

Myth

The hands are part of the bat.

Reality

The hands are part of the body. If a batter is hit on the hands, it's the same as being hit anywhere else: dead ball, batter awarded first base.

See: Rule 2 Definitions (Person, Strike, Touch), Rule 5.09(a) and Rule 6.08(b)



Myth

When overrunning first base, the batter-runner must turn to the right or risk being tagged out.

Reality

The batter-runner must return to first immediately and must not make any attempt (including a feint) towards second. The direction they turn is not relevant.

See: [Rule 7.08\(c\)\(Exception\)](#), [Rule 7.08\(j\)](#)



Myth

If a batter “breaks the wrists” on a check swing, it’s a strike.

Reality

A check swing is a judgement call by the umpire on whether or not the batter intended to strike at the ball. **There is no further definition.**

See: [Rule 2 Definitions \(strike\)](#)



Myth

A batted ball that hits home plate is a foul ball.

Reality

Home plate is entirely in fair territory. A batted ball that hits home is not yet either fair or foul.

See: [Rule 2 Definitions \(Fair Territory, Fair Ball and Foul Ball\)](#)



Myth

A batter cannot be guilty of interference if they are in the batter's box.

Reality

The box is not a safe haven. If the batter makes any movement that hinders or impedes the catcher's ability to make a play, they may be guilty of interference.

See: [Rule 6.06\(c\)](#)



Myth

A foul tip is a dead ball.

Reality

The foul tip is when the ball goes sharp and direct from the bat to the catcher's hand and is then legally caught. This is a strike and the ball is live.

See: [Rule 2 \(Foul Ball, Foul Tip, Strike\)](#)



Myth

The batter may not switch batter's boxes during an at-bat.

Reality

Batters may move between boxes at any time other than when the pitcher is set and ready to deliver the pitch.

See: [Rule 6.06\(b\)](#)



Myth

A batter who bats out of order is called out when properly appealed.

Reality

If properly appealed, the batter who was supposed to be batting is out, and the person who was supposed to follow them is now up.

See: [Rule 6.07\(a\)](#)



Myth

The batter may not overrun first base on a walk.

Reality

Anyone may overrun first base, regardless of how they got there.

See: [Rule 7.08\(c\)\(Exception\)\(A.R. 1\)](#)



Myth

On a third strike not caught, the batter is out if they fail to attempt to advance immediately.

Reality

The runner is only out once they enter deadball territory, such as the dugout. Until then, they may run at any time.

See: [Rule 6.05\(b\)\(2\)\(A.R.\)](#)



Myth

The batter must pull the bat back on a bunt attempt, or it is an automatic strike.

Reality

In baseball, the batter must not make an attempt to offer at the pitch, but they do not have to pull the bat back. **In softball**, they have to pull it back.

See: Rule 2 Definitions (Bunt, Bunt(A.R.))

Softball: Rule 2 Definitions (Bunt)



Myth

The batter is out if a bunted ball hits the ground and bounces back up and hits the bat while the batter is holding the bat.

Reality

If the batter is still in the box and the ball hits the bat a second time, it is a foul. If they are out of the box and the ball hits either the bat or the batter-runner, they are out.

See: [Rule 2 Definitions \(Foul Ball\)](#), [Rule 6.05\(g\)](#)



Myth

The batter is out if their foot is touching home plate.

Reality

If any part of the batter's foot is outside the box prior to the pitch, they must reset. If the batter makes contact with the ball, **either fair or foul**, with one or both feet on the ground *entirely* outside the batter's box, they are out.

See: [Rule 6.06\(a\)](#) and [Rule 6.06\(a\)\(A.R.\)](#)



Myth

The batter-runner is always out if they run outside the running lane after a bunted ball.

Reality

Running lane interference only applies if there is a throw and the batter-runner interferes with the fielder's ability to make the catch, and only if they have one or both feet entirely inside the foul line or outside the running lane.

See: [Rule 6.05\(j\)](#)



Myth

A runner is out if they slap hands or high-fives other players or a base coach when rounding the bases.

Reality

Coach's interference requires the coach to physically assist the runner. The high five was invented in baseball. It's perfectly legal.

See: [Rule 7.09\(h\)](#)



Myth

The tie goes to the runner.

Reality

The runner must beat the ball to the base.

See: [Rule 6.05\(i\)](#)



Myth

On a ball thrown out-of-play the runner gets one-plus-one.

Reality

A ball thrown out of play as the first play by an infielder is a two base award from the time of pitch. All other cases, it is two bases from the time of the throw.

See: [Rule 7.05\(g\)](#) and [Rule 7.05\(g\)\(A.R.\)](#)



Myth

Runners may not run the bases in reverse order.

Reality

When retreating, bases must be touched in the reverse-order they were touched. When the ball is dead, the runner can simply return to the required base.

See: [Rule 7.02](#)



Myth

A runner may not steal on a foul tip.

Reality

The ball is live and in play on a foul tip.

