

- 1) The pitcher does not have to hold the ball in his pitching hand prior to Starting his regular motion. In fact, having the ball in the glove gives The offense the upper hand because pitcher cannot turn around, step, and Quickly release the ball towards 1<sup>st</sup> base. Mr.C insisted that the Pitcher must hold the ball with his pitching hand and show to the batter While going into either windup or set motion.
- 2) Even slightly lifting up non pivot foot replacing and lifting again Is a Balk. This error was corrected and runner retired sent back to Second base and warning given to pitcher. If no warning is given, then runner(s) on the bags get one base.
- 3) The big issue with balk vs non balk is what is the intent of the pitcher. Anything innocent should not be penalized if there was no intent. No foul, no call. Give warning to the pitcher. (1 warning per pitcher)
- 4) Pivot foot must be in contact with plate at all times when pitching. Ok to Rock back and forth as long as pivot foot goes into hole in frnt of plate. Ok to life pivot foot from plate when doing wind up motion.
- 5) Releasing pivot foot, must go backwards ONLY, and hands must drop To side unless stepping towards first in pick-off attempt. If in contact with plate, one base on an overthrow. If plate disengaged, the pitcher is now an infielder and the award is 2 bases on an overthrow.
- 6) Only allowed to jerk head up and down when in set position and a man On first base. No turning shoulders, wiggling knees, or other unnatural Act not part of regular pitching motion. Turning head is Ok. No shoulder movement!!!!!!
- 7) Must be completely in front of pitcher's plate. Inch or two overlap May be considered inconsequential. No penalty no foul.
- 8) When making motion to first, must follow throw to first.. Cannot make motion to First, see runner breaking towards second and skip the throw to first And throw directly to second base. Must Follow Thru to First Base Throw.
- 9) No batter time out should be allowed once pitcher starts windup or set position Motion to pitch. I go into my ump position once the pitcher starts. This is a good indicator. If pitcher stops, no foul, no penalty. If pitcher continues, like he should, call what the pitch is.
- 10) Base path excuse is no good when rundown exists and runner runs into Fielder trying to make the catch. Must be in the act of receiving the ball. If not in the play, must not interfere. The runner really does not have the Exclusive right to any base path. Must avoid. This is why the 3ft rule. New England Express Coach was WRONG.
- 11) There is no MVUA rule about tossing a pitcher who has hit 2 batsmen. Must Be an individual league rule in order to toss a pitcher. Only exception is if You perceive that the hitting is intentional.
- 12) Batter's interference does not depend upon the strength or weakness of the Defensive catcher. If interfered with and no opportunity to throw is allowed, Definitely call batter interference and assess the required penalty.

MLB – Batter is out, immediate dead, runners returned

LITTLE LEAGUE – Batter is out, dead ball, and all runners returned

ASA SOFTBALL – Batter is out and runner(s) returned

- 13) Hit batsman – must make attempt to avoid, otherwise make the call as  
A ball or strike. Assess each situation as seen. If looks like trying  
To get on base, no free ride if hit and not intentional. Ball is always dead!!!!!!  
No advance by any runners.
- 14) Extra bases on overthrows generally speaking are two (2) bases. Have to watch  
If batter runner has reached first base before the overthrow reaches dead ball  
Territory. Have to watch when others are on base. Generally, if one is on second  
Should be given home on an overthrow. If on first, should go to third. The best  
A batter/runner can do is to get to second base.
- 15) Caught third strike but hits ground first – MUST THROW DOWN TO FIRST BASE. See 2.0 Definitions –  
BALL.
- 16) Boy running from 1<sup>st</sup> to 2<sup>nd</sup> was hit in the back after the batted ball hits the ground and  
Then the runner. Runner did not impede the fielders. (was behind the fielders) Have to remember that what  
the runner does is not important. What is important is that the fielders were not denied the opportunity to field  
the ball. They must have the opportunity to field the ball before it hits a runner, especially in the back. If a  
runner gets hit running into the ball. It is automatic that he is out.
- 17) Batter hits triple but runs into base umpire on way to third and tagged out.  
No umpire interference. Batter must be called out.
- 18) Infield Fly (if fair) called. Ball drops untouched into foul territory then rolls  
Into fair territory. Pitcher picks up ball and throws the runner, who was on 2<sup>nd</sup>  
Out at third. Both the runner at 3<sup>rd</sup> and the batter are out. If intentionally dropped, ball is dead and runners  
returned to original base. If dropped by accident, batter is always out and runners may advance. If advance to  
next base, must be TAGGED!!!!!!!!!!!!!!!!!!!!!! If really not advancing, previous base or runner MUST be tagged  
with the ball to get the runner out. THERE IS NEVER A FORCE PLAY WHEN THE INFIELDFLY HAS  
BEEN CALLED!!!!!!!!!!!!!!
- 19) Timing/Appeal play – One out with runners on 2<sup>nd</sup> and 3<sup>rd</sup>. Batter flies out. Runner on third properly tags up  
and scores. The runner on 2<sup>nd</sup> was wondering off the base while the fly ball was being caught, never tagged  
up and went to 3<sup>rd</sup>. Not tagging up was properly appealed, the 3<sup>rd</sup> out recorded but the run must count because  
original runner from 3<sup>rd</sup> crossed home before appeal granted.  
Suppose original runner on 3<sup>rd</sup> falls and is slow getting to the plate. If appeal made and awarded B4 he  
touches home, THE RUN WON'T COUNT. NOTE: ball is alive and anyone having possession of the  
ball may make the appeal either by tagging runner or touching the missed base. If done quickly  
enough, can negate the runner scoring.
- 20) Same basic information in 19) only the runner on 2<sup>nd</sup> take a couple of steps off and never retouches 2<sup>nd</sup> base,  
just is there. Runner on third tags up correctly and scores at home before the play is made at second base  
whether tagging the runner or stepping on 2<sup>nd</sup> base while in possession of the ball. The run MUST count,  
because the runner at second base was not forced to vacate, thus it is not a force play when there are two outs.
- 21) Pioneer League 5/26/04 – Runner on second (could have been other runners on base. Don't know - immaterial  
) Pitcher makes a pitch, ball is alive, catcher throws back to pitcher. As usual, runner(s) take a lead off the  
bag until the pitcher gets the ball. Once the pitcher has the ball, runners return. This time, the runner at  
second was 3-4 feet off the bag and the return throw to the pitcher goes over his head. While off the bag, the  
runner at second kicks the ball back to the pitcher. Both plate and base ump declare the runner out. Reason

