

2017 SUMMARY REFERENCE OF NFHS BASEBALL RULES

Rule 1... Players, Field and Equipment

1. **POSITIONS OF PLAYERS**.... Each team shall field a 4 infielders (First Base, Second Base, Short stop, Third base) 3 or 4 outfielders depending on the division you play in. (Left Field, Center Field, Right Field,
2. **THE FIELD**.... NFHS rules apply unless otherwise noted in SCBA division specific rules.
3. **BATS, BALLS, & GLOVES**....NFHS rules apply unless otherwise noted. For bat restrictions, please refer to division specific rules. Type of ball is also addressed in division specific rules.
4. **UNIFORMS**....
 1. Uniforms worn should be SCBA sanctioned uniforms from the current year.
 2. Shirts should always be tucked in.
 3. Rubber spikes should be worn except in divisions were it is specifically stated otherwise
 4. Hats must face forward when being worn in the field of play.
5. **PLAYER EQUIPMENT**....NFHS rules to be followed in all divisions, special emphasis on the following.
 1. On-deck batters, batters, runners, retired runners, players/non-adults in the coaches box, as well as Non-adult bat/ball boy/girl must wear a batting helmet that meets NOCSAE standard.
 - a.) Special emphasis on batter/runners that are retired in the field, they must keep their helmet on while on the field of play, for the first offense the umpire shall issue a warning, all recurring offenses shall result in ejection.
 2. The head coach is responsible for making sure that all his/her players are properly equipped.
 3. NO jewelry shall be worn except for religious or medical medals. A religious medal must be worn under the uniform and must be taped down. A medical alert must be taped and may be visible.

Rule 2... Playing Terms and Definitions

1. **ABBREVIATIONS**...NFHS abbreviations apply and are the following
 1. For ease of explanation in play rulings, the home team is H and the visiting team is V.
 2. Players of the team at bat are B1, B2, etc. The player who bats first in his half inning is designated B1. The second player to bat is B2, etc. Substitutes are S1, S2 etc. Runners are R1, R2, or R3, and R1 is the runner who has advanced farthest.
 3. Fielding players are F1, F2 etc... in accordance with their positions number.
Pitcher-1.....Catcher-2.....First Baseman-3.....Second Baseman-4.....Third Baseman-5
Shortstop-6.....Left Field-7....Center Field-8....Right Field-9....Additional Outfeilder-10
2. **AWARDED BASES**...When bases are awarded, it is the responsibility of the runner to legally touch those bases. In actuality, it is the right to advance without a play being made that is awarded.
3. **BALK**.... See NFHS definition
4. **CONFERENCES**.... A charged conference is a meeting which involves the coach or his non playing representative and a player or players of the team.
5. **ILLEGAL PITCH**....an illegal act committed by the pitcher with no runners on base, which results in a ball being awarded to the batter. When an illegal pitch occurs with a runner, or runners on base, it is ruled a balk.
6. **STRIKE ZONE**....The strike zone is that space over home plate, the top of which is half way between the batter's shoulders and the waistline, and the bottom being the knees, when he assumes his natural batting stance. The height of the strike zone is determined by the batters normal batting stance. If he crouches or leans over to make the shoulder line lower, the umpire determines height by what would be the batter's normal stance.
7. **INFIELD FLY**.... An infield fly is a fair fly (not including a line drive nor an attempted bunt) which can be caught by an infielder with ordinary effort, (rule does not preclude outfielders from being able to attempt the catch) and provided the hit is made before two are out and at a time when first and second bases or all bases are occupied.

When it seems apparent that a batted ball will be an infield fly, the umpire (base or plate umpire can make this call) immediately announces it for the benefit of the runners. If the ball is near a baseline, the umpire shall declare, "Infield fly, if fair."

Rule 3.... Substituting-Coaching-Bench and Field Conduct-Charged Conferences

1. **SUBSTITUTING....** SCBA special rules will be used. See specific division rules.
2. **BENCH AND FIELD CONDUCT.....**All NFHS conduct rules are to be followed and enforced.
 1. The chant of “Hey batter Hey batter” will not be permitted at any level. All comments should be kept to your own team mates and not players of the other team.
 2. The player can be ejected without prior warning if they commit any of the following but not limited to
 - a.) Deliberately throw a bat, helmet, etc...
 - b.) Initiate malicious contact on offense or defense
 - c.) Call “Time” or use any command or commit any act with the purpose of causing a balk.
 - d.) While batting, any comment made while the ball is in play to get the defense to commit an error
3. **CHARGED CONFERENCES.....** NFHS conference restrictions apply.

