



D51 Umpire Training

2024

Who are we?

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D51 Umpire Group

<https://groups.google.com/forum/#!forum/ca-d51-volunteer-umpires>

WHY DO THE UMPIRES DO THAT??

The list of rules that make managers, coaches and parents mad at umpires as soon as the home team manager hands the batting order in duplicate to the umpire. These rules are paraphrased from the Little League Baseball Rule (**read the book!**)

- **Rule 3.01:** Before the game begins the umpire shall: (a) require strict observance of all rules governing team personnel, implements of play and equipment of players.
- **XIV – Field Decorum.** (d) A manager or coach shall not leave the dugout except to confer with players or a umpire and only after receiving permission from an umpire.... At least one adult manager or coach must be in the dugout at all times
- **XIV – Field Decorum.** (b) Except for the batter, base-runner(s), and base coaches at first and third bases, all players shall be on their benches in their dugouts or in the bull pen when the team is at bat. When the team is on defense all reserves shall be on their benches or in the bull pen.

WHY DO THE UMPIRES DO THAT?? (Cont.)

- **XIV – Field Decorum.** (c) Two adult base coaches are permitted.
- **XIV – Field Decorum.** (e) The possession or use of ... tobacco is prohibited – including E-cigarettes
- ~~**XIV – Field Decorum.** (f) Managers and coaches shall not warm up pitchers. Reg season only!!!!!!~~
- **Rule 3.09.** Players managers and coaches of the participating teams shall not address, or mingle with spectators, nor sit in the stands during a game in which they are engaged. ~~Managers and coaches must not warm up a pitcher at home plate or in the bull pen or elsewhere at any time.~~ They may, however stand by to observe a pitcher during warm up in the bull pen. **Reg season only!!!**
- **Rule 3.17.** A manager, coach or player can be ejected from the game for using an electronic communication devise during the game.
- **Rule 3.17.** Players and substitutes shall sit on their team’s bench or in the dugout unless participating in the game or preparing to enter the game. No one except eligible players in uniform, a manager, and not more than two coaches shall occupy the bench or dugout. When batters or base runners are retired they must return to the bench or dugout at once.

WHY DO THE UMPIRES DO THAT?? (Cont.)

- Rule 1.08 Note 2: Only the first batter of each half-inning will be permitted outside the dugout between half-innings...
- Rule 1.11 (a)(3) A pitcher shall not wear any item on the hands, wrists or arms which may be distracting to the batter....BB
Pitchers are not permitted to wear white or gray long sleeve shirts
- Rule 1.11 (d) No player shall attach to a uniform tape or other material of a different color than the uniform.
- Rule 1.11 (j) page **No player shall wear jewelry** such as but not limited to rings, watches, earrings, necklaces, nor any decorative item
- Rule 1.16 page Helmets may not be altered in any form including painting or adding decals ... SEE the rule book
- **Rule 1.17 Wear a catcher's helmet and mask with dangling throat guard during games, or any form of infield/outfield practice, or pitcher warm-up.**

Reason for rule 1.08 Note 2



Lineup Card -CBO

Lineup Card –DP/FLEX

TEAM

TEAM

Manager Name:

Manager Name:

#	Lastname, Firstname	Position	Substitutes		#	Lastname, Firstname	Position	Substitutes
1	Able, Amy	2/C	THIS		1	Able, Amy	2/C	THIS
2	Bravo, Johnny	3/1B	AREA		2	Bravo, Johnny	3/1B	AREA
3	Charlie, C.	4/2B	FOR		3	Charlie, C.	4/2B	FOR
4	Delta, Danny	1/P	UMPIRES		4	Delta, Danny	1/P	UMPIRES
5	Echo, Emily	5/3B	ONLY		5	Echo, Emily	DP	ONLY
6	Foxtrot, Fred	8/CF	II		6	Foxtrot, Fred	8/CF	II
7	Gulf, Gina	7/LF	II		7	Gulf, Gina	7/LF	II
8	Hotel, Henry	9/RF	II		8	Hotel, Henry	9/RF	II
9	India, Ida	6/SS	V		9	India, Ida	6/SS	V
10	Bench, Johnny				10	Bench, Johnny	FLEX	
11	Knife, Mac				11			
12	Ahrens, Jeffie				12			
13	Bond, Jayne				13			
14					14			
15					15			
16					16	SUBS:		
17					17	61	Knife, Mac	
18					18	62	Ahrens, Jeffie	
19					19	63	Bond, Jayne	
20	64	Player, Gary	Absent		20	64	Player, Gary	Absent

- A Lineups given to official scorekeeper 30 minutes before start time
- B **Top/original copy ALWAYS goes to plate umpire**
- C Substitutes are listed at the bottom of the lineup card
- D Substitute column is where the UMPIRE writes in your changes during the game
- E If name is too long for box, just use lastname and first initial
- F in the position column, you can list position by number OR letter (both listed for example purpose only)

Rules

- **Umpires need to know the rules.**
- *You can know all the rules and still not be a good umpire, but you can't be a good umpire if you don't know the rules.*

Plate Umpire/Base Umpire Duties

(Rule 9.04)

Plate Umpire

- Balls and Strikes
- Fair/Foul to Pane of Glass
- Decisions on the Batter
- Control the Batting Order
- Share “Time”, “Balks/Illegal Pitches”, defacing the ball

Base Umpire

- Calls on the Bases
- Fair/Foul past Pane of Glass
- Decisions on the Runners
- Aid in Game Management
- Share “Time”, “Balks/Illegal Pitches”, defacing the ball

When two, differing calls are made on the same play by multiple Umpires, the Umpire Crew will conference and discuss the play. The Senior Umpire will then render the call “Most Likely Correct”

This is NOT one Umpire overruling another Umpire

Pitcher

- **Foot position**
- **Hands**
- **Signs on the Rubber**
- **Set**
- **Movement to Bases**
- **Delivery of the Pitch**

Batter

- **Entering the Box**
- **Uniform Tuck**
- **Foot Position**
- **Helmet / Bat**
- **Readiness in the Box**
- **Action as Pitch Comes In**

Catcher

- **Gear (Helmet/Protector/
Shin Guards, Glove)**
- **Positioning**

Ball Hit or Not

- R1/R2 Leaving Early
- Ball / Strike
- F2 Int
- Fair / Foul
- Ball
- B/

Ball Bolder

**33 Decisions in
Four Seconds**

Force Play

pe Tag

- lled Foot
- Missed Base

**You've Got to Use the Vocabulary
to Put It All Together**

2024 rule changes

- **Softball – Rules 2.00, 8.01(s), 8.05(a) – Leaping:** The act of leaping while delivering a pitch in softball is a legal delivery. The pitcher may have both feet off the ground at the same time as long as both feet remain in the 24-inch width of the pitching plate and the pitcher does not replant the pivot foot. The replant of a pivot foot occurs when the pitcher pushes off the playing surface from anywhere other than the pitcher's play in the act of delivering a pitch.

2024 rule changes

- **Softball (Senior Division) – Rules 2.00, 3.03, 7.14(a) – Designated Player (DP)/Flex:** This change replaces the Designated Hitter with the Designated Player (DP)/Flex to provide more opportunity for players in Senior League Softball.
- **Designated Player (DP):** The player who is initially on the line-up card in the team's batting order but not in the defensive line-up.
- **Flex:** The player who is initially listed in the tenth spot, and may play any defensive position, may enter the game on offense only in the Designated Player's (DP) batting position.

