



The material here is not completely original as it has been borrowed and interpreted from various sources and modified to reference the Little League rule book.

**1. The hands are considered part of the bat.**

**5.09(a), 6.08(b)**

The hands are considered part of the body. If a pitch hits the batter the ball is dead. A strike is called if the pitch is swung at and it hits the batter or if the batter contacts the ball in the strike zone. If the batter was avoiding the pitch which is outside the strike zone when it hits the hands, the batter is awarded first base.

**2. If a batter does not swing and is struck by a pitch, the batter automatically is awarded first base.**

**6.08(b)**

If the batter is struck by a pitch that is in the strike zone, the ball is dead and the pitch is called a strike. The batter is not awarded first base as in a hit-by-pitch. To be considered hit-by-pitch, the batter must have also attempted to avoid the ball and it must not be in the strike zone or hit any part of the bat.

**3. The batter-runner must turn to the right after overrunning first base.**

**7.08(c), 7.08(j), 7.10(c)**

The batter-runner may turn in any direction after overrunning first base as long as the batter-runner returns to the base immediately. If in the umpire's judgment an attempt is made to go to second base (whether the runner turns left or right), the batter-runner may be tagged out. If the batter heads toward a position or to the dugout, they may be declared out on appeal when the base or the runner are tagged.

**4. If a runner slaps hands or high-fives or otherwise makes contact with a player or coach acting as base coach when rounding the bases, an out is called.**

**7.09(h)**

Coach's interference requires the base coach to physically assist the runner in advancing or retreating. A high-five isn't considered assistance and is not interference. However, if the coach provides a tap on the shoulder to identify when a runner should go (e.g., in the case of a fly ball), that is considered assistance, the runner is out.

**5. The batter cannot be called out for interference while in the batter's box.**

**6.06(c), 7.09(a))**

The batter does not have immunity in the batter's box. After the batter has had time to react to the play an out may be called for interference if the umpire judges the batter interfered with a play that could have or should have been avoided whether in or out of the batter's box. The umpire is evaluating whether the batter impeded, hindered, confused, or obstructed the fielder making a play.

**6. The ball is dead on a foul tip.**

**2.00 - Foul Tip**

A foul tip is a live ball. A foul tip is defined as a ball that hits the bat and goes "sharp and direct" to the catcher's glove and is caught. A foul tip is treated like a swing-and-miss; the pitch is a strike and the ball remains live. Because the ball is still live, runners may advance at their own risk, including stealing. If the ball is not caught or hits the catcher somewhere other than the hand or glove, the ball is dead and it is a foul ball. If a foul tip is caught when the batter has two strikes, it shall be considered a third strike and the batter is out.



**7. The batter may not overrun first base when awarded a base-on-balls.** 7.08(c)

The rules only state that a batter-runner must immediately return after overrunning first base. No exceptions are made as to how the player became a runner. It could be a hit, walk, error, or dropped third strike.

**8. The batter-runner is always out if outside the running lane to first base.** 6.05(j)

To be out for interference, the runner must be outside of the running lane (i.e., not completely within or on the lane lines) and interfere with a quality throw. A quality throw is one that the first baseman could catch if the runner were not there. The runner may still be called out for interference while in the lane if he or she interferes with a fielder making a play on a batted ball. The runner may exit the lane nearby first base without interference by a step, stride, reach, or slide solely to touch first base.

**9. A tie goes to the runner.** 6.05(i), 7.01, 7.08(e)

The rules define that a runner is out if the runner fails to reach the base before a fielder makes an out (i.e., tags the runner or in the event of a force, the base). Thus, the runner must arrive at the base before the ball to be safe. It is the umpire's judgment whether the runner beat the out.

**10. On an overthrow out of play, runners get "one plus one".** 7.05(g)

Two bases are awarded when a ball is thrown out of play; the issue is what determines the two bases. If the throw is the first play made by an infielder, the award is from the runners' location at the time of the pitch. For all other throws out of play, the award is made from the location of the runner when the throw was made. The bases are awarded starting with the next base to be attained.

**11. Runners may never run the bases in reverse order.** 7.08(i), 7.10(b)

In order to correct a base running mistake (such as missing a base or advancing beyond the next base and then needing to tag up), the runner must retouch the bases in reverse order. The only time a runner is out for running in reverse is when he/she is making a travesty of the game or tries to confuse the defense. A runner can reverse direction to touch a missed base after the ball is dead as long as they haven't touched the base beyond the one missed. In order to be declared out for missing a base, the defense must successfully complete a proper appeal.

**12. The runner must always slide when the play is close.** 7.08(a)(3)

There is no "must slide" rule. When a fielder has possession of the ball and attempts to tag a runner, the runner may: make a legal slide, attempt to go around the fielder, retreat, or give themselves up. Note that this does not say the runner must avoid contact. However, the runner may not make deliberate or malicious contact with the fielder. If the runner leaves the baseline by three feet or more to avoid a tag, they may be called out. A runner must always avoid contact with a fielder attempting to make a play on a batted ball.