1. Each team, when on defense, may be granted not more than three charged conferences during a six inning game, without penalty, to permit coaches and their non playing representatives to confer with a defensive player or players. In an extra inning game, each team shall be permitted one charged conference per inning while on defense without penalty. The number of charged conferences permitted is not cumulative. A request for time for this purpose shall be made by a coach, player, substitute, or attendant. Time granted for an obviously incapacitated player shall not constitute a charged conference. Prior to accumulating three charged conferences in seven innings or less, a conference is not charged if the pitcher is removed as the pitcher.

PENALTY: After three charged conferences in a six inning game, or for any charged conference in excess of one in each extra inning, the pitcher shall be removed as pitcher for the remainder of the game.

2. Each team, when on offense, may be granted not more than one charged conference per inning to permit the coach or any of that team’s personnel to confer with the base runners, the batter, the on deck batter or other offensive team personnel. The umpire shall deny subsequent offensive team requests for charged conferences.
3. A defensive charged conference is concluded when the coach or team representative crosses the foul line if the conference was in fair territory. If the conference was in foul territory, the conference concludes when the coach or non playing representative initially starts to return to the dugout/bench area.
4. An offensive charged conference is concluded when the coach or team representative initially starts to return to the coach’s box or dugout/bench area. For rules 3 & 4, if a coach who has been restricted to the dugout/bench area is involved in a charged conference, that conference shall end when the players involved initially start to return to their positions on the field. The coach shall be given a reasonable amount of time for the conference as determined by the umpire-in-chief.
5. When either team has a charged conference, the other team may also have a conference, which is not charged, provided the conference concludes when the opposing team’s charged conference concludes, so that the game is not further delayed.

Rule 4.... Starting and Ending a Game

1. **STARTING A GAME....**NFHS Rules apply except for SCBA Specific rules....
 1. Once the game is underway, the umpires are the sole judges as to whether conditions are fit to play.
 2. The game begins as soon as the umpire calls “Play” and the defensive players are in position.
 3. For the purpose of time limits, the game begins when the home team’s pitcher begins to take his warm up pitches on the mound. For divisions that do not have the players pitch to each other, the beginning of the game starts when the defense is set and ready and the umpire calls “Play”
2. **ENDING A REGULATION GAME.....**NFHS Rules apply except for SCBA Specific rules....
 1. A regulation game will consist of six innings (turns at bat) unless extra innings are needed because of a tie score, or shortened because the home team does not need its half of the 6th inning. A forfeited game is a regulation game regardless of innings played.
 2. If at least 4 innings have been played, the game will be considered a complete game (3 ½ innings if the home team is leading) if the game has to be stopped due to any reason other than a forfeit. In a forfeit, the game is considered complete no matter how many innings have been played.
3. **TIME LIMITS.....** NFHS does not address this. This is an SCBA Specific rule.