See: [Rule 2 Definitions \(Foul tip\)](#)



Myth

An appeal on a runner who missed a base cannot be a force out.



Reality

If a runner misses a base to which they were forced to advance, and the defense properly appeals, then this is a force out. If it is the third out, no runs score.

See: [Rule 2 Definitions \(Force Play\), 7.10\(b\)](#)

Myth

It is a force out when a runner is called out for not tagging up on a fly ball.

Reality

Tagging up is, by definition, not a force play. This is an appeal play.

See: [Rule 2 Definitions \(Appeal, Force Play\)](#) and [Rule 7.10\(a\)](#)



Myth

A runner is out if they run out of the baseline to avoid a fielder who is fielding a batted ball.

Reality

Runners must avoid fielders who are fielding a batted ball and must attempt to avoid a fielder waiting to make a play. They are only out if they deviate too far while avoiding a tag.

See: [Rule 2 Definitions \(Interference\)](#) Rule 7.08(a)(1) & 7.09(j)



Myth

Runners may not advance when an infield fly is called.

Reality

The infield fly rule merely means that the batter-runner is out so all force plays are removed. It is treated like an ordinary play in every other respect. Runners may attempt to advance at their own risk.

[See: Rule 2 Definitions \(Infield Fly\)](#)



Myth

A pitch that touches the ground before reaching the plate cannot be hit.

Reality

A pitch that bounces in front of the plate can be swung at just like any other ball.

A pitch that bounces in front of the plate and hits the batter is a hit-by-pitch.

See: [Rule 2 Definitions \(Pitch, Strike\)](#) and [Rule 6.08\(b\)](#)



Myth

If a fielder drops a ball after taking 3 steps it's a catch.

Reality

A fielder must demonstrate complete control of the ball and voluntary release for it to be a catch.

See: [Rule 2 Definitions \(Catch\)](#)



Myth

On a force out or appeal, you must tag the base with your foot.

Reality

So long as you have secure possession in your hand or glove, you may touch the base with any part of your body.

[See: Rule 2 Definitions \(Tag\)](#)



Myth

The ball is immediately dead when there is a balk.

Reality

Balks (which only happen in 50/70, Juniors and Seniors) are live balls.

See: [Rule 8.05](#)



Myth

If the fielder's feet are in fair territory when he touches a batted ball, it is a fair ball.

Reality

Fair and foul is determined by the position of the ball, not the fielder.

See: [Rule 2 Definitions \(Fair Ball, Foul Ball\)](#)



Myth

When in the set position, the pitcher must come to a complete stop before delivering the pitch.

Reality

In Majors and below, a stop is never required. In 50/70 and above, the pitcher must come to a discernible stop if there are runners on base.

See: [Rule 8.05\(m\)](#) and [Rule 8.05\(m\)\(Note 1\)](#)



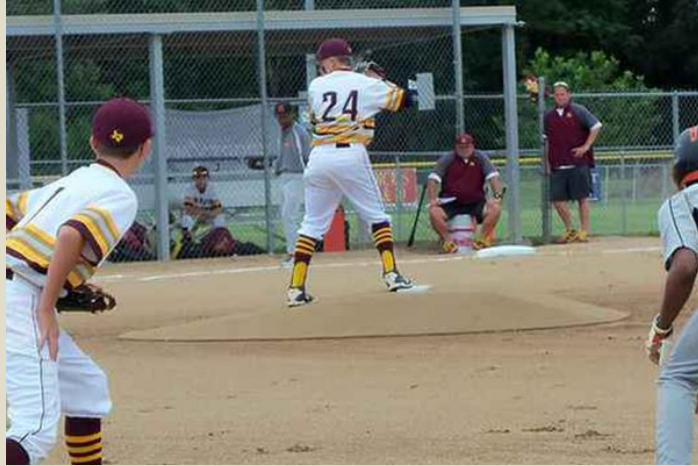
Myth

The pitcher must step off (disengage) the rubber before making a pick-off throw.

Reality

As long as the pitcher steps towards the base they are throwing to, and steps ahead of the throw, they do not need to step off.

See: [Rule 8.01\(c\)](#)



Myth

You must ask for time out before appealing that a runner missed a base.

Reality

In Little League, appeals must be made while the ball is live.

See: Rule 7.10 Read section that begins with “Any appeal under this rule...”.



Myth

Runners must slide into home.

Reality

There is no must slide rule in Little League. No runner is ever required to slide into any base. However, runners must slide or attempt to avoid a fielder who has the ball and is waiting to make a tag.

See: [Rule 7.08\(a\)\(3\)](#) and [Rule 7.08\(a\)\(3\)\(A.R.\)](#)



Myth

There is a limit to the number of batters who can be hit before a pitcher must be removed.

Reality

There is no rule about this in Little League.



Myth

A pitcher cannot have sunglasses on their hat.

Are sunglasses allowed on hats?

Yes.

Reality

There is no rule about this in Little League.