**13. The runner is always safe when hit by a batted ball while touching a base.** 7.08(f)

The bases are in fair territory and a runner is out when hit by a fair batted ball while touching a base, except when hit by an infield-fly or after the ball has passed a fielder and no other fielder had a play on the ball. The



runner is not out if, while touching first or third base, the ball makes contact with the runner in foul territory. A runner may be called out if they interfere with a fielder attempting to field a ball even while touching the base. The runner must attempt to avoid the fielder and remain in contact with the base.

**14. It is a force out when a runner is called out for not tagging up on a fly ball.** 7.10(a)

Forces are removed when the ball is caught for an out. An out for failure to tag up – or leaving early – is the result of a successful appeal by the defense during a live ball. With two outs, any runs scored prior to an out on appeal will count.

**15. A runner is out if leaving the baseline to avoid a fielder.** 7.08(a)(1)

The runner is obligated to avoid a fielder attempting to field a batted ball. A runner is out for running out of the baseline by three or more feet when attempting to avoid a tag. The baseline is established on a runner at the time of a tag attempt on that runner and is a straight line from the runner to the base they are attempting to reach.

**16. A pitch that bounces to the plate cannot be hit.** 2.00 - Ball

The only thing unique about a ball hitting the ground before reaching the plate is that it cannot be a called strike. The ball may be hit fair, swung at and missed for a strike, be hit foul, or called a ball. A ball that hits the ground before crossing the plate for a third strike is considered a dropped third strike.

**17. The batter is not awarded first base if hit by a pitch after it hits the ground.** 2.00 - Ball

As in Myth #16, this is a pitch and as long as the batter attempts to avoid contact with the ball, does not strike at the pitch, and does not make contact with the ball in the strike zone, it is considered hit-by-pitch.

**18. If a fielder holds a fly ball for two seconds it's a catch.** 2.00 - Catch

A catch is defined as the secure possession and voluntary, intentional release of the ball by a player as judged by the umpire. There is no time requirement for possession, and often an umpire will wait to see if the player releases the ball to the throwing hand cleanly before calling an out. If the player drops the ball while throwing, it is still considered a catch.

**19. You must tag the base with your foot on a force out or appeal.** 2.00 - Tag

A player may tag a base with any part of the body as long as the player has secure possession of the ball in the hand or glove.

**20. If a fielder's feet are in fair territory when the ball is touched, it is a fair ball.** 2.00 - Fair Ball

A ball is judged fair or foul based on the position of the ball (not the player) relative to the foul lines at the time the ball is touched by the fielder. The foul lines themselves are in fair territory.



**21. The ball is dead anytime the ball hits an umpire.** 5.08, 5.09(b), 5.09(f)

The ball is dead and the batter and any forced runners are awarded one base if a batted ball hits an umpire before it passes a fielder. The ball is live when it hits an umpire on any pitched or thrown ball or when a fair batted ball passes a fielder first. Umpire interference can occur if the plate umpire interferes with the catcher's attempt to put a runner out on a steal attempt when the pitch or throw are caught cleanly. If the runner is put out, the out stands; if not, the runner is required to return to the last acquired base.

**22. The home plate umpire can overrule the other umpires at anytime.** 9.04

No umpire may overrule another umpire's decision. An umpire may consult with another umpire on a play, but is under no obligation to do so. In such case, the umpire requesting help shall make the final decision. If two umpires make different calls on the same play, they shall discuss the play apart from coaches and players and the umpire-in-chief of the game shall make the final decision.

**23. A batter-runner may not slide into first base.** 7.08(c)

There are no restrictions on any runner, including the batter-runner, from sliding into any base. In Little League, however, runners are permitted to slide feet first into any base and may only slide head first if retreating to a base.

**24. If on a checked swing the batter's wrists break, it is a strike.** 2.00 - Strike

A swinging strike is a judgment call. Breaking of the wrists, passing of the bat over the plate, and other similar actions are not considered in the rules but may be used as information by the umpire in judging whether the batter offered at the ball.

**25. If a batted ball hits home plate, it is foul.** 2.00 - Fair Territory

Home plate is entirely in fair territory, as are the foul lines and both first and third bases. A batted ball striking home plate is like any other batted ball and does not determine whether a ball is fair or foul. The black beveled edge is not considered part of home plate.

**26. The batter may not switch batter's boxes during an at-bat.** 6.06(b)

The batter may switch from one batter's box to the other at any time except when the pitcher is in position and ready to deliver the pitch.