1. Unless otherwise noted in division specific rules, the time in which a new inning can start should not exceed one (1) hour and forty five (45) minutes. A new inning is started when the 3rd out is recorded from the bottom of the previous inning and for time limit purposes should be enforced as such. Official start time shall be kept by the Umpire-in-Chief and shall be announced to both head coaches prior to the first pitch. The umpires have final say over whether or not the time limit has been exceeded.
4. **CALLED GAME....** SCBA Specific rules apply.
1. Games that are called by the umpire will be considered final if the numbers of innings needed for a complete game have been reached. There will be no suspended games. Games will not be completed at a later time.
5. **FORFEITED GAME....** NFHS rules apply except for SCBA exceptions.
1. Any team that is not able to provide enough players to play after ten minutes past the scheduled start of the game shall forfeit to the offended team.
- 1a.) A team may borrow from other teams within their division or the division directly below them in order to gain enough players to make it a legal contest. A team may borrow players from the team they are playing to gain enough to play a legal contest. If a team is able to borrow players from other teams within the division or the division below in time, the game will not be a forfeit, it will be a legal contest.***
2. Refusing to play once the game has started; or
3. Delays more than a reasonable amount of time in resuming play, or in obeying the umpires order to remove a player for a violation of the rules; or
4. Persists in tactics designed to delay or shorten the game; or
5. Willfully and persistently violates any of the rules after being warned by the umpire; or
6. Is unable to provide 8 players to start the game or provide 8 players to finish the game.
7. An out will not be called on an empty spot that is vacated by a player who voluntarily left in the middle of a game during the regular season. The only circumstance in which a player will be declared out for vacating their spot in the game is if the player is ejected or confined to the bench. This is regular season only, during the tournament, any spot that is vacated in the middle of a game with the exception of injury, will be declared an out each time that spot in the order comes up.
8. The score of a forfeited game will be 7-0, except if the game is forfeited after the number of innings required for a regulation game and the offending team is behind. Then the score remains as recorded. If the offending team is leading, the score shall be 7-0.
6. **PROTESTED GAME....** NFHS rules apply and are as follows with SCBA specific condition.
1. Protests should be filed with the SCBA Coordinator of your division and the SCBA Board of Directors. Such protests shall be filed using the proper procedure. All individual and team averages shall be included in the official records, except that no pitcher shall be credited with a victory or charged with a loss. Coaches must inform the Umpire-in-Chief before the next pitch is thrown of the protested game. Protests are permitted regarding rules one through nine only.

Rule 5.... Dead Ball – Suspension of Play

1. **DEAD BALL.....**NFHS rule specifications are to be followed.
1. Reminder to coaches, there are two types of a dead ball, a delayed dead ball, in which the ball becomes dead after play is over and the umpire calls “Time”, or an immediate dead ball in which the umpire halts all playing action immediately.
2. **SUSPENSION OF PLAY....** NFHS rule specifications are to be followed.
1. Reminder; after lightning has been spotted, or thunder has been heard, it is an automatic 30 minute delay. Play can not resume until it has been 30 minutes from the most recent lightning strike or rumble of thunder. This time will count against the time limit except for tournament games.

Rule 6.... Pitching

1. **PITCHING LIMITATIONS....**SCBA Specific rules apply here.
 1. In no division may a pitcher pitch **(3) three** consecutive days, regardless of pitch count.
2. **INFRACTIONS BY A PITCHER....** NFHS Rules shall apply.
 1. Illegal acts include....
 - a.) applying a foreign substance to the ball; or
 - b.) spitting on the ball or glove; or
 - c.) rubbing the ball on the glove, clothing or person if the act defaces the ball; or
 - d.) discoloring the ball with dirt; or
 - e.) bringing the pitching hand in contact with the mouth without distinctly wiping off the pitching hand before it touches the ball.
 - f.) wearing any items on the hands, wrists or arms that may be distracting to the batter; or
 - g.) wearing or placing tape, bandages or other foreign material (other than rosin) on the fingers or palm of his pitching hand that could come in contact with the ball.
 - h.) wearing of a glove or mitt that is white or gray.
 - i.) wearing exposed undershirt sleeves that are white or gray.
 2. **Balks include the following when runners are on base....**
 - a.) any feinting toward the batter or first base, or any dropping of the ball (even though accidental) and the ball does not cross the foul line.
 - b.) failing to step with the non-pivot foot directly toward a base (occupied or unoccupied) when throwing or feinting there in an attempt to put out, or drive back a runner; or throwing or feinting to any unoccupied base when it is not an attempt to put out or drive back a runner.
 - c.) making an illegal pitch from any position
 - d.) failing to pitch to the batter in a continuous motion immediately after any movement of any part of the body such as he habitually uses in his delivery;
 - d1.)* If the pitcher, with a runner on base, stops or hesitates in his delivery because the batter steps out of the box (a) with one foot or (b) with both feet or (c) holds up his hand to request "Time", it shall not be a balk. In (a) and (c), there is no penalty on either the batter or the pitcher. The umpire shall call "Time" and begin play anew. In (b), a strike shall be called against the batter for the violation. in (a), (b), and (c), if the pitcher legally delivers the ball, it shall be called a strike and the ball remains live. Thus, two strikes are called on the batter in (b). If the umpire judges the batters action to be a deliberate attempt, he will be penalized according the NFHS standards.
 - e.) taking a hand off the ball while in the set position, unless he pitches to the batter or throws to a base or he steps toward and feints a throw to second or third base.
 - f.) failing to pitch to the batter when the entire non pivot foot passes behind the perpendicular plane of the back edge of the pitcher's plate, except when feinting or throwing to second base in an attempt to put out a runner.
 3. It is also a balk if a runner or runners are on base and the pitcher, while he is not touching the pitcher's plate, makes any movement naturally associated with his pitch, or he places his feet on or astride the pitcher's plate, or positions himself within approximately five feet of the pitcher's plate without having the ball.