being the runner interfered with the defense's opportunity to field the overthrown ball and make a play on him while off the base. Would have to assume that either the shortstop and/or 2<sup>nd</sup> baseman was going for the ball. On offensive obstruction, the ball is dead immediately and the runner who interfered is call OUT.

- 22) Runner caught in rundown between home and 3<sup>rd</sup>. Runner going by catcher with the ball, the runner swipes the ball from the catcher's glove. Two hands up immediately, dead ball, and the runner is out.
- 23) Runner Hit By Batted Ball – runner advancing from 1<sup>st</sup> to 2<sup>nd</sup> after batter hits a grounder to 1<sup>st</sup> basemen. He is behind the 1<sup>st</sup> baseman, 1<sup>st</sup> baseman misplays the ball, and the advancing runner is hit by the ball. NO RUNNER INTERFERENCE. Fielder had opportunity to field the ball and didn't. Can't penalize the runner. Was running in proper basepath towards 2<sup>nd</sup>. Ball is alive (similar to umpire being hit after a fielder misses an opportunity). Runners advance at their own risk.
- 24) Coach's Interference – Ball thrown high to first. Fielder first catches the ball then pops out of glove. 1<sup>st</sup> base coach is where he should be and is hit by the deflected ball. No opportunity to get out of the way and doesn't hinder the fielder attempting to get the ball. THERE IS NO INTERFERENCE. Ball is alive. Runners advance at their own risk.
- 25) Umpire statement at umpire's meeting. Coach at 1<sup>st</sup> base get hit by a batted ball, the ball goes into fair territory, this is a fair ball. ACCORDING TO MVUA INTERPRETER, THIS IS COMPLTELY WRONG. No coach's interference, unless willful, ball is just a foul ball. Obviously, no advance for baserunners.
- 26) Jumping over the catcher (catcher blocking the plate with or just about to receive the ball) is not prohibited but should be a safety issue. Jumping over technically satisfies the condition of avoiding contact.
- 27) Little League rule does not say anything about killing the play for an injured player. Wait until play ceases. Newburyport PL tournament states that "an automatic timeout will occur whenever a player is hurt during the course of the game. The umpire will put players on the bases the umpire believes the player would have been able to reach."
- 28) Throwing down to 1<sup>st</sup> base on a walk. The batter/runner is allowed to ONLY overrun straight ahead on a hit, never making any indication of going to second base. If walked and overruns 1<sup>st</sup> base and tagged with the ball and did not make an attempt to advance to 2<sup>nd</sup> base, the runner WILL BE CALLED OUT because the ball is alive. Runner and 1<sup>st</sup> base coach should be aware that the ball is in the possession of the 1<sup>st</sup> baseman.
- 29) Ball must be in play (alive) for a check swing appeal called out for to the base umpire. No such thing as "automatic" time out for an appeal. Player allowed to steal home because the ball is alive.
- 30) Runner going to 1<sup>st</sup> swats the ball from fielder putting on a tag. Immediate Interference/ball is dead/no runners may advance. Swatting can be either intentional or unintentional. Fact is runner dislodged the ball.
- 31) Bases are loaded. Batter hits a ground ball to the infield and the infielder throws home for the force. It is also a force play at any other bag because all the runners WERE FORCED TO VACATE THEIR OCCUPIED BAG AT THE TIME OF THE HIT.
- 32) Batter slightly hits the ball and settles 3-4 feet away from home plate on the 3<sup>rd</sup> base line. Batter stays in the box and initially makes no attempt to run. When catcher realizes it is fair, he steps out and over to retrieve the ball. At the same time, the batter realizes that he/she should be running and upon leaving the batter's box, collides with the catcher. THIS IS DEFINITELY NOT BATTER'S INTERFERENCE. THIS IS THE EXCEPTION TO BATTER'S INTERFERENCE. WHEN PLAY IS AROUND THE PLATE, NO HARM NO FOUL, NO CALL. NEED TO SEE WHO IS DOING WHAT AND LOOK TO SEE IF EITHER BATTER OF CATCHER IS DOING SOMETHING ILLEGAL.