**27. A batter who bats out of order is immediately called out when properly appealed.** 6.07

This can be a confusing rule. If the improper batter is detected while at bat, the correct batter takes the batter's box and assumes the current count. If the improper batter gets on base and if correctly appealed before a subsequent play, the batter who failed to bat during his/her time at bat is declared out and any hit, walk, or any runs scores by the "improper" batter are nullified. The next batter due up is the person in the batting order who follows the original proper batter. If a pitch or play are made before appeal, the appeal is ignored and the correct batter is now the one following the batter who batted out of order.



**28. If not advancing immediately on a dropped third strike, the batter is out.** 6.05(b)(2)

The runner may attempt to go to first at any time before entering the dugout or dead ball area, but once the dugout or dead ball area is entered, the runner is assumed to have given up the opportunity to advance and is declared out.

**29. If the batter does not pull the bat out of the strike zone while “showing” bunt, it is a strike.** 2.00 - Bunt

In softball, this is correct.

In baseball, if the pitch is a not in the strike zone the batter must offer at the ball, meaning making an attempt to contact the ball with the bat in order to be a strike. However, if the ball is within the strike zone, it is a strike whether offered at or not. It may be a swinging strike if offered at and a called strike if not.

**30. If a bunted ball hits the ground and then strikes the bat while held, the batter is out.** 6.05(g)

This is a foul ball if the batter is still in the batter's box and is an out if the ball and bat are in fair territory. If the batter has left the batter's box and the batter-runner drops the bat and the ball rolls to the bat in fair territory, the ball may remain live if in the umpire's judgment the batter did not intentionally interfere with the ball.

**31. Runners may not advance when an infield fly is called.** 2.00 - Infield Fly, 6.05(k)

The rule only declares that the batter is out as a result of the infield fly rule; other runners may advance if not caught or must tag up to advance if the ball is caught. In either case, runners may advance at their own risk. If an infield fly is intentionally dropped, the ball is immediately dead, the batter is out, and runners are returned to their original bases.

**32. The ball must be returned to the pitcher to make an appeal.** 7.10

Any defensive player may initiate an appeal by tagging the runner who is being appealed or by touching the base where the infraction applied when in possession of the ball. The player must appeal to the umpire by word or gesture the nature of the appeal. The only time the ball must go to the pitcher first is if the ball was dead and must be made live again to initiate an appeal.

**33. When in the set position (also called the stretch), a pitcher must come to a complete stop before delivering the pitch or making a throw to a base.** 8.01(b)

In Little League, there are no requirements for the pitcher to come to a stop. There are also no balks, only illegal pitches which may be hit and the result taken or the pitch is declared a ball.

**34. If a fielder catches a fair fly ball then falls over the fence it is a home run.** 5.10(f), 7.04(b)

As long as the fielder meets the requirements of a catch – secure possession and voluntary release – before going into any dead ball area, and maintains possession of the ball it is a catch for an out, the ball is dead, and



---

runners on base are awarded one base.

**35. A player must ask for time before an appeal.****7.10**

An appeal may only be made when the ball is live and before the next play is made. If the ball is dead, it must be returned to the pitcher and be made live again to initiate the appeal.

**36. If a batter is avoiding a pitch and it hits the bat, the ball is always foul.****2.00 - Foul Ball**

If a pitch strikes the bat, it may be fair or foul depending on where it is touched by a player regardless of whether the player is avoiding the pitch. This is true of the ball hitting the knob or any other part of the bat.

**37. An infield fly must be in the infield and caught by an infielder.****2.00 - Infield Fly**

An infield fly is defined as a fair ball which can be caught by an infielder with ordinary effort in the judgment of the umpire when specific conditions exist. It does not define that the ball must be fielded by an infielder, only that they may be reasonably able to field the ball. As a result, the ball may be positioned in the outfield or fielded by an outfielder stationed in the infield as long as an infielder could field the ball with ordinary effort. For the purposes of this rule, the infield dirt and outfield grass do not form a boundary line.

**38. On a double play ball, it's mandatory for the runner going into second to slide or get out of the way.****7.09(f)**

Both the runner and the batter-runner can be called out for interference if in the umpire's judgment either runner willfully and deliberately interferes with a fielder or batted ball with the intent to break up a double play. There are no specific rules dictating what the runner must do, though the runner must not deliberately interfere with the play, including after being retired. In this case, the runner may continue to advance or stop immediately, but may not make a deliberate attempt to interfere with the continuing play.

**39. A batter who steps on the plate is always out.****6.06(a)**

The batter will be out if a ball is hit fair or foul with one or both feet on the ground entirely outside the batter's box. It is possible for the batter to have the foot in contact with the batter's box and the plate simultaneously. The entire foot must be entirely outside of the box to be an out. Note that the lines of the batter's box are considered within the batter's box. This includes if the batter makes contact with home plate; as long as his/her foot is also in contact with the batter's box, there is no penalty.