include official times at bat, plus bases on balls, times hit by pitcher, sacrifice hits, sacrifice flies and times awarded first base because of interference or obstruction. Notwithstanding the foregoing requirement of minimum appearances at the plate, any player with fewer than the required number of plate appearances whose average would be the highest, if the player were charged with the required number of plate appearances shall be awarded the batting, slugging or on-base percentage championship, as the case may be.

Rule 10.22 (a) Comment:

For example, if a Major League schedules 162 games for each club, 502 plate appearances qualify (162 times 3.1 equals 502) a player for a batting, slugging or on base percentage championship. If a national association league schedules 140 games for each club, 378 plate appearances qualify (140 times 2.7 equals 378) a player for a batting, slugging or on base percentage championship. Fractions of a plate appearance are to be rounded up or down to the closest whole number. For example, 162 times 3.1 equals 502.2, which is rounded down to a requirement of 502.

If, for example, Abel has the highest batting average among those with 502 plate appearance in a Major League with a .362 batting average (181 hits in 500 at bats), and Baker has 490 plate appearances, 440 at bats and 165 hits for a .375 batting average, Baker shall be the batting champion, because adding 12 more at bats to Baker's record would still give Baker a higher batting average than Abel: .365 (165 hits in 452 at bats) to Abel's .362.

- (b) The individual pitching champion in a Major League shall be the pitcher with the lowest earned run average, provided that the pitcher has pitched at least as many innings in league championship games as the number of games scheduled for each club in the pitcher's club's league that season. The individual pitching champion in a national association league shall be the pitcher with the lowest earned run average provided the pitcher has pitched at least as many innings in league championship season games as 80% of the number of games scheduled for each club in the pitcher's league.

Rule 10.22 (b) Comment:

For example, if a Major League schedules 162 games for each club, 162 innings qualify a pitcher for a pitching championship. A pitcher with 161 innings would not qualify. If a national association league schedules 140 games for each club, 112 innings qualify a pitcher for a pitching championship. Fractions of an inning for the required number of innings are to be rounded to the closest third of an inning. For example, 80% of 144 games is 115.2, so 115 innings would be the minimum required for a pitching championship in a national association league with 144 games scheduled and 80% of 76 games is 60.8, so 60 innings would be the minimum required for a pitching championship in a national association league with 76 games scheduled.

- (c) The individual fielding champions shall be the fielders with the highest fielding average at each position, provided:
- (1) a catcher must have participated as a catcher in at least one half the number of games scheduled for each club in the catcher's league that season;
 - (2) an infielder or outfielder must have participated at their position in at least two-thirds of the number of games scheduled for each club in the infielder's / outfielder's league that season; and
 - (3) a pitcher must have pitched at least as many innings as the number of games scheduled for each club in the pitcher's league that season, unless another pitcher has a fielding average as high or higher and has handled more total chances in fewer innings, in which case such other pitcher shall be the fielding champion.

10.23 Guidelines For Cumulative Performance Records

- (a) **CONSECUTIVE HITTING STREAKS:** A consecutive hitting streak shall not be terminated if a batter's plate appearance results in a base on balls, hit batsman, defensive interference or obstruction, or a sacrifice bunt. A sacrifice fly shall terminate the streak.
- (b) **CONSECUTIVE GAME HITTING STREAKS:** A consecutive game hitting streak shall not be terminated if all of a batter's plate appearances (one or more) in a game result in a base on balls, hit batsman, defensive interference or obstruction, or a sacrifice bunt. The streak shall terminate if the player has a sacrifice fly and no hit.

A player's individual consecutive game hitting streak shall be determined by the consecutive games in which such player appears and is not determined by the player's club's games.

- (c) **CONSECUTIVE GAME PLAYING STREAK:** A consecutive game playing streak shall be extended if a player plays one half inning on defence or if the player completes a time at bat by reaching base or being put-out. A pinch-running appearance only shall not extend the streak. If a player is ejected from a game by an umpire before such player can comply with the requirements of this Rule 10.23 (c), such player's streak shall continue.
- (d) **SUSPENDED GAMES:** For the purpose of this Rule 10.23, all performances in the completion of a suspended game shall be considered as occurring on the original date of the game.

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errors (10.12 (d) (1), (f) (2))
fielders (1.14)
fielding positions (4.03 (a) (c))

foul tip (2.34 definition)
helmets (1.16 (d))
illegal defence (7.07)
infield fly (2.40 definition)
interference (2.44 definition, (c) (1))
judgment decisions (9.02)
jurisdiction (9.03 (a))
legal pitching deliveries (8.01)
minimum standards for individual championships (10.22 (c) (1))
official score report (10.02 (e))
official score report (additional rules) (10.03 (d))
out for illegal action (6.06 (c))
pitcher shall not (8.02 (c))
pitching time limits (8.04)
playing field (1.04)
preparatory pitchers (8.03)
put-outs (10.09 (b), (b) (5) & (7))
runner interference (7.09 (a) (j))
runner is out when (7.08 (e) Play 1, end note)
stolen bases and caught stealing (10.07 (b), (h) Comment)
strike outs 10.15 (a) (1))
umpire-in-chief (9.04 (a))
wild pitch (2.81 definition)
wild pitches and passed balls (10.13 (a) (b), 10.13 Comment)

catcher's box (2.17)
balk (8.05 (1))
bases on balls (10.14 (b))
batting position (6.02 (d) (1) (viii))
diagram 2
fielding positions (4.03 (a))
playing field (1.04)

catcher's mitt
catcher (1.12)
commercialisation (1.17)

catcher's helmet
helmets (1.16 (d))

club
before the game (3.01 (c) (d))
club (2.18 definition)
designated hitter rule (6.10 (a)-(b))
entering the field (4.01)
fair ball (2.25 definition)
field condition (3.10 (a) Exception 1)
final score (4.11 (d) (3))
guidelines for cumulative performance records (10.23 (b))
home club (1.08)
league (2.45 definition)
manager (2.50 definition)
minimum standards for individual championships (10.22 (a), (a) Comment, (b), (b) Comment, (c) (1)-(3))
official score report (10.02 (m))
official scorer (general rules) (10.01 (a))
persons on the field (3.15)
pitching requirement (3.05 end notes)
playing field (1.04, 1.04 Comment)
rules governing double-headers (4.13 (c) Exception 1)
suspended game (4.12 (a) (3)), (b) (1)-(3), (c))
violation reports (9.05 (c), general instructions to umpires)

coach (2.19 definition)
appointments (9.01 (c), (e))
base coach (2.06 definition)
base coaches (4.05)
defensive visits (8.06 (a), (c)-(d), end notes)
ejected person (4.07)
fraternisation (3.09)
judgment decisions (9.02 (a))
manager (2.50 (b), (c) definition)
official score report (10.02 (l) Comment)
persons on the field (3.15, Play 1)
players on the bench (3.17)
preparatory pitches (8.03)
runner interference (7.09 (h)-(i))
thrown ball touched (5.08)
unsporting conduct (4.06 (a))
vacating space (7.11)
violation reports (9.05 (a)-(c), general instructions to umpires)

coach's box
base coach (2.06 definition)
base coaches (4.05 (b) (2), (b) (2) Penalty 1)
ejected person (4.07)
judgment decisions (9.02 (a))
notifying substitutes (3.06)
persons on the field (3.15)
playing field (1.04)
runner interference (7.09 (i))
unsporting conduct (4.06 (a))
vacating space (7.11)
violation reports (general instructions to umpires)

commercialisation (1.17)

complete stop
legal pitching deliveries (8.01 (b), (b) (2), (b) Comment)

conduct
appointments (9.01 (a), (e))
manager (2.50 definition)
umpire-in-chief (9.04 (a) (1))
unsporting conduct (4.06)
players on the bench (3.17)
ejected person (4.07)
violent disapproval (4.08)

courtesy runner
substitute runner (3.04)

curfew
final score (4.11 (b) (4))
suspended games (4.12 (a) (1), notes, (a)-(5) Comment)

D

damaged ball

- all in play until (5.02)
- altering the ball (3.02)
- pitcher shall not (8.02 (a))

darkness

- suspended games (4.12 (a) (4))
- turning on the lights (4.14)
- umpire calls time (5.10 (a))

dead ball (2.20 definition)

- award one base (7.04 (c) Comment)
- awarding bases (7.05 (g), (g) Approved Ruling 2, (h), (h) Approved Ruling 1, (i) Example 1)
- ball in play until (5.02)
- ball is dead when (5.09)
- batter is out when (6.05 (h)-(i), (l), (n), (a) Comment)
- batting position (6.02 (c), (d) note)
- before the game (3.01 (e) (3))
- being obstructed (7.06 (a))
- defensive visits (8.05 (m) Penalty 1)
- entitled to first base (6.08 (b) Approved Ruling 1)
- illegal defence (7.07)
- interference (2.44 definition)
- play (2.62 definition)
- player substitute (3.03)
- resuming play (5.11)
- runner interference (7.09 (f)-(g), (k) penalty for interference 1)
- runner is out when (7.08 (f))
- runner out on appeal (7.01 (b) (2), (b) Play 1-2)
- spectator interference (3.16 Example 1)
- suspending play (3.12)
- time (2.78 definition)
- touching bases (7.02)

decisions

- appointments (9.01 (e))
- bat (1.10)
- judgment decisions (9.02)
- official scorer (general rules) (10.01 (a))
- protesting games (4.19)
- umpire-in-chief (9.04 (a) (4)-(5), (b), (b) (1), (c))
- violation reports (9.05)

defaced ball

- altering the ball (3.02 Penalty 1)

defence (2.21 definition)