Regular Season

Local League Options

- Manager's
 - Illegal Pitch if Ball Put into Play (8.05 Penalty)
 - Catcher's Interference, if Ball Put into Play (6.08(c))
 - Illegal Bat, if Ball Put into Play, (6.06(d)) Option only on Play
- Local
 - Batting Order (Rule 3.03 or Rule 4.04)
 - CBO replacing injured Player on the bases or At Bat (Rule 4.04)
 - Mercy Rule (10 or 15 Runs) (4.10(e) NOTE 2)
 - Minors Protests Resolved Before Next Pitch/Play (4.10(g))
 - One Foot in the Box (6.02(c)) and Stealing Signs (9.01(d))
 - Majors Do Not Advance on TSNC (6.05 (b))
 - Special Pinch Runner Admin (7.14/TR 3.d)
 - Double First Base (7.15)

Regular Season INTER-League Rules 2024

- Go to the district site for the inter-league rules!

www.cad51.org

Changing versus Correcting a Call by Carl Childress

- Calls can't be **changed** except in five instances.
 - two umpires make different calls on the same play;
 - a rule is misinterpreted;
 - a home run is changed to a double and vice versa
 - a half swing called a ball becomes a strike; and
 - The ball pops free on a tag, and another umpire sees it.
- An umpire can always **CORRECT** a call if he does it **immediately** after the play. It looks bad, but it's better than sticking with the wrong call.
- "Correcting" a call means he's calls "Out!" and then immediately "Safe!" when he sees the ball pop out of the glove.
- For example, the umpire quickly signals a catch on a fly ball, and then the outfielder drops it. The instant the ball fell from the glove; he should have yelled "No Catch! No catch!" and signaled safe vigorously.
- No umpire (or adult game coordinator) can overrule another umpire

Key Terms

Bats, rule 1.10:

Logos to look for



USA Baseball: Minor/Major/Intermediate/Junior BB bats



Intermediate/Junior/Senior BB only

Illegal Bat

- An **ILLEGAL BAT** is a bat that has been altered or a bat that is not approved for play because it does not meet specifications with regard to length, weight, barrel diameter, labeling or performance standard for the division in which it is used. **Penalty** – See Rule 6.06(d). (outs/lose an adult base coach/ejection)

Baseball Bat

Rule 1.10

- Smooth, Rounded Stick
- Passing Through the Approved LL Bat Ring
- Acceptable Material and Color

	Maximum Length	Maximum Diameter	Limits
Majors and below	33"	2 ⁵ / ₈ "	Non-wood/Laminated Bats Must Have USA Baseball Cert; Minors May Use TBall Bat with TBall
Int/Jrs	34"	2 ⁵ / ₈ "	Non-wood/Laminated Must Have USA Baseball Cert or BBCOR = 0.50**
Srs	36"	2 ⁵ / ₈ "	BBCOR Label plus**/**

** A second label identifying the bat's material composition must be on the barrel

*** Additionally, for Seniors, the "drop -3" convention must be met

Softball Bat

Rule 1.10

- Smooth, Rounded Stick w/No Pine Tar
- Passing Through the Approved LL Bat Ring
- Acceptable Material and Color

	Maximum Length	Maximum Diameter	Limits
Majors and below	33"	2 ¼"	<ul style="list-style-type: none">• Non-wood Bats BPF = 1.20• Non-wood grip of at least 10"
Jrs/Srs	34"	2 ¼"	<ul style="list-style-type: none">• Non-wood Bats BPF = 1.20• Non-wood grip of at least 10"

No pine tar or similar sticky substances allowed

Bats, rule 1.10:

An illegal or altered bat must be removed.

- In all divisions, non-wood bat must have a grip of cork, tape, or composition material, and must extend a minimum of 10 inches from the small end. Slippery tape or similar material is prohibited.
- **NOTE 1:** The traditional batting donut is not permissible.
- **NOTE 2: The use of pine tar or any other similar adhesive substance is prohibited at all levels** of Little League Baseball and Softball. Use of these substances will result in the bat being declared **illegal** and removed from play.
- **NOTE 3:** Non-wood bats may develop dents from time to time. Bats that have cracks or sharp edges, or that cannot pass through the approved Little League bat ring for the appropriate division must be removed from play. The $2\frac{1}{4}$ -inch bat ring must be used for bats labeled $2\frac{1}{4}$. The $2\frac{5}{8}$ -inch bat ring must be used for bats labeled for $2\frac{5}{8}$.
- **NOTE 4:** An illegal bat must be removed. Any bat that has been altered shall be removed from play. **PENALTY** - See Rule - 6.06(d).

Bats, rule 1.10:



The hands are NOT part of the bat!!!

SOFTBALL rule 1.15 (Revised in 2018):

- Pitchers shall not wear any item on the pitching hand, wrist, or arm.
- A pitcher may wear items on the glove hand, wrist, or arm (non-pitching arm) of a solid single color: black, white, grey, or a uniform color.
- A pitcher shall not wear any items on his/her hands, wrists, or arms which the umpire may judge to be distracting. [See also Rule 1.11(j).]
- **EXCEPTION:** A pitcher may wear a compression sleeve on the pitching arm of a solid, single color: black, white, grey, or a uniform color.
- **Note: This only applies to Little League Softball, and does not apply to any division of Little League Baseball – in BB compression sleeves MUST be covered by a long sleeve undershirt – can't be white or gray!**

Batter's Helmet Inspection - Rule 1.16

Helmet Shell

- Not Mirror-like
- No Cracks
- Decal Check
- NOCSAE and warning label
- Not Locally Altered



Padding

- Properly attached
- Not missing
- Not damaged
- No tape

AR: Any player intentionally removing his helmet in play is not out, but should be warned about unsafe conduct

(WR IC) Thoughts on Stickers

- Potential Approach
 - Manager must have a copy (virtual or physical) of the manufacturer's letters
 - Limited to a small number of decals, no larger than the size of a silver dollar
 - Decals cover less than 20% of the helmet
 - Decals may not cover any warning labels

Helmet Attachments - Rule 1.16

- Products sold separately, locally applied
 - C-Flaps and similar extensions
 - Requires manufacturer written notice of continued NOCSAE certification and **MUST BE** the same manufacturer as the helmet
 - Without written cert, pre-drilled holes do not matter
- Little League's policy is evolving
 - <https://www.littleleague.org/playing-rules/modifying-helmets-with-additional-attachments/>

C-Flap

What is known as of today?

- LittleLeague.org has manufacturer letters from ten different suppliers:

- Easton	- Wilson	- Evoshield	- Demarini	- Champro
- Mizuno	- Boombah	- All-Star	- Rawlings	- Under Armour

- If the manufacturer's response is not listed on LL.org and/or if you have not received a notice, or the notice is not available, helmets with an attachment are not permitted to be used.
- It is the responsibility of the user to provide the Manufacturer letter prior to allowing the equipment and prior to the game.

Catching Gear - Rules 1.12 and 1.17

- During a game, Catchers must wear
 - Masks covering the head with Dangling Throat Guard
 - Chest Protectors and Shin Guards
 - Catcher's Mitt (BB), Mitt or Glove (SB), of any size/shape to protect the hand
 - Males must wear a cup
- During practice/warmup, Catchers must wear
 - Masks covering the head with Dangling Throat Guard
 - Catcher's Mitt (BB), Mitt or Glove (SB), of any size/shape to protect the hand
 - Males must wear a cup

Softball Uniforms and Gear

Rules 1.11-1.15

- Numbered of same color and style
 - Shorts must be uniform
 - Hats, visors or nothing
- Jewelry; hair bands *in place*
- Catcher must wear ***mitt or glove***
- First baseman may ***wear mitt or glove***
- Pitcher cannot wear a catcher's or first baseman's mitt



Manager

The **MANAGER** is an adult appointed by the president 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.

Coach

- A **COACH** is an adult appointed to perform such duties as the manager may designate.
- **NOTE:** If two (2) coaches are appointed, the second coach may be age 16 or older.

Base Coach

- A **BASE COACH** is a team member in uniform or an adult manager and/or coach who is stationed in the base coach's box at first and/or third base to direct the batter and the runners.
- **NOTE:** Two (2) adult base coaches are permitted at all levels. The second coach may be 16 years or older. See Rule 4.05(2) for restrictions.