- 33) Batter hits an infield ball between 3<sup>rd</sup> and shortstop, and there is a runner on second base. Both the fielders make an attempt to field the ball while the runner at 2<sup>nd</sup> base is advancing to 3<sup>rd</sup> base. The runner from 2<sup>nd</sup> interferes with the shortstop while the 3<sup>rd</sup> baseman actually makes the play on the ball. The correct call is “no harm, no foul, no call.” This is because the 3<sup>rd</sup> baseman was actually in a better position to field the ball as he did. Running into the shortstop did not prevent a defensive play being made. If in the umpire’s judgement the runner deliberately went after the shortstop, then you could call interference on the runner with the result being an immediate dead ball, no runners advance. If this intent actually interfered with a double play, then you could ring up not only the runner but also the runner closest to home plate.
- 34) Pick-off attempt by a pitcher (90’ diamond) If the pivot foot is in contact with the pitcher’s plate and there is an overthrow to 1<sup>st</sup> base which ends up in dead ball territory, the award to the runner at 1<sup>st</sup> base is ONE base. If the pitcher is straddling the pitcher’s plate and overthrows 1<sup>st</sup> base and ball ends up in dead ball territory, the award to the runner is TWO bases. This is because by not being in contact with the plate, the pitcher becomes a fielder and this is considered the first play by an infielder. (at time of pitch)
- 35) If there is an overthrow which winds up in dead ball territory and is the SECOND play by an infielder, the award to baserunners is TWO bases from the TIME OF THE SECOND THROW.
- 36) Manager calls time and moves his right fielder into foul territory as a back-up to the catcher. Winning run is on 3<sup>rd</sup> base. Plate umpire asks several times if the manager is sure that he wants to make that defensive change (plate umpire knows the rule and possible upcoming penalty) Manager insists he wants to do this. Plate umpire allows, puts the ball in play, and as soon as pitcher delivers the ball to the plate THE HOME PLATE UMPIRE RULES BALK AND ALLOWS THE WINNING RUN TO SCORE. Ruling is that it is a balk if one or more defensive players are physically playing in foul territory. Had the manager been smart enough to wonder why the plate umpire kept asking if he was sure and asked why he kept asking, the plate umpire would have told him of the upcoming balk once the pitcher delivered the ball.
- 37) Runner is scoring from 3<sup>rd</sup> and misses home plate. Correct protocol is that plate umpire neither announces or signals “SAFE OR OUT.” You wait to see what happens. Either the catcher/runner will realize the mistake by you saying/signaling nothing and the runner will return to touch home plate or the catcher will tag the runner out. Then you will make your call. IF NEITHER CATCHER NOR RUNNER DOES ANYTHING, YOU WILL WAIT UNTIL THE RUNNER REACHES THE DUGOUT AND LOUDLY ANNOUNCE/SIGNAL “OUT.”
- 38) Bases loaded, one out, tie game in the 7<sup>th</sup> with infield drawn in. Batter gets a hit between the drawn in infield and outfield. The runner comes in from 3<sup>rd</sup> to score but the batter passes the runner who is at 1<sup>st</sup> and moved only a few feet towards 2<sup>nd</sup> thinking the game is over. The ump calls the batter-runner out immediately (2<sup>nd</sup> out) and the relay comes into the 1<sup>st</sup> baseman who tags the runner still standing there (3<sup>rd</sup> out). Is the game over? Does the run count? Ruling: The batter-runner being the 2<sup>nd</sup> out (not the 3<sup>rd</sup> out) allows the run to score because he crossed the plate before the 3<sup>rd</sup> out (tag play). The game is over.
- 39) Fly ball shallow outfield (no infield fly situation) and fielder intentionally drops the ball. (runner on 1<sup>st</sup> or 1<sup>st</sup> and 3<sup>rd</sup>) what is the call? Ruling: The ball is dead immediately, batter-runner is out, and runner(s) stay at their bases. Difference between this and a valid “infield fly” is that on an intentionally dropped ball on an infield call, the ball remains alive.
- 40) Bases loaded with 2 outs. Dropped 3<sup>rd</sup> strike (senior league) Batter-runner heads towards 1<sup>st</sup> and runner at 3<sup>rd</sup> head home. Catcher retrieves the pass ball and steps on home plate. What is the call? Ruling: This is a FORCE PLAY. Runner advancing from 3<sup>rd</sup> base is OUT. You do not need to retire the batter-runner at 1<sup>st</sup>. If the catcher makes a play on the batter-runner and is successful, then the 3<sup>rd</sup> out is recorded and NO RUN. If the catcher is not successful, run scores and the batter-runner is awarded 1<sup>st</sup> base.
- 41) Batter hits a meek fair ball retrieved by the catcher. In throwing down, the batter-runner is struck and falls down before reaching 1<sup>st</sup> base. First baseman retrieves the ball and tags the batter-runner. What is the call.