- double play (2.23 definition)
- how a team scores (4.09 (b) Example 2)
- illegal defence (7.07)
- inning (2.43 definition)
- run down (2.67 definition)
- runner is out when (7.08 (e), (i))
- runner out on appeal (7.10 end notes)
- triple play (2.80 definition)

defensive

- batter is out when (6.05 (h))
- batting out of turn (6.07 (b), Play 1 (b), Play 2-4)

- batting position (6.02 (d) (iv), (viii))
- catch (2.15 definition)
- defence (2.21 definition)
- defensive objective (5.05)
- defensive visits (8.06)
- designated hitter rule (6.10 (b))
- determining value of base hits (10.06 (b))
- earned runs and runs allowed (10.16 (a), (d), (f))
- fielder (2.27 definition)
- fielder's choice (2.28 (c) definition)
- guidelines for cumulative performance records (10.23 (a)-(b))
- interference (2.44 (d) definition)
- player substitute (3.03)
- runner out on appeal (7.10 (b) Play 1, end notes)
- starting the game (4.02)
- statistics (10.20 Comment)
- stolen bases and caught stealing (10.07 (g), (g) Comment)
- wild pitches and passed balls (10.13 Comment)

deflected ball

- assists (10.10 (a) (1) Comment)
- awarding bases (7.05 (a), (f), (h))
- ball is dead when (5.09 (f))
- batter becomes a runner (6.09 (g)-(h))
- runner interference (7.09 (k))

delay

- balk (8.05 (h), (h) Comment)
- batting position (6.02 (b) Penalty 1, (d))
- defensive visits (8.06)
- entering the field (4.01)
- obstruction (2.51 Example 1 definition)
- official score report (10.02 (l), (l) Comment)
- pitcher shall not (8.02 (c), (c) Penalty 1)
- pitching time limits (8.04)
- preparatory pitches (8.03)
- rules governing double-headers (4.13 (e))
- team forfeits (4.15 (a)-(b))

designated hitter (6.10)

disabled players

- players on the bench (3.17 Penalty 1)

discipline

- appointments (9.01)
- umpire-in-chief (9.04 (b) (3))

discoloured ball

- altering the ball (3.02)
- before the game (3.01 (e) (2))

disengage the rubber

- legal pitching deliveries (8.01 (a) & (a) (3) Comment)

dislodged base

- runner in out when (7.08 (c) Approved Ruling 2)

disqualify

- appointments (9.01 (d) (e))

double play (2.23 definition)

- batter is out when (6.05 (m))
- double and triple plays (10.11 Comment)

errors (10.12 (d) (3), (d) Comment)
official score report (10.02 (a) (17), (a) (17)
Comment, (b) (4), (f), (f) Comment)
runner is out when (7.08 (e) Play 1)
runner interference (7.09 (f)-(g))
runs batted in (10.04 (b) (1)-(2))
violation reports (9.05)

double-header (2.22 definition)

control of ground staff (3.11)
field condition (3.10 (a)-(b))
regulation game (4.10 (a) Exception 1)
rules governing double-headers (4.13)
suspended games (4.12 (b) (2)-(3) (ii))
team forfeits (4.15 (g))

dropped third strike

batter becomes a runner when (6.09 (b))
batter is out when (6.05 (b)-(c), (j))

dug-out (2.24 definition)

awarded one base (7.04 (c) Comment)
awarding bases (7.05 (g) Approved Ruling 2, (h)
Approved Ruling 1)
batter is out when (6.05 (a) Comment)
being obstructed (7.06 (a))
bench or dug-out (2.12 definition)
ejected person (4.07)
equipment on the field (3.14)
runner is out when (7.08 (a) Comment,
(a) Play 1, (j))
vacating space (7.11)

E

eject / ejection

altering the ball (3.02)
appointments (9.01 (d)-(f))
balk (8.05 (h) Comment)
base coaches (4.05 (b) (2) Penalty)
bat (1.10 (c) Comment)
batting position (6.02)
defensive visits (8.06)
ejected person (4.07)
guidelines for cumulative performance records
(10.23 (c))
helmets (1.16 end notes)
judgment decisions (9.02 (a), end notes)
out for illegal action (6.06 (d))
pitcher shall not (8.02 (a) Penalty 1 (a), (b), (d)
Comment)
players on the bench (3.17 Penalty 1)
player substitute (3.03)
umpire calls time (5.10 (g))
unsporting conduct (4.06)
violent disapproval (4.08)

equipment

awarding bases (7.05 (a)-(e), (i))
ball is dead when (5.09 (g))
batter is out when (6.05 (b), (h))
before the game (3.01 (a))
catcher (1.12)
commercialisation (1.17)

equipment on the field (3.14)
person (2.58 definition)
suspended games (4.12 (a) (3))
touch (2.79 definition)

F

fair ball (2.25 definition)

awarding bases (7.05 (a)-(c), (f))
awarding one base (7.04 (b))
ball in play until (5.02)
ball is dead when (5.09 (f))
base hits (10.05 (a) (1)-(5))
batter becomes a runner when (6.09 (a)-(g))
batter is out when (6.05 (g)-(h), (j))
entitled to first base (6.08 (d))
infield fly (2.40 definition)
interference (2.44 (c) (2) definition)
put-outs (10.09 (c) (2))
runner interference (7.09 (k))
runner is out when (7.08 (f), Exception 1)
umpire-in-chief (9.04 (a) (3) (a))

fair territory (2.26 definition)

ball is dead when (5.09 (f))
base hits (10.05 (a) (4))
batter becomes a runner when (6.09 (c), (h))
batter is out when (6.05 (h))
entitled to first base (6.08 (d))
fair ball (2.25 definition)
fielding positions (4.03 (c))
foul ball (2.32 definition)
interference (2.44 (c) (2) definition)
playing field (1.04)
runner interference (7.09 (k))
runner is out when (7.08 (f))
runner out on appeal (7.10 end notes)

fence

awarding bases (7.05 (f)-(h))
base hits (10.05 (a) (1))
batter becomes a runner when (6.09 (d)-(h))
catch (2.15 definition)
fair ball (2.25 (definition))
fair territory (2.26 definition)
foul territory (2.33 definition)
how a team scores (4.09 (b) Approved Ruling 5)
spectator interference (3.16 Approved Ruling 1)

field dimensions

diagram 2 (1.07)
playing field (1.04)

field umpire

judgment decisions (9.02)
jurisdiction (9.03 (b))
official score report (10.02 (k))
umpire-in-chief (9.04 (a) (3), (5), (b))

fielder (2.27 definition)

appeal (2.02 definition)
assists 10.10 (a), (a) (1), (a) (1) Comment,
(b) (3))
awarded one base (7.04 (b)-(c), (c) Comment)

awarding bases (7.05 (a)-(e), note, Approved Ruling 2, (g) Play 1, (h) Approved Ruling 1, (j))
ball is dead when (5.09 (f)-(g))
base hits (10.05 (a) (1)-(2), (a) (2) Comment, (a) (3)-(6), (b) (4)-(5), (b) Comment)
batter becomes a runner when (6.09 (c), (g)-(h))
batter is out when (6.05 (a), (g)-(h), (k), (m), (a) Comment)
being obstructed (7.06 (a))
catch (2.15 definition)
catcher (2.16 definition)
commercialisation (1.17)
determining value of base hits (10.06 (b), 10.06 Comment)
double and triple plays (10.11)
double play (2.23 (b) Example 1-2 definition)
earned runs and runs allowed (10.16 (a), (a) Comment, (e), (g), (h) (2))
entitled to first base (6.08 (a), (c)-(d))
errors (10.12 (a), (a) (1), (a) (1) Comment, (a) (2)-(8), (a) (7)-(8) Comment, (c)-(d) (2)-(5), (d) Comment, (f) (2))
fair ball (2.25 definition)
fielders (1.14)
fielder's choice (2.28 definition)
fielding positions (4.03 (c))
first base fielder (1.13)
force play (2.30 Example 1-2 definition)
foul ball (2.32 definition)
how a team scores (4.09 (b), Approved Ruling 5-6)
illegal defence (7.07)
infielder (2.39 definition)
infield fly (2.40 definition)
in flight (2.41 definition)
interference (2.44 (a)-(c) (2) definition)
legal pitching deliveries (8.01 (e))
line drive (2.49 definition)
obstruction (2.51 Example 1 definition)
official score report (10.02 (b))
official score report (additional rules) (10.03 Comment)
outfielder (2.55 definition)
persons on the field (3.15 Play 1)
pitcher (2.60 definition)
player substitute (3.03)
put-outs (10.09 (a), (a) (2) Comment, (c) (1)-(7))
runner interference (7.09 (c), (f), (g), (i)-(k))
runner is out when (7.08 (a) (1), (b), (d), (e), (e) Play 1, (k))
runs batted in (10.04 (a) (1), (b) (1), (c))
statistics (10.20)
strike outs (10.15 (a) (4))
stolen bases and caught stealing (10.07 (f)-(g), (g) Comment)
spectator interference (3.16 Approved Ruling 1, Example 1)