Adult Game Coordinator (9.03d)

- If there is no Adult Umpire, a Game Coordinator must be at the game site or the game **cannot** be played
- The Game Coordinator must not be a Manager or Coach of either team, but may be any other parent

Duties shall be:

- Attend the plate meeting and Observe all field action
- Oversee the conduct of all Players, Adults and Umpires
- May disqualify any Player or Adult for unsportsmanlike conduct or other significant situations
- Be the sole judge of when play shall be suspended (weather, darkness, or fitness of the field)
- *A.R.—The Game Coordinator should not interrupt or stop a game until all play and action ends. At that time, the Game Coordinator can alert the plate umpire to stop the game, and at that time enforce any part of 9.03(d).*

At Bat

- An **AT-BAT**, for the purposes of meeting the requirements of Mandatory Play (if applicable), is when a batter assumes the position of a batter with no count and is:
 - retired
 - reaches base and is retired, scores or the inning or game ends while on base
 - Called out by an umpire
 - Includes being called out for BOT/BOO or illegal bat

Mandatory Play Requirement, Reg IV

- Every rostered player present at the start of a game will participate in each game for a minimum of six (6) defensive outs and bat at least one (1) time. (late players, if inserted into lineup, MUST meet mandatory play requirements)
- A player must enter the batter's box with no count and fulfill At Bat requirements
- There is no exception to this rule unless the game is shortened for any reason, at which time the local league may elect not to impose a penalty on the manager/ coach. However, the penalty in this regulation regarding the player who did not meet mandatory play cannot be reduced or waived in a shortened game.

Bunt - Rule 200

Is a batted ball

- Not swung at
- Intentionally met
- Tapped slowly
- Softball must pull bat back

WHY does it matter if it's a batted ball or a bunt ??



Dislodged Base

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.

DISLODGED BASE: 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, that runner touches or occupies the dislodged bag, or the point marked by the original location of the dislodged bag.

2 Runners on a base

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

Exception: the lead runner is declared out if he/she is forced to advance

Inning

- An **INNING** is that portion of a game within which the teams alternate on offense and defense and in which there are three putouts for each team
- It will be held that an **inning starts the moment the third out** is made completing the preceding inning.
- **Minor League Only** : the inning ends when:
 - five-runs score
 - Umpire declares three outs
 - Team bats through the entire line-up

In Minor League, if a half-inning ends because of the imposition of the five-run, or batting entire lineup, and a player on the defense has played for the entire half-inning, that player will be considered to have participated for three consecutive outs

Timing Play/Run (Not) Scored?:

- 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;
- (3) by a preceding runner who is declared out because that runner failed to touch one of the bases (appeal play).

Force Play

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*.

NOTE: Confusion regarding this play is removed by remembering that frequently the “force” situation is removed during the play.

In Flight

- **IN FLIGHT** describes a batted, thrown, or pitched ball which *has not yet touched the ground or some object other than a fielder.*
- If the pitch touches the ground and bounces through the strike zone, without being struck at by the batter, it is a “ball.” If such a pitch touches the batter, that batter shall be awarded first base.

Pitch

- A **PITCH** is a ball delivered to the batter by the pitcher.
- **Little League (Major)/Minor League Exception:** For the purpose of maintaining a pitch count, an illegal pitch shall count as a pitch; even if a pitch is not actually thrown.

Baseball Pitchers' Limits

Reg VI

Pitches per day		Days rest required		
Age	Limit	Rest	7-14	15-16
13-16	95	None	< 21	< 31
11-12	85	One	21-35	31-45
9-10	75	Two	36-50	46-60
7-8	50	Three	51-65	61-75
		Four	> 65	> 75

Note: (1) Catch for three innings->Pitch 20 (M,I,J) 30 (Srs) pitches or less

->Catch again

(2) Pitch 40 pitches or less->Catch

Exception: Reach 20 pitch limit, may finish Batter and return to Catch; Reach 40 pitch limit, may finish Batter and then move to Catch

(3) (Jr/Sr) Pitch at 30 pitches, may finish Batter/Pitch in 2nd game (up to limit for day)

Three Consecutive Days Limit

Softball Pitching Limits

Reg VI

- Pitching Limits Set by Division, Not Age

Innings per day		Days rest required for innings pitched		
Age	Limit	Rest	Majors/Minors	Junior/Senior
Junior/Senior	None	None	6 or less innings per day	None
Majors/Minor	12	1 day	≥ 7 innings per day	None

For Majors/Minors, a Pitcher May Pitch in a Second Game in a Day Up to the 12 Innings/Day Limit

No Innings Per Week Limits

Rule 4.12 – continued games

Tie games halted due to weather, curfew, or light failure shall be resumed from the exact point at which they were halted in the original game. It can be completed preceding the next scheduled game between the same teams. A player may not pitch in more than one game in a day. (**EXCEPTION: Junior and Senior League:** If a pitcher reaches 30 pitches while facing a batter in the first game, the pitcher may continue to pitch, and maintain their eligibility to pitch in the second game on that day, until any one of the following conditions occurs: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning or the game. The pitcher would be allowed to pitch in a second game provided that pitcher is moved, removed, or the game is completed before delivering a pitch to another batter. If a player delivers 31 or more pitches in the first game, and is not covered under the threshold exception, the player may not pitch in the second game that day).

Illegal Pitch

- While on the rubber, Illegal Pitch (Balk for Int/Jr/Sr):
 - a) Makes any motion associated with the pitch, and fails to deliver the pitch
 - b) Fakes a throw to first base
 - c) Fails to step directly when throwing to a base
 - d) Makes a Quick Pitch
 - e) Unnecessarily delays the game
 - f) Without the ball, stands on or astride the rubber, or while off the rubber, fakes a pitch
 - g) Accidentally or intentionally drops the ball
- With no Runners on base, if a Pitcher Balks, call **nothing** (Int and above)(except for items d, f)

Balk

- A **BALK** is an illegal act by the pitcher with a runner or runners on base entitling all runners to advance one base (**Intermediate (50-70) Division/Junior/Senior/Big League**).
- A balk does NOT add to pitch count unless the pitch is thrown
- 8.05(m) Penalty for a balk – if a balk is called a ‘ball’ only if the pitch is thrown AND it is ball four AND it forces all runners to advance
- A balk is not called in the **Little League (Major) Division and below**. (See Rule 8.05 - Illegal Pitch.)

Foreign Substance on the Ball - Rule 8.02 (hand to mouth)

- The Pitcher shall not bring the pitching hand in contact with the mouth while engaged with the Pitcher's plate (Pitcher MAY bring hand in contact with their mouth within the pitching circle)
- The Pitcher may blow on his/her hand while within the 10/12/18 ft circle
 - The Pitcher must wipe off before touching the ball

Penalty for each violation:

- a) the Umpire shall call a Ball
- b) warn the Pitcher that repeated violation can cause removal as the Pitcher

Crow Hop

Rule 2.00

- It is a “Crow Hop” when the pivot foot leaves the pitcher’s plate, re-plants, and pushes off from a second, more forward position



2.00 Crow Hop

Is defined as the act of a pitcher who steps, drags or hops off the front of the pitcher’s plate, replants the pivot foot, establishing a second starting point, pushes off from the newly established starting point and completes the delivery.

National Federation of State
High School Associations



PITCHING: Crow Hop

Play (k)

0:00 / 0:54



Strike

- A **STRIKE** is a legal pitch which meets any of these conditions:
- (a) Is struck at by the batter and is 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 there is less than two strikes;
- (d) Is bunted foul (batter is out and ball is dead, if the batter bunts foul on the third strike);
- (e) Touches the batter's person as the batter strikes at it (dead ball);
- (f) Touches the batter in flight in the strike zone;
- (g) Becomes a foul tip (ball is live and in play).

