

Baseball Rules Myths – ALL of these statements below are false. Correct rule explained.

The hands are considered part of the bat – unless the hands are in the strike zone when hit, a pitch hitting a batter's hands is a Hit by Pitch.

The batter-runner must turn to his right after over-running first base – A batter who has become a runner doesn't have to turn right after going through 1st base, nor must they go into foul territory. No matter which way they turn, they cannot be put out if they return directly to 1st base.

If the batter breaks his wrists when swinging, it's a strike – There is no definition of what is or is not a strike when the batter checks their swing. It is a judgement call by the umpire if the batter was able to hold back their offer at the pitch.

If a batted ball hits the plate first, it's a foul ball – Home plate is entirely in fair territory.

The batter cannot be called out for interference if he is in the batter's box – If a batter's actions or inaction interfere with a play they can be called out for interference. On a play a home, the batter must vacate the area without interfering with any fielder. Intentional or not. On a throw by the catcher to retire a would-be base stealer it is best that a batter holds still in the box as any movement, even an attempt to get out of the way, can interfere.

The ball is dead on a foul tip – Not all foul balls that go straight back are foul tips. A foul tip goes directly to the catcher's glove and is caught. The ball is live.

The batter may not switch batter's boxes after two strikes – A switch hitter may change sides as often as they like, provided they do not do so when the pitcher is ready to pitch, in which case the batter is out.

The batter may not overrun first base when he gets a base-on-balls – A batter who has become a runner can overrun 1st base at any time provided they return directly to 1st base without any attempt to go to second.

The batter is out if he starts for the dugout before going to first after a dropped third strike – In Little League a batter may attempt attain 1st base on an uncaught 3rd strike if they haven't entered dead ball territory. Once in dead ball territory (usually the dugout) they are out.

If the batter does not pull the bat out of the strike zone while in the bunting position, it's an automatic strike – As long as the batter doesn't attempt to bunt the ball with the bat, it is not a strike. Simply leaving the bat in the zone is not a strike.

The batter is out if his foot touches the plate – The batter is out for being out of the batter's box if their foot is on the ground completely out of the box, including the lines of the box. A batter's foot can be on the plate and in the box at the same time. In any case, the batter must make contact with the pitch.

A runner is out if he slaps hands or high-fives other players or coaches, after a homerun is hit over the fence – A home run is a dead ball base award. They are not out.

Tie goes to the runner – There is no reference to a tie in any rulebook. The rule reads that the runner must reach base before being put out. That technically means that tie goes to the fielding team.

The runner gets the base he's going to, plus one on a ball thrown out-of-play – A ball that is thrown out of play is always a 2-base award. Where the first base awarded is based on where the throw generates. If the first throw by a fielder goes out of play, it is 2 bases from the time of pitch. If a throw from the outfield, it is 2 bases from the last base acquired at time of the throw.

Anytime a coach touches a runner, the runner is out – If a coach attempts to stop or push a runner to stop them from running or get them running, it is interference by the coach. Simply high-fiving a runner is not assisting.

Runners may never run the bases in reverse order – Runners may not run in reverse order in an attempt to confuse the defense or draw a throw. Runners must run in reverse order to return to a previous base when tagging up.

The runner must always slide when the play is close – There is no must slide rule at any level of baseball. A runner must avoid contact with a fielder. Sliding, retreating, going around or surrendering are acceptable.

The runner is always safe when hit by a batted ball while touching a base – Any fair batted ball that hits a runner before passing a fielder who can make a play on it, is out. On the base or not. The only exception to this is if they are hit with a fair batted ball that has been declared an infield fly.

The runners must advance if an infield fly is not caught – When an infield fly is declared, the batter is immediately out. Any force is removed. Ball is live and runners can advance at their own risk.

A runner may not steal on a foul tip – A foul tip is a live ball, runners can advance at their own risk.

It is a force out when a runner is called out for not tagging up on a fly ball – this is an appeal play. A force play is only when a runner is forced to advance to the next base because a batter has become a runner and is entitled to 1st base. For the purpose of runs scoring, any run that scores before the out will count.

An appeal on a runner who missed a base cannot be a force out – If a runner misses a base that they were forced to advance to and proceeds to the next base, an appeal of the missed touch will count as a force and if there are 2 outs, no runs would score.

A runner is out if he runs out of the baseline to avoid a fielder who is fielding a batted ball – A runner must avoid a fielder who is attempting to make a play. Even if there is no contact, interference can be called. There is no such thing as a baseline until a fielder with the ball attempts to tag a runner. Once the

tag is attempted, the baseline is established as a straight line to the bag they are going towards. The runner is allowed to deviate up to 3 feet from the newly established baseline to avoid a tag.

Runners may not advance when an infield fly is called – runners can advance at their own risk. The batter is immediately out when an infield fly is called, so runners are not forced to advance. The ball is live.

No run can score when a runner is called out for the third out for not tagging up – this is a timing play. If the 3rd out is not a force any run that crosses the plate before the out is made will count.

A pitch that bounces to the plate cannot be hit – Any pitched ball can be hit by the batter.

The batter does not get first base if hit by a pitch after it bounces – Any pitch that is not in the strike zone and hits the batter is ruled a hit by pitch. Runner is awarded 1st base.

If a fielder holds a fly ball for 2 seconds, it's a catch – A fly ball will be ruled a catch if the fielder catches and retains control of the ball. There is no minimum time.

You must tag the base with your foot on a force out or appeal – A base can be tagged with any part of the body to record an out on a force. The out is recorded if the ball is in control of the fielder when the base is touched. Control of the ball after the touch is NOT required.

The ball is always immediately dead on a balk – In Little League a balk is a live ball. If all runners, including the batter advance at least one base, the balk is ignored.

If a player's feet are in fair territory when the ball is touched, it is a fair ball – A ball will be judged fair, or foul, based on the ball's position relative to the foul line when touched. Where the fielder's body is has no relevance. Homeplate, all bases and the foul lines are completely in fair territory.

The ball must always be returned to the pitcher before an appeal can be made – An appeal can be made by any player if the ball is live. For the purposes of a missed base, the fielder must inform the umpire which runner missed the base and touch either that runner or the base they missed.

The pitcher must come to a set position before a pick-off throw – A pitcher in the stretch position (intermediate, junior, and senior divisions) must only come to a complete discernable stop before delivering a pitch.

The pitcher must step off the rubber before a pick-off throw – So long as the first step of the pick off play is towards the base and before the throw a pitcher doesn't not have to step off before making a throw.

If a fielder catches a fly ball and then falls over the fence it is a homerun – If a fielder has control of the ball and falls or steps into dead ball territory, it is a one base award for all runners.

The ball is dead anytime an umpire is hit by the ball – Umpires can only interfere with a batted ball and only if the ball has not passed a fielder other than the pitcher. Thrown balls that hit an umpire are live.