I will teach all children to play fair and to do their best
I will positively support all managers, coaches and players
I will respect the decisions of the umpires
I will praise a good effort despite the outcome of the game
**Umpire Clinic Agenda**

- Introduction
- The Umpire, Uniform & Equipment,
- 2006 Rule Changes
- The Batter, Batting Out of Order, The Runner, The Pitcher
- Fair Foul, Foul Tips, Catch No Catch
- Interference, Batter Interference & Obstruction
- Awarding Bases, Leaving Bases Early, Appeals
- The Strike Zone, Plate Umpire & Mechanics, Angle over Distance
- Conferences (Pre-Game, Plate & Post-Game).
- Umpire Rotation – Two Man Mechanics on the 60’ field.
- Run Drills (infield hit, outfield hit, bunt, 1st to 3rd rotation).
- Q & A Session
The Umpire

The League Umpire In Chief shall appoint one or more umpires to officiate at each league game. The umpires shall be responsible for the conduct of the game in accordance with these official rules and for maintaining discipline and order on the playing field during the game.
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Each umpire is the representative of the league and of Little League Baseball, and is authorized and required to enforce all of these rules. Each umpire has authority to order a player, coach, manager or league officer to do or refrain from doing anything which affects the administering of these rules, and to enforce the prescribed penalties.
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Each umpire has authority to rule on any point not specifically covered in these rules. Rule 9.01 (c)
Each umpire has authority to disqualify any player, coach, manager or substitute for objecting to decisions or for unsportsmanlike conduct or language, and to eject such disqualified person from the playing field. If an umpire disqualifies a player while a play is in progress, the disqualification shall not take effect until no further action is possible in that play.
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Each umpire has authority at his or her discretion to eject from the playing field (1) any person whose duties permit his presence on the field, such as ground crew members, ushers, photographers, newsmen, broadcasting crew members, etc., and (2) any spectator or other person not authorized to be on the playing field.
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Umpires may order both teams into their dugouts and suspend play until such time as League Officials deal with unruly spectators. Failure of League Officials to adequately handle an unruly spectator can result in the game remaining suspended until a later date.
Any umpire's decision which involves judgment, such as, but not limited to, whether a batted ball is fair or foul, whether a pitch is a strike or a ball, or whether a runner is safe or out, is final. No player, manager, coach or substitute shall object to any such judgment decisions.
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If there is reasonable doubt that any umpire's decision may be in conflict with the rules, the manager may appeal the decision and ask that a correct ruling be made. Such appeal shall be made only to the umpire who made the protested decision. (c) If a decision is appealed, the umpire making the decision may ask another umpire for information before making a final decision. No umpire shall criticize, seek to reverse or interfere with another umpire's decision unless asked to do so by the umpire making it.
The manager or the catcher may request the plate umpire to ask his partner for help on a half swing when the plate umpire calls the pitch a ball, but not when the pitch is called a strike. The manager may not complain that the umpire made an improper call, but only that he did not ask his partner for help. Base umpires must be alerted to the request from the plate umpire and quickly respond. Managers may not protest the call of a ball or strike on the pretense they are asking for information about a half swing. Appeals on a half swing may be made only on the call of ball and when asked to appeal, the home plate umpire must refer to a base umpire for his judgment on the half swing. Should the base umpire call the pitch a strike, the strike call shall prevail. Base Runners must be alert to the possibility that the base umpire on appeal from the plate umpire may reverse the call of a ball to the call of a strike, in which event the runner is in jeopardy of being out by the catcher's throw. Also, a catcher must be alert in a base stealing situation if a ball call is reversed to a strike by the base umpire upon appeal from the plate umpire. The ball is in play on appeal on a half swing. On a half swing, if the manager comes out to argue with first or third base umpire and if after being warned he persists in arguing, he can be ejected as he is now arguing over a called ball or strike.
The Umpire

No umpire may be replaced during a game unless he is injured or becomes ill.
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If there is only one umpire, he shall have complete jurisdiction in administering the rules. He may take any position on the playing field which will enable him to discharge his duties (usually) behind the catcher, but sometimes behind the pitcher if there are runners).
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(2) Call and count balls and strikes;
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1. Take full charge of, and be responsible for, the proper conduct of the game;
2. Call and count balls and strikes;
3. Call and declare fair balls and fouls except those commonly called by base umpires;
The Umpire

(4) Make all decisions on the batter;
The Umpire

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(5) Make all decisions except those commonly reserved for the base umpires;
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(6) Decide when a game shall be forfeited;
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(6) Decide when a game shall be forfeited;
(7) Inform the official scorer of the official batting order, and any changes in the lineups and batting order, on request. If a time limit has been set, announce the fact and the time set before the game starts;
The Umpire

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A base umpire may take any position on the playing field he thinks best suited
to make impending decisions on the bases. His duties shall be to:
The Umpire

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A base umpire may take any position on the playing field he thinks best suited to make impending decisions on the bases. His duties shall be to:

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The Umpire

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A base umpire may take any position on the playing field he thinks best suited to make impending decisions on the bases. His duties shall be to:

(1) Make all decisions on the bases except those specifically reserved to the umpire in chief;
(2) Take concurrent jurisdiction with the umpire in chief in calling "Time," balks, illegal pitches, or defacement or discoloration of the ball by any player.
The Umpire

(3) Aid the umpire in chief in every manner in enforcing the rules, and excepting the power to forfeit the game, shall have equal authority with the umpire in chief in administering and enforcing the rules and maintaining discipline.
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If different decisions should be made on one play by different umpires, the umpire in chief shall call all the umpires into consultation, with no manager or player present. After consultation, the umpire in chief (unless another umpire may have been designated by the league president) shall determine which decision shall prevail, based on which umpire was in best position and which decision was most likely correct. Play shall proceed as if only the final decision had been made.
(a) The umpire shall report to the league president within twelve hours after the end of a game all violations of rules and other incidents worthy of comment, including the disqualification of any trainer, manager, coach or player, and the reasons therefore.
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(b) When any trainer, manager, coach or player is disqualified for a flagrant offense such as the use of obscene or indecent language, or an assault upon an umpire, trainer, manager, coach or player, the umpire shall forward full particulars to the league president within four hours after the end of the game.
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(c) After receiving the umpire's report that a manager, coach or player has been disqualified, the league president shall require such manager, coach or player to appear before at least 3 members of the BOD to explain their conduct. In the case of a player, the manager shall appear with the player in the capacity of an advisor. The members of the board present at the meeting shall impose such penalty as they feel is justified.
NOTE: The Board may impose such penalties that it feels are warranted, but MAY NOT LESSON the requirements of Rule 4.07

4.07- When a manager, coach or player is ejected from a game, he/she shall leave the field immediately and take no further part in that game. He/she may not sit in the stands and may not be recalled. Any manager, coach or player ejected from a game is suspended for his or her team's next physically played game and may not be in attendance at the game site from which they were suspended.
Umpire Uniform

Dos Pueblos Little League
Protective Gear for the Plate
Protective Gear for the Plate
Protective Gear for the Plate
Protective Gear for the Plate
Dos Pueblos Little League
Dos Pueblos Little League
If you’re working the bases you’ll need…

No Mirrored Sunglasses!
Top 40 Baseball Myths

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

The hands are part of a person's body – just check any anatomy book. If a pitch hits the batter's hands the ball is dead; if he swung at the pitch, a strike is called (NOT a foul). If he was avoiding the pitch, he is awarded first base.

Rules: 2.00 PERSON, TOUCH, STRIKE (e) and 6.05(f)
Top 40 Baseball Myths

The batter-runner must turn to his right after over-running first base.
Top 40 Baseball Myths

The batter-runner must turn to his right after over-running first base.

The batter-runner may turn left or right, provided that if he turns left he does not make an attempt to advance. An attempt is a judgment made by the umpire. The requirement is that the runner must immediately return to first after overrunning or over-sliding it.

Rule: 7.08(c and j)
If the batter breaks his wrists when swinging, it's a strike.
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A strike is a judgment by the umpire as to whether the batter attempted to strike the ball. Breaking the wrists, or the barrel of the bat crossing the plate are simply guides to making the judgment of an attempt, these are not rules.

Rule: 2.00 STRIKE
Top 40 Baseball Myths

If a batted ball hits the plate first it's a foul ball.
If a batted ball hits the plate first it's a foul ball.

The plate is in fair territory. There is nothing special about it. If a batted ball hits it, it is treated like any other batted ball. (Also known as the Baltimore Chop)
Top 40 Baseball Myths

The batter cannot be called out for interference if he is in the batter's box.
The batter cannot be called out for interference if he is in the batter's box.

The batter's box is not a safety zone. A batter could be called out for interference if the umpire judges that interference could or should have been avoided. After he has had time to react to the play he could be called for interference if he does not move out of the box and interferes with a play. Many people believe the batter's box is a safety zone for the batter. It’s not. The batter MAY be called out for interference although he is within the box. The key words, impede, hinder, confuse or obstruct apply to this situation.
Top 40 Baseball Myths

The batter cannot be called out for interference if he is in the batter's box.

An umpire must use good judgment. The batter cannot be expected to disappear. If he has a chance to avoid interference after he has had time to react to the situation and does not, he is guilty. If he just swung at a pitch, or had to duck a pitch and is off-balance, he can't reasonably be expected to then immediately avoid a play at the plate. However, after some time passes, if a play develops at the plate, the batter must get out of the box and avoid interference. The batter should always be called out when he makes contact and is outside the box.

Rules: 2.00 INTERFERENCE, 6.06(c)
Top 40 Baseball Myths

The ball is dead on a foul-tip.
The ball is dead on a foul-tip.

There is nothing foul about a foul-tip. If the ball nicks the bat and goes sharp and direct to the catcher's hand or glove and is caught, this is a foul-tip by definition. A foul-tip is a strike and the ball is alive. It is the same as a swing-and-miss. If the ball is not caught, it is a foul ball. If the nicked pitch first hits the catcher somewhere other than the hand or glove, it is not a foul-tip, it is a foul ball.

Rules: 2.00 FOUL-TIP, STRIKE
The batter may not switch batter's boxes after two strikes.
Top 40 Baseball Myths

The batter may not switch batter's boxes after two strikes.

The batter can switch boxes at any time, provided he does not do it after the pitcher is ready to pitch.

Rule: 6.06(b)
Top 40 Baseball Myths

The batter who batted out of order is the person declared out.
Top 40 Baseball Myths

The batter who batted out of order is the person declared out.

The PROPER batter is the one called out. Any hit or advance made by the batter or runners due to the hit, walk, error or other reason is nullified. The next batter is the one who follows the proper batter who was called out.

Rule: 6.07(b, 1)
The batter may not overrun first base when he gets a base-on-balls.
The batter may not overrun first base when he gets a base-on-balls.

Rule 7.08(c and j) simply state that a batter-runner must immediately return after overrunning first base. It doesn't state any exceptions as to how the player became a runner. It could be a hit, walk, error or dropped third strike. In Little League the runner may overrun. In FED rules he may not and in Professional baseball, he may not. In other programs that use the OBR he may if that is how the program rules it. To overrun means that the runners momentum carried him straight beyond the base after touching it. It does not mean to turn and attempt to advance. Nor does it mean that he stepped over it or stopped on it and then got off of it.
Top 40 Baseball Myths

The batter is out if he starts for the dugout before going to first after a dropped third strike.
The batter is out if he starts for the dugout before going to first after a dropped third strike.

The batter may attempt first base anytime prior to entering the dugout or a dead ball area. The batter becomes a runner when the third strike is not caught. Therefore, if there are 2 outs and there is a runner at first, first and second, or bases loaded, the batter creates a force by becoming a runner. These runners are all forced to advance and an out may be obtained by making a play on any one of them. If the bases are loaded the catcher may step on home or throw to third, second or first.

Rule: 6.05(c), 6.09(b) Casebook interpretation
Top 40 Baseball Myths

If the batter does not pull the bat out of the strike zone while in the bunting position, it's an automatic strike.
If the batter does not pull the bat out of the strike zone while in the bunting position, it's an automatic strike.

A strike is an attempt to hit the ball. Simply holding the bat over the plate is not an attempt. This is a judgment call. Rule 2.00 STRIKE

Rule 2.00 BUNT is a batted ball not swung at, but INTENTIONALLY met with the bat. The key words are “intentionally met” If no attempt is made to make contact with a ball outside the strike zone, it should be called a ball. An effort must be made to intentionally meet the ball with the bat.
Top 40 Baseball Myths

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.
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.

The rule says the BAT cannot hit the ball a second time. When the BALL hits the bat, it is not an out. Also, when the batter is still in the box when this happens, it's treated as simply a foul ball. If the batter is out of the box and the bat is over fair territory when the second hit occurs, the batter would be out.

Rules: 6.05(h) and 7.09(b)
The batter is out if his foot touches the plate.
Top 40 Baseball Myths

The batter is out if his foot touches the plate.

To be out, the batter's foot must be ENTIRELY outside the box when he contacts the pitch and the ball goes fair or foul. He is not out if he does not contact the pitch. There is no statement about touching the plate. The toe could be on the plate and the heel could be touching the line of the box, which means the foot is not entirely outside the box.

Rule: 6.06(a)
Top 40 Baseball Myths

The batter-runner is always out if he runs outside the running lane after a bunted ball.
Top 40 Baseball Myths

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

The runner must be out of the lane AND cause interference. He is not out simply for being outside the lane. He could be called for interference even while in the lane. This is a judgment call. The runner may step out of the lane a step or two before the base if he moves from within the lane to out of it. If he is out of the lane the whole distance to the base and is hit with a throw, he should be out.

Rules: 2.00 INTERFERENCE, 6.05(k), 7.09(k)
Top 40 Baseball Myths

A runner is out if he slaps hands or high-fives other players, after a homerun is hit over the fence.
Top 40 Baseball Myths

A runner is out if he slaps hands or high-fives other players, after a homerun is hit over the fence.