Foul Tip

- 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.
- **A foul tip can only be caught by the catcher.**

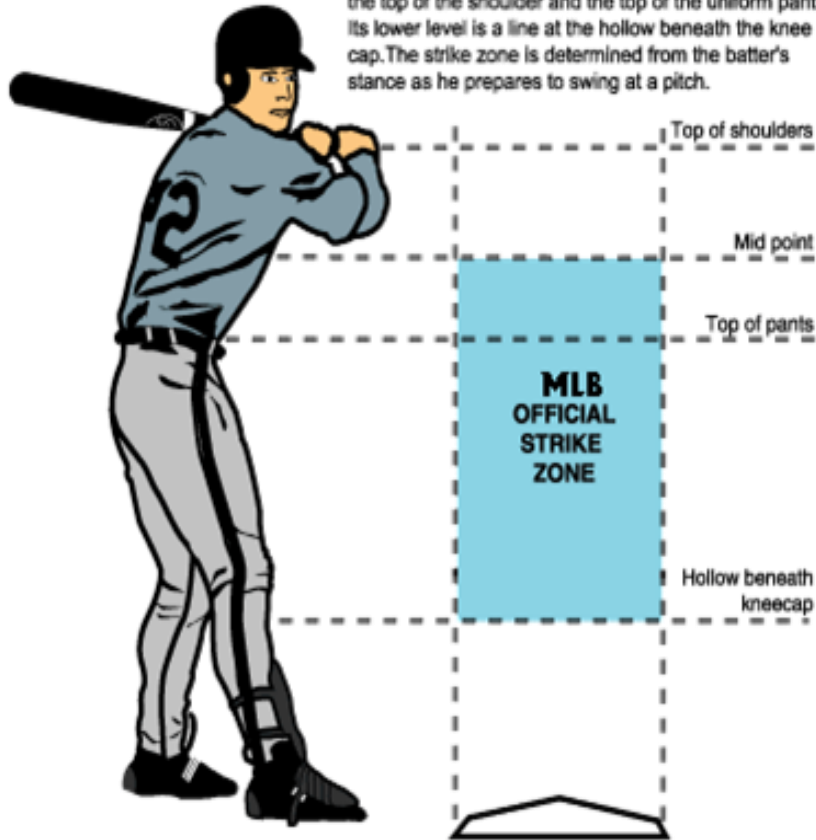
Check Swing

- Judging if a batters swings or does not swing is more of an art than a science. It is probably one of the toughest calls an umpire has to make.
- **Some Guidelines to help you:**
 - Can only go for help if called a ball (**never, ever change a strike**)
 - you judge intent to hit the ball (sometimes batter is just bailing)
 - How far did the bat head go
 - If not sure, signal safe

- **The Little League Strike Zone (2.00)**
- “The **STRIKE ZONE** is that space over home plate which is between the batter’s **armpits** and the **top of the knees** when the batter assumes a natural stance. The umpire shall determine the strike zone **according to the batter’s usual stance when that batter swings at a pitch.**”

The Strike Zone

The strike zone is an area over home plate. Its upper limit is a horizontal line at the midpoint between the top of the shoulder and the top of the uniform pants. Its lower level is a line at the hollow beneath the knee cap. The strike zone is determined from the batter's stance as he prepares to swing at a pitch.

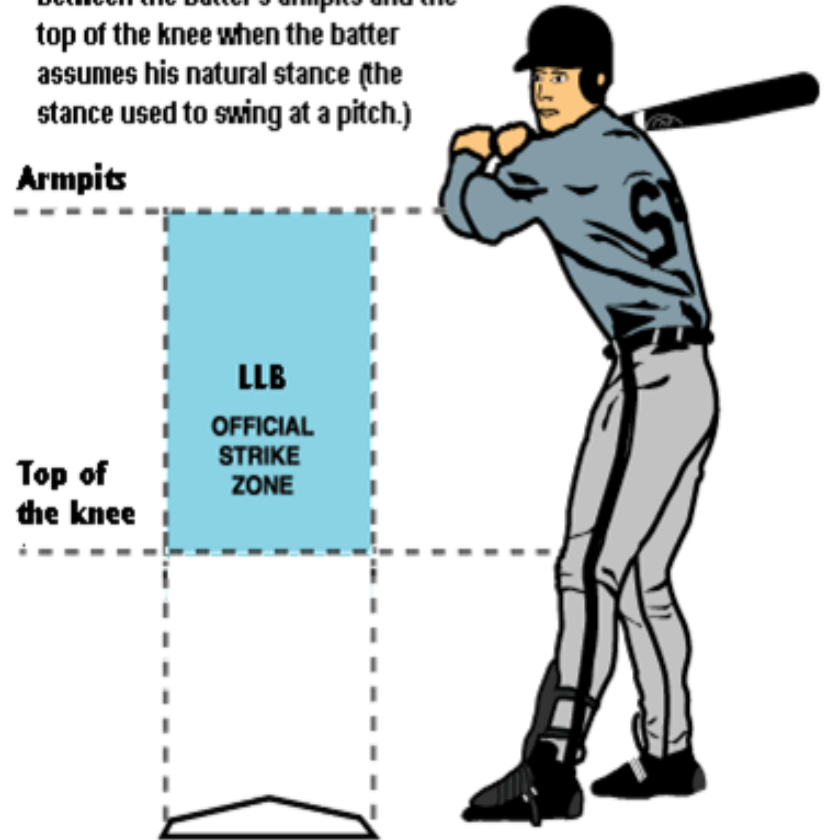


The Strike Zone

The Strike Zone is over home plate between the batter's armpits and the top of the knee when the batter assumes his natural stance (the stance used to swing at a pitch.)

Armpits

Top of the knee



Third Strike Not Caught (TSNC) 6.09B:

- Little League **Rule 6.09(b)** states “The batter becomes a runner when the third strike called by an umpire is not caught, providing:
 - (1) first base is unoccupied or
 - (2) first base is occupied with two out.”
 - *Please remember that if you are working a Minor Division game, **Rule 6.05(b)** (2) states that in Minor League or Tee Ball the batter is out whether the third strike is caught or not caught by the catcher.*
 - *If your league is using a double first base, **Rule 7.15(g)** explains which portion of the base may be used by the offense and the defense.*
- **Rule 6.05(b) Approved Ruling**, states the following, “To put the batter out, the defense must tag the batter or first base before the batter touches first base.” Please note that an uncaught third strike does not result in a dead ball or stopped play.

Ball

- A **BALL** is a pitch which does not enter the strike zone in flight and is not struck at by the batter.
- **NOTE:** 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 and misses, it is a strike.
- **Majors/Intermediate (50-70) Division/
Junior/Senior/Big League:** If the batter swings at such a pitch after two strikes, the ball cannot be caught, for the purposes of Rule 6.05(b) 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.

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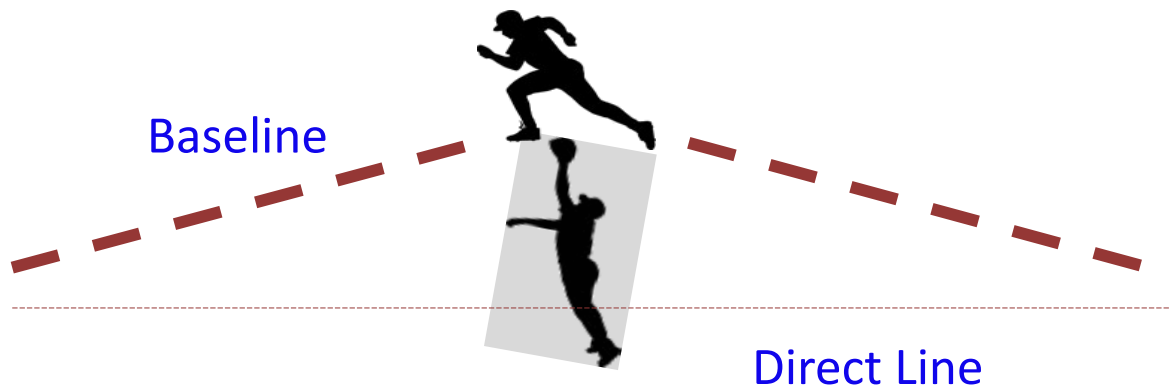
CONSISTENCY

IT'S ONLY A VIRTUE IF YOU'RE NOT A SCREWUP.