substitute in the game (3.08 (a) (3))
tag (2.75 definition)
umpire calls time (5.10 (f))
unsporting conduct (4.06 (b))
vacating space (7.11)
violation reports (9.05 general instructions to umpire)
wild pitches and passed balls (10.13 Comment)
fielder's choice (2.28 definition)
determining value of base hits (10.06 (b))
earned runs and runs allowed (10.16 (a), (g), (h) (2))
errors (10.12 (f) (2))
runs batted in (10.04 (a) (1), (c))
stolen bases and court stealing (10.07 (g))
wild pitches and passed balls (10.13 Comment)
fielder's glove
awarding bases (7.05 (a), (c), (e), note)
catch (2.15 definition)
diagram 4 (1.17)
equipment on the field (3.14)
errors (10.12 (a) (1) Comment)
fielders (1.14)
first base fielder (1.13)
tag (2.75 definition)
following runner
how a team scores (4.09 (b) Approved Ruling 2 & 5)
runner is out when (7.08 (c) Approved Ruling 2, (e))
runner out on appeal (7.10 (b) Approved Ruling 1 (1))
runners shall score (7.12)
two runners on a base (7.03)
force play (2.30 definition)
acquiring a base (7.01)
award one base (7.04 (b))
double play (2.23 (a)-(b) definition)
errors (10.12 (a) (4))
how a team scores (4.09 (b) Approved Ruling 6)
runner is out when (7.08 (e))
runners shall score (7.12)
foreign substance
altering the ball (3.02)
bat (1.10 (b))
pitcher shall not (8.02 (a) (2) & (4), (b))
forfeited game (2.31 definition)
control of ground staff (3.11)
home team forfeits (4.16)
official score report (additional rules) (10.03 (e), (e) Comment)
police protection (3.18)
team forfeits (4.15)
umpire-in-chief (9.04 (a) (6))
foul ball (2.32 definition)
ball is dead when (5.09 (e))
batter is out when (6.05 (a) Comment, (d), (h), (i))

earned runs and runs allowed (10.16 (b) (1))
errors (10.12 (a) (1)-(2))
fair ball (2.25 definition)
infield fly (2.40 definition)
judgment decisions (9.02 (a))
out for illegal action (6.06 (a))
put-outs (10.09 (a) (1), (b) (3))
runner interference (7.09 (b))
runner is out when (7.08 (d))
sacrifices (10.08 (d))
strike (2.72 (c)-(d) definition)
strike outs (10.15 (a) (4))
umpire-in-chief (9.04 (a) (3))

foul territory (2.33 definition)

batter becomes a runner when (6.09 (g)-(h))
batter is out when (6.05 (h))
entitled to first base (6.08 (d))
equipment on the field (3.14)
fair ball (2.25 definition)
foul ball (2.32 definition)
playing field (1.04)
runner is out when (7.08 (b))
sacrifices (10.08 (d))

foul tip (2.34 definition)

ball is dead when (5.09 (g))
batter is out when (6.05 (a)-(b))
runner is out when (7.08 (d))
strike (2.72 (g) definition)

fourth out

runner out on appeal (7.10 end notes)

fraternisation (3.09)

free foot

balk (8.05 (a), (c))
legal pitching deliveries (8.01 (a), (a) Comment)

G

game (1.01)

altering the ball (3.02 Penalty 1)
appointments (9.01 (a))
balk (8.05 (h), (h) Comment)
ball in play until (5.02)
base coaches (4.05 (b) (2) Penalty 1)
bat (1.10 (a) Comment, (c), (c) Comment, (d))
batting order (4.04)
batting position (6.02 (b) Penalty 1)
before the game (3.01 (c), (e)-(f))
called game (2.14 definition)
control of ground staff (3.11 Penalty 1)
defensive visits (8.06 (b), end notes)
designated hitter rule (6.10 (a) (1)-(2), (b))
determining percentage records (10.21 (a))
determining value of base hits (10.06 (f), (g))
double-header (2.22 definition)
earned runs and runs allowed (10.16 (g),
(g) Comment)
ejected person (4.07)
entering the field (4.01 (d), (d) Example 1))
entitled to first base (6.08 (a))
field condition (3.10 (a) Exception 1, (b)-(c))

fielding positions (4.03)
final score (4.11)
forfeit reporting (4.18)
forfeited game (2.31 definition)
fraternisation (3.09)
guidelines for cumulative performance records
(10.23 (b)-(d))
helmets (1.16 end notes)
home team (2.36 definition)
home team forfeits (4.16)
how a team scores (4.09 (b), (b) Penalty 1)
inning (2.43 (definition))
judgment decisions (9.02 (a), (d))
league (2.46 definition)
manager (2.50 (a) definition)
minimum standards for individual
championships (10.22 (a), (a) Comment, (b),
(b) Comment, (c) (1)-(3))
not enough players (4.17)
official score report (10.02 (c) (1) Comment, (i),
(l), (l) Comment)
official score report (additional rules) (10.03 (a),
(b), (b) Comment, (e) (1)-(2), (e) Comment)
official scorer (general rules) (10.01 (a), (b) (3),
(b) (3) Comment)
out for illegal action (6.06 (d))
persons on the field (3.15)
pitcher (1.15 (c))
pitcher shall not (8.02 (a) (1) Exception 1, (a)
Penalty 1 (a), (b)-(c), (c) Penalty 1, (d),
end notes)
pitching requirement (3.05 (c))
pitching time limits (8.04)
play (2.62 definition)
player substitute (3.03)
players on the bench (3.17)
police protection (3.18 Penalty 1)
preparatory pitches (8.03))
protesting games (4.19)
putting the ball in play (5.01)
regulation game (2.64 definition)
regulation game (4.10)
rules governing double-headers (4.13)
runner is out when (7.08 (a) Play 1, (i))
shutouts (10.18)
starting the game (4.02)
stolen bases and caught stealing (10.07 (g),
(g) Comment)
strike outs (10.15 (b))
substitute in the game (3.08 (a))
substitute runner (3.04)
suspended games (4.12)
saves for relief pitchers (10.19 (a), (d) (1)-(2))
statistics (10.20)
suspended game (2.74 definition)
team forfeits (4.15)
tie game (2.77 definition)
umpire calls time (5.10 (b) Comment)

umpire-in-chief (9.04 (a) (1), (a) (6)-(7), (b) (3))
uniform (1.11 (a) (3), (b) (2))
unsporting conduct (4.06 (b) Penalty 1)
violations reports (9.05)
violent disapproval (4.08)
winner (1.03)
winning and losing pitcher (10.17 (a),
(a) Comment, (b), (b) (1)-(2), (b) Comment,
(d) Comment, (e))

game-ending situation

final score (4.11)
how a team scores (4.09 (b))
regulation game (4.10) (a), (c)-(e))

glove / gloves

awarding bases (7.05, (a), (c), (e))
batter is out when (6.05 (b))
catch (2.15 definition)
commercialisation (1.17)
equipment on the field (3.14)
errors (10.12 (a) (1) Comment)
fielders (1.14)
first base fielder (1.13)
foul tip (2.34 definition)
pitcher (1.15)
pitcher shall not (8.02 (a) (2)-(3))
tag (2.75 definition)

ground ball (2.35 definition)

awarding bases (7.05 (i) Example 1)
batter becomes a runner when (6.09 (e)-(f))
batter is out when (6.05 (h))
earned runs and runs allowed (10.16 (a)
Comment Example 3)
errors (10.12 (a) (1) Comment, (a) (3)-(4), (d) (4))
fair ball (2.25 definition)
fielder's choice (2.28 definition)
foul ball (2.32 definition)
obstruction (2.51 Example 1 definition)

ground rules (3.13)

awarding bases (7.05 (f)-(h))
batter becomes a runner when (6.09 (d)-(h))
umpire-in-chief (9.04 (a) (9))

groundskeeper

appointments (9.01 (f))
control of ground staff (3.11)
home team forfeits (4.16)

H

half swing

judgment decisions (9.02)

helmet (1.16)

batter is out when (6.05 (h))
commercialisation (1.17)

hit by a pitch

ball (2.04 definition)
batter is out when (6.05 (f))
entitled to first base (6.08 (b), (b) (1))
official score report (10.02 (a) (1) (iii), (a) (14))
pitcher shall not (8.02 (d))
put-outs (10.09 (b) (7))

strike (2.72 (e)-(f))

home base / plate (1.05)

awarded one base (7.04 (b))
awarding bases (7.05 (a)-(c))
balk (8.05 (m) Approved Ruling 1)
base hits (10.05 (a) (3))
batting position (6.02 (d) (1)-(2))
batter becomes a runner when (6.09 (b) & (d)
Comment, (d), (h))
batter is out when (6.05 (k), (n))
being obstructed (7.06 (a))
catcher (2.16 definition)
determining value of base hits (10.06
Comment, (d))

diagram 3

earned runs and runs allowed (10.16 (a),
(g) Comment Example 3 & 6)

entering the field (4.01)

fair territory (2.26 definition)

fielding positions (4.03 (a))

final score (4.11 (c) Exception 1, (c) Approved
Ruling 1)

home plate (1.05)

how a team scores (4.09 (a) Exception 1,
(b) Exception 1, (b) Penalty 1)

illegal defence (7.07)

judgment decisions (9.02)

jurisdiction (9.03 (a))

out for illegal action (6.06 (c))

outfielder (2.55 definition)

playing field (1.04, 1.04 Comment)

pitcher's plate (1.07)

put-outs (10.09 (b) (8))

run (or score) (2.66 definition)

runner interference (7.09 (c), (g))

runner is out when (7.08 (b) Penalty 1, (g), (k))

runner out on appeal (7.10 (d), end notes)

spectator interference (3.16 Example 1)

touching bases (7.02)

umpire-in-chief (9.04 (a))

wild pitches and passed balls (10.13 (a))

home club (1.08)

before the game (3.01 (c)-(d))

entering the field (4.10)

official score report (10.02 (m))

persons on the field (3.15)

rules governing double-headers (4.13 (c)
Exception 1)

suspended games (4.12 (a) (3))

home run

awarding bases (7.05 (a))

ball in play until (5.02)

batter becomes a runner when (6.09 (d), (h))

batting position (6.02)

before the game (3.01 (e) (3))

determining value of base hits (10.06, (a),
(e), (g))

earned runs and runs allowed (10.16 (a))