The ball is dead on a homerun over the fence. You can't be put out while the ball is dead except when you pass another runner.

Rules: 5.02, 7.05(a)
Top 40 Baseball Myths

Tie Goes To The Runner.
Top 40 Baseball Myths

Tie Goes To The Runner.

There is no such thing in the world of umpiring. The runner is either out or safe. The umpire must judge out or safe. It is impossible to judge a tie.
The runner gets the base he's going to, plus one on a ball thrown out-of-play.
Top 40 Baseball Myths

The runner gets the base he's going to, plus one on a ball thrown out-of-play.

When a fielder other than the pitcher throws the ball into dead ball area, the award is 2 bases. The award is from where the runners were at the time of the pitch if it is the first play by an infielder before all runners have advanced or from where each runner was physically positioned at the time the ball left the throwers hand on all other plays.

Rule: 7.05(g)
Top 40 Baseball Myths

Anytime a coach touches a runner, the runner is out.
Anytime a coach touches a runner, the runner is out.

Rule 7.09(I) says the runner is out if the coach PHYSICALLY ASSISTS the runner. Hand slaps, back pats or simple touches are not physical assists.
Top 40 Baseball Myths

Runners may never run the bases in reverse order.
Runners may never run the bases in reverse order.

In order to correct a base running mistake, the runner MUST retrace his steps and retouch the bases in reverse order. The only time a runner is out for running in reverse, is when he is making a travesty of the game or tries to confuse the defense.

Rules: 7.08(I), 7.10(b)
Top 40 Baseball Myths

The runner must always slide when the play is close.
Top 40 Baseball Myths

The runner must always slide when the play is close.

There is no "must slide" rule. When the fielder has the ball in his possession, the runner has two choices; slide OR attempt to get around the fielder. He may NOT deliberately or maliciously contact the fielder, but he is NOT required to slide. If the fielder does not have possession but, is in the act of fielding, and contact is made, it is a no-call unless the contact was intentional and malicious.

Rule: 7.08(a, 3) this rule does not apply to professionals
Top 40 Baseball Myths

The runner is always safe when hit by a batted ball while touching a base.
Top 40 Baseball Myths

The runner is always safe when hit by a batted ball while touching a base.

The bases are in fair territory. 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. If the runner is touching first or third, he is not out unless the ball touches him over fair territory. If one foot is on the base and the other is in foul ground and he is hit on the foul ground foot, he is not out. It is a foul ball. (If the ball has not passed beyond first or third.)

Rules: 5.09(f), 7.08(f)
A runner may not steal on a foul-tip.
A runner may not steal on a foul-tip.

There is nothing foul about a foul-tip. If the ball nicks the bat and goes to the catcher's glove and is caught, this is a foul-tip by definition. A foul-tip is a strike and the ball is alive. It is the same as a swing-and-miss. If the ball is not caught, it is a foul ball.

Rules: 2.00 FOUL-TIP, STRIKE
Top 40 Baseball Myths

It is a force out when a runner is called out for not tagging up on a fly ball.
Top 40 Baseball Myths

It is a force out when a runner is called out for not tagging up on a fly ball. A force play is when a runner is forced to advance because the batter became a runner. When the batter is out on a caught fly, all forces are removed. An out on a failure to tag-up, is NOT a force out. Any runs that cross the plate before this out will count.

Rules: 2.00 FORCE PLAY, 4.09
Top 40 Baseball Myths

An appeal on a runner who missed a base cannot be a force out.
An appeal on a runner who missed a base cannot be a force out.
A runner must touch all the bases. If the runner misses a base to which he was forced because the batter became a runner and is put out before touching that base, the out is still a force play. If this is the third out, no runs may score. The base can be touched or the runner can be touched, either way it's a force out.

Rules: 2.00 FORCE PLAY, TAG, 7.08(e), 7.10(b)
Top 40 Baseball Myths

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

The runner MUST avoid a fielder attempting to field a BATTED ball. A runner is out for running out of the baseline, only when attempting to avoid a tag.

Rules: 7.08(a), 7.09(L)
Top 40 Baseball Myths

Runners may not advance when an infield fly is called.
Runners may not advance when an infield fly is called.

An Infield-foul is no different than any other fly ball in regard to the runners. The only difference is that they are never forced to advance because the batter is out whether the ball is caught or not.

Rules: 2.00 INFIELD-FLY, 6.05(e), 7.10(a)
Top 40 Baseball Myths

No run can score when a runner is called out for the third out for not tagging up.
No run can score when a runner is called out for the third out for not tagging up.

Yes it can. This is not a force play. A force play is when a runner is forced to advance because the batter became a runner. When the batter is out on a caught fly, all forces are removed. An out on a failure to tag-up, is NOT a force out. Any runs that cross the plate before this out will count.

Rules: 2.00 FORCE PLAY, 4.09, 7.10(a)
Top 40 Baseball Myths

A pitch that bounces to the plate cannot be hit.
Top 40 Baseball Myths

A pitch that bounces to the plate cannot be hit.

A pitch is a ball delivered to the batter by the pitcher. It doesn't matter how it gets to the batter. The batter may hit any pitch that is thrown. A pitch that bounces before reaching the plate may never be a called strike or a legally caught third strike.

Rule: 2.00 PITCH. (If the ball does not cross the foul line, it is not a pitch.)
Top 40 Baseball Myths

The batter does not get first base if hit by a pitch after it bounces.
Top 40 Baseball Myths

The batter does not get first base if hit by a pitch after it bounces.

A pitch is a ball delivered to the batter by the pitcher. It doesn't matter how it gets to the batter. If the batter is hit by a pitch while attempting to avoid it, he is awarded first base.

Rules: 2.00 PITCH, 6.08(b).
Top 40 Baseball Myths

If a fielder holds a fly ball for 2 seconds it's a catch.
Top 40 Baseball Myths

If a fielder holds a fly ball for 2 seconds it's a catch.

A catch is legal when the umpire judges that the fielder has COMPLETE control of the ball. The release of the ball must be voluntary and intentional.

Rule: 2.00 CATCH
You must tag the base with your foot on a force out or appeal.
Top 40 Baseball Myths

You must tag the base with your foot on a force out or appeal.

You can tag a base with ANY part of the body.

Rules: 2.00 FORCE PLAY, PERSON, TAG, 7.08(e)
Top 40 Baseball Myths

The ball is always immediately dead on a balk.
The ball is always immediately dead on a balk.

In Federation rules it is, not in any others. If a throw or pitch is made after the balk call, the ball is delayed dead. At the end of the play the balk may be enforced or not depending on what happened. On a throw; if ALL runners advance on the play, the balk is ignored. If not, the balk award is enforced from the time of pitch. On a pitch; if ALL runners INCLUDING the batter, advance on the play, the balk is ignored. Otherwise, it is no-pitch and the balk award is made from the time of the pitch.

Rule: 8.05 PENALTY
Top 40 Baseball Myths

If a player's feet are in fair territory when the ball is touched, it is a fair ball.
Top 40 Baseball Myths

If a player's feet are in fair territory when the ball is touched, it is a fair ball.

The position of the player's feet or any other part of the body is irrelevant. A ball is judged fair or foul based on the relationship between the ball and the ground at the time the ball is touched by the fielder.

Rule: 2.00 FAIR, FOUL
Top 40 Baseball Myths

The ball must always be returned to the pitcher before an appeal can be made.
The ball must always be returned to the pitcher before an appeal can be made.

An appeal may be made anytime the ball is alive. The only time the ball must go to the pitcher, is when time is out. The ball cannot be made live until the pitcher has the ball while on the rubber and the umpire says "Play." If time is not out, the appeal can be made immediately.

Rule: 2.00 APPEAL, 5.11, 7.10
Top 40 Baseball Myths

With no runners on base, it is a ball if the pitcher starts his windup and then stops.
Top 40 Baseball Myths

With no runners on base, it is a ball if the pitcher starts his windup and then stops.

A pitch is a ball delivered to the batter by the pitcher. If the ball is not delivered, it is not a pitch. Therefore it cannot be a ball. If this happens with runners on base it is a balk. The rule for Little League is different. It is an illegal pitch and a ball with OR without runners on base.

Rule: 2.00 PITCH.
Top 40 Baseball Myths

The pitcher must come to a set position before a pick-off throw.
The hands are considered part of the bat.

The pitcher must come to a set position before a pick-off throw.

The pitcher is required to come to a complete stop in the Set position before delivering the pitch, not before making a throw.

Rule: 8.05(m)
Top 40 Baseball Myths

The pitcher must step off the rubber before a pick-off throw.
The pitcher must step off the rubber before a pick-off throw.

If the pitcher steps off the rubber he is no longer the pitcher, he is a fielder. He can throw to a base from the rubber, provided he does not break any of the rules under rule 8.05.
Top 40 Baseball Myths

If a fielder catches a fly ball and then falls over the fence it is a homerun.
Top 40 Baseball Myths

If a fielder catches a fly ball and then falls over the fence it is a homerun.

As long as the fielder is not touching the ground in dead ball territory when he catches the ball, it is a legal catch if he holds onto the ball and meets the definition of a catch. If the catch is not the third out and the fielder falls down in dead ball territory after catching the ball, all runners are awarded one base. If the fielder remains on his feet in dead ball territory after the catch, the ball is alive and he may make a play. (Except FED in which case the ball is dead and 1 base is awarded.)

Rules: 2.00 CATCH, 5.10(f), 6.05(a), 7.04(c)
Top 40 Baseball Myths

The ball is dead anytime an umpire is hit by the ball.
Top 40 Baseball Myths

The ball is dead anytime an umpire is hit by the ball.

If an umpire is hit by a batted ball before it passes a fielder, the ball is dead. On any other batted or thrown ball, the ball is alive when the umpire is hit with the ball. Umpire interference also occurs when the plate umpire interferes with the catcher's attempt to prevent a stolen base.

Rules: 2.00 INTERFERENCE, 5.09(b), 5.09(f)
Top 40 Baseball Myths

The home plate umpire can overrule the other umps at anytime.
The home plate umpire can overrule the other umps at anytime.

The umpire who made a call or ruling may ask for help if he wishes. No umpire may overrule another umpire's call.

Rules: 9.02(b, c)
2006

Little League

RULE CHANGES

Dos Pueblos Little League
Rule 1.06

• Beginning with the 2008 season, it will become mandatory that all leagues utilize bases that disengage their anchor. Leagues are encouraged to begin the process of implementing these types of base systems during the current season on all their fields so that the process is completed by the 2008 season.
Rule 1.10 (Baseball Only)

• **Note 3:** Beginning with the **2009 season**, non-wood bats used in Little League and below must have a **BPF** (bat performance factor) of **1.15 or less marked** on it.

• **Note 4:** Non-wood bats may develop dents from time to time. Bats that **cannot pass through the approved LL bat ring** must be **removed** from play.
Rule 1.11 (a) 
Baseball

• (3) Any part of the pitcher’s undershirt or T-shirt exposed to view shall be of a uniform solid color. **A pitcher shall not wear any item on his/her hand, wrists or arms which may be distracting to the batter.**

- Note: White long sleeve shirts are not permitted.
Rule 1.11 (3)  Softball

• (3) Any part of the pitcher’s undershirt or T-shirt exposed to view shall be of a uniform solid color. A pitcher shall not wear any item on his/her hand, wrists or arms which may be distracting to the batter.
Rule 3.17
Baseball & Softball

• Players and substitutes shall sit on their team’s bench or in the dugout unless participating in the game or preparing to enter the game. The use of electronic equipment during a game is restricted. No team shall use electronic equipment, including walkie-talkies, cellular telephones, etc. to communicate to or with any on-field personnel, including those in the dugout, bullpen, or field.
Rule 5.09 (b)

- The plate umpire interferes with the catcher’s *act of throwing (when the throw is in an attempt to retire a runner)*, runners return. If the catcher’s throw gets the runner out, the out stands. No umpire interference;
Rule 8.03 Softball
Rule 8.04 Baseball

• **Junior/Senior/Big League Intentional Walk Rule:** Before a **pitch** is delivered to the batter, the catcher must inform the umpire-in-chief that the defensive team wishes to give the batter an intentional base-on-balls. The umpire-in-chief waves the batter to first base. The ball is dead.
• **Procedures for Use of a Double First Base:** The double base may be used for first base only. The base must be rectangular, with two sides not less than 14 inches and not more than 15 inches, and the other two sides not less than 29 inches and not more than 30 inches. The longer sides shall face toward home plate and the right field corner. The other edges shall not be more than two and one-fourth (2 ¼) inches thick, filled with soft material, and covered with canvas or rubber. Half the base is white (entirely over fair territory) and half is orange or green (entirely over foul territory). When using the double first base, the following rules must be observed.
7.15 (continued)

- A batted ball that hits the white section of the double base is declared fair. A batted ball hitting the colored (orange or green) section shall be declared foul.

- Whenever a play is being made on the batter-runner, the defense must use the white section of the double first base. A play is being made on the batter-runner when he or she is attempting to reach first base while the defense is attempting to retire him/her.
7.15 (continued)

- The batter-runner must use the colored (orange or green) section on his/her first attempt to tag first base. Exception: On extra-base hits or other balls hit to the outfield when there is no chance for a play to be made at the double first base, the runner may touch either the white or colored (orange or green) section of the base. Should, however, the batter-runner reach and go beyond first base, he/she can only return to the white section of the base.
7.15 (continued)

- When tagging up on a fly ball, the white section of the base must be used by the runner. One foot is permitted to extend behind the base into foul territory, as long as the front foot is touching the white section of the base.
7.15 (continued)

• When leaving base on a pitched ball, the runner must maintain contact with the white section of the base until he/she is permitted to go. Runners may extend a foot behind the base, but must maintain contact with the white section until permitted to leave the base.
7.15 (continued)

- On an attempted pick-off play, the runner must return to the white section of the base only. This includes a throw from the pitcher, catcher, or any other player, in an attempt to return the runner at the double first base.