Baseline/Basepath

Baseline is set when a **Tag Play** Starts

- At that moment, the Baseline is set as a direct line from the Runner to the next base and the Runner to the previous base
 - Three Feet from the Baseline Is a violation
 - In a Rundown, the Baseline may change



Fair Ball

- 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.
- **NOTE:** A fair fly shall be adjudged 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 such fielder touches the ball.

Foul Ball

- 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.

Charged Visits to Pitcher 8.06

Updated in 2019

- **Divisions:** All divisions of Baseball and Softball
- **Synopsis:** Provides guidance on what is considered a visit to the pitcher.
- A.R. 1 – When a manager requests timeout to make a pitching change, ***it shall not be considered a visit to the pitcher provided the manager makes the pitching substitution prior to speaking to any defensive player***
- **Int (50/70) Division/Junior/Senior/All Softball:** This applies when a pitcher moves to another position and returns as a pitcher later in the same game.

Catch (rule 2.00):

- A **CATCH** is the act of a fielder in getting:
- **secure possession in the hand or glove of a ball in flight**
- **Complete control**
- **Voluntary release**
- If trapped – wait to see possession – You can ask “Show me the ball”.
- Timing – don’t rush this
- Look for extra action to help determine

Catch (rule 2.00):

INSTRUCTOR COMMENTS:

- *Runners may advance the instant the fly ball is touched by a defensive player.*
- *For safety and the fact that it is a “Dead Ball Area”, a fielder may not enter the dugout to make a catch.*
- **RULE:5.10(f)**: when a fielder, after catching a fly ball, falls into a stand, or falls across ropes into a crowd when spectators are on the field, or any other dead-ball area. As pertains to runners, the provisions of 7.04(b) shall prevail (one base award). ~~If a fielder after making a catch steps into a dead ball area, but does not fall, the ball is alive and in play and runners may advance at their own peril~~

DEAD BALL AREA

- is the area beyond any intended physical boundary, such as a fence, rope, chalk line, any stands, bleachers, dugouts, player's benches, or designated media areas, or any other boundary line as determined in the pregame conference.
- If a ball becomes lodged in a fence, backstop, umpire's equipment, or catcher's equipment, it is considered to be in a dead ball area.

Tag (rule 2.00):

INSTRUCTOR COMMENTS:

- A **TAG** is the action of a fielder in touching a base with the body (any part) while holding the ball securely and firmly in the hand or glove;
- or touching a runner with the ball or with the hand or glove holding the ball, while holding the ball securely and firmly in the hand or glove.
- *voluntary release not required*
- *Runner in control of the base/body/balance*

INSTRUCTOR COMMENTS:

- *Tagging or touching a player could include long hair on the player or a jacket “flapping in the breeze.” See Rule 2.00-Touch.*

Tag/secure possession or not?



Infield Fly Rule 2.00

- Umpire will declare **“Infield Fly, Batter is Out”**
 - Routine fair, fly ball is hit in the vicinity of the Infield
 - Double Play potential exists, if the fly is not caught
 - Runners on first/second, first/second/third
 - Less than two outs
 - Runners may advance in jeopardy
 - Consider Variables (Age Level/Division or Wind)
- Uncalled IFF should be corrected after the Play
- Improperly called IFF => Play stands...

both Teams must know the Rules

Substitution Administration Rule 3.03

- Starters may be removed before meeting the **Substitution requirement**
- A Starter may re-enter, in the same batting position, when his/her non-starting Substitute has completed the **Substitution requirement**
- A non-starting Substitute may not be removed until he/she has completed the **Substitution requirement**
- **3.03 Note 3: opposing manager chooses if no illegible subs remain because of sickness, injury or ejection**

All Players may re-enter the game in the same batting position after their replacement has completed one At Bat and played for Six Defensive Outs

Putting the Ball in Play 4.02

- When the ball is put in play at the start of, or during a game, all fielders other than the catcher shall be in fair territory
- Check and make sure your partner(s) are ready
- The ball **MUST** be put back in play after **EVERY** dead ball situation

Continuous Batting Order Rule 4.04

A League may adopt a policy of a Continuous Batting Order (CBO), for all Players on the roster

- Player bats in his/her assigned spot for the game
- Player may enter/re-enter defensively at anytime
- All Players are considered Starters, so each must meet Mandatory Play requirement during the game
 - Late arriving Player, place at the end of the Batting order
 - Ill or injured player, replace with Player who made the last out in the previous inning or last out made (local option)
 - Player must leave the game or cannot continue, skip batting spot without penalty each time that spot comes around; if the Player returns, place in original batting spot

Everyone's favorites: **Interference** and **Obstruction**

- ***Remember:***
- ***the offense interferes, (exception, of course)***
- ***the defense obstructs***

Abner's Concept

The **Defense** has the right to the baseline on a **batted** ball

The **Offense** has the right to the baseline on a **thrown** ball



Offense



Defense



Rules 2.00/3.16/3.18/5.09/6.05/ 6.08/6.09/7.08/7.09/7.11

- **Offensive** (Rules 5.09, 6.05, 6.08, 6.09, 7.08, 7.09, 7.11)—*confusing, hindering, or impeding any fielder attempting to make a Play (usually a runner or the batter/runner)*
 - **Coach's** (Rule 7.09)—*physically assisting the runner in leaving or returning to first or third base*
- **Defensive** (Rule 6.08)—*preventing or hindering the batter from hitting a pitch (almost always the catcher)*
- **Umpire** (Rules 5.09 and 6.09)—*hindering or impeding a catcher's throw on a stolen base attempt or having a batted ball touch an umpire in fair territory before passing a fielder*
- **Spectator** (Rules 3.16 and 3.18)—*reaching onto the playing field or coming onto the field*

Runner's Interference Rule 7.08

It is interference by Batter or Runner when:

Touched by a fair Batted Ball in fair territory before the Ball has touched or passed an infielder

The base is
not a sanctuary

Exception: If a Runner is touching his base when touched by an Infield Fly, he is **not** out, although the Batter is still out



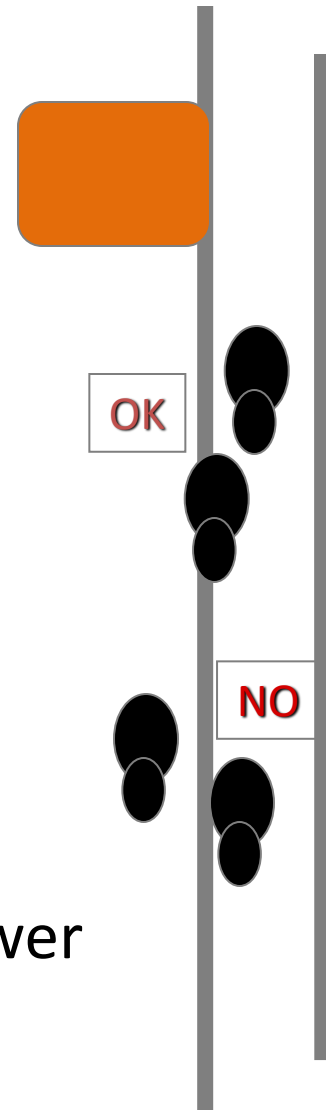
Runner's Interference - Rule 7.08

A batter or runner is out for interference when... intentionally interfering with a thrown Ball; or hindering a fielder attempting to make a Play on a batted Ball...whether intentional or not. **Contact is not necessary** for interference to be called



Batter/Runner Interference - Rule 6.05

- In running the last half of the distance from Home Plate to first base, while the Ball is being fielded to first base:
 - Batter-Runner runs to the right of the Runner's Lane, or
 - inside the foul line, and
 - **interferes** with the **fielder taking the throw** at first base
1. The ball **must be thrown and must be catchable**
 2. The Interference protects the Fielder; not the Thrower



TRAIN WRECK?



TRAIN WRECK? (cont)



David Lewis Author Moderator +2

In this specific scenario (when a ball is hit out in front of the plate) as long as both players are doing what they should be doing, even though there is contact there is generally no violation & nothing should be called. It is often colloquially referred to as tangle-untangle (not a rulebook term).