Comment Example 1, 3-5, (i) Comment Example 1-3)
final score (4.11 (c) Exception 1, (c) Approved Ruling 1)
how a team scores (4.09 (d) Example 2, (b) Approved Ruling (3) & (5))
official score report (10.02 (a) (7), (c) (7), (h))
runner is out when (7.08 (a) Comment Play 1, Approved Ruling 1)
runs batted in (10.04 (a) (1))
umpire calls time (5.10 (c) (1))

home team (2.36 definition)

designated hitter rule (6.10 (a) (1))
entering the field (4.01 (d))
field condition (3.10 (a), (a) Exception 1)
final score (4.11 (a), (c), (d) Exception 1 (1)-(3))
ground rules (3.13)
home team forfeits (4.16)
persons on the field (3.15)
police protection (3.18)
regulation game (4.10 (a) (1), (b) (1)-(2), (c) (2)-(3))
starting the game (4.02)
suspended game (4.12 (a) (5) (7))

home team manager

entering the field (4.01 (a))
field condition (3.10 (a) Exception 1)

I

illegal (or illegally) (2.37 definition)

balk (2.03 definition)
balk (8.05 (e))
ball is dead when (5.09 (d))
illegal defence (7.07)
illegal pitch (2.38 definition)
legal pitching deliveries (8.01 (d))
out for illegal action (6.06, (d) Comment)
penalty (2.57 definition)
put-outs (10.09 (b) (2))
quick return pitch (2.63 definition)
umpire-in-chief (9.04 (b) (2))

illegal pitch (2.38 definition)

balk (8.05 (e))
legal pitching deliveries (8.01 (d))
quick return pitch (2.63 definition)
umpire-in-chief (9.04 (b) (2))

in flight (2.41 definition)

awarding bases (7.05 (a))
ball is dead when (5.09 (f))
ball (2.04 definition)
being obstructed (7.06 (a))
catch (2.15 definition)
errors (10.12 (d) (4))
fair ball (2.25 definition)
fly ball (2.29 definition)
obstruction (2.51 definition)
put-outs (10.09 (a) (1))
sacrifices (10.08 (d))
strike (2.72 (f) definition)

infield

ball is dead when (5.09 (f))
bases (1.06)
bunt (2.13 definition)
fair ball (2.25 definition)
infield fly (2.40 definition)
infielder (2.39 definition)
playing field (1.04)
police protection (3.18)
runs batted in (10.04 (a) (1))

infield fly (2.40 definition)

base hits (10.05 (a) (5))
batter is out when (6.05 (e), (l) Approved Ruling 1)
put-outs (10.09 (c) (1)-(2))
runner is out when (7.08 (f) Exception 1)

infield fly rule

batter is out when (6.05 (l) Approved Ruling 1)
infield fly (2.40 definition)

infield practice

police protection (3.18)

infielder (2.39 definition)

awarding bases (7.05 (g) Approved Ruling 1, (g) Approved Ruling 2, (i) Example 1)
ball is dead when (5.09 (f))
base hits (10.05 (b) (3))
batter is out when (6.05 (l) Approved Ruling 1)
commercialisation (1.17)
defensive visits (8.06 end notes)
errors (10.12 (a) (1) Comment)
infield fly (2.40 definition)
legal pitching deliveries (8.01 (e))
minimum standards for individual championships (10.22 (c) (2))
obstruction (2.51 Example 1 definition)
runner interference (7.09 (k))
runner is out when (7.08 (e) Play 1, (f))
runner out on appeal (7.10 end notes)
sacrifices (10.08 (d))

inning (2.43 definition)

batting out of turn (6.07 Approved Ruling 1, Ruling 4, Play 5)
change over of inning (5.07)
defensive visits (8.06 (a), (b), end notes)
determining value of base hits (10.06 (f) Comment)
determining percentage records (10.21 (e))
earned runs and runs allowed (10.16, (a) Comment Example 1-4, (g), (i), (i) Comment Example 1-3)
final score (4.11 (a)-(c), (c) Approved Ruling 1, (d) Exception 1, (d) Exception 1 (6))
guidelines for cumulative performance records (10.23 (c))
how a team scores (4.09 (a), (b))
minimum standards for individual championships (10.22 (b) Comment)
official score report (10.02 (c) (1) Comment, (i))

official score report (additional rules) (10.03 (b) Comment)
player substitute (3.03)
position in the order (6.01 (b))
preparatory pitches (8.03)
regulation game (4.10 (a) (1), (a) Exception 1, (b) (1)-(2), (c) (3))
runner is out when (7.08 (a) Comment Play 1)
runner out on appeal (7.10 end notes)
suspended games (4.12 (a) (5) (9))
sacrifices (10.08 (a) Comment)
saves for relief pitchers (10.19 (c), (d) (1))
shutouts (10.18)
stolen bases and caught stealing (10.07 (g) Comment)
winning and losing pitcher (10.17 (a), (b), (b) & (c) Comment, (e))

intentional

balk (8.05 (h) Comment), (l)
bases on balls (10.14 (b))
batter is out when (6.05 (h))
catch (2.15 definition)
earned runs and runs allowed (10.16)
fielding positions (4.03 (a))
official score report (10.02 (a) (13), (c) (11))
persons on the field (3.15, 3.15 Comment, Example 1)
pitcher shall not (8.02 (d))
runner is out when (7.08 (b))
spectator interference (3.16 Approved Ruling 1)
unsporting conduct (4.06 (a) (4))

Intentional base on balls

balk (8.05 (l))
bases on balls (10.14 (b))
earned runs and runs allowed (10.16)
fielding positions (4.03 (a))

intentionally dropped ball

balk (8.05 (k))
batter is out when (6.05 (l))
infield fly (2.40 definition)

interference (2.44 definition)

assists (10.10 (a) (2))
ball in play until (5.02)
ball is dead when (5.09 (b) Comment)
base hits (10.05 (b) (5))
batter is out when (6.05 (h))
catch (2.15 definition)
determining percentage records (10.21 (f) Comment)
earned runs and runs allowed (10.16, (a), (a) Comment Example 2 & 4, (b) (2), (d), (g) Comment,
entitled to first base (6.08 (c), (c) Comment Example 1-2)
errors (10.12 (c))
guidelines for cumulative performance records (10.23 (a)-(b))
illegal defence (7.07)

minimum standards for individual championships (10.22 (a))
official score report (10.02 (a) (1) (iv), (a) (15), (a) (17) Comment)
official score report (additional rules) (10.03 (c))
out for illegal action (6.06 (c) Exception 1)
persons on the field (3.15)
put-outs (10.09 (b) (7), (c) (6)-(7))
runner interference (7.09, (d)-(g), (k))
runner is out when (7.08 (a) (1), (b) Penalty 1, (g))
runs batted in (10.04 (a) (2))
spectator interference (3.16)
stolen bases and caught stealing (10.07 (h) Comment)
vacating space (7.11 Penalty 1)

J

jeopardy (2.42 definition)

judgment decisions (9.02)

L

language

appointments (9.01 (e))
unsporting conduct (4.06 (a) (2))
violations report (9.05 (b))

league (2.45 & 2.46 definition)

appointments (9.01 (b))
batting position (6.02 (d))
commercialisation (1.17, Comment)
club (2.18 definition)
defensive visits (8.06)
designated hitter rule (6.10, (a), (a) (2))
field condition (3.10 (a) Exception 1)
final score (4.11 (d) Exception 1 (2), (d) Exception 2)
helmets (1.16, (b)-(c))
manager (2.50 (a) definition)
minimum standards for individual championships (10.22 (a), (a) Comment, (b), (b) Comment, (c) (1)-(3))
official scorer (general rules) (10.01 (a), (a) Comment, (c))
official score report (10.02)
pitcher shall not (8.02 (a) Penalty 1 (a), (b))
preparatory pitches (8.03)
protecting games (4.19)
regulation game (4.10 (a) Exception 1)
shutouts (10.18)
stolen bases and caught stealing (10.07 (g) Comment)
suspended game (4.12 (a) (2), (a) Exception 1)
umpire calls time (5.10 (b) Comment)
uniform (1.11 (b), (i))
violation reports (9.05 (c))
winning and losing pitcher (10.17 (e))

league president

appointments (9.01 (a))
before the game (3.01 (c))

forfeit reporting (4.18)
league (2.46 definition)
manager (2.50 (a) definition)
official scorer (general rules (10.01 (a), (a)
 Comment, (b) (1), (c))
out for illegal action (6.06 (d))
pitcher shall not (8.02, (a) (1) Penalty 1,
 end notes)
protesting games (4.19)
rules governing double-headers (4.13 (c)
 Exception 1)
statistics (10.20)
suspended game (4.12 (b) (4) (ii)-(iii))
umpire-in-chief (9.04 (c))
uniform (1.11 (i))
violation reports (9.05 (a)-(c))

M

missed base

awarded one base (7.04 (d) Comment)
how a team scores (4.09 (b) Approved Ruling 5)
runner out on appeal (7.10 (b), (b) Approved
 Ruling 1 (1)-(2))