Rule 7.... Batting

1. **POSITION AND BATTING ORDER....** NFHS rules apply except for SCBA exceptions.
 1. Each player that is in attendance at the game shall bat. Batters shall bat in order that their name appears in the scorebook, that order should be followed for the entire game except for special circumstances covered in Rule 7-1-1a, Rule 7-1-1b & Rule 7-1-1c. The player is considered the batter as soon as he takes his place in the batters box.
 - 1a. If a player arrives after the game is already started, the player will be added to the bottom of the batting order. This will be the case even if the team has batted through the line-up already. If multiple players arrive after the start of the game, they will be added to the bottom of the order in the same order that they arrive.**
 - 1b. If a player leaves in the middle of the game voluntarily, that spot in the order will be skipped without penalty (Regular Season only). If a player is ejected or confined to the bench, that spot in the order will be considered an out each time it comes up in the order. If a player has to vacate their spot in the order due to injury, the spot in the line-up will be skipped and not subject to penalty. During the In-House Tournament, any player that vacates their spot in the order with the exception of an injury, shall be declared out when their turn in the order comes up.**
 - 1c. A player may be excused from batting if the player has a medical condition and batting may be hazardous to the players health. The coach of the player shall inform the opposing coach and the Umpire-in-Chief prior to the start of the game to ensure all parties are aware of the situation.**
2. **BATTING INFRACTIONS- A BATTER SHALL NOT....** NFHS Rules apply.
 1. Delay the game by failing to take his position promptly in the batter's box within 20 seconds. The batter must keep at least one foot in the batter's box throughout the time at bat.
 - 1a. A batter may leave the batters box when:**
 - a.) the batter swings at a pitch,
 - b.) the batter is forced out of the box by a pitch,
 - c.) the batter attempts a "drag bunt",
 - d.) the pitcher or catcher feints or attempts a play at any base,
 - e.) the pitcher leaves the area of the pitching mound or takes position more than five feet from the pitcher's plate after receiving he ball.
 - f.) a member of either team requests and is granted "Time",
 - g.) the catcher leaves the catcher's box to adjust his equipment or give defensive signals,
 - h.) the catcher does not catch the pitched ball
 - 1b. PENALTY: For failure of the batter to be ready within 20 seconds after the ball has been returned to the pitcher, the umpire shall call a strike. If the batter leaves the batter's box, delays the game, and none of the above exceptions apply, the plate umpire shall charge a strike to the batter. The pitcher need not pitch, and the ball remains live.**
 2. Hit the ball fair or foul while either foot is touching the ground completely outside the lines of the batter's box or touching home plate.
 3. Disconcert the pitcher by stepping from the box on one side of home plate to the box on the other side of home plate while the pitcher is in position and ready to pitch.
 - 3a. PENALTY: For the infractions in 7-2-2 & 7-2-3, the ball becomes dead immediately and the batter is out.**
 4. Permit a pitched ball to touch him.
 - 4a. PENALTY: The batter remains at bat (pitch is a ball or a strike) unless the pitch was a third strike (Batter would be declared out), or ball four.**

5. Interfere with the catcher's fielding or throwing by:

- a.) leaning over home plate,
- b.) stepping out of the batters box,
- c.) making any other movement which hinders actions at home plate or the catcher's attempt to make a play on a runner,
- d.) 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.

5e. PENALTY: When there are two outs, the batter is out. When there are not two outs and the runner is advancing to home plate, if the runner is tagged out, the ball remains live and the interference is ignored. Otherwise, the ball is dead and the runner is called out. When an attempt to put out a runner at any other base is unsuccessful, the batter is out and all runners must return to bases occupied at the time of the pitch. If the pitch is a third strike and in the umpires judgment interference prevents a possible double play (additional outs), two may be ruled out.