The batter runner starts running immediately toward 1st base. Exactly what he should be doing. If the batter-runner lingers in the batter's box, maybe not knowing where the ball is, maybe thinking it's going to be foul or caught, the batter-runner voids any protection and should be called out for interference if they hinder the catcher's ability to field the ball.

The catcher is moving to field the ball, exactly what he should be doing. Even though the pitcher also moves toward the ball, based on what I see he's not close enough to the ball to be the protected fielder. Had the PU decided that the pitcher was the player entitled to field the ball (LL rule 7.09(j)), then obstruction (Type A - LL rule 7.06(a)) should be called on the catcher.

Had the catcher intentionally bumped the batter runner (that's not what I would have adjudged by the video), then it also would be ruled Type A obstruction.

Had the batter-runner intentionally hindered the fielder, it would be interference on the batter-runner.

This interpretation is not in the LL rule book. It is from professional baseball & is taught at WR during the weeklong school.

Importantly, do not extend this tangle-untangle interpretation (no violation if players are doing what they are supposed to be doing) to instances of possible obstruction or interference occurring elsewhere on the base-paths. Only when the ball is hit immediately in front of the plate is this interpretation appropriate.





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Runner's Interference - Rule 7.09

(f), (g) Any Batter or Runner who intentionally hinders or impedes any following play being made on a Batter or Runner. The Batter or Runner shall be declared out for the interference of his teammate

Notes:

1. Legal Slide: The Runner must be able to reach the base with hand or foot; may not veer into the Fielder or slide beyond the base
2. When a Runner is moving toward second base on a double play ball, there is no requirement for the Runner to slide
3. It does NOT matter whether the second out could have been made



Batter's Interference – Rule 6.06(c)

Batter is out for illegal action when:

- (c) interfering with the catcher's fielding or throwing by:
 - (1) stepping out of the batter's box, or;
 - (2) making any other movement that hinders the catcher's actions at home plate or the catcher's attempt to play on a runner, or;
 - (3) failing to make a reasonable effort to vacate a congested area when there is a throw to home plate and there is time for the batter to move away.

NOTE: a cleanly caught ball

- **EXCEPTION:** Batter is not out if any runner attempting to advance is retired, or if runner trying to score is called out for batter's interference.
- The batter swings so hard that he hits the catcher's glove on the follow-through, knocking the ball away from the catcher (dead ball, runners return)

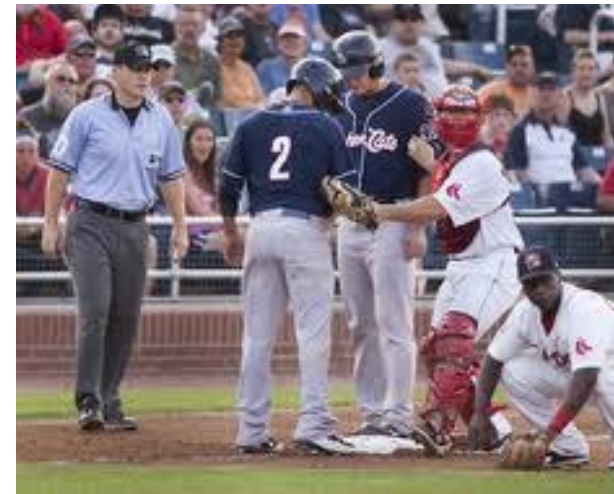
Batter's interference



Coach's Interference - Rule 7.09

(I) Physical assistance

- Touching or holding the Runner
- Pushing a Runner ahead
- Assist Runner touching a base
- Picking up a fallen Runner



The Coach has to improve the Runner's chance of accomplishing the Runner's goal

High 5's are not interference

Ball remains live, unless the Runner is being played on

7.09 Coach's Interference 1



7.09 Coach's Interference 2



Defensive (Catcher's) Interference - Rule 6.08

The Batter becomes a Runner and is entitled to first base when the Catcher interferes with the Batter

- Delayed dead ball
- Runners return, unless the Runners were stealing
If stealing, the advance is allowed
- Manager's Option
 - If the Batter-Runner and all Runners advance one base safely, proceed without reference to the Interference—No Manager's Option
 - If not, the Manager takes the result of the play or the base award
- The interference must be with the Batter's attempt to hit the ball. If the Batter contacts the Catcher prior to the Batter's forward swing at the pitch, call "Time" and rule "Nothing"

Umpire Interference - Rules 5.09 and 6.09

If the Umpire impedes a catcher's throw on a steal

- call "Interference"
- let the play proceed
- if out, disregard the Interference
- if safe, return all Runners



If a **batted ball** strikes an Umpire before it passes an Infielder

- call "Interference"
- immediate dead ball
- place the Batter-Runner at first
- Runners advance, only if pushed



Spectator Interference - Rule 3.16

- Immediate dead ball
- Rule to nullify the interference including outs or Runner advance



As Seen on Sports-ish.com

Obstruction - Rules 2.00/7.06

The act of a Fielder

- a. While not in possession of the ball
- b. Impedes the progress of a Runner

**The Runner has the right to the baseline
on a thrown ball**

A fake tag is considered obstruction

Obstruction with a Play - Rule 7.06(a)

Immediate dead ball

- a. Indicate “Time, That’s Obstruction”
- b. Award the bases the Runner would have reached if there had been no obstruction
- c. At the end of the play, Runners forced to advance by the base award, advance without liability to be put out

If the Batter/Runner is obstructed before first base

- a. The Batter/Runner is awarded at least first base
- b. All other Runners shall advance to the base they would have reached if there had been no obstruction

Obstruction without a Play - Rule 7.06(b)

Delayed dead ball

- a. Call “Obstruction”; but let the play continue
- b. Mentally note which base the Runner would have reached without the obstruction (“protected base”)
- c. Play proceeds until no further action is possible
- d. The Umpire will rule as necessary to nullify the obstruction--usually award the “protected” base

Note (1) Since the ball is not immediately dead, if an obstructed runner advances beyond the base to which the Umpire judges the Runner should be protected, the Runner does so at her/his own risk and may be tagged out

'one foot in the box'– Rule 6.02(c) Local League Option

- **Summary:** After entering the batter's box, the batter must remain in the box with at least one foot throughout the at bat.
- **Exceptions:**
 - 1, On a swing, slap, or check swing.
 - 2, When forced out of the box by a pitch.
 - 3, When the batter attempts a “drag bunt” in Baseball [or attempts a “slap” or “slap bunt” in Softball]
 - 4, When the catcher does not catch the pitched ball.
 - 5, When a play has been attempted.
 - 6, When time has been called.
 - 7, **BASEBALL:** When the pitcher leaves the dirt area of the pitching mound or takes a position more than five feet from the pitcher's plate after receiving the ball or the catcher leaves the catcher's box.
SOFTBALL: When the pitcher leaves the eight foot circle or the catcher leaves the catcher's box.
 - 8, On a three ball count pitch that is a strike that the batter thinks is a ball.