O

original base

awarding bases (7.05 (i) Example 1)
base hits (10.05 (b) (3))
batter is out when (6.05 (l))
runner out on appeal (7.10 (a))
touching bases (7.02)

out (2.54 definition)

assists (10.10 (a) (2))
awarding bases (7.05 (i) Example 1)
balk (8.05 (m) Approved Ruling 2)
base hits (10.05 (a) (5), (b) (2), (b) (5))
batting out of turn (6.07 (a), (b) (1), (d) (1)-(2)
 (i)-(ii), Ruling 2-6)
ball is dead when (5.09 (f), (g))
batting position (6.02 (c))
batter is out when (6.05)
batter becomes a runner when (6.09 (b)
 Comment)
bat (1.10 (c) Comment)
bases on balls (10.14 (c))
determining value of base hits (10.06
 Comment, (d))
earned runs and runs allowed (10.16 (a)
 Comment, (a) Example 3-4), (g) Comment,
 (g) Example 3 & 7, (i) Example 3)
entitled to first base (6.08 (c) Comment
 Example 1)
final score (4.11 (c) Approved Ruling 1)
force play (2.30 definition Example 1-2)
how a team scores (4.09 (a) (3), (b) Penalty 1, (b)
 Approved Ruling 3-5)
interference (2.44 (a) definition)
judgment decision (9.02, (a))
official score report (10.02 (a) (17) Comment)

official score report (additional rules) (10.03 (d))
out for illegal action (6.06)
runner interference (7.09 (c)-(g), (j)-(k))
runner is out when (7.08)
runner out on appeal (7.10)
runners shall score (7.12)
spectator interference (3.16 Approved Ruling 1,
 Example 1)
stolen bases and caught stealing (10.07 (h)
 Comment)
thrown ball touched (5.08)
two runners on base (7.03)
vacating space (7.11 Penalty 1)
violation report (9.05 general instructions to
 umpires)
wild pitches and passed balls (10.13 Comment)
winning and losing pitcher (10.17 (b) Comment)

outfield

base hits (10.05 (a) (4))
determining value of base hits (10.06 (f)
 Comment)
entitled to first base (6.08 (c) Comment
 Example 1)
errors (10.12 (a) (7) Comment)
fair ball (2.25 definition)
official score report (additional rules) (10.03 (a)
 Comment)
outfielder (2.55 definition)
playing field (1.04)
police protection (3.18)
sacrifices (10.08 (d))
spectator interference (3.16 Example 1)

outfielder (2.55 definition)

awarded one base (7.04 (c))
awarding bases (7.05 (g) Example 1)
batter becomes a runner when (6.09 (g)-(h))
errors (10.12 (a) (1) & (7) Comment)
fielding positions (4.03 (c))
infield fly (2.40 definition)
minimum standards for individual
 championships (10.22 (c) (2))
sacrifices (10.08 (d))
spectator interference (3.16 Example 1)

outfield fence

playing field (1.04)

over-slide (or over-sliding) (2.56 definition)

determining value of base hits (10.06 (c))
entitled to first base (6.08 (a))
runner is out when (7.08 (c) Exception 1, (e),
 (e) Play 1, (j))
runner out on appeal (7.10 (c))
stolen bases and caught stealing (10.07 (e),
 (h) (3))

P

penalty (2.57 definition)

altering the ball (3.02 Penalty 1)
awarding bases (7.05)
balk (8.05 (e), (h) Comment, (m) Penalty 1)

ball is dead when (5.09 (c))
 base coaches (4.05 (b) (2) Penalty 1)
 batting position (6.02 (b) Penalty 1, (c))
 being obstructed (7.06 (a))
 control of ground staff (3.11 Penalty 1)
 earned runs and runs allowed (10.16 (a))
 entitled to first base (6.08 (c), (c) Comment Example 2)
 fielding positions (4.03 Penalty 1)
 how a team scores (4.09 (b) Penalty 1)
 legal pitching deliveries (8.01 (b) Comment)
 pitcher shall not (8.02 (a) Penalty 1, (a) (2)-(6) Comment, (b), (c) Penalty 1)
 players on the bench (3.17 Penalty 1)
 police protection (3.18 Penalty 1)
 runner interference (7.09 (k), Penalty for interference 1)
 runner is out when (7.08 (b), (b) Penalty 1)
 unsporting conduct (4.06 (b) Penalty 1)
 vacating space (7.11 Penalty 1)
 violation reports (9.05 (c))
 violent disapproval (4.08 Penalty 1)

pick-off

assists (10.10 (b) (2))
 balk (8.05 (a), (c)-(d))
 batting out of turn (6.07 Play 5)
 earned runs and runs allowed (10.16 (g) Comment, (g) Comment Example 4)
 legal pitching deliveries (8.01 (a) (2), (b), (c))
 stolen bases and caught stealing (10.07 (c), (g) Comment, (h) (2))

pinch hitter

defensive visits (8.06 (d))
 designated hitter rule (6.10 (b))
 guidelines for cumulative performance records (10.23 (c))

pine tar

batting position (6.02 (b) Penalty 1)

pitch

assists (10.10 (b) (2))
 awarding bases (7.05 (g) Approved Ruling 1-2, (h) Approved Ruling 1, (i))
 balk (8.05 (a), (e), (g), (i)-(j), (m))
 ball (2.04 definition)
 ball is dead when (5.09 (a), (g)-(h))
 bases on balls (10.14 (b))
 batter is out when (6.05 (n))
 batting out of turn (6.07 (b), (b) Comment, (c), (d) (2), (d) (2) (ii), Play 2-4, Ruling 5, Play 6)
 batting position (6.02 (b) Penalty 1, (c), (d) (1) (i)-(ii), (d) (1) (vi), (d))
 defensive visits (8.06)
 designated hitter rule (6.10 (b))
 determining percentage records (10.21 (f))
 double and triple plays (10.11)
 earned runs and runs allowed (10.16 (a), (a) Comment Example 2)
 errors (10.12 (d) (1), (d) (5), (e)-(f), (f) (1), (f) (1) (iii), (f) (2))

fielding positions (4.03 (a))
 illegal pitch (2.38 definition)
 interference (2.44 (a), (b) definition)
 judgment decisions (9.02, (a))
 legal pitching deliveries (8.01)
 out for illegal action (6.06 (b))
 pitch (2.59 definition)
 pitch (5.03)
 pitcher (2.60 definition)
 pitcher shall not (8.02, (a) (1) Penalty 1, (d), (d) Comment)
 pitching requirement (3.05)
 pitching time limits (8.04)
 pivot foot (2.61 definition)
 preparatory pitches (8.03)
 protesting games (4.19 Comment)
 put-outs (10.09 (b) (7))
 quick return pitch (2.63 definition)
 resuming play (5.11)
 runner is out when (7.08 (d), (e) Play 1)
 runner out on appeal (7.10)
 shutouts (10.18)
 statistics (10.20 Comment)
 stolen bases and caught stealing (10.07, (a)-(b), (h) Comment)
 strike (2.72 definition)
 strike zone (2.73 definition)
 throw (2.76 definition)
 thrown ball touched (5.08)
 wild pitch (2.81 definition)
 wild pitches and passed balls (10.13 (a), 10.13 Comment)
 winning and losing pitcher (10.17 (a) & (b) Comment)

pitcher (1.15)

altering the ball (3.02 Penalty 1)
 acquiring a base (7.01)
 awarding bases (7.05 (h), (h) Approved Ruling 1)
 assists (10.10 (a) Comment, (b) (1)-(2))
 base hits (10.05 (b) (3))
 batting position (6.02 (b), (b) Penalty 1, (d) (1) (vii), (d))
 before the game (3.01 (e) (3))
 balk (2.03 definition)
 balk (8.05)
 ball is dead when (5.09 (f))
 bases on balls (10.14 (a) Comment, (b))
 battery (2.11 definition)
 batter becomes a runner when (6.09 (c))
 catcher's box (2.17 definition)
 defensive visits (8.06, (a)-(b), (d))
 designated hitter rule (6.10 (b))
 determining percentage records (10.21 (e))
 double and triple plays (10.11, 10.11 Comment)

earned runs and runs allowed (10.16 (a), (a) Comment, (e)-(g), (g) Comment, (h), (h) (1)-(3), (i), (i) Comment)
 errors (10.12 (a) (1) Comment, (a) (7))
 entitled to first base (6.08 (c) Comment Example 2, (d))
 fielding positions (4.03 (a)-(c))
 illegal pitch (2.38 definition)
 illegal defence (7.07)
 infield fly (2.40 definition)
 jurisdiction (9.03 (a))
 legal pitching deliveries (8.01)
 minimum standards for individual championships (10.22 (a)-(b), (b) Comment, (c) (3))
 notifying substitutes (3.06)
 out for illegal action (6.06 (b))
 official score report (10.02 (c), (c) (1) Comment, (c) (3), (d) (1)-(4))
 official score report (additional rules) (10.03 (e) (1)-(2))
 player substitute (3.03)
 pitching requirement (3.05 (a)-(c))
 pitch (2.59 definition)
 pitch (5.03)
 pitcher (2.60 definition)
 pivot foot (2.61 definition)
 players on the bench (3.17 Penalty 1)
 pitcher shall not (8.02)
 preparatory pitches (8.03)
 pitching time limits (8.04)
 resuming play (5.11)
 runner interference (7.09 (j))
 runner out on appeal (7.10)
 strike zone (2.73 definition)
 substitute in the game (3.08 (a) (1))
 suspended games (4.12 (c) Comment, (d))
 shutouts (10.18)
 saves for relief pitchers (10.19 (a) (11))
 stolen bases and caught stealing (10.07 (a), (g) Comment)
 strike outs (10.15)
 statistics (10.20)
 uniform (1.11 (a) (2))
 unsporting conduct (4.06 (a) (3))
 wild pitches and passed balls (10.13 (a), 10.13 Comment)
 winning and losing pitcher (10.17)