6. If the bat breaks and is hit by the ball or hits a runner or a fielder, no interference shall be called. If a whole bat is thrown and interferes with a defensive player attempting a play, interference will be called.

6a. PENALTY: The batter is out and the runners return. If, in the umpires judgment, interference prevented a possible double play, two players may be ruled out.

3. **BATTER IS OUT....NFHS Rules apply as stated below.**

1. A batter is out as in above penalty or when.

- a.) the batter enters the batter's box with an illegal bat or is discovered having used an illegal bat. If the infraction is discovered before the next pitch following the turn at bat of the player who used the illegal bat, the defense may take the penalty or the result of the play.
- b.) a third strike is not caught, provided a runner occupies first base and there are less than two outs
1. if there are two outs or no runner occupies first base, the batter is not out unless the third strike is caught. He is entitled to try to reach first base before being tagged out or thrown out.
- c.) a third strike is caught
- d.) a foul ball (other than a foul tip not a third strike) is caught by a fielder or such a catch is prevented by a spectator reaching into the playing area.
- e.) an attempt to bunt a third strike is foul.
- f.) any member of the offensive team or coach interferes with a fielder who is attempting to catch a foul fly ball.
- g.) a team playing with less than the starting number and that turn at bat is reached; **(please see rule 7-1-1a, 7-1-1b, 7-1-1c for exceptions to this rule)**
- h.) intentionally deflects a foul ball which has a chance of becoming fair.

Rule 8... Base Running

1. **WHEN A BATTER BECOMES A RUNNER...** NFHS Rules apply, point of emphasis listed below.

1. a pitched ball hit the person or clothing, provided he does not strike at the ball; or

- a.) if they make no effort to avoid being hit, or if the umpire calls the pitch a ball or a strike, the hitting of the batter is to be disregarded except that the ball is dead. It is a strike or ball depending on the location of the pitch.
- b.) if a batter's loose garment, such a shirt that is not worn properly, is touched by a pitched ball, the batter is not entitled to first base

2. **TOUCHING, OCCUPYING AND RETURNING TO A BASE...** NFHS Rules apply...

1. A returning runner shall retouch the bases in reverse order. If the ball is dead because of an uncaught foul, it is not necessary for a returning runner to retouch intervening bases. The umpire will not make the ball live until the runner returns to the appropriate base.

2. Any runner who misses a base while advancing may not return to touch it after a following runner has score.

3. If a fair or foul batted ball is caught, other than a foul tip, each base runner shall touch his base after the batted ball has touched a fielder.

4. If a runner who misses any base (including home plate) or leaves a base too early, desires to return to retouch the base, he must do so immediately. If the ball becomes dead and the runner is on or beyond a succeeding base, he cannot return to the missed base and, therefore, is subject to being declared out upon the proper and successful appeal.

4a. PENALTY: For failure to touch a base (advancing and returning), or failure to tag up as soon as the ball is touched on a caught fly ball, the runner may be called out if an appeal is made by the defensive team. The defense may appeal during a live ball immediately following a play and before a pitch (legal or illegal), granting an intentional base on balls, or before the next play or attempted play. If the offensive team initiates a play before the next pitch, the defensive team does not lose the right to appeal. A live ball appeal may be made by a defensive player with the ball in his possession by tagging the runner or touching the base that was missed or left too early from. A dead ball appeal may be made by a coach or any defensive player without the ball by verbally stating that the runner missed the base or left the base too early. Appeals must be made (1) before the next legal or illegal pitch; (2) at the end of an inning, before the pitcher and all infielders have left fair territory; (3) before an intentional base on balls is granted; (4) on the last play of the game, an appeal can be made until the umpires leave the field of play. NOTE: When a play by its very nature is imminent and is obvious to the offense, defense, and umpire(s), no verbal appeal is necessary, e.g. runner attempting to retouch a base that was missed, or failure to tag up and a throw has been made to that base or plate while the play is still in progress.

3. **BASE RUNNING AWARDS....** NFHS Rules apply. See attached chart for listed awards.

4. **BATTER-RUNNER IS OUT....** NFHS Rules apply. (These rules refer to the batter-runner)

1. If the batter intentionally interferes with the catcher's attempt to field the ball after a third strike.

2. Their fair fly, fair line drive or fair bunt in flight is intentionally dropped by an infielder with at least first base occupied and before there are two outs. The ball is dead and the runner or runners shall be returned to their bases.