DON'T MAKE THIS YOUR BEST CALL

'one foot in the box'– Rule 6.02(c)

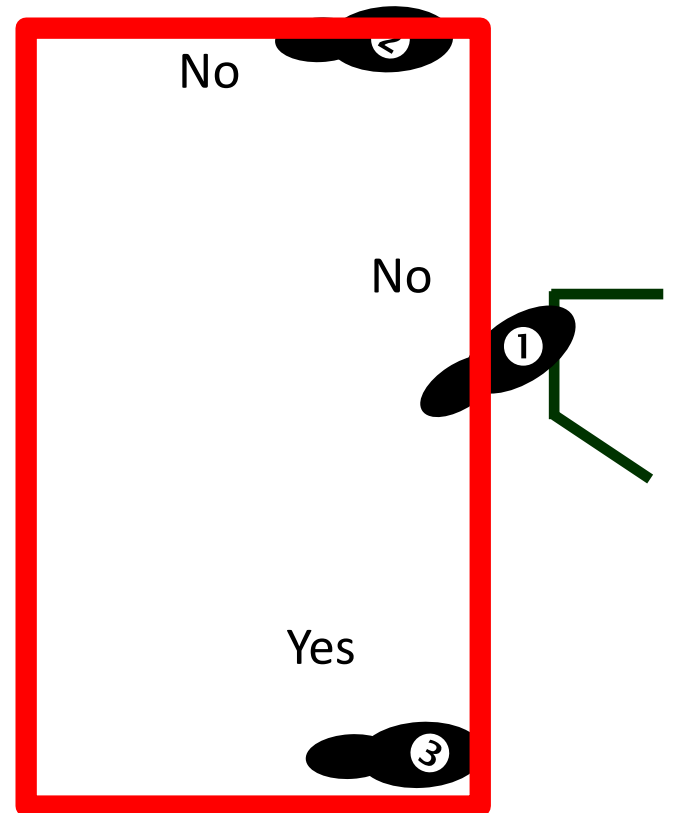
- **Penalty:** If the batter leaves the batter's box or delays play and none of the exceptions apply, the umpire shall warn the batter. After one warning on a batter, the umpire shall call a strike. Any number of strikes can be called on each batter.
- **Minor/Major Division Baseball and All Softball Divisions:** No pitch has to be thrown, the ball is dead, and no runners may advance.
- **Intermediate (50-70) Division/Junior/Senior Baseball Divisions:** No pitch has to be thrown and ball is live.
- **NOTE:** The batter may return their position in the batter's box and assume the new count at any time during the at-bat, unless such enforced penalty is the third strike.
 - **don't be 'That guy'**
- With good game management you shouldn't need to use this rule. Tell the batter to get back in the box and they will listen almost 100% of the time.
- This shouldn't be used as a weapon, but a tool to use when/if really needed

Batter's Legal Position - Rule 6.03

The Batter's legal starting position shall be with both feet within the Batter's box

Approved Ruling:

On the line, not beyond the line, is within the Batter's box



Illegally Batted Ball

Rule 6.06

Um



Ball

Batting Out of Order (6.07)

To simplify the rule, you must understand one basic premise: the **PROPER batter** (the one who should have batted) is **the one who is called out**. Here's more to try to clear this up:

- The **ONLY** time the proper batter is called out is when the defense appeals after the improper batter completes his time at-bat (getting on base or making an out).
- If the defense appeals while the improper batter is batting, the proper batter simply replaces the improper batter, and the proper batter assumes the count.
- Any base running advances or put outs while the improper batter is up are upheld.
- Any base running advances or put outs when the improper batter puts the ball in play are nullified (so if an improper batter hits into a double play, the defense may not want to say anything!)
- If the defense fails to appeal an improper batter before the next pitch or play, the improper batter is now “legalized”, and next up is the person following the **legalized batter** in the order.
- The scorekeeper is **NOT ALLOWED** to bring this situation to the umpire’s attention. It is the manager's responsibility to catch a batting out of order situation and to inform the umpire.
- The umpire is not allowed to bring this situation to anyone’s attention either. That’s the manager’s job.

No pitch intentional walk 6.08(a)

- **Summary:** Once per game to the same batter the defense may elect to “Intentionally Walk” the batter by announcing such decision to the plate umpire. The request may be made prior to or during the at-bat. Pitch, or pitches, will be added to pitch count in baseball.
- **NOTE 1:** Such notification must be made by the defensive manager. The manager must request and be granted “time” by the umpire and then inform the umpire of the defense’s intent to walk the batter.
- **NOTE 2:** The ball is dead and no other runners may advance unless forced by the batter’s award. Four (4) pitches will be added to the pitch count.

Base awards 7.05

- 4 – when fair batted ball, in flight, leaves the playing field
- 3 – when a fielder, deliberately, touches batted ball with detached/thrown equipment
- 2 - when a fielder, deliberately, touches thrown ball with detached/thrown equipment
- 2 - if a fair ball bounces or is deflected into the stands outside the first or third base foul line; or if it goes through or under a field fence
- 2 - a thrown ball goes into a dead ball area – awards are based on TOP or TOT depending on situation

Base awards 7.05

- 1 - if a ball, pitched to the batter, or thrown by the pitcher from the 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
- 1 - if the batter becomes a runner on a ball four when the pitch passes the catcher and lodges in the umpire's mask or paraphernalia
- 1 - if a fielder deliberately touches a pitched ball with his/her cap, mask or any part of his/her uniform detached from its proper place on his/her person. The ball is in play, and the award is made based on the position of the runner at the time the ball was touched.

slide rule (7.08a3):

- There is no must-slide rule in Little League. Never has been, Never will be.
- **7.08: Any runner is out when:**
- **(a)(3) the runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag;**
- **Notice the rule says, “Attempt to get around”, not “avoid”. Contact may occur with no penalty assessed. There is no “Must Slide” rule and no league may create one. No league may modify this rule.**

Must-slide rule (7.08a3) continued:

- The runner has four options when the fielder ***HAS THE BALL AND IS WAITING TO MAKE THE TAG:***
 - 1) slide
 - 2) attempt to get around the fielder
 - 3) go back to the previous base
 - 4) Give themselves up
- But if he attempts to get around and successfully avoids the tag without going out of the baseline, he's safe.
- If the runner **attempts** to avoid, but still makes contact, the runner is **not** automatically out. What constitutes an attempt is entirely up to the judgment of the umpire.
- If the ball is on its way to the base, or the ball and runner get there simultaneously, and there's contact because the runner didn't slide or attempt to get around, this is just a collision, and collisions are part of baseball.

A Runner Is Out When - Rule 7.08.a.4

(a) (4) The runner slides head first while advancing to a base

Majors and below

Majors, Minors and Tee Ball:

This Rule does not apply when a Runner is **returning** to a base, only when **advancing** to a base. The ball remains **live** and other Runners may advance at their own risk



Circle Rule – Softball - 7.08.a.5.a

- If the Pitcher Has the Ball in the 8' Circle
 - All Runners Shall Immediately Advance from or Return to their Entitled Base
 - Runners Will Maintain Contact with their Base Until
 - The Ball Leaves the Pitcher's Hand (Majors and above)
 - The Pitch Reaches the Batter in Minors
 - The Pitcher Attempts a Play
 - The Pitcher Drops the Ball
- Penalty: Ball Is Dead, No Pitch, Runner Out



BASEBALL: Leaving the base early (7.13)

- if any base runner leaves a base before the pitch reaches a batter, all runners are guilty, and depending on the subsequent action, runners must return to any unoccupied bases.
- **If the batter is subsequently thrown out on a play, ALL RUNNERS return.**
 - The runners can only advance to the bases they would have achieved based on the **umpire's** judgment of **the base value of the hit**, regardless of any subsequent errors.
 - **If a runner leaves early, he cannot correct his mistake by returning to touch the base**
 - There is no “fixing” a 7.13 violation.

SOFTBALL: Leaving the base early (7.13)

- OUT!
- CALL: Time! R? is out for leaving their base early!
 - come into the field of play and keep calling TIME until all play stops, then explain what is happening

(Sorry, you can only get ONE out even if multiple runners leave early)

 - That was easy!

Appeals - Rule 7.10

Base Runner Appeal Plays:

- Failure to re-touch properly 7.10 (a)
- Missed base 7.10 (b)
- Failure to return to first base 7.10 (c)
- Failure to touch Home Plate 7.10 (d)



Batter Appeal Plays:

- Use of an Illegal Bat 6.06 (d)
- Batting out of Turn 6.07



Appeals

Live Ball

VS.