- In Junior, Senior and Big League divisions, when the batter becomes a runner on a third strike not caught by the catcher, the batter-runner and the defensive player may use either the colored (orange or green) or the white section.
7.15 (continued)

• Use of the double first base does not change any other rule concerning Interference or Obstruction at first base. (An errant throw into the three-foot lane could still result in an obstruction call. Also, the batter-runner must still avoid interference with the fielder attempting to field a batted ball.)
Tournament Organization

- **Managers/Coaches in the Dugout** – If a tournament team has thirteen (13) or more eligible players in uniform at a game, then the maximum of three (3) adults who are named on the affidavit (or authorized temporary replacements as noted on the affidavit) will be permitted to act as manager and coaches for that game.
However, if a tournament team has twelve (12) or fewer eligible players in uniform at a game, then a maximum of two (2) adults must be named at the start of the game as manager and coach. The two named adults must be listed on the affidavit, or must be authorized temporary replacements as noted on the affidavit. If there is a third adult listed on the affidavit, that adult is not permitted to be in the dugout or on the field during that game.
Tournament Rules

• 9. MANDATORY PLAY: 9-10 Year Old Division, 11 Year Old Division, Little League, Junior League.
10. SUBSTITUTIONS/RE-ENTRY:
   - B. Any player who has been removed for a substitute may re-enter the game in the SAME position in the batting order, provided:
     - 1. the player being removed has played defensively for 3 consecutive defensive outs
     - 2. completed one time at bat
     (1 and 2 do not apply to Senior League and Big League Baseball and Softball)
The Batter

Each player of the offensive team shall bat in the order that their name appears in the team's batting order.
The Batter

Each player of the offensive team shall bat in the order that their name appears in the team's batting order.

The first batter in each inning after the first inning shall be the player whose name follows that of the last player who legally completed a time at bat in the preceding inning.
The Batter

Each player of the offensive team shall bat in the order that their name appears in the team's batting order.

The first batter in each inning after the first inning shall be the player whose name follows that of the last player who legally completed a time at bat in the preceding inning.

NOTE: In the event that while a batter is in the batter's box, the third out of an inning is made on a base runner, the batter then at bat shall be the first batter of the next inning and the count of balls and strikes shall start over.
Each player of the offensive team shall bat in the order that their name appears in the team's batting order.

The first batter in each inning after the first inning shall be the player whose name follows that of the last player who legally completed a time at bat in the preceding inning.

**NOTE:** In the event that while a batter is in the batter's box, the third out of an inning is made on a base runner, the batter then at bat shall be the first batter of the next inning and the count of balls and strikes shall start over.

**6.02- (a) The batter shall take his/her position in the batter's box promptly when it is said batter's time at bat.**
Each player of the offensive team shall bat in the order that their name appears in the team's batting order.

The first batter in each inning after the first inning shall be the player whose name follows that of the last player who legally completed a time at bat in the preceding inning.

NOTE: In the event that while a batter is in the batter's box, the third out of an inning is made on a base runner, the batter then at bat shall be the first batter of the next inning and the count of balls and strikes shall start over.

6.02- (a) The batter shall take his/her position in the batter's box promptly when it is said batter's time at bat.

(b) The batter shall not leave that position in the batter's box after the pitcher comes to Set Position, or starts a windup.
Before the Pitch
Don’t call “Play Ball” until the batter is inside the lines of the batter’s box.

Dos Pueblos Little League
PENALTY: If the pitcher pitches, the umpire shall call "Ball" or "Strike" as the case may be.
The Batter

PENALTY: If the pitcher pitches, the umpire shall call "Ball" or "Strike" as the case may be.

If the batter refuses to take his/her position in the batter's box during a time at bat, the umpire shall order the pitcher to pitch, and shall call "Strike" on each such pitch. The batter may take a proper position after any such pitch and the regular ball and strike count shall continue, but if the batter does not take the proper position before three strikes are called, that batter shall be declared out.
PENALTY: If the pitcher pitches, the umpire shall call "Ball" or "Strike" as the case may be.

If the batter refuses to take his/her position in the batter's box during a time at bat, the umpire shall order the pitcher to pitch, and shall call "Strike" on each such pitch. The batter may take a proper position after any such pitch, and the regular ball and strike count shall continue, but if the batter does not take the proper position before three strikes are called, that batter shall be declared out.

6.03-The batter's legal position shall be with both feet within the batter's box.
The Batter

PENALTY: If the pitcher pitches, the umpire shall call "Ball" or "Strike" as the case may be.

If the batter refuses to take his/her position in the batter's box during a time at bat, the umpire shall order the pitcher to pitch, and shall call "Strike" on each such pitch. The batter may take a proper position after any such pitch. and the regular ball and strike count shall continue, but if the batter does not take the proper position before three strikes are called, that batter shall be declared out.

6.03-The batter's legal position shall be with both feet within the batter's box.

APPROVED RULING: The lines defining the box are within the batter's box.
PENALTY: If the pitcher pitches, the umpire shall call "Ball" or "Strike" as the case may be.

If the batter refuses to take his/her position in the batter's box during a time at bat, the umpire shall order the pitcher to pitch, and shall call "Strike" on each such pitch. The batter may take a proper position after any such pitch and the regular ball and strike count shall continue, but if the batter does not take the proper position before three strikes are called, that batter shall be declared out.

6.03-The batter's legal position shall be with both feet within the batter's box.

APPROVED RULING: The lines defining the box are within the batter's box.

6.04-A batter has legally completed a time at bat when he/she is put out or becomes a runner.
The Batter

6.05- A batter is out when;
6.05- A batter is out when;

(a) a fair or foul fly ball (other than a foul tip) is legally caught by a fielder;
The Batter

6.05- A batter is out when;

(a) a fair or foul fly ball (other than a foul tip) is legally caught by a fielder;
(b) a third strike is caught or not caught by the catcher. (Junior/Senior/Big League: (b) a strike is legally caught by the catcher; (c) a third strike is not caught by the catcher when first base is unoccupied before two are out);
The Batter

6.05- A batter is out when;

(a) a fair or foul fly ball (other than a foul tip) is legally caught by a fielder;
(b) a third strike is caught or not caught by the catcher. (Junior/Senior/Big League: (b) a strike is legally caught by the catcher; (c) a third strike is not caught by the catcher when first base is occupied before two are out);
(c) bunting foul on a third strike;
The Batter

6.05- A batter is out when;

(a) a fair or foul fly ball (other than a foul tip) is legally caught by a fielder;
(b) a third strike is caught or not caught by the catcher. (Junior/Senior/Big League: (b) a strike is legally caught by the catcher; (c) a third strike is not caught by the catcher when first base is occupied before two are out);
(c) bunting foul on a third strike;

NOTE Regarding 6.05 (a) If the batter’s count includes 2 strikes and a foul tip is caught the batter is out.
6.05- A batter is out when;

(d) an Infield Fly is declared;
The Batter

6.05- A batter is out when;

(d) an Infield Fly is declared;
(e) that batter attempts to hit a third strike and is touched by the ball;
The Batter

6.05- A batter is out when;

(d) an Infield Fly is declared;
(e) that batter attempts to hit a third strike and is touched by the ball;
(f) a fair ball touches batter before touching a fielder;
6.05- A batter is out when;

(d) an Infield Fly is declared;
(e) that batter attempts to hit a third strike and is touched by the ball;
(f) a fair ball touches batter before touching a fielder;
(g) after hitting or bunting a fair ball, the bat hits the ball a second time in fair territory. The ball is dead and no runner may advance, If the batter-runner drops the bat and the ball rolls against the bat in fair territory and, in the umpire's judgment there was no intention to interfere with the course of the ball, the ball is alive and in play;
6.05- A batter is out when;

(d) an Infield Fly is declared;
(e) that batter attempts to hit a third strike and is touched by the ball;
(f) a fair ball touches batter before touching a fielder;
(g) after hitting or bunting a fair ball, the bat hits the ball a second time in fair territory. The ball is dead and no runner may advance, If the batter-runner drops the bat and the ball rolls against the bat in fair territory and, in the umpire's judgment there was no intention to interfere with the course of the ball, the ball is alive and in play;
(h) after hitting or bunting a foul ball, that runner intentionally deflects the course of the ball in any manner while running to first base. The ball is dead and no runners may advance;

Dos Pueblos Little League
6.05- A batter is out when;

(d) an Infield Fly is declared;
(e) that batter attempts to hit a third strike and is touched by the ball;
(f) a fair ball touches batter before touching a fielder;
(g) after hitting or bunting a fair ball, the bat hits the ball a second time in fair territory. The ball is dead and no runner may advance. If the batter-runner drops the bat and the ball rolls against the bat in fair territory and, in the umpire's judgment there was no intention to interfere with the course of the ball, the ball is alive and in play;
(h) after hitting or bunting a foul ball, that runner intentionally deflects the course of the ball in any manner while running to first base. The ball is dead and no runners may advance;
(i) after hitting a fair ball, the batter-runner or first base is tagged before said batter-runner touches first base:
The Batter

(j) in running the last half of the distance from home base to first base, while the ball is being fielded to first base, the batter-runner runs outside (to the right of) the three-foot line, or inside (to the left of) the foul line, and in the umpire's judgment in so doing interferes with the fielder taking the throw at first base: except that the batter-runner may run outside (to the right of) the three-foot line or inside (to the left of) the foul line to avoid a fielder attempting to field a batted ball;
(j) in running the last half of the distance from home base to first base, while the ball is being fielded to first base, the batter-runner runs outside (to the right of) the three-foot line, or inside (to the left of) the foul line, and in the umpire's judgment in so doing interferes with the fielder taking the throw at first base: except that the batter-runner may run outside (to the right of) the three-foot line or inside (to the left of) the foul line to avoid a fielder attempting to field a batted ball;

(k) an infielder intentionally drops a fair fly ball or line drive, with first, first and second, first and third, or first, second and third bases occupied before two are out. The ball is dead and runner or runners shall return to their original base or bases;
The Batter

(j) in running the last half of the distance from home base to first base, while the ball is being fielded to first base, the batter-runner runs outside (to the right of) the three-foot line, or inside (to the left of) the foul line, and in the umpire's judgment in so doing interferes with the fielder taking the throw at first base: except that the batter-runner may run outside (to the right of) the three-foot line or inside (to the left of) the foul line to avoid a fielder attempting to field a batted ball;

(k) an infielder intentionally drops a fair fly ball or line drive, with first, first and second, first and third, or first, second and third bases occupied before two are out. The ball is dead and runner or runners shall return to their original base or bases;

APPROVED RULING: In this situation, the batter is not out if the infielder permits the ball to drop untouched to the ground, except when the Infield Fly rule applies.
(l) a preceding runner shall, in the umpire's judgment, intentionally interfere with a fielder who is attempting to catch a thrown ball or to throw a ball in an attempt to complete a play.
The Batter

(l) a preceding runner shall, in the umpire's judgment, intentionally interfere with a fielder who is attempting to catch a thrown ball or to throws ball in an attempt to complete a play.

(m) Junior/Senior/Big League Baseball - with two out, a runner on third base, and two strikes on the batter, the runner attempts to steal home on a legal pitch and the ball touches runner in the batter's strike zone. The umpire shall call "Strike Three," the batter is out, and the run shall not count; before two are out, the umpire shall call "Strike Three," the ball is dead, and run counts.
6.06- A batter is out for illegal action when;
The Batter

6.06- A batter is out for illegal action when;

(a) hitting the ball with one or both feet on the ground entirely outside the batter's box.
6.06- A batter is out for illegal action when;

(a) hitting the ball with one or both feet on the ground entirely outside the batter's box.
(b) stepping from one batter's box to the other while the pitcher is in position ready to pitch;
The Batter

6.06- A batter is out for illegal action when;

(a) hitting the ball with one or both feet on the ground entirely outside the batter's box.
(b) stepping from one batter's box to the other while the pitcher is in position ready to pitch;
(c) interfering with the catcher's fielding or throwing by stepping out of the batter's box or making any other movement that hinders the catcher's play at home base.

EXCEPTION: Batter is not out if any runner attempting to advance is put out, or if runner trying to score is called out for batter's interference.
BATTER INTERFERENCE ON STEAL ATTEMPT

“That’s Interference…”

(If runner on whom play is being made is declared out, no further signal is necessary. The interference is disregarded. If the runner is safe, the following is required…)

“Time!”
(Called as soon as runner is declared safe…)

…the Batter’s Out!”
(After calling the batter out, you signal the runner back to his original base at the time of the pitch)

“That’s Interference…”
(Pointing to Batter)

Remember that the ball is not automatically “dead” at the time of interference. If an out results on the catcher’s throw, then the interference penalty is not enforced and the play stands.
What’s Your Call?
Legal or Illegal

The entire foot must be completely out of box.
Legal or Illegal

The foot is not touching the ground when the batter makes contact.
Legal or Illegal

The foot is not touching the ground when the batter makes contact.
Legal or **Illegal**

The entire foot is completely out of box.
Legal or Illegal

The entire foot is completely out of box.
Dead Ball; Runners Return

- **ILLEGALLY BATTED BALL**
  - 5.09d

- **FOUL BALL NOT CAUGHT**
  - 5.09e

- **BATTER CALLED OUT FOR BATTING OUT OF TURN**
  - 6.07b 2

- **PLATE UMPIRE INTERFERENCE UNLESS RUNNER IS THROWN OUT**
  - 5.09d

- **BATTER INTERFERENCE UNLESS RUNNER IS THROWN OUT**
  - 6.06c

Dos Pueblos Little League
Dead Ball; Runners Advance One Base

- **Balk Not Followed by Pitch or Play**
  - 5.09c 7.04a

- **Runner Attempting to Steal on Pitch on Which Catcher’s Interference Occurs**
  - 7.04d

- **Pitched Ball Lodges in Umpire’s Mask**
  - 5.09g 7.05i

- **Pitched or Thrown Ball by Pitcher From Rubber Goes into Dead Territory**
  - 7.05h

- **Pitcher Touches Runner Attempting to Score**
  - 5.09H 6.05n

- **Fielder After Catching Fly Ball Falls into Dead Territory**
  - 7.04c

Dos Pueblos Little League
Delayed Dead Ball Situations

- CATCHER’S INTERFERENCE FOLLOWED BY A BATTED BALL 6.08c
- PLATE UMPIRE’S INTERFERENCE FOLLOWED BY A THROW 5.09b
- BATTER’S INTERFERENCE FOLLOWED BY A PLAY OR THROW 6.06c
- BALK/ILLEGAL PITCH FOLLOWED BY A PITCH OR THROW 8.05 A.R.
- OBSTRUCTION 7.06b ONLY
Batting out of turn can be a little tricky, particularly when more than one batter bats out of turn. However if the next batter receives a pitch the improper batter is legalized.
Batting Out Of Order

Example: A proper batter fails to bat and is called out
Abel bats and is put out. Charles then bats out of turn. Charles makes a safe hit, reaching first base. Before any pitch is thrown to the next batter, a member of the defensive team asks the umpire to make a ruling.