pitcher's glove
 diagram 4
 fielders (1.14)
 pitcher (1.15)

pitcher's mound
 batting position (6.02 (d) (1) (vii))
 defensive visits (8.06, (c)-(d))
 designated hitter rule (6.10 (b))
 diagram 1 & 3
 errors (10.12 (a) (1) Comment)

pitcher shall not (8.02 (a) (1))
 playing field (1.04)
 preparatory pitches (8.03)

pitcher's plate (1.07)
 awarding bases (7.05 (h))
 balk (8.05, (a)-(d), (g), (i), (k))
 base hits (10.05 (a) (5))
 before the game (3.01 (f))
 commercialisation (1.17)
 diagram 3
 errors (10.12 (a) (7))
 illegal pitch (2.38 (a) definition)
 judgment decisions (9.02 (a))
 legal pitching deliveries (8.01 (a)-(b), (e))
 pivot foot (2.61 definition)
 playing field (1.04)
 resuming play (5.11)
 substitute in a game (3.08 (a) (1))

pivot
 batter is out when (6.05 (m))

pivot foot (2.61 definition)
 balk (8.05 (a))
 illegal pitch (2.38 (a) definition)
 legal pitching deliveries (8.01 (a), (a) Comment, (b), (e))

plate umpire
 ball is dead when (5.09 (b))
 entitled to first base (6.08 (c))
 judgment decisions (9.02)
 official score report (10.02 (k))
 out for illegal action (6.06 (c) Exception 1)
 pitcher shall not (8.02 (b), (d))
 preparatory pitches (8.03)
 resuming play (5.11)
 umpire-in-chief (9.04 (a))

play (2.62 definition)
 appointments (9.01 (e))
 assists (10.10 (a) (1) Comment, (a) (2), (b) (3))
 awarded one base (7.04 (b) Play 1, (c) & (d) Comment)
 awarding bases (7.05 (b)-(e), (g), (g) Approved Ruling 1 & 2, (g) Play 1, (i) Example 1, (j))
 balk (8.05 (a), (d), (m) Penalty 1)
 ball is dead when (5.09 (e)-(g))
 ball in play until (5.02)
 base coaches (4.05 (b) (2) Penalty 1)
 base hits (10.05 (a) (2), (a) (2) Comment)
 bat (1.10 (c) Comment)
 batter is out when (6.05 (a) Comment, (h), (m))
 batter-runner (2.09 definition)
 batting out of turn (6.07 (b), (d) (2) (ii), Play 1-6)
 batting position (6.02, (d) (1) (i) (b))
 before the game (3.01 (a), (e), (e) (3))
 being obstructed (7.06 (a), (d))
 called game (2.14 definition)
 control of ground staff (3.11)
 dead ball (2.20 definition)
 defensive visits (8.06 end notes)

determining value of base hits (10.06 (f) Comment)

double and triple plays (10.11, 10.11 Comment)

double play (2.23 definition)

earned runs and runs allowed (10.16, (c), (g) Comment)

entering the field (4.10 (d), (d) Example 1)

entitled to first base (6.08 (a), (c), (c) Comment, (d))

errors (10.12 (a) (1) Comment, (a) (4), (c) Comment, (d) (3), (d) Comment, (f) (2))

field condition (3.10 (a) Exception 1, (c))

fielding positions (4.03, (a))

final score (4.11 (d), (d) (4))

forced play (2.30 definition)

home team forfeits (4.16)

how a team scores (4.09 (a) Exception 1, (b), (b) Approved Ruling 1, (b) Example 1, (b) Approved Ruling 3, (b) Approved Ruling 6)

illegal defence (7.07)

in jeopardy (2.42 definition)

infield fly (2.40 definition)

interference (2.44 definition)

judgment decisions (9.02)

league (2.45 definition)

live ball (2.48 definition)

official score report (10.02 (a) (17) Comment, (c) 1 Comment, (f) Comment)

official scorer (general rules) (10.01 (b) (3) Comment)

out for illegal action (6.06 (c), (c) Exception 1, (d))

persons on the field (3.15, Play 1)

pitcher shall not (8.02 (a) (1) Penalty 1, (a) Penalty 1 (b), Penalty 1 (c), (d))

pitching requirement (3.05 (b)-(c))

players on the bench (3.17)

police protection (3.18 Penalty 1)

preparatory pitches (8.03)

protesting games (4.19 Comment)

put-outs (10.09 (a) (2) Comment, (c) (7))

putting the ball in play (5.10)

regulation game (4.10 (b), (f))

resuming play (5.11)

rules governing double headers (4.13 (d))

runner interference (7.09 (c), (e)-(g), (k))

runner is out when (7.08 (a) Comment, (a) Play 1, Approved Ruling 1, Play 2, (b), (b) Penalty 1, (c) Approved Ruling 1 & 2, (d)-(e), (e) Play 1, (g), (j), end notes)

runner out on appeal (7.10 (b), (b) Play 1 & 2, end notes)

runners shall score (7.12)

runs batted in (10.04 (a) (1), (a) (3), (b) (1)-(2))

spectator interference (3.16 Approved Ruling 1)

squeeze play (2.71 definition)

starting the game (4.02)

statistics (10.20 Comment)

stolen bases and caught stealing (10.07 (c), (g), (h))

substitute in the game (3.08 (a) (3), (b))

suspended games (4.12 (a) Exception 1, (d))

suspending play (3.12)

team forfeits (4.15 (a), (c), (d))

thrown ball touched (5.08)

time (2.78 definition)

triple play (2.80 definition)

turning on the lights (4.14)

umpire calls time (5.10 (a)-(c) (1), (f), (h))

umpire-in-chief (9.05 (c))

unsporting conduct (4.06 (a) (3))

vacating space (7.11 Penalty 1)

violation reports (9.05 general instructions to umpires)

wild pitches and passed balls (10.13 Comment)

playing conditions (3.10 (a))

batting position (6.02 (b) Penalty 1)

field condition (3.10)

ground rules (3.13)

rules governing double headers (4.13 (d))

suspended games (4.12 (a) (1)-(5) Comment)

umpire calls time (5.10 (a))

playing field (1.04)

appointments (9.01 (a), (e), (f), (f) (2))

awarding bases (7.05 (a), (g), (h) Approved Ruling 1)

ball in play until (5.02)

base coaches (4.05 (b) (2) Penalty 1)

batter becomes a runner when (6.09 (d))

bench or dug-out (2.12 definition)

before the game (3.01 (e) (1), (e) (3))

club (2.18 definition)

control of ground staff (3.11)

determining value of base hits (10.06 (g))

diagram 1-3

entering the field (4.01, (d))

fair ball (2.25 definition)

fair territory (2.26 definition)

field condition (3.10 (a)-(c))

final score (4.11 (c) Exception 1, (c) Approved Ruling 1)

foul territory (2.33 definition)

ground rules (3.13)

interference (2.44 (d) definition)

jurisdiction (9.03 (a))

outfielder (2.55 definition)

persons on the field (3.15)

police protection (3.18)

spectator interference (3.16 Approved Ruling 1)

turning on the lights (4.14)

umpire calls time (5.10 (c) (1), (g))

umpire-in-chief (9.04 (b))

unsporting conduct (4.06 (a), (b) Penalty 1)

violent disapproval (4.08 Penalty 1)

police protection (3.18)

persons on the field (3.15 Example 1)

postponed game

- entering the field (4.01)
- field condition (3.10)
- suspended games (4.12)

practice

- police protection (3.18)

preceding runner

- awarded one base (7.04 (b))
- base hits (10.05 (a) (6), (b) (3)-(4))
- batter is out when (6.05 (m))
- being obstructed (7.06 (a))
- determining value of base hits (10.06 (b), Comment)
- fielder's choice (2.28, (a) definition)
- final score (4.11 Approved Ruling 1)
- how a team scores (4.09 (a) Exception (3), (b) Approved Ruling (2))
- official score report (10.02 (a) (17) Comment)
- put-outs (10.09 (c) (7))
- runner is out when (7.08 (h))
- runners shall score (7.12)
- sacrifices (10.08 (b))
- two runners on base (7.03)

preparatory pitches (8.03)

- defensive visits (8.06 end notes)
- legal pitching deliveries (8.01 (b))

protest

- judgment decisions (9.02, (a), (b))
- league (2.46 definition)
- official scorer (general rules) (10.01 (b) (3), (b) (3) Comment)
- protesting games (4.19)
- violation reports (9.05 general instructions to umpires)

put-out (10.09)

- acquiring a base (7.01)
- assists (10.10 (a) (1), (a) (1) Comment, (b) (1)-(3))
- awarded one base (7.04 (b), (c) & (d) Comment)
- awarding bases (7.05, (b)-(c), (i), (i) Example 1)
- balk (8.05 (h) Comment, (m) Penalty 1, (m) Approved Ruling 1)
- ball in play until (5.02)
- ball is dead when (5.09)
- base hits (10.05 (a) (2) Comment, (a) (6), (a) Comment, (b) (3)-(4), (b) Comment)
- batter-runner (2.09 definition)
- batting out of turn (6.07 (a) (1), (b)-(c), Play 6)
- batting position (6.02 (d) Comment)
- being obstructed (7.06 (a))
- change over of inning (5.07)
- completed turn at bat (6.04)
- determining value of base hits (10.06, (b), 10.06 Comment, (f))
- double and triple plays (10.11, 10.11 Comment)
- double play (2.23 (a) definition)
- earned runs and runs allowed (10.16 (a), (c), (e), (g), (g) Comment)
- entitled to first base (6.08 (a))