2a.) In this situation, the batter is not out if the infielder permits the fair fly, fair line drive or fair bunt in flight to drop untouched to the ground except when the infield fly rule is in effect.

3. A third strike is caught, usually by the catcher but might be by an infielder if the ball rebounds from the catcher after first touching the catcher's glove or hand; or the third strike is not caught while a runner is on first and there are less than two outs.

5. **ANY RUNNER IS OUT....** NFHS Rules apply. Emphasis on listed rules..

1. Runs more than three feet away from a direct line between the bases to avoid being tagged or to hinder a fielder while the runner is advancing or returning to a base;

1a.) This is not an infraction if a fielder attempting to field a batted ball is in the runner's proper path and if the runner runs behind the fielder to avoid interfering with him.

1b.) When a play is being made on a runner or a batter-runner, he establishes his baseline as directly between his position and the base toward which he is moving.

2. Does not legally slide and causes illegal contact and/or illegally alters the actions of a fielder in the immediate act of making a play, or on a force play, does not slide in a direct line between the bases; or

2a.) A runner may slide in a direction away from the fielder to avoid making contact or to avoid altering the play of the fielder.

2b.) Runners are never required to slide, but if a runner elects to slide, the slide must be legal.

Jumping, hurdling, and leaping are all legal attempts to avoid a fielder as long as the fielder is lying on the ground. Diving over a fielder is illegal.

2c. PENALTY: The runner is out, the ball is dead immediately, and the interference is called. On a force play slide with less than two outs, the runner is declared out, as well as the batter-runner. Runners shall return to the bases occupied at the time of the pitch. With two outs, the runner is declared out and the batter is credited with a fielder's choice.

3. Does not legally attempt to avoid a fielder in the immediate act of making a play on him; or

3a. PENALTY: The runner is out, the ball remains live unless interference is called.

4. Attempts to advance to home base when the batter interferes with a play at home base, with less than two out; or

4a.) If there are two outs, the batter is out because of his interference and since he is the third out, the runner cannot score. But if there are not two outs, the runner is out and the batter is not penalized.

5. Deliberately knock the ball from a fielder's hand.

Rule 9.... Scoring – Record Keeping

1. HOW A TEAM SCORES....NFHS Rules apply.... Emphasis on rules listed.

1. A runner scored one run each time he legally advances to and touches first, second, third and then home plate before there are three outs to end an inning.

EXCEPTION: A run is not scored if the runner advances to home plate during action in which the third out is made as follows;

a. by the batter-runner before he touches first base

b. by another runner being forced out

c. by a preceding runner who is declared out upon appeal because he failed to touch one of the bases or left a base too soon on a caught fly ball; or

d. When a third out is declared during a play in which the umpire observes a base-running infraction resulting in a force out (this out takes precedence if enforcement of it would negate the score);or

e. when there is more than one out declared by the umpire which terminates the half inning, the defense may select the out which is to its advantage.

NOTES:

1.) If a fielder illegally obstructs a runner and is responsible for failure of that runner to reach home plate, the umpire has the authority to award home plate to that runner.

2.) When the winning run is scored in the last half inning of a regulation game, or in the last half of an extra-inning, as the result of a base on balls, hit batter, or any other play with the bases loaded which forces the runner on third to advance, the umpire shall not declare the game over until all runners have advanced to the next base.

2. RUN RULE.... NFHS Rules apply...

1. The game shall end when the visiting team is behind 10 or more runs after 3 1/2 innings, or after the fourth inning, if either team is 10 runs behind and both teams have had an equal number of times at bat

Suggested Speed Up-Rules

- With two outs, a coach may elect to have a courtesy runner for their pitcher and/or catcher. The courtesy runner must be the player who made the last out. If that player is already a courtesy runner or is a pitcher or a catcher, then the players who made the out previous of that player will be the courtesy runner.

- The intention of this rule is to make the transition from offense to defense quicker and to allow for more innings to be played. If you send in a courtesy runner in for your catcher, that player must catch the entire next inning unless for reasons due to injury, illness, or ejection.

- If you use a courtesy runner for a player who will be your pitcher, the pitcher must throw at least the first at bat to its completion unless due to injury, illness, and ejection.