RULING: The proper batter after Able is Baker, not Charles. Charles is removed from the bases, Baker is called out for failing to bat in his turn, and Charles comes to bat as the proper batter.
Example: An improper batter is legalized
Abel bats and is put out. Charles then bats out of turn. Charles makes a safe hit, reaching first base. Baker then comes to bat. *A strike is pitched* to Baker. A member of the defensive team then asks the umpire to make a ruling regarding the improper batting order.

**RULING:** The first pitch to Baker made Charles's turn legal. The proper batter after Charles is Daniel, not Baker. Without penalty, Daniel comes to bat and assumes the 0-1 count.
Example: An improper batter causes an out after a previous improper batter was legalized

Abel bats and is put out. Edward then bats out of turn. Edward reaches first base, and Charles then comes to bat and reaches base. The infraction is discovered by the defensive manager before a pitch is thrown to any subsequent batter.

**RULING:** Edward did bat out of turn, but the first pitch to Charles legalized Edward's plate appearance. Therefore, the proper batter after Edward is Frank, so Charles is removed from the bases, Edward is returned to first base, Frank is called out for failing to bat in his proper turn, and George is now the proper batter.
Batting Out Of Order

Example: The proper batter is skipped
Suppose that Charles often bats second but was written as the third batter for this game. Abel bats and is put out. Charles then bats out of turn and makes a safe hit, reaching first base. Baker then bats out of turn and receives a base on balls, advancing Charles to second base. Edward then comes to bat and takes a strike. The defense then appeals to the umpire.

RULING: The first pitch to Edward legalized Baker's turn at bat. The proper batter after Baker is Charles, but he is on base, so he is skipped in the order; thus Daniel is now the proper batter. There is no penalty; Daniel comes to bat and assumes the one strike Edward received.

In this example, notice that the umpire ignored the fact that Charles previously batted out of turn. This underscores the principle that any pitch legalizes all previous turns at bat. Charles's turn at bat became legal when a pitch was thrown to Baker. The umpire need consider only Baker and Edward, the last two batters who have received a pitch.
7.01- A runner acquires the right to an unoccupied base when that runner touches it before being put out. The runner is then entitled to it until put out or forced to vacate it for another runner legally entitled to that base. If a runner legally acquires title to a base, and the pitcher assumes his/her position on the pitcher's plate, the runner may not return to a previously occupied base.
7.01- A runner acquires the right to an unoccupied base when that runner touches it before being put out. The runner is then entitled to it until put out or forced to vacate it for another runner legally entitled to that base. If a runner legally acquires title to a base, and the pitcher assumes his/her position on the pitcher's plate, the runner may not return to a previously occupied base.

7.02- In advancing, a runner shall touch first, second, third and home base in order. If forced to return, the runner shall retouch all bases in reverse order, unless the ball is dead under any provision of Rule 5.09. In such cases, the runner may go directly to the original base.
The Runner

7.01- A runner acquires the right to an unoccupied base when that runner touches it before being put out. The runner is then entitled to it until put out or forced to vacate it for another runner legally entitled to that base. If a runner legally acquires title to a base, and the pitcher assumes his/her position on the pitcher's plate, the runner may not return to a previously occupied base.

7.02- In advancing, a runner shall touch first, second, third and home base in order. If forced to return, the runner shall retouch all bases in reverse order, unless the ball is dead under any provision of Rule 5.09. In such cases, the runner may go directly to the original base.

7.03- Two runners may not occupy a base, but if, while the ball is alive, two runners are touching the base, the following runner shall be out when tagged. The preceding runner is entitled to the base.
The Runner

7.04- Each runner, other than the batter, may, without liability to be put out, advance one base when;
7.04- Each runner, other than the batter, may, without liability to be put out, advance one base when;

(a) the batter's advance without liability to be put out forces the runner to vacate a base, or when the batter hits a fair ball that touches another runner or the umpire before such ball has been touched by, or has passed a fielder, if the runner is forced to advance, or in Junior/Senior/Big League Baseball, there is a balk;
7.04- Each runner, other than the batter, may, without liability to be put out, advance one base when;

(a) the batter's advance without liability to be put out forces the runner to vacate a base, or when the batter hits a fair ball that touches another runner or the umpire before such ball has been touched by, or has passed a fielder, if the runner is forced to advance, or in Junior/Senior/Big League Baseball, there is a balk;

(b) a fielder, after catching a fly ball, falls into a stand, or falls across ropes into a crowd when spectators are on the field or falls into any other dead-ball areas; NOTE: When a runner is entitled to a base without liability to be put out, while the ball is in play, or under any rule in which the ball is in play after the runner reaches an entitled base, and the runner fails to touch the base to which that runner is entitled before attempting to advance to the next base, the runner shall forfeit the exemption from liability to be put out and may be put out by tagging the base or by tagging the runner before that runner returns to the missed base.
7.05- Each runner including the batter-runner may, without liability to be put out, advance –
7.05- Each runner including the batter-runner may, without liability to be put out, advance –

(a) to home base scoring a run, if a fair ball goes out of the playing field in flight and the runner touches all bases legally; or if a fair ball which, in the umpire's judgment, would have gone out of the playing field in flight (165 feet from home plate; (Junior/Senior/Big League Baseball - 250 feet), is deflected by the act of a fielder in *throwing* a glove, cap, or any article of apparel;
7.05- Each runner including the batter-runner may, without liability to be put out, advance –

(a) to home base scoring a run, if a fair ball goes out of the playing field in flight and the runner touches all bases legally; or if a fair ball which, in the umpire's judgment, would have gone out of the playing field in flight (165 feet from home plate; (Junior/Senior/Big League Baseball - 250 feet), is deflected by the act of a fielder in throwing a glove, cap, or any article of apparel;

(b) three bases, if a fielder deliberately touches a fair ball with a cap, mask, or any part of that fielder's uniform detached from is proper place on the person of said fielder. The ball is in play and the batter may advance to home plate at the batter's peril;
7.05- Each runner including the batter-runner may, without liability to be put out, advance –

(a) to home base scoring a run, if a fair ball goes out of the playing field in flight and the runner touches all bases legally; or if a fair ball which, in the umpire's judgment, would have gone out of the playing field in flight (165 feet from home plate; (Junior/Senior/Big League Baseball - 250 feet), is deflected by the act of a fielder in throwing a glove, cap, or any article of apparel;

(b) three bases, if fielder deliberately touches a fair ball with a cap, mask, or any part of that fielder's uniform detached from is proper place on the person of said fielder. The ball is in play and the batter may advance to home plate at the batter's peril;

(c) three bases, if a fielder deliberately throws a glove and touches a fair ball. The ball is in play and the batter may advance to home plate at that batter's own peril;
The Runner

7.05- Each runner including the batter-runner may, without liability to be put out, advance –
7.05- Each runner including the batter-runner may, without liability to be put out, advance –

(d) two bases, if a fielder deliberately touches a thrown ball with a cap, mask or any part of the uniform detached from its proper place on the person of said fielder. The ball is in play;
7.05- Each runner including the batter-runner may, without liability to be put out, advance –

(d) two bases, if a fielder deliberately touches a thrown ball with a cap, mask or any part of the uniform detached from its proper place on the person of said fielder. The ball is in play;
(e) two bases, if a fielder deliberately throws a glove and touches a thrown ball. The ball is in play;
7.05- Each runner including the batter-runner may, without liability to be put out, advance –

(d) two bases, if a fielder deliberately touches a thrown ball with a cap, mask or any part of the uniform detached from its proper place on the person of said fielder. The ball is in play;

(e) two bases, if a fielder deliberately throws a glove and touches a thrown ball. The ball is in play;

(f) two bases, if a fair ball bounces or is deflected into the stands outside the first or third base foul line; or if it goes through or under a field fence, or through or under a scoreboard, or through or under shrubbery or vines on the fence; or if it sticks in such fence, scoreboard, shrubbery or vines
7.05- Each runner including the batter-runner may, without liability to be put out, advance –
7.05- Each runner including the batter-runner may, without liability to be put out, advance –

(g) two bases when, with no spectators on the playing field, a thrown ball goes into the stands, or into a bench (whether or not the ball, rebounds into the field), or over or under or through a field fence, or on a wanting pan of the screen above the backstop, or remains in the meshes of wire screen protecting spectators. The ball is dead. When such wild throw is the first play by an infielder, the umpire, in awarding such bases, shall be governed by the position of the runners at the time the ball was pitched; in all other cases the umpire shall be governed by the position of the runners at the time the wild throw was made;
7.05- Each runner including the batter-runner may, without liability to be put out, advance –

(g) two bases when, with no spectators on the playing field, a thrown ball goes into the stands, or into a bench (whether or not the ball, rebounds into the field), or over or under or through a field fence, or on a wanting pan of the screen above the backstop, or remains in the meshes of wire screen protecting spectators. The ball is dead. When such wild throw is the first play by an infielder, the umpire, in awarding such bases, shall be governed by the position of the runners at the time the ball was pitched; in all other cases the umpire shall be governed by the position of the runners at the time the wild throw was made;

APPROVED RULING: If all runners, including the batter-runner have advanced at least one base when an infielder makes a wild throw on the first play after the pitch, the award shall be governed by the position of the runners when the wild throw was made.
7.05- Each runner including the batter-runner may, without liability to be put out, advance –

(h) one base, if a ball, pitched to the batter, or thrown by the pitcher from the position on the pitcher's plate to a base to catch a runner goes into a stand or a bench, or over or through a field fence or backstop. The ball is dead;
7.05- Each runner including the batter-runner may, without liability to be put out, advance –

(h) one base, if a ball, pitched to the batter, or thrown by the pitcher from the position on the pitcher's plate to a base to catch a runner goes into a stand or a bench, or over or through a field fence or backstop. The ball is dead;

(i) one base, if the batter becomes a runner on a ball four when the pitch passes the catcher and lodges in the umpire's mask or paraphernalia.
7.05- Each runner including the batter-runner may, without liability to be put out, advance –

(h) one base, if a ball, pitched to the batter, or thrown by the pitcher from the position on the pitcher's plate to a base to catch a runner goes into a stand or a bench, or over or through a field fence or backstop. The ball is dead;

(i) one base, if the batter becomes a runner on a ball four when the pitch passes the catcher and lodges in the umpire's mask or paraphernalia.

NOTE (1): If the batter becomes a runner on a wild pitch which entitles the runners to advance one base, the batter-runner shall be entitled to first base only but can advance beyond first base at their own risk if the ball stays in play.
7.06 - When the obstruction occurs, the umpire shall call or signal "Obstruction"
7.06 - When the obstruction occurs, the umpire shall call or signal "Obstruction"

(a) If a play is being made on the obstructed runner, or if the batter-runner is obstructed before touching first base, the ball is dead and all runners shall advance without liability to be put out, to the bases they would have reached, in the umpire's judgment, if there had been no obstruction. The obstructed runner shall be awarded at least one base beyond the base last legally touched by such runner, before the obstruction. Any preceding runners forced to advance by the award of bases as the penalty for obstruction shall advance without liability to be put out;
7.06 - When the obstruction occurs, the umpire shall call or signal "Obstruction"

(b) If no play is being made on the obstructed runner, the play shall proceed until no further action is possible. The umpire shall then call "Time" and impose such penalties, if any, as in that umpire's judgment will nullify the act of obstruction. (NOTE 1: When the ball is not dead on obstruction and an obstructed runner advances beyond the base which, in the umpire's judgment, the runner would have been awarded because of being obstructed, the runner does so at his/her own risk and may be tagged Out. This is a judgment call. NOTE 2: The catcher, without the ball in his/her possession, has no right to block the pathway of the runner attempting to score. The base line belongs to the runner and the catcher should be there only when fielding a ball or with the ball already in his/her possession.)
The Runner

7.08- Any runner is out when;
7.08- Any runner is out when;

(a) (1) running more than three feet away from a direct line between bases to avoid being tagged, unless such action is to avoid interference with a fielder fielding a batted ball; or (2) after touching first base the runner leaves the baseline, obviously abandoning all effort to touch the next base; or (3) the runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag; (4 Tee Ball, Little League Majors and Minors only) the runner slides head first while advancing.
The Runner

7.08- Any runner is out when;

(a) (1) running more than three feet away from a direct line between bases to avoid being tagged, unless such action is to avoid interference with a fielder fielding a batted ball; or (2) after touching first base the runner leaves the baseline, obviously abandoning all effort to touch the next base; or (3) the runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag; (4 Tee Ball, Little League Majors and Minors only) the runner slides head first while advancing.