- errors (10.12 (a) (1) Comment, (a)(2)-(5), (d)(2), (f) (2))
- determining percentage records (10.21 (d))
- fielder's choice (2.28 (a)-(b) definition)
- guidelines for cumulative performance records (10.23 (c))
- how a team scores (4.09 (a))
- in jeopardy (2.42 definition)
- inning (2.43 definition)
- legal pitching deliveries (8.01)
- official score report (10.02 (b)(1), (c)(1) Comment, (g))
- official score report (additional rules) (10.03 (c), (d))
- official scorer (general rules) (10.01 (b) (2))
- out for illegal action (6.06 (c) Exception 1)
- pitcher shall not (8.02 (a) (1) Penalty 1, (b))
- pitching requirement (3.05 (a)-(c))
- run-down (2.67 definition)
- runner interference (7.09 (e))
- runner is out when (7.08 (e), (i))
- runner out on appeal (7.10 end notes)
- sacrifices (10.08 (a), (b), (c))
- shutouts (10.18)
- stolen bases and caught stealing (10.07, (c), (h), (h) Comment)
- strike outs (10.15 (a) (1)-(2), (a) (4))
- triple play (2.80 definition)
- putting ball in play
 - awarding bases (7.05 (i) Example 1)
 - before the game (3.01 (e))
 - fielding positions (4.03)
 - starting the game (4.02)
 - suspending play (3.12)

Q**quick pitch**

- legal pitching deliveries (8.01, (b) Comment)
- balk (8.05 (e))

quick return pitch (2.63 definition)

- illegal pitch (2.38 (b) definition)

R**rain checks**

- regulation game (4.10 (f))
- suspended games (4.12 (d))

rain situations

- statistics (10.20 Comment)

regulation game (2.64 definition)

- final score (4.11, (d) (3)-(6))
- how a team scores (4.09 (b))
- regulation game (4.10)
- suspended games (4.12 (a) (6)-(9), (b) (4) (i)-(iii), (e) (1)-(2))
- tie game (2.77 definition)
- winner (1.03)

reports

- forfeit reporting (4.18)
- violation reports (9.05)

resin

batting position (6.02 (b) Penalty 1)

retouch (2.65 definition)

awarding bases (7.05 (i) Example 1)

ball is dead when (5.09 (e))

forced play (2.30 Example 2 definition)

infield fly (2.40 definition)

runner is out when (7.08 (d))

runner out on appeal (7.10 (a)-(b))

runners shall score (7.12)

touching bases (7.02)

reverse base running

acquiring a base (7.01)

awarding bases (7.05 (i))

runner is out when (7.08 (i))

runner out on appeal (7.10 (b) Play 1-2)

put-outs (10.09 (c) (5))

touching bases (7.02)

rosin

altering the ball (3.02)

before the game (3.01 (f))

rules not covered (9.01 (c))**run (or score) (2.66 definition)**

assists (10.10 (a) (1))

awarding bases (7.05 (a))

awarding one base (7.04 (b), (b) Play 1)

ball in play until (5.02)

base (2.05 definition)

batter becomes a runner when (6.09 (d), (h))

batter is out when (6.05 (k), (n))

batting out of turn (6.07, Ruling 3 (a), (b))

batting position (6.02)

before the game (3.01 (b) (3))

designated hitter rule (6.10 (b))

determining percentage records (10.21 (e), (e) Comment)

determining value of base hits (10.06 (a), (e)-(f), (f) Comment, (g))

earned runs and runs allowed (10.16, (a), (a) Comment Example 1-4, (b)-(d), (g), (g) Comment Example 1-7, (i) Comment Example 1-3)

entitled to first base (6.08 (c) Comment Example 1)

final score (4.11 (c), (c) Exception 1, (c) Approved Ruling 1)

forced play (2.30 Example 1-2 definition)

how a team scores (4.09 (a), (a) Example 1, (b), (b) Penalty 1, (b) Approved Ruling 1, (b) Example 1-2, (b) Approved Ruling 3, 5-6)

minimum standards for individual championships (10.22 (b))

objective (1.02)

official score report (10.02 (i))

playing field (1.04)

put-outs (10.09 (c) (5))

regulation game (4.10 (b) (2))

run down (2.67 definition)

runner interference (7.09 (f)-(g))

runner is out when (7.08 (a) Comment, (a) Comment Play 1, (a) Approved Ruling 1, (b) Penalty 1, (j))

runner out on appeal (7.10 end notes)

runs batted in (10.04 (a), (a) (1), (b)-(c))

saves for relief pitchers (10.19 (d) (2))

scoring a run (5.06)

shutouts (10.18)

stolen bases and caught stealing (10.07 (c))

umpire calls time (5.10 (c) (1))

winner (1.03)

winning and losing pitcher (10.17 (d))

run down (2.67 definition)

assists (10.10 (a) (1))

runner is out when (7.08 (b) Penalty 1)

stolen bases and caught stealing (10.07 (c))

runner (2.68 definition)

acquiring a base (7.01)

assists (10.10, (a) (1) Comment, (a) (2), (b) (2)-(3))

awarding bases (7.05 (a)-(c), (g), (g) Approved Ruling 1-2, Play 1, Rule 1, (h)-(i), (i) Example 1, (j))

awarding one base (7.04)

balk (2.03 definition)

balk (8.05 (c), (e), (h) Comment, (m) Penalty 1, (m) Approved Ruling 1-2)

ball in play until (5.02)

ball is dead when (5.09)

base (2.05 definition)

base coach (2.06 definition)

base hits (10.05 (a) (2) Comment, (a) (5)-(6), (b) (1)-(5))

batter becomes a runner when (6.09 (c), (e)-(g))

batter is out when (6.05 (a) Comment, (h)-(i), (k), (k) Comment, (l)-(n))

batter-runner (2.09 definition)

batting out of turn (6.07 (a) (1), (b), (b) Comment, (c), Play 6)

batting position (6.02 (b) Penalty 1, (c), (d) (1) (iv), (d))

being obstructed (7.06)

before the game (3.01 (e) (3))

catch (2.15 definition)

complete turn at bat (6.04)

defensive object (5.05)

defensive visits (8.06)

designated hitter rule (6.10 (b))

determining value of base hits (10.06 (b) Comment, (b) Comment Example 1-3, (c), (c) Comment, (d)-(f), (f) Comment, (g))

double play (2.23 (b), (b) Example 1, definition)

earned runs and runs allowed (10.16, (a), (a) Comment Example 2, (b)-(d), (f)-(g), (g) Comment)

entitled to first base (6.08)

errors (10.12)

fielder's choice (2.28, (a)-(c) definition)
final score (4.11 (c) Exception 1, Approved Ruling 1)
force play (2.30, Example 1-2 definition)
helmets (1.16)
how a team scores (4.09 (a) Exception 1, (a) Exception 1 (1)-(3), (b), (b) Exception 1, Penalty 1, Approved Ruling 1, Example 1, Approved Ruling 2 & 5)
illegal defence (7.07)
illegal pitch (2.38 definition)
infield fly (2.40 definition)
interference (2.44 (a) definition)
judgment decisions (9.02, (a))
jurisdiction (9.03 (a))
legal pitching deliveries (8.01 (a) (2), (b), (d))
obstruction (2.51, Example 1 definition)
offensive object (5.04)
official scorer (general rules) (10.01 (b) (3))
official score report (10.02 (a), (a) (17) Comment, (g))
official score report (additional rules) (10.03 (b), (b) Comment, (d))
out for illegal action (6.06 (c) Exception 1)
persons on the field (3.15 Play 1)
pitcher shall not (8.02 (a) (1) Penalty 1), (a) Penalty 1 (b), (a) Penalty 1 (d), (c))
pitching requirement (3.05 (c))
preparatory pitches (8.03)
put-outs (10.09 (a) (2)-(3), (b) (8), (c) (2)-(7))
retouch (2.65 definition)
run (or score) (2.66 definition)
run down (2.67 definition)
runner interference (7.09)
runner is out when (7.08)
runner out on appeal (7.10)
runners shall score (7.12)
runs batted in (10.04 (a) (2)-(3), (c))
sacrifices (10.08)
scoring a run (5.06)
spectator interference (3.16 Approved Ruling 1, Example 1)
squeeze play (2.71 definition)
stolen bases and caught stealing (10.07)
strike outs (10.15 (a) (2)-(3))
substitute in the game (3.08 (a) (4))
substitute runner (3.04)
suspended games (4.12 (c) Comment)
tag (2.75 definition)
thrown ball touched (5.08)
touching bases (7.02)
two runners on a base (7.03)
umpire calls time (5.10 (c) (1), (f))
vacating space (7.11 Penalty 1)
violation reports (9.05 general instructions to umpires)
wild pitches and passed balls (10.13)

runner's lane

batter is out when (6.05 (k) Comment)