Dead Ball

Retouch (left early)

BOT

Missed base

Illegal bat

Return to 1st base

Touch Home

Appeals must be made to the umpire responsible for that call and before the next pitch or play

Special Pinch Runner 7.14(a):

- Once each inning a team may utilize a player who is not in the batting order as a special pinch-runner for any offensive player.
- A player may only be removed for a special pinch runner one time during a game.
- A local league may adopt Tournament Rule 3(e) for 7.14.
 - Once per inning, no more than twice per game, any player not currently in the batting order may run. A player may only be removed for a special pinch runner once per game - WILL BE used for inter-league play
- **NOTE: Does not apply if the local league adopts the continuous batting order.**

Courtesy Runner 7.14(b):

- Local League option
- For Catcher or Pitcher when there are two outs
- Must be a player not in the lineup
- Same player cannot run for the pitcher and the catcher at any time during the game
- **Exception: if the local league adopts the continuous batting order the CR would be the player that made the last out.**

Double First Base (7.15):

- **7.15-** The double base may be used for first base only.
- When using the double first base, the following rules must be observed:
 - Whenever a play is being made on the batter-runner, the defense must use the white section of the double first base.
 - Whenever a play is being made on the batter-runner, the batter-runner must use the colored (orange or green) section on his/her first attempt to tag first base.
 - **NOTE:** If there is a play on the batter-runner, and the batter-runner touches only the white portion and the defense appeals prior to the batter-runner returning to first base it is treated the same as missing the base.
Penalty: B/R is out.

Double First Base (7.15):

- A runner must maintain contact with the white section of the base
- Runners may extend a foot behind the base
- when the batter becomes a runner on a third strike not caught by the catcher, the batter-runner and the defensive player may use either the colored (orange or green) or the white section.

Engaging/Disengaging the Pitcher's Mound/Plate (Rule 8.01(a)(3) BB/8.01(g) Updated in softball 2019

Division: All divisions of Softball

- **A.R. 2** – For the pitcher to remove himself/herself from the pitching position after the hands have been brought together but prior to the start of the pitch as noted in 8.01(k), the pitcher must legally **step back from the pitcher's plate with the pivot foot first.**

Division: Baseball

- In disengaging the pitcher's plate, **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 (from the windup position). If the pitcher does, it is an illegal pitch [a balk in Intermediate (50/70) Division/Junior/Senior League Baseball].

Protests - Rule 4.19

Legal protest shall only be for:

- (1) Violation or interpretation of a Rule
- (2) Use of an Ineligible Player



Improper Protests:

- (1) Umpire's judgment
- (2) Equipment which does not meet specifications



NOTE: Even if a Protest is improper, simply note it and continue play...let the BoD figure it out

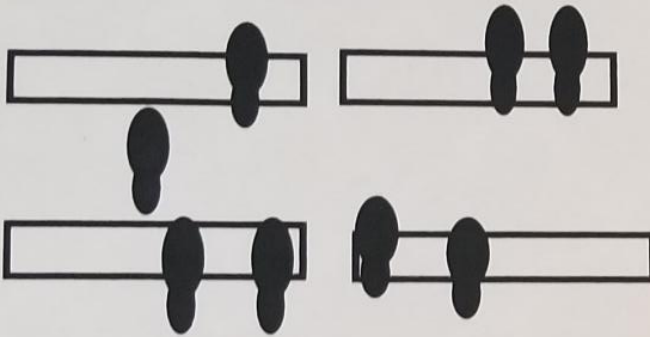
- **Pitcher foot faults**



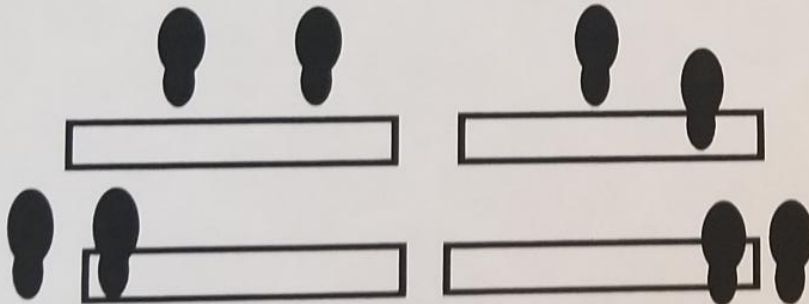
Foot Positions Right Handed Pitcher

PLATE

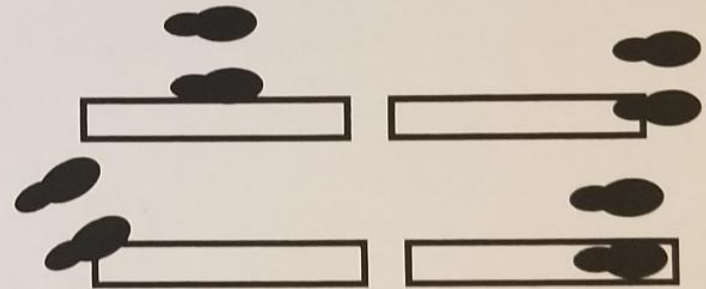
LEGAL SOFTBALL



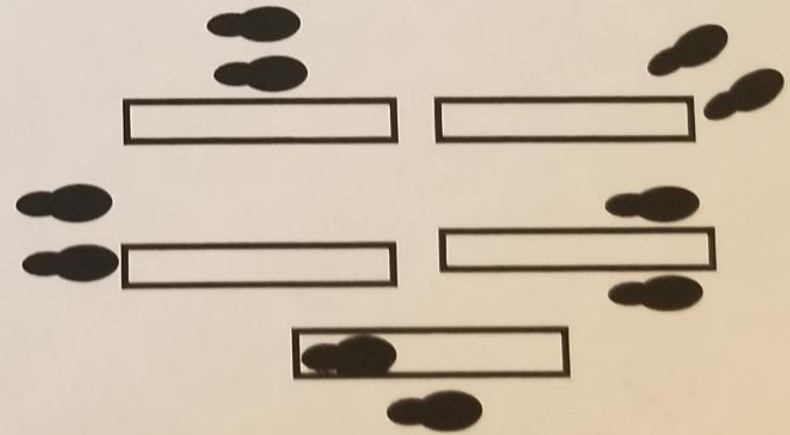
ILLEGAL SOFTBALL



LEGAL BASEBALL



ILLEGAL BASEBALL



"Poets are like baseball pitchers. Both have their moments. The intervals are the tough things."

---Robert Frost, Poet



DP/FLEX Simplified

1. A DP does not have to be used.
2. If used it must be noted on the starting lineup.
3. A team using the DP starts the game with 10 players on the lineup card, but could end the game with 9 or 10
4. The STARTING DP can play defense for any of the other 9 players in the lineup
5. If the starting DP plays defense for a player listed within the first 9 batting positions in the lineup, that player will continue to bat in her original position in the lineup and has not left the game
6. The player listed in the 10th position in the lineup will play defense only and will be called a FLEX player. The DP and the FLEX player can play defense simultaneously.
7. If the starting DP plays defense for the FLEX player, the FLEX player has left the game and the team continues with 9 players

DP/FLEX Simplified

8. The FLEX player can bat or run, but only in the original DP's position. Therefore, the FLEX player and the DP can never be on offense simultaneously
9. When the FLEX player bats for the DP, the FLEX player bats in position of the original DP. The DP is considered to have left the game, but the FLEX player has not
10. If the DP re-enters the game, she must do so in her original batting order position and the FLEX player could: (A) move back to the No. 10 position in the lineup, or (B) leave the game. If the FLEX player moves back to the 10th position in the lineup, the team resumes the game with 10 players and the FLEX player has never left the game
11. A substitute can enter the game for either the DP or the FLEX position. The substitute can enter on defense, or as a pinch hitter or pinch runner

DP/FLEX Simplified - REMINDERS:

- 1) The DP can never be on DEFENSE ONLY.
- 2) The FLEX player can never be on OFFENSE ONLY.
- 3) The DP and FLEX player can never be on offense at the same time.
- 4) The STARTER and the SUBSTITUTE cannot be in the game at the same time.
- 5) The starting DP and FLEX player have one re-entry just as any other player.
- 6) Once the game is started with the DP/FLEX positions in the lineup, those positions are available for the entire game.
- 7) The penalty for illegal re-entry of the DP or FLEX player is always restriction to the bench/dugout.
- 8) If the player is on offense, she is called out. If the player is on defense, the team on offense may have the choice of taking the result of the play or accepting the penalty