APPROVED RULING (Junior/Senior/Big League Baseball): When a batter becomes a runner on a third strike not caught and starts for the bench or his/her position, that batter may advance to first base at any time before entering the bench. To put the batter out, the defense must tag the batter or first base before the batter touches first base.
The Runner

7.08- Any runner is out when;

(b) intentionally interferes with a thrown ball; or hinders a fielder attempting to make a play on a batted ball NOTE: A runner who is adjudged to have hindered a fielder who is attempting to make a play on a batted ball is out whether it was intentional or not);
7.08- Any runner is out when;

(b) intentionally interferes with a thrown ball; or hinders a fielder attempting to make a play on a batted ball (NOTE: A runner who is adjudged to have hindered a fielder who is attempting to make a play on a batted ball is out whether it was intentional or not);

(c) that runner is tagged, when the ball is alive, while off a base:
7.08- Any runner is out when;

(b) intentionally interferes with a thrown ball; or hinders a fielder attempting to make a play on a batted ball (NOTE: A runner who is adjudged to have hindered a fielder who is attempting to make a play on a batted ball is out whether it was intentional or not);

(c) that runner is tagged, when the ball is alive, while off a base:

EXCEPTION: A batter-runner cannot be tagged out after overrunning or oversliding first base if said batter-runner returns immediately to the base.
7.08- Any runner is out when;

(b) intentionally interferes with a thrown ball; or hinders a fielder attempting to make a play on a batted ball (NOTE: A runner who is adjudged to have hindered a fielder who is attempting to make a play on a batted ball is out whether it was intentional or not);

(c) that runner is tagged, when the ball is alive, while off a base:

EXCEPTION: A batter-runner cannot be tagged out after overrunning or oversliding first base if said batter-runner returns immediately to the base.

APPROVED RULING: (1) If the impact of a runner breaks a base loose from its position, no play can be made on that runner at that base if the runner had reached the base safely.
7.08- Any runner is out when;

(b) intentionally interferes with a thrown ball; or hinders a fielder attempting to make a play on a batted ball (NOTE: A runner who is adjudged to have hindered a fielder who is attempting to make a play on a batted ball is out whether it was intentional or not);
(c) that runner is tagged, when the ball is alive, while off a base:

EXCEPTION: A batter-runner cannot be tagged out after overrunning or oversliding first base if said batter-runner returns immediately to the base.

**APPROVED RULING: (2)** If a base is dislodged from its position during a play, any following runner on the same play shall be considered as touching or occupying the base if, in the umpire's judgment, that runner touches or occupies the dislodged bag, or the point marked by the original location of the dislodged bag.
The Runner

- **NOTE:** Base runners can legally retouch their base once a fair ball in flight is touched and advance at their own risk and can also advance if a foul ball is caught.
THERE ARE SEVERAL MORE SITUATIONS THAT CAN OCCUR WHICH WILL CAUSE THE BATTER TO BE OUT. STUDY THE RULE BOOK AND “THE RIGHT CALL” BOOKLET THAT YOU RECEIVED TODAY.
RUNNER INTERFERENCE
(Runner Touched By Fair Ball)

“Time!”
(kill the play at the moment of interference)

“He’s Out!”
(call the runner out)

“That’s Interference!”
(point to the violation)

….at this time, the umpire signals all runners to return to their original bases.

Dos Pueblos Little League
8.01 - Legal pitching delivery. There are two legal pitching positions, the Windup Position and the Set Position, and either position may be used at any time.
8.01 - Legal pitching delivery. There are two legal pitching positions, the Windup Position and the Set Position, and either position may be used at any time.

a. The Windup Position. The pitcher shall stand facing the batter, the entire pivot foot on, or in front of and touching and not off the end of the pitcher's plate, and the other foot free. From this position any natural movement associated with the delivery of the ball to the batter commits the pitcher to pitch without interruption or alteration. The pitcher shall not raise either foot from the ground, except that in the actual delivery of the ball to the batter, said pitcher may take one step backward, and one step forward with the free foot.
The Pitcher

From this position the pitcher may:
The Pitcher

From this position the pitcher may:

1. deliver the ball to the batter, or
The Pitcher

From this position the pitcher may:

1. deliver the ball to the batter, or

2. step and throw to a base in an attempt to pick off a runner, or
The Pitcher

From this position the pitcher may:

1. deliver the ball to the batter, or

2. step and throw to a base in an attempt to pick off a runner, or

3. disengage the pitcher's plate. In disengaging the pitcher's plate, the pitcher must step off with the pivot foot and not the free foot first. The pitcher may not go into a set or stretch position. If the pitcher does, it is an illegal pitch (a balk in Junior/Senior/Big League Baseball.)
The Pitcher

From this position the pitcher may:

1. deliver the ball to the batter, or

2. step and throw to a base in an attempt to pick off a runner, or

3. disengage the pitcher's plate. In disengaging the pitcher's plate, the pitcher must step off with the pivot foot and not the free foot first. The pitcher may not go into a set or stretch position. If the pitcher does, it is an illegal pitch (a balk in Junior/Senior/Big League Baseball.)

- NOTE: When a pitcher holds the ball with both hands in front of the body, with the entire pivot foot on, or in front of and touching but not off the end of the pitcher's plate, and the other foot free, that pitcher will be considered in a Windup Position.
8.01 (b) The Set Position. Set Position shall be indicated by the pitcher when that pitcher stands facing the batter with the entire pivot foot on, or in front of, AND in contact with, and NOT OFF THE END of the pitcher's plate, and the other foot in front of the pitcher's plate, holding the ball in both hands in front of the body. From such Set Position the pitcher may deliver the ball to the batter, throw to a base or step backward off the pitcher's plate with the pivot foot. Before assuming Set Position, the pitcher may elect to make any natural preliminary motion such as that known as "the stretch." But if the pitcher so elects, that pitcher shall come to Set Position before delivering the ball to that batter.
NOTE: The Little League pitcher need not come to a complete stop. Junior/Senior/Big League baseball: the pitcher must come to a complete and discernible stop.
NOTE: The Little League pitcher need not come to a complete stop. Junior/Senior/Big League baseball: the pitcher must come to a complete and discernible stop.

c. At any time during the pitcher's preliminary movements and until the natural pitching motion commits that pitcher to the pitch, said pitcher may throw to any base provided the pitcher steps directly toward such base before making the throw. The pitcher shall step ahead of the throw. A snap throw followed by the step toward the base is an illegal pitch (A balk in Junior/Senior/Big League Baseball).
The Pitcher

- NOTE: The Little League pitcher need not come to a complete stop. Junior/Senior/Big League baseball: the pitcher must come to a complete and discernible stop.

  c. At any time during the pitcher's preliminary movements and until the natural pitching motion commits that pitcher to the pitch, said pitcher may throw to any base provided the pitcher steps directly toward such base before making the throw. The pitcher shall step ahead of the throw." A snap throw followed by the step toward the base is an illegal pitch (A balk in Junior/Senior/Big League Baseball).

  d. If the pitcher makes an illegal pitch with the bases unoccupied, it shall be called a ball unless the batter reaches first base on a hit, an error, a base on balls, a hit batter or otherwise. A ball which slips out of the pitcher's hand and crosses the foul line shall be called a ball: otherwise it will be called "no pitch" without runners on base, and an illegal pitch (A balk in Junior/Senior/Big League baseball) with runners on base.
The Pitcher

e) If the pitcher removes the pivot foot from contact with the pitcher's plate by stepping backward with that foot, that pitcher thereby becomes an infielder and in the case of a wild throw from that position, it shall be considered the same as a wild throw by any other infielder.
The Pitcher

e) If the pitcher removes the pivot foot from contact with the pitcher's plate by stepping backward with that foot, that pitcher thereby becomes an infielder and in the case of a wild throw from that position, it shall be considered the same as a wild throw by any other infielder.

f) Tee Ball: The pitcher shall keep both feet on the pitcher's plate until the ball is hit.
e) If the pitcher removes the pivot foot from contact with the pitcher's plate by stepping backward with that foot, that pitcher thereby becomes an infielder and in the case of a wild throw from that position, it shall be considered the same as a wild throw by any other infielder.

f) Tee Ball: The pitcher shall keep both feet on the pitcher's plate until the ball is hit.

8.02- The pitcher shall not - (a)(1) bring the pitching hand in contact with the mouth or lips while in the 10-foot circle (18-foot circle in Junior/Senior/Big League baseball) surrounding the pitcher's plate;
The Pitcher

e) If the pitcher removes the pivot foot from contact with the pitcher's plate by stepping backward with that foot, that pitcher thereby becomes an infielder and in the case of a wild throw from that position, it shall be considered the same as a wild throw by any other infielder.

f) Tee Ball: The pitcher shall keep both feet on the pitcher's plate until the ball is hit.

8.02- The pitcher shall not - (a)(1) bring the pitching hand in contact with the mouth or lips while in the 10-foot circle (18-foot circle in Junior/Senior/Big League baseball) surrounding the pitcher's plate;

PENALTY: For violation of this part of the rule the umpires shall immediately call a ball and warn the pitcher that repeated violation of any part of this rule can cause the pitcher to be removed from the game. However, if the pitch is made and a batter reaches first base on a hit, an error, a hit batter or otherwise, and no other runner is put out before advancing at least one base, the play shall proceed without reference to the violation.
The Pitcher
Shall Not…

2. apply a foreign substance of any kind to the ball:
The Pitcher

Shall Not…

2. apply a foreign substance of any kind to the ball
3. expectorate on the ball, either hand or the glove:
The Pitcher

Shall Not…

2. apply a foreign substance of any kind to the ball
3. expectorate on the ball, either hand or the glove:
4. rub the ball on the glove, person or clothing:
The Pitcher

Shall Not…

2. apply a foreign substance of any kind to the ball
3. expectorate on the ball, either hand or the glove:
4. rub the ball on the glove, person or clothing:
5. deface the ball in any manner;
The Pitcher

Shall Not…

2. apply a foreign substance of any kind to the ball
3. expectorate on the ball, either hand or the glove:
4. rub the ball on the glove, person or clothing:
5. deface the ball in any manner;
6. deliver what is called the "shine" ball, 'spit ball, mud" ball or "emery" ball. The pitcher, of course is allowed to rub off the ball between the bare hands;
This regulation applies Only to the Little League (Majors) Division and Minor League.
This regulation applies Only to the Little League (Majors) Division and Minor League.

(a) Any player on the team roster may pitch.
EXCEPTION: A player who has attained a league age of twelve (12) is not eligible to pitch in the Minor League.
The Pitcher

This regulation applies Only to the Little League (Majors) Division and Minor League.

(a) Any player on the team roster may pitch. EXCEPTION: A player who has attained a league age of twelve (12) is not eligible to pitch in the Minor League.

(b) If a player pitches in less than four (4) innings one calendar day of rest is mandatory. If a player pitches in four (4) or more Innings, three (3) calendar days of rest must be observed. A player may pitch in a maximum of six (6) innings in a calendar week, Sunday through Saturday. Delivery of a single pitch constitutes having pitched in an inning.
The Pitcher

This regulation applies Only to the Little League (Majors) Division and Minor League.

**EXAMPLE** - If a player pitched in four or more innings on (Column A): and
is still eligible, that player can pitch again on (Column B):

<table>
<thead>
<tr>
<th>Column A</th>
<th>Column B</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sunday</td>
<td>Thursday</td>
</tr>
<tr>
<td>Monday</td>
<td>Friday</td>
</tr>
<tr>
<td>Tuesday</td>
<td>Saturday</td>
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<td>Wednesday</td>
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<td>Friday</td>
<td>Tuesday</td>
</tr>
<tr>
<td>Saturday</td>
<td>Wednesday</td>
</tr>
</tbody>
</table>
c) Little League (Majors) Division: Only three players of league age 12 may be used as pitchers during a calendar week. All three may pitch in one or more games, but each is limited to a total of six (6) innings within the calendar week and subject to rest periods described in section (b). The total number of innings pitched by 12 year olds shall not exceed 12 innings in a calendar week.
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d) A player once removed as a pitcher may not pitch again in the same game.
The Pitcher

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e) Little League (Majors) Division: Not more than five (5) pitchers per team shall be used in one game.
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EXCEPTION: In case of illness or injury to a fifth pitcher, an additional pitcher may be used.

f) Violation of any section of this regulation can result in protest of the game in which it occurs. Protest shall be made in accordance with Playing Rule 4.19.
1. The withdrawal of an Ineligible pitcher after that pitcher is announced or after a warm-up pitch is delivered but before that player has pitched a ball to a batter, shall not be considered a violation. Little League officials are urged to take precautions to prevent protests. When a protest situation is imminent, the potential offender should be notified immediately.
The Pitcher

Notes

1. The withdrawal of an Ineligible pitcher after that pitcher is announced or after a warm-up pitch is delivered but before that player has pitched a ball to a batter, shall not be considered a violation. Little League officials are urged to take precautions to prevent protests. When a protest situation is imminent, the potential offender should be notified immediately.

2. Innings pitched in games declared "Regulation Tie Games" or "Suspended Games" shall be charged against pitchers eligibility for that week.
The Pitcher

Notes

1. The withdrawal of an Ineligible pitcher after that pitcher is announced or after a warm-up pitch is delivered but before that player has pitched a ball to a batter, shall not be considered a violation. Little League officials are urged to take precautions to prevent protests. When a protest situation is imminent, the potential offender should be notified immediately.

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☐ Note: In suspended games resumed in a subsequent week, the pitchers of record at the time the game was halted may continue to pitch to the extent of their remaining eligibility for the calendar week in which the game is resumed.
The Pitcher

Notes

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   Note: In suspended games resumed in a subsequent week, the pitchers of record at the time the game was halted may continue to pitch to the extent of their remaining eligibility for the calendar week in which the game is resumed.

3. Little League (Majors) Division: If doubleheaders are played, the limitation of six (6) innings in a calendar week would apply to each pitcher. A pitcher who pitched in the first game of a doubleheader may also pitch in the second game provided that pitcher has eligibility remaining.
The Pitcher

Notes

1. The withdrawal of an Ineligible pitcher after that pitcher is announced or after a warm-up pitch is delivered but before that player has pitched a ball to a batter, shall not be considered a violation. Little League officials are urged to take precautions to prevent protests. When a protest situation is imminent, the potential offender should be notified immediately.