Ruling: The runner is OUT. Unfortunate, but the runner must be called out. In most of our games, there is no running lane so this does not enter into the picture.

- 42) Bat Question. Runners on 2<sup>nd</sup> and 3<sup>rd</sup>. Batter hits a ball to the outfield (not caught) and drops his bat which goes into fair ball territory. Neither the home plate or catcher remove the bat. Runner on 3<sup>rd</sup> scores and when the relay comes into the catcher to try to get the runner from 2<sup>nd</sup> out, the incoming ball strikes the bat and is deflected, thus not allowing the catcher to make the play. What is the correct call !!!!!!! The home plate umpire "IS NOT REQUIRED TO REMOVE THE BAT." This is a mere courtesy. Catcher is probably responsible to remove the bat if a play is eminent. In this case, the bat left in fair territory becomes part of the playing field, and when it deflects the incoming thrown ball, the ball is alive and the second run would count. In order for the bat to be considered interference, the batter would have had to throw the bat deliberately and with the intent to cause confusion.
- 43) Runner from 3<sup>rd</sup> is trying to score at home on a ball hit to the outfield. The throw from the outfield is off the mark. While trying to retrieve the ball, the then on deck batter is approaching the batter's box. As the ball approaches the new batter, he hits the ball with his bat back to the catcher. The catcher gets the ball and tags the runner out at home. Plate umpire rules the runner is out. Very strange play but the home plate umpire was correct.
- 43) Pitched ball hits the ground before home plate. The following are difference scenarios of what can happen:
- A) Ball hits the batter. Depending upon whether the umpire feels the hit batsman could have been avoided determines whether the batter gets 1<sup>st</sup> base or a ball is called and remains at bat. Certainly the speed of the ball and how much in front of home plate the ball hit the ground are determining factors.
  - B) Ball hits the bat – strike if foul and a fair ball if goes fair. True whether or not bunting is involved.
  - C) If ball hits the bat and batter is touching home plate, batter is out.
  - D) If ball hits the bat twice, the batter is out.
- 44) Batted ball goes directly down into home plate and bounces up into fair ball air territory. Catcher stepping forward hits the ball. As long as ball was in the air in fair territory, it is a fair ball whether or not the ball is deflected further into fair territory or into foul ball territory.
- 45) Foul ball hits some sort of field obstruction (tree, branch,leaves), this is NEVER A FOUL BALL CATCH AND AN OUT!!!!!!!!!!!!!!!!!!!!!! Immediate dead ball and no runner(s) on base advance.
- 46) Trees/shrubs overhanging/intside of the fence(overhanging) pose an umpire problem. Decision has to be made whether the ball hit the leaves/branches outside of the park or inside the park. Generally speaking, if high enough, you can probably call a home run with little complaint from the defense. Have to judge how much of the tree is overhanging into the fair ground playing area. If you determine the ball hit leaves/branches primarily in fair territory, then it is a ground rule double. THESE TYPES OF FIELD OBSTRUCTIONS SHOULD BE ADDRESS IN THE HOME PLATE CONFERENCE. AVOID A PROBLEM BEFORE IT IS YOUR PROBLEM.
- 47) Batting out of order – this is confusing and you should have some idea of what to do. Generally if appealed properly, the batter skipped in the order is CALLED OUT, and there is no advance for runners that were on base. They go back where they started from when the improper batter hit. As strange as it sounds, the batter appealed on IS NOT CALLED OUT. The batter that should have batter is called out. The batter properly appealed on could actually bat twice.(depending on batting order) The out is called on the skipped batter and runners(scored run) are returned to their original bags.