S

safe (2.69 definition)

base hits (10.05 (b) (5))
judgment decisions (9.02 (a))
official score report (additional rules) (10.03 (d))
runner is out when (7.08 (j))
runs batted in (10.04 (a) (1))
stolen bases and caught stealing (10.07 (f), (h) Comment)
violation reports (9.05 general instructions to umpires)

score

assists (10.10 (b) (2))
awarded one base (7.04 (b), (b) Play 1)
awarding bases (7.05 (g) Approved Ruling 2)
ball is dead when (5.09 (h))
base (2.05 definition)
base hits (10.05 (a) (5), (a) Comment)
bases on balls (10.14 (a)-(b))
batting out of turn (6.07 (b) (2) Ruling 4 (a)-(b))
being obstructed (7.06 Comment)
determining value of base hits (10.06 Comment Example 3, (f) Comment, (g))
earned runs and runs allowed (10.16 (a) Comment Example 2)
entitled to first base (6.08 (c) Comment Example 2)
errors (10.12 (a) (1), (a) (1) Comment, (f) (1) (iii), (f) (2))
final score (4.11)
force play (2.30 Example 1 definition)
forfeit a game (2.31 definition)
how a team scores (4.09)
illegal defence (7.07)
official score report (10.02 (g), (j))
official score report (additional rules) (10.03 (a)-(b), (b) Comment, (c), (e) (2), (e) Comment)
official scorer (general rules) (10.01 (a), (a) Comment, (b) (3))
out for illegal action (6.06 (c) Exception 1)
regulation game (4.10 (a)-(c), (c) (3), (d))
run (or score) (2.66 definition)
runner is out when (7.08 (a) Play 1, (e) Play 1, (f)-(g))
runners shall score (7.12)
runs batted in (10.04 (a) (3))
sacrifices (10.08)
spectator interference (3.16 Example 1)
squeeze play (2.71 definition)
stolen bases and caught stealing (10.07 (a), (g), (g) Comment)
strike outs 10.15 (a), (a) (4), (b))
suspended games (4.12, (a) (6)-(7), (b) (4) (ii))
wild pitches and passed balls (10.13 (a)-(b))
winning and losing pitcher (10.17 (a)-(d) Comment)

set position (2.70 definition)

- balk (8.05 (m))
- batting position (6.02 (b), (b) Penalty 1)
- legal pitching deliveries (8.01, (b), (b) Comment)

shine ball

- pitcher shall not (8.02 (a) (6))

signs

- base coaches (4.05 (b) (2) Penalty 1)
- legal pitching deliveries (8.01)

snap throw

- legal pitching deliveries (8.01 (c))

spectator

- appointments (9.01 (f) (2))
- awarding bases (7.05 (g))
- awarding one base (7.04 (c), (c) Comment)
- before the game (3.01 (e))
- fraternisation (3.09)
- ground rules (3.13)
- how a team scores (4.09 (b) Exception 1)
- interference (2.44 (d) definition)
- police protection (3.18)
- spectator interference (3.16)
- umpire calls time (5.10 (f))
- unsporting conduct (4.06 (a) (1)-(2))

speed-up rules

- preparatory pitches (8.03)

spikes

- uniform (1.11 (g))

spit ball

- pitcher shall not (8.02 (a) (6))

squeeze play (2.71 definition)

- illegal defence (7.07)

starting the game (4.02)

- entering the field (4.01)

starting pitcher

- designated hitter rule (6.10 (b))
- official score report (10.02 (c) (1) Comment, (d) (3))
- pitching requirement (3.05 (a))
- winning and losing pitcher (10.17 (a) (1), (b))

stepping

- balk (8.05 (c))
- legal pitching deliveries (8.01)
- out for illegal action (6.06 (c))
- runner out on appeal (7.10 end notes)

strike (2.72 definition)

- assists (10.10 (b) (1))
- awarding bases (7.05 (i))
- ball is dead when (5.09 (g))
- batter becomes a runner when (6.09 (b), (b) Comment)
- batter is out when (6.05 (b)-(d), (h), (j), (n))
- batting out of turn (6.07 (a) (1), Play 1, Ruling 1)
- batting position (6.02 (b) Penalty 1, (c), (c) & (d) (1) Comment)

- earned runs and runs allowed (10.16 (a), (a) Comment Example 3-4, (h), (h) (1) & (3), (i) Example 3)

entitled to first base (6.08 (b))

errors (10.12 (a) (1) Comment, (f) (2))

foul tip (2.34 definition)

judgment decisions (9.02 (a), end notes)

official score report (10.02 (a) (16), (c) (13))

official scorer (general rules) 10.01 (b) (3))

out for illegal action (6.06 (c) Exception 1)

pitch (5.03)

put-outs (10.09 (b) (1) & (3))

runner interference (7.09 (a))

strike zone (2.73 definition)

strike outs (10.15)

umpire-in-chief (9.04 (a) (2))

wild pitches and passed balls (10.13 (a)-(b))

strike zone (2.73 definition)

ball (2.04 definition)

base on balls (2.07 definition)

bases on balls (10.14 (a)-(b))

batter is out when (6.05 (n))

entitled to first base (6.08 (b) (1), (b))

strike (2.72 definition)

substitute

announce substitutes (3.07)

appointments (9.01 (e))

bases on balls (10.14 (a) Comment)

batting order (4.04)

bench (or dug-out) 2.12 definition)

defensive visits (8.06, (d))

designated hitter rule (6.10 (b))

entitled to first base (6.08 (a))

judgment decisions (9.02 (a))

manager (2.05 (c) definition)

notifying substitutes (3.06)

official score report (additional rules) (10.03 (b), (b) Comment)

pitching requirement (3.05 (a)-(b))

player substitute (3.03)

players on the bench (3.17)

statistics (10.20, 10.20 Comment)

strike outs (10.15 (b))

substitute in the game (3.08)

substitute runner (3.04)

suspended games (4.12 (c), (c) Comment)

umpire calls time (5.10 (c) (1))

unsporting conduct (4.06 (a))

violent disapproval (4.08 Penalty 1)

substitution

announce substitutes (3.07)

batting position (6.02 (d) (2) (i))

designated hitter rule (6.10 (b))

entering the field (4.01 (c))

notifying substitutes (3.06)

pitching requirement (3.05 (c))

substitute in the game (3.08 (a))

suspended games (4.12 (c))

violent disapproval (4.08 Penalty 1)
umpire calls time (5.10 (d))

successive appeals

runner out on appeal (7.10 end notes)

suspend play (3.12)

ball in play until (5.02)
control of ground staff (3.11)
entering the field (4.01 (d))
field condition (3.10 (c))
final score (4.11 (d), (d) Exception 1, (d) (2), (d) (5)-(6), (d) Exception 2)
guidelines for cumulative performance records (10.23 (d))
home team forfeits (4.16)
official scorer (general rules) (10.01 (a), (b) (3), (b) (3) Comment)
preparatory pitches (8.03)
regulation game (4.10 (d), (f))
rules governing double-headers (4.13 (a) (1))
suspended game (2.74 definition)
suspended games (4.12)
team forfeits (4.15 (c))

suspended game (2.74 definition)

regulation game (4.10)
suspended games (4.12)

suspension

ejected person (4.07)
field condition (3.10 (c))
official scorer (general rules) (10.01 (a), (b) (3), (b) (3) Comment)
pitcher shall not (8.02 (a) Penalty 1) (a), (b))
suspended games (4.12 (c))
suspending play (3.12)
team forfeits (4.15 (d))
violation reports (9.05 (c))

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tag (2.75 definition)

double play (2.23 definition)
errors (10.12 (a) (3)-(4))
runner is out when (7.08 (a) (1), (e) Play 1)

tag out

entitled to first base (6.08 (a))
force play (2.30 definition)
runner is out when (7.08 (a) Play 2)

tag up

determining value of base hits (10.06 Comment Example 3)
runner is out when (7.08 (d))
runner out on appeal (7.10 (a))

team

club (2.18 definition)
defence (2.21 definition)
defensive objective (5.05)
entering the field (4.04)
home team (2.36 definition)
home team forfeits (4.16)
how a team scores (4.09)

not enough players (4.17)
objective (1.02)
offence (2.52 definition)
offensive objective (5.04)
team forfeits (4.15)
uniforms (1.11)
winner (1.03)

third out

awarded one base (7.04 (b))
batter is out when (6.05 (n))
batting out of turn (6.07 Play 5)
earned runs and runs allowed (10.16 (a) Comment Example 1 & 3, (i) Comment Example 1 & 2)
how a team scores (4.09 (a) Exception 1, (b) Approved Ruling 1, (b) Example 1)
official score report (10.02 (g))
runner is out when (7.08 (e) Play 1, (j))
runner out on appeal (7.10 end notes)
runners shall score (7.12)

throw (2.76 definition)

thrown ball

assists (10.10 (a) (1))
awarding bases (7.05 (d)-(e), notes, (g), (g) Approved Ruling 2, (h) Approved Ruling 1)
batter is out when (6.05 (h), (m))
being obstructed (7.06 (a))
errors (10.12 (a) (3)-(4) & (8), (d) Comment, (d) (4))
ground rules (3.13)
legal pitching deliveries (8.01 (e))
obstruction (2.51 definition)
persons on the field (3.15 Play 1)
pitch (2.59 definition)
put-outs (10.09 (a) (2), (a) (2) Comment)
runner interference (7.09 (j))
runner is out when (7.08 (b))
runner out on appeal (7.10 end notes)
thrown ball touched (5.08)
vacating space (7.11)
violation reports (9.05 general instructions to umpires)

thrown glove

awarding bases (7.05 notes)

tie game (2.77 definition)

official score report (additional rules) (10.03 (e))
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