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Always straddle the foul line when judging a foul ball. If you are working the plate and your partner is in B or C you’ll use first or third base extended.

Dos Pueblos Little League
Fair Foul

- A ball can not be a foul ball until it...
Fair Foul

- A ball can not be a foul ball until it...
- Stops or settles before reaching first or third base.
Fair Foul

- A ball can not be a foul ball until it…
  - Stops or settles before reaching first or third base.
  - Is touched by a fielder before it settles while the ball is in fair territory. It does not matter where the player is. If the player is in foul territory but the ball is in fair territory when it is touched it is a fair ball.
A ball can not be a foul ball until it…

- Stops or settles before reaching first or third base.
- Is touched by a fielder before it settles while the ball is in fair territory. It does not matter where the player is. If the player is in foul territory but the ball is in fair territory when it is touched it is a fair ball.

- Passes 1st or 3rd base in foul territory.
Fair Foul

A ball cannot be a foul ball until it...

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- Is touched by a fielder before it settles while the ball is in fair territory. It does not matter where the player is. If the player is in foul territory but the ball is in fair territory when it is touched it is a fair ball.
- Passes 1st or 3rd base in foul territory.

- If the ball touches 1st or 3rd base it is a fair ball – bags are in fair territory.
Fair Foul

✔ A ball cannot be a foul ball until it...

✔ Stops or settles before reaching first or third base.
✔ Is touched by a fielder before it settles while the ball is in fair territory. It does not matter where the player is. If the player is in foul territory but the ball is in fair territory when it is touched it is a fair ball.
✔ Passes 1st or 3rd base in foul territory.

✔ If the ball touches 1st or 3rd base it is a fair ball – bags are in fair territory.

⚠ If the batter hits the ball and it bounces back up and hits his body or his bat while both feet are still in the batters box it is a foul ball. However, if one foot is entirely out of the batter’s box it is runner interference and the batter is out.
Fair Foul

- A ball cannot be a foul ball until it...
  - Stops or settles before reaching first or third base.
  - Is touched by a fielder before it settles while the ball is in fair territory. It does not matter where the player is. If the player is in foul territory but the ball is in fair territory when it is touched it is a fair ball.
  - Passes 1st or 3rd base in foul territory.

- If the ball touches 1st or 3rd base it is a fair ball – bags are in fair territory.

- If the batter hits the ball and it bounces back up and hits his body or his bat while both feet are still in the batter's box it is a foul ball. However, if one foot is entirely out of the batter's box it is runner interference and the batter is out.

- If a fly ball hits the foul pole and stays on the outside parameter of the fence IT IS A HOME RUN. If it hits the foul pole and bounces back into the playing field...

**IT’S A HOME RUN**
A ball that his home plate is fair as the plate is in fair territory.
**Fair Foul**

- A ball that hits the home plate is fair as the plate is in fair territory.
- **Foul lines and foul poles are also in fair territory.**
A ball that his home plate is fair as the plate is in fair territory.
Foul lines and foul poles are also in fair territory.
Never be in a hurry to call a fair/foul ball.
A ball that his home plate is fair as the plate is in fair territory.
Foul lines and foul poles are also in fair territory.
Never be in a hurry to call a fair/foul ball.
If you do not know if the ball was fair or foul (blocked out), ALWAYS call the ball fair. The reasoning for this is that you can reverse a fair call if you find yourself in error (after consulting with your partner). If you call it foul, you have killed the play and have no recourse to correct it and get it right.
A ball that his home plate is fair as the plate is in fair territory.
Foul lines and foul poles are also in fair territory.
Never be in a hurry to call a fair/foul ball.
If you do not know if the ball was fair or foul (blocked out), ALLWAYS call the ball fair. The reasoning for this is that you can reverse a fair call if you find yourself in error (after consulting with your partner). If you call it foul, you have killed the play and have no recourse to correct it and get it right.
When calling a ball foul, if it is close, CALL IT LOUD – SELL IT!
A ball that his home plate is fair as the plate is in fair territory.

Foul lines and foul poles are also in fair territory.

Never be in a hurry to call a fair/foul ball.

If you do not know if the ball was fair or foul (blocked out), ALLWAYS call the ball fair. The reasoning for this is that you can reverse a fair call if you find yourself in error (after consulting with your partner). If you call it foul, you have killed the play and have no recourse to correct it and get it right.

When calling a ball foul, if it is close, CALL IT LOUD – SELL IT!

If the ball is 20 feet off the foul line, merely raising hands, call foul at a normal voice and point foul. NO CALL IS OK TOO.
A ball that hits home plate is fair as the plate is in fair territory.
Foul lines and foul poles are also in fair territory.
Never be in a hurry to call a fair/foul ball.
If you do not know if the ball was fair or foul (blocked out), ALWAYS call the ball fair. The reasoning for this is that you can reverse a fair call if you find yourself in error (after consulting with your partner). If you call it foul, you have killed the play and have no recourse to correct it and get it right.
When calling a ball foul, if it is close, CALL IT LOUD – SELL IT!
If the ball is 20 feet off the foul line, merely raising hands, call foul at a normal voice and point foul. NO CALL IS OK TOO.
When calling a foul ball which goes out of play, merely call “foul”. There’s no need to add “out of play”. It is apparent to everyone that the ball is out of play. NO CALL IS OK TOO.
A foul tip is a live ball. Runners may advance at their own risk.
A foul tip is a live ball. Runners may advance at their own risk. In order for it to be a foul tip it must be caught by the catcher. The noise made or the fact that the bat just barely nicked the ball is not how you define a foul tip.
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In order for it to be a foul tip it must be caught by the catcher. The noise made or the fact that the bat just barely nicked the ball is not how you define a foul tip.

As plate umpire you need to really take your time when making this call. You should look down and be sure the ball is in the catcher’s glove. Just like a catch the ball must transfer to the catcher’s throwing hand. If he drops the ball and in your judgment it is an involuntary release it is a FOUL BALL.
A foul tip is a live ball. Runners may advance at their own risk. In order for it to be a foul tip it must be caught by the catcher. The noise made or the fact that the bat just barely nicked the ball is not how you define a foul tip. As plate umpire you need to really take your time when making this call. You should look down and be sure the ball is in the catcher’s glove. Just like a catch the ball must transfer to the catcher’s throwing hand. If he drops the ball and in your judgment it is an involuntary release it is a FOUL BALL. It must be a clean catch. If the ball is tipped off of the bat then deflected off of the catcher’s mask then into the glove it is a foul ball.
A foul tip is a live ball. Runners may advance at their own risk.

In order for it to be a foul tip it must be caught by the catcher. The noise made or the fact that the bat just barely nicked the ball is not how you define a foul tip.

As plate umpire you need to really take your time when making this call. You should look down and be sure the ball is in the catcher’s glove. Just like a catch the ball must transfer to the catcher’s throwing hand. If he drops the ball and in your judgment it is an involuntary release it is a FOUL BALL.

It must be a clean catch. If the ball is tipped off of the bat then deflected off of the catcher’s mask then into the glove it is a foul ball.

If there are two strikes on the batter and a foul tip is caught…

HE’S OUT!
A CATCH is the act of a fielder in getting secure possession in his hand or glove of a ball in flight and firmly holding it; providing he does not use his cap, protector, pocket or any other part of his uniform in getting possession.
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It is not a catch, however, if simultaneously or immediately following his contact with the ball, he collides with a player, or with a wall, or if he falls down, and as a result of such collision or falling, drops the ball. It is not a catch if a fielder touches a fly ball which then hits a member of the offensive team or an umpire and then is caught by another defensive player.
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If the fielder has made the catch and drops the ball while in the act of making a throw following the catch, the ball shall be adjudged to have been caught. In establishing the validity of the catch, the fielder shall have complete control of the ball and that his/her release of the ball is voluntary and intentional.
A catch is legal if the ball is finally held by any fielder, even though juggled, or held by another fielder before it touches the ground.
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Runners may leave their bases the instant the first fielder touches the ball. A fielder may reach over a fence, railing, rope or other line of demarcation to make a catch. He may jump on top of a railing, or canvas that may be in foul ground. No interference should be allowed when a fielder reaches over a fence, railing, rope or into a stand to catch a ball. He does so at his own risk. If a fielder, attempting a catch at the edge of the dugout, puts his foot or feet in dead ball area and the catch is made, it shall be allowed.
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It’s critical that you keep your eyes on the play. There is no such thing as a 5 second rule.
A catch is legal if the ball is finally held by any fielder, even though juggled, or held by another fielder before it touches the ground.

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It is critical that you keep your eyes on the play. There is no such thing as a 5 second rule.

Example: Left fielder catches a fly ball on the run. He takes 15 steps while attempting to slow down. He trips and drops the ball 9 seconds after the ball hits the glove. NO CATCH! NO CATCH!

Dos Pueblos Little League
Interference & Obstruction

Who Obstructs? Who interferes?
Who Obstructs? Who interferes?

DO:
Interference & Obstruction

Who Obstructs? Who interferes?

DO: Defense Obstructs
Interference & Obstruction

Who Obstructs? Who interferes?

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OI:
Interference & Obstruction

Who Obstructs? Who interferes?

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Interference & Obstruction

Who Obstructs? Who interferes?

DO: Defense Obstructs

OI: Offense Interferes

Defensive interference is an act by a fielder which hinders or prevents a batter from hitting a pitch.
Interference is one of the toughest calls an umpire has to make. It’s a call based solely on the umpire's judgment. To make a good judgment as to whether or not interference occurred, the umpire must understand the definition as stated in the rules so it can be recognized when it occurs. After interference is called, the proper rule must be applied.

The definition as stated in Rule 2.00 is:
Interference

- Offensive interference is an act by the team at bat which interferes with, obstructs, impedes, hinders or confuses any fielder attempting to make a play. If the umpire declares the batter, batter-runner, or a runner out for interference, all other runners shall return to the last base that was in the judgment of the umpire, legally touched at the time of the interference, unless otherwise provided by these rules.
Interference

☑ Offensive interference is an act by the team at bat which interferes with, obstructs, impedes, hinders or confuses any fielder attempting to make a play. If the umpire declares the batter, batter-runner, or a runner out for interference, all other runners shall return to the last base that was in the judgment of the umpire, legally touched at the time of the interference, unless otherwise provided by these rules.

☑ In the event the batter-runner has not reached first base, all runners shall return to the base last occupied at the time of the pitch.
Interference

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☑ In the event the batter-runner has not reached first base, all runners shall return to the base last occupied at the time of the pitch.

☐ (b) Defensive interference is an act by a fielder which hinders or prevents a batter from hitting a pitch.
Interference

☑ Offensive interference is an act by the team at bat which interferes with, obstructs, impedes, hinders or confuses any fielder attempting to make a play. If the umpire declares the batter, batter-runner, or a runner out for interference, all other runners shall return to the last base that was in the judgment of the umpire, legally touched at the time of the interference, unless otherwise provided by these rules.

☑ In the event the batter-runner has not reached first base, all runners shall return to the base last occupied at the time of the pitch.

☑ (b) Defensive interference is an act by a fielder which hinders or prevents a batter from hitting a pitch.

☑ It should be noted that (b) above is the only defensive interference. Hindering the runner by the defense is OBSTRUCTION.
Interference

How do we interpret this rule? The key, is to focus on the phrase “interferes with, obstructs, impedes, hinders or confuses.” Those words cover a lot of actions. The umpire, after witnessing an act by the offense must ask himself the following question; “Did the offense interfere with, obstruct, impede, hinder or confuse the fielder attempting to make the play?” If the answer is yes, interference should be called. The call must be made as soon as possible. When interference is called the ball is immediately dead and no runners may advance beyond the base they held at the time of the interference. The umpire must be aware of where all runners are at the time of the call.
Interference

How do we interpret this rule? The key, is to focus on the phrase “interferes with, obstructs, impedes, hinders or confuses.” Those words cover a lot of actions. The umpire, after witnessing an act by the offense must ask himself the following question; “Did the offense interfere with, obstruct, impede, hinder or confuse the fielder attempting to make the play?” If the answer is yes, interference should be called. The call must be made as soon as possible. When interference is called the ball is immediately dead and no runners may advance beyond the base they held at the time of the interference. The umpire must be aware of where all runners are at the time of the call.

When the interference occurs the umpire calls it immediately. Do not wait to see the outcome of the play.
Some interference calls are easy.
Some interference calls are easy.

Example: If a runner is hit by a batted ball he is out and no judgment of intent is required unless he is hit by a deflected ball, or the ball has passed an infielder, in which case the umpire must decide if he intended to be hit to interfere, obstruct, impede, hinder or confuse the defense or if another fielder had a play on the ball. Rule 5.09(f) and 7.08(f).
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The fielder's protection begins the moment the ball is hit. That protection continues as he completes his initial play. His protection ends if he misplays the batted ball and has to move to recover it. Contact with the fielder is not necessary for interference to be called.
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When a ball is hit, you have to judge which fielder has the best chance to field the ball. That fielder is then "protected" meaning; must not be interfered with, from the time the ball leaves the bat, up through the gloving of the ball and the act of throwing. The fielder is protected even if he started to field the ball from outside the base path and then moved into it to field the ball. The runner must avoid a fielder attempting to field a batted ball.
Rule 7.09(L). He must avoid the fielder and not interfere with him during the entire time that the fielder is in protected status and in all areas including the base path.
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Interference is the act of hindering or obstructing a fielder attempting to make a play. A "Play" is the act of throwing, or attempting a tag of a runner or a base, or an attempt to catch a throw.
Interference

Rule 7.09(L). He must avoid the fielder and not interfere with him during the entire time that the fielder is in protected status and in all areas including the base path.

Interference is the act of hindering or obstructing a fielder attempting to make a play. A "Play" is the act of throwing, or attempting a tag of a runner or a base, or an attempt to catch a throw.

Difficult calls are the ones involving thrown balls. Interference with a thrown ball must be judged as an intentional act. Rule 7.08(b), 7.09(L). If a runner is hit by a thrown ball while running the bases, he is not out unless the umpire judges that the runner intentionally interfered, obstructed, hindered or confused the defense attempting to make a play.

Some examples of interference are:
Interference

- Yelling at a fielder as he attempts a catch or play (Note that the rule states "the team at bat." This includes coaches and players on the bench.)
Interference

- Yelling at a fielder as he attempts a catch or play (Note that the rule states "the team at bat." This includes coaches and players on the bench.
- Waving his arms to distract the fielder.
Interference

- Yelling at a fielder as he attempts a catch or play (Note that the rule states "the team at bat." This includes coaches and players on the bench.
- Waving his arms to distract the fielder.
- Making contact with the fielder as he attempts a throw.
Interference

☑ Yelling at a fielder as he attempts a catch or play (Note that the rule states "the team at bat." This includes coaches and players on the bench.
☑ Waving his arms to distract the fielder.
☑ Making contact with the fielder as he attempts a throw.
☐ Making contact or otherwise interfering with the fielder as he attempts to catch a batted ball.
Interference

- Yelling at a fielder as he attempts a catch or play (Note that the rule states "the team at bat." This includes coaches and players on the bench.
- Waving his arms to distract the fielder.
- Making contact with the fielder as he attempts a throw.
- Making contact or otherwise interfering with the fielder as he attempts to catch a batted ball.
- Making **INTENTIONAL** contact with a fielder as he attempts to catch a thrown ball. The runner has a right to the base path except when a fielder is attempting to field a BATTED ball.
Interference

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- **Making INTENTIONAL contact with a thrown ball.**
Interference

☑ Yelling at a fielder as he attempts a catch or play (Note that the rule states "the team at bat." This includes coaches and players on the bench.
☑ Waving his arms to distract the fielder.
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☑ Making contact or otherwise interfering with the fielder as he attempts to catch a batted ball.
☑ Making INTENTIONAL contact with a fielder as he attempts to catch a thrown ball. The runner has a right to the base path except when a fielder is attempting to field a BATTED ball.
☑ Making INTENTIONAL contact with a thrown ball.
☑ Stopping directly in front of a fielder attempting to field a ground ball.
Many people believe the batter's box is a safety zone for the batter. It is not. The batter MAY be called out for interference although he is within the box. The key words, impede, hinder, confuse or obstruct apply to this situation.
Many people believe the batter's box is a safety zone for the batter. It is not. The batter MAY be called out for interference although he is within the box. The key words, impede, hinder, confuse or obstruct apply to this situation.

An umpire must use good judgment. The batter cannot be expected to immediately disappear. If he has a chance to avoid interference after he has had time to react to the situation and does not, he is guilty. If he just swung at a pitch, or had to duck a pitch and is off-balance, he can't reasonably be expected to then avoid a play at the plate. The batter should always be called out when he makes contact and is outside the box.
Unlike batter interference on a steal or pick-off attempt, interference by the batter-runner is cause for calling “Time” immediately and enforcing the penalty.

Dos Pueblos Little League
Obstruction

- Obstruction is called when the defense hinders the runners ability to run the bases. There are two different applications of the rule. One causes an immediate dead ball and the other is delayed dead. If a play is being made on a runner who is obstructed, the ball is immediately dead. If no play is being made the ball is delayed dead. A *play* for purposes of this rule is when the ball is in-flight heading toward the base the runner is heading, an attempted tag, or when the runner is caught in a run-down. The rule book definition is:
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☐ OBSTRUCTION is the act of a fielder who, while not in possession of the ball and not in the act of fielding the ball, impedes the progress of any runner.
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☐ OBSTRUCTION is the act of a fielder who, while not in possession of the ball and not in the act of fielding the ball, impedes the progress of any runner.

☐ If a fielder is about to receive a thrown ball and if the ball is in flight directly toward and near enough to the fielder so he must occupy his position to receive the ball he may be considered "in the act of fielding a ball." It is entirely up to the judgment of the umpire as to whether a fielder is in the act of fielding a ball. After a fielder has made an attempt to field a ball and missed, he can no longer be in the "act of fielding" the ball. For example: an infielder dives at a ground ball and the ball passes him and he continues to lie on the ground and delays the progress of the runner, he very likely has obstructed the runner."
Obstruction

A fake tag is considered obstruction!
Obstruction

☑ A fake tag is considered obstruction!
☐ The fielder may stand in the base path without the ball, IF, the throw is almost to him and he needs to be there to catch the ball. "Almost to him" is a judgment by the umpire. Some say that when a throw is over the infield grass and heading toward the fielder; the fielder is "in the act of fielding" and may stand where he needs to, to catch the ball. However, he may not actually block the base until he has possession of the ball. Until he has possession of the ball he must give the runner some way to get to the base. Obstruction can NEVER be called on a fielder for blocking a base; when he has possession of the ball.
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As with interference, obstruction is also a tough judgment call. Contact between the runner and fielder is not necessary to meet the definition. If a runner must slow down or alter his path to avoid a fielder who is not in possession of the ball and not in the act of fielding, he has been obstructed.
If no play is being made on the runner at the time he is obstructed, the play continues. The tough part comes when the play stops. The umpire will award the runner the base to which the umpire believes he would have reached had he not been obstructed.
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For example: the batter hits a ball in the gap for what looks like an easy double. No play is being made on him. As he rounds first the fielder is in his path and they collide. The batter stops at first. The umpire will award the runner second base if he believes the runner would have made it there had he not been obstructed.
**Obstruction**

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- It doesn't matter where the obstruction occurs. If a runner is obstructed at first base and the umpire believes he could have made it to third base, he will be awarded third. The umpire must be the judge. If, in the umpire's judgment, a runner is slowed down by one step at first and then is thrown out by five steps at third, the out should stand.
An immediate dead ball obstruction is called when obstruction occurs while a play is being made on the runner. For example: a runner on first is attempting to reach third on a hit. He is obstructed by a fielder between second and third as the throw from the outfield is heading toward third. This is a play on the runner. The umpire should call "time" when the obstruction occurs and award the runner third base. Another example is a run-down play. It doesn’t matter which way the runner is heading. If he is obstructed while being played upon in a run-down, he is awarded at least one base beyond the last base he held.
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If a runner is obstructed attempting to get back to first on a pick-off play, the ball is dead and he is awarded second.
An immediate dead ball obstruction is called when obstruction occurs while a play is being made on the runner. For example: a runner on first is attempting to reach third on a hit. He is obstructed by a fielder between second and third as the throw from the outfield is heading toward third. This is a play on the runner. The umpire should call "time" when the obstruction occurs and award the runner third base. Another example is a run-down play. It doesn’t matter which way the runner is heading. If he is obstructed while being played upon in a run-down, he is awarded at least one base beyond the last base he held.

If a runner is obstructed attempting to get back to first on a pick-off play, the ball is dead and he is awarded second.

If a runner is awarded bases due to obstruction; runners ahead of him are forced to the next base. However, trailing runners are not always given another base when obstruction awards a lead runner another base. Rule 7.06 covers obstruction. 7.06(a) is when a play is being made and 7.06(b) is when there is no play being made.
Obstruction?
Obstruction?
Obstruction?
Obstruction?
Did the first baseman impede the progress of the runner?
OBSTRUCTION
(Play Being Made On Obstructed Runner)
AWARDING BASES

“Time” is called immediately when a play is being made on a runner who has been obstructed. When B-R is obstructed after hitting a fly ball, the ball shall not be immediately killed. If the catch is made, it shall count and the obstructed disregarded. If B-R is obstructed after hitting a ground ball, the ball shall be killed immediately and the obstruction penalty enforced.
OBSTRUCTION / NO PLAY ON OBSTRUCTED RUNNER

(If the B-R is obstructed at time of occurrence, Point to Obstruction)

AFTER ALL PLAY HAS STOPPED...

1. "That's OBSTRUCTION!"

2. "Time!"

(Point to Obstruction at time of occurrence)

NOW...You Either:

3. "You, stay right there!"

4. "You, 3rd base (or whatever Base you deem appropriate)"

Instruct Runner To Stay Where He Is.....

Unless a play is being made on the obstructed runner or the B-R is obstructed before reaching 1st base, the ball remains alive and in play.

Dos Pueblos Little League
Much confusion exists regarding the proper award of bases after a ball enters dead ball territory.
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The most common myth is the statement "he gets 1 plus 1." This is NOT correct. Rule 7.05 covers award of bases and an umpire must know all the details of this rule. Rule 7.05(g) is the focus of this presentation.
Awarding Bases

✓ Much confusion exists regarding the proper award of bases after a ball enters dead ball territory.
✓ The most common myth is the statement "he gets 1 plus 1." This is NOT correct. Rule 7.05 covers award of bases and an umpire must know all the details of this rule. Rule 7.05(g) is the focus of this presentation.
✓ When the pitcher throws the ball into dead ball territory while he is in contact with the rubber, the runners are awarded one base. If he is not in contact with the rubber he is a fielder. When any fielder throws the ball into dead ball territory, the runners are awarded two bases.
Much confusion exists regarding the proper award of bases after a ball enters dead ball territory.

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The complicated part of this rule is deciding from what position the two bases are awarded. There are several exceptions that can affect the award…
Awarding Bases

- If the throw was the first play by an infielder, the award is two bases from where the runners were at the time the pitch was thrown in 99% of the plays. There is an exception that will be described later. Time of pitch is when the pitcher began his motion to the plate. "Where the runners were" means from the last legally held base. The direction they were running or how far between bases they were has nothing to do with the award. They get 2 bases closer to home plate from wherever they were positioned.
Awarding Bases

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- If the throw was the second play by an infielder, or any play by an outfielder, the award is two bases from the time the throw left the fielder's hand. The moment when the ball enters dead ball territory has no effect on the determination of the placement of the runners. The placement is from where the runners were at the time of the pitch or the time the throw left the thrower's hand depending on whether the play was the first play by an infielder or some other play.
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A key thought to remember is: "first play by an infielder = time of pitch. Second play or outfielder = time of release." The award is always two bases. The only decision is; from where?
Awarding Bases

EXCEPTIONS:
Awarding Bases

EXCEPTIONS:
- If ALL runners including the batter runner have advanced one base before the first play by an infielder, the award is from time of release. The key word is ALL. Example: Runner on second. A high pop-up is hit to the shortstop. The runner holds. The shortstop drops the ball, then throws to first attempting to get the batter who has already rounded the base before the release of the throw, and the ball enters dead ball territory. This was the first play by an infielder which means the award is from time of pitch. The exception states that ALL runners must advance a base before the time of release award is used. Because the runner at second held his base, the award is from time of pitch.
Awarding Bases

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☑ A play for purposes of this rule is a legitimate attempt to retire a runner. A throw to a base, an attempted tag or attempting to touch a base for a force out are plays. A fake throw or fielding a batted ball are not.
Awarding Bases

EXAMPLES:
- Runner on first. Ground ball to SS. The throw to second is too late and R1 is safe. The second baseman throws to first and the ball goes into dead ball area. R1 is awarded home and the batter is awarded second. This was the second play so time of release applies. R1 was at second when the throw was made. The batter was not at first at the time of the release.
Awarding Bases

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☐ An infielder is always an infielder for purposes of this rule even if he has gone into the outfield. Anytime the infielder's throw is the second throw after the batted ball has been fielded, the time of throw will apply in determining the award.
Awarding Bases

**EXAMPLES:**

☑ Runner on first. Ground ball to SS. The throw to second is too late and R1 is safe. The second baseman throws to first and the ball goes into dead ball area. R1 is awarded home and the batter is awarded second. This was the second play so time of release applies. R1 was at second when the throw was made. The batter was not at first at the time of the release.

☑ An infielder is always an infielder for purposes of this rule even if he has gone into the outfield. Anytime the infielder's throw is the second throw after the batted ball has been fielded, the time of throw will apply in determining the award.

☐ The catcher is an infielder for purposes of this rule. If he throws a batted ball out of play as the first play, the award is from time of pitch. If he throws away a ball on a second play or one in which the batter has not become a runner, the award is from time of throw.
Leaving Base Early
Before the pitch

- When a pitcher is in contact with the pitcher's plate AND in possession of the ball AND the catcher is in the catcher's box READY TO RECEIVE delivery of the ball, base runners shall not leave their bases until the ball has been delivered and has REACHED THE BATTER.
Leaving Base Early

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Confusion on this rule arises in regard to what exactly do they mean by “REACHED THE BATTER” and "READY TO RECEIVE" and just when does a runner have to return and what is the proper penalty when a runner leaves early and then the pitch is hit.
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Ready to receive means the catcher must have his equipment on (including his helmet) and be in the catcher's box facing the pitcher. He does NOT have to be squatting. The batter does not have to be in the batter's box. Because the batter may not be in the box, the catcher is not required to squat.
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Reached the batter means literally that. If the batter is standing in the front of the box the pitch reaches him at a different time than when he is standing in the back of the box. It is NOT when the pitch crosses the plate, which is the most common misinterpretation.
Frequently in Little League, a batter who is a fast runner will run all the way to second after receiving a base-on-balls. This occurs mostly when a runner is on third. Managers think they can stop this by having the catcher immediately return the ball to the pitcher and have the pitcher step on the rubber before the runner arrives at first. SORRY! The official ruling from headquarters is: you may not stop a runner who is ALREADY ADVANCING and continuing to advance prior to the pitcher and catcher being in position. If a runner stops or is already stopped when the pitcher steps on the rubber, that runner must return. He is liable to be put out while off base, but if he advances after being stopped while the pitcher was on the rubber, he shall be sent back. The umpire must use good judgment. The defense should not be granted time out while a runner is advancing. All play must be stopped before the umpire grants time out.
The rule book takes a full page attempting to explain what to do in all possible situations when any runner leaves early before a hit. I’ll try to simplify it. It's not easy though. There is one loophole in the rule that allows the offense to go un-penalized. If a runner or runners are forced to advance and have left early and the batter gets a "clean" hit. No penalty is imposed. A "clean" hit means it was a single, double or triple in the umpire's judgment. If it was a hit and an error or an advance on the throw, the batter will be sent back to the base that was the scored value of the "clean hit" and all runners must go back to the bases they originally held or the one nearest the batter after the batter has been placed at the value of the "clean" hit. Any time a base becomes available after a hit, runners will be sent back.
Leaving Base Early
After The Pitch

Here are some basic keys that help simplify the rule:
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After The Pitch

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- If one runner is guilty they are all guilty.
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After The Pitch

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☐ You move the batter-runner back to where you judge the value of the clean hit. Any advance made by him, beyond his "clean" hit, is nullified.
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After The Pitch

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☑ If one runner is guilty they are all guilty.
☑ You move the batter-runner back to where you judge the value of the clean hit. Any advance made by him, beyond his "clean" hit, is nullified.
☒ Place all runners back on their original bases whenever possible. Put them as close as possible to the batter-runner after placing the batter-runner at the base judged to be the clean hit.
Leaving Base Early
After The Pitch

Here are some basic keys that help simplify the rule:

- If one runner is guilty they are all guilty.
- You move the batter-runner back to where you judge the value of the clean hit. Any advance made by him, beyond his "clean" hit, is nullified.
- Place all runners back on their original bases whenever possible. Put them as close as possible to the batter-runner after placing the batter-runner at the base judged to be the clean hit.
- If any bases become empty due to any runner or the batter-runner being put out, return the runners to those bases.
Leaving Base Early
After The Pitch

EXAMPLE:
Leaving Base Early
After The Pitch

EXAMPLE:

Bases loaded, no outs. Batter hits a "clean" double, and tries for third thinking the throw is going home. The throw is cut-off and they get him out at third. Before the hit a runner left early. Guess what? The batter is out and ALL runners return. Because his out left bases empty, you put all runners back to their original bases. The offense just loves that call! In that same play, if the out on the batter had been the third out, no runs would count due to the fact that they could have been put back if it had not been the third out. They really love that call!!!
When a runner leaves early he remains guilty even if he returns before or after a hit.
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EXAMPLE: A runner on 2nd leaves early, then a fly ball is hit to right field. The runner retouches after the catch and heads for 3rd. The throw gets past F5 and the runner scores. RULING: You put the runner back on second. They love that call too!
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There is NEVER an out called for violating rule 7.13. That's just the way it’s written. Your play where the guy beats the force at second is one of a few instances where they get away with leaving early. There is no penalty. However, it is not advisable for a coach to do this because it can hurt him other ways.
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☒ For instance: R1 leaves early and a single is hit to right. The right fielder misses the ball thru his legs. R1 continues on to score and the batter goes to third. Well, since R1 left early and the "clean" hit was a single, you put the batter back on first and R1 on second.
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They just lost a run because they violated the rule in hopes of beating a possible force at second. Is it worth trying to beat the force at the risk of losing a run?
APPEAL is an act of a fielder in claiming violation of the rules by the offensive team. Appeals must be made while the ball is alive and in play. When the ball is dead, it becomes in play when the pitcher has the ball and is on the rubber and the umpire says "play."
Appeals

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When the ball is alive an appeal may be made by the defense in any of the following ways;

1. by touching the runner whom they believe committed a base running infraction.
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- In all cases, the defense must make a verbal appeal to the umpire or complete an act that is unmistakably an appeal. Accidentally touching a base that was missed is not an appeal. A throw to a base to catch a runner who had not retouched is unmistakably an appeal.
Appeals must be made before the next pitch or play. If the defense makes an appeal after "time" has been called, the umpire should say "put the ball in play and appeal again." Since no runner may advance or be put out while the ball is dead, this is not a play and the defense has not lost their right to appeal after the ball is put in play.
Appeals

Appeals must be made before the next pitch or play. If the defense makes an appeal after "time" has been called, the umpire should say "put the ball in play and appeal again." Since no runner may advance or be put out while the ball is dead, this is not a play and the defense has not lost their right to appeal after the ball is put in play.

The appeal itself is not a play. A fake throw to hold a runner is not a play. It is a play when a balk is committed during an appeal. Plays that occur during "continuous action" after an infraction do not cancel the defense's right to appeal.
Appeals

- The defense loses their right to appeal when any of the following occurs:
Appeals

- The defense loses their right to appeal when any of the following occurs:

1. When the throw made in an appeal attempt goes into dead ball territory. When this occurs no more appeals may be made at any base. This is an "err" on an appeal and is interpreted to be the same as a play.
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4. A play is made that is not part of continuous action.
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Continuous action example:
Appeals

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Continuous action example:

Runner on first misses second as he advances to third on a hit. The defense makes a play on him at third and he is safe. The play was part of continuous action after the hit, therefore, the defense may appeal the infraction at second.
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Runner on first misses second as he advances to third on a hit. The defense makes a play on him at third and he is safe. The play was part of continuous action after the hit, therefore, the defense may appeal the infraction at second.

An appeal should be clearly intended as an appeal, either by a verbal request by the player or an act that unmistakably indicates to the umpire that it is an appeal.
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Runner on first misses second as he advances to third on a hit. The defense makes a play on him at third and he is safe. The play was part of continuous action after the hit, therefore, the defense may appeal the infraction at second.

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Rule 7.10 covers appeals.
Plate Basics

- Get in the slot. (As far as the batter will allow you.)
- Heel – Toe – Heel. (With the catcher)
- Let your hips turn you slightly.
- Sit down, lock in (you should feel the strain in your thighs).
- Hands in front of your crotch, loose fingers – no resting on your elbows!
- Chin no lower than the top of catcher’s head.

- Turn head to the glove slightly.
- Pick up pitcher with EYES ONLY.
- Follow pitch with EYES ONLY.
- Watch pitch into the glove. (First Priority!)
- Think to yourself, “That’s a Strike”, or “That’s a Ball.” (Stay with the ball.)
- Call it. (Stay with the ball.) (Second Priority!)
- Relax, Step back.
Strike Zone

- Top of shoulders
- Mid point
- Top of pants
- Hollow beneath kneecap
- Older strike zone

Official Strike Zone
Slot Stance

**The Slot**
(front view)

Proper HEAD POSITION is controlled by:
1. Width of stance
2. Amount of squat
3. Forward tilt

- Proper use of protective equipment facing forward
- Proper head height
- Wrist relaxed and forearm wrapped
- Nice wide stance Shoulder width or greater
Slot Stance

The Slot
(side view)

- Forward body tilt
- Proper head height
- Drop foot
- Slot foot
- Heel Toe Heel Toe
Slot Stance

The Slot
(top view)

Good view of the outside corner

Proper use of protective equipment facing forward

Heel Toe

Right hand on or behind the thigh

Good clearance from the catcher

Heel Toe
Heel to Toe
The Box Stance

1. Feet
   Parallel a line connecting 1st and 3rd bases
   Set on a line slightly behind and parallel to catcher’s heels
   At least shoulder width apart
   Weight distribution favors balls of feet
   Slot foot set first

2. Shoulders
   Square to plate
   Parallel to ground

3. Chin
   Parallel to ground
   Level with top of catcher’s head (see Note pg. 43)

4. Torso
   Slight lean forward to comfortable position
   Angle of torso works in conjunction with squat to regulate head height

5. Arms and Hands
   Options:
   1. Forearms rest on thighs with the elbows tucked close to body. Hands positioned between legs for protection.
   2. Hands grip legs above the knees with the elbows tucked close to body.
THE SCISSORS STANCE

1. **Feet**
   Slot foot established on a line even with catcher’s heels.
   Slot foot set first, square to mound.
   Trail leg positioned straight back with weight on ball of foot.
   Trail heel pointed straight up.
   Width of stance determined by distance needed to establish 90° angle in slot leg.

2. **Shoulders**
   Square to plate.
   Parallel to ground.

3. **Chin**
   Parallel to ground.
   Level with top of catcher’s head (see Note pg. 46).
   Positioned over slot leg.

4. **Torso**
   Upper body leans forward to create virtual straight line from trail foot through head.
   Head positioned over slot leg at some preferred spot between mid-thigh and knee.

5. **Arms and Hands**
   Options:
   1. Slot forearm rests comfortably on thigh with hand hanging naturally.
      Trail hand grips outer leg for stability.
   2. Slot hand grips knee with elbow tucked close to body.
      Trail arm hangs straight down naturally and is protected by catcher.
TAKING OFF MASK

Always use LEFT HAND to remove mask

Grasp mask in lower left padded area

Pull bottom of mask STRAIGHT OUT and Push STRAIGHT UP clearing the brim of the cap

“Wrong Way”

Poor technique can obstruct your vision and cause you to lose sight of the baseball momentarily.

Proper Method Of Handling Indicator When Removing Mask.
PLATE UMPIRE

Signaling “OUT”
- Mask always in left hand
- Right arm creates right angle

Signaling “SAFE”
- Mask always in left hand
- Arms outstretched parallel to ground
- Fingers together

Giving Count
- Always use fingers to indicate count. Do Not use closed fists to indicate full count.

Dos Pueblos Little League

He’s out!

3 balls…2 strikes!!!
After time has been suspended or to start the game, it is advisable for the umpire to signal “Play!” The plate umpire should not call “Play!” until the pitcher has the ball in his possession, is on the rubber, and the batter is reasonably set in the batter’s box.
CALLING “TIME”

It is very important that everyone on the field know when you have called “Time.” The clearest signal for you to use is both arms raised high into the air. This signal should be repeated by your partner whenever you stop play.

This signal may be used to allow a hitter to get set. It cannot be seen as clearly as both arms raised and should not be routinely substituted for the better signal. Make sure your partner, the pitcher, and everyone else is aware that Time Is Out! This signal has the same impact as both arms high in the air.

Dos Pueblos Little League
FAIR / FOUL
Plate Umpire

"FOUL!"
If practical, you shall remove your mask for fair/foul decision. Sometimes, you will not have time to remove your mask (e.g., Screaming line drive down the line or bunt near the line that the catcher pounces on.)

The Closer The Ball Is To Being Fair Or Foul, The More Emphatic The Call. SELL THE CALL!

Dos Pueblos Little League
GETTING HELP ON HALF-SWING

To avoid a serious communication problem, always ask for help with your left hand. Many problems can arise by using the right hand (the strike hand). Your partner may misunderstand your strike mechanic as a request for help and indicate that the batter “did not go” thus leading to a humiliating double call.

“Did He Go?”
(Same As Out Signal)

“No, He Didn’t!”
(Same As Safe Signal)

“Yes, He Did!”
STRIKE / BALL

- Always call “strikes” by the number.
- “Strikes” are called while coming out of your plate set position or standing upright.
- “Balls” are also called by the number.
- There is no visual signal for “balls.”
- “Balls” are called vocally while remaining down in the plate set position.

- Use an appropriate voice with your visual signal. “Strike 3” should be more emphatic than “Strike 2.”
- Regardless of your strike mechanic, keep your eyes on the ball as you call the pitch.

Dos Pueblos Little League
The Set Position Shall:
- Be assumed by the Base Umpire before every pitch
- Be assumed by all umpires before calling most plays
  (Note: There will be situations that dictate a Standing Set.)

Assuming The Set Position:
- Lower your seat; do not bend over from waist.
- Place hands on knees or thighs; not inside legs.
- Keep your head up; do not drop the chin.
- Align elbows with arms.
- Relax your shoulders; dissipate the physical tension.
- Keep your weight forward in your stance. This enhances agility.
It is imperative that the umpire is set to see each play. Whenever possible, it is advisable to assume the hands-on-knees set position. After the play is completed, the umpire initiates his safe call and returns to his set position.

Dos Pueblos Little League
On plays in which the ball “beat the runner” but the fielder came “off the bag” to make the catch, the umpire should indicate the reason for his decision by signaling appropriately after he has rendered the safe call.
THE “OUT” MECHANIC

Set Position

The hands-on-knees set position is advisable on all force plays in which the umpire has time to set-up with no subsequent play possibility. The “out” signal should be accompanied by appropriate voice….louder and more emphatic on close plays and quieter, less demonstrative on routine plays.

Making The “Out” Call

“He’s Out!”

Dos Pueblos Little League
On questionable plays in the outfield or infield, the Umpire should always indicate whether or not the Ball was caught. This is the only way runners and Coaches are made aware of the status of the ball.

That’s A Catch! He’s Out!

No Catch!

No Catch!

That’s A Catch! He’s Out!”

The No Catch signal in an emphatic safe call
Accompanied by the proper voice…. “No Catch! No Catch!”

“No Catch! No Catch!”

Dos Pueblos Little League
A “foul” ball is first indicated by raising both arms and signaling “Time.” This kills all play and alerts the runners and coaches. The umpire then points toward foul territory. The arm and hand signals are accompanied by emphatic voice.... “Foul!”

No voice is ever used to indicate that a ball is fair. By pointing into fair territory, the umpire indicates fair ball.
On the ground rule double, the umpire should first kill the ball by indicating “Time!” He then raises two fingers to indicate a two base award.

This signal indicates the four base award for the home run. Unlike the ground rule double, it is not necessary to indicate that the ball is dead.
This is a signal which is flashed between umpires as a reminder of the infield fly rule. If a fly ball is hit which an infielder can handle with ordinary effort, the umpires shall invoke the infield fly rule.
DECLARING BATTED BALL AN INFIELD FLY

Ordinarily, either umpire may initiate the call of “infield Fly!” However, on balls hit near the foul lines, the plate umpire is responsible for the initial call. When the signal is given by one umpire, his partner shall “echo” the call. The call should be given loudly and clearly so there is no confusion for the runners.

Dos Pueblos Little League
REDUCING THE MARGIN OF ERROR
Angle Over Distance Theory
Dos Pueblos Little League
1. Positioning + Timing = Good judgment
1. Positioning + Timing = Good judgment

2. Pause, Read, React
1. Positioning + Timing = Good judgment

2. Pause, Read, React

3. Priorities: Fair/Foul; Catch/No Catch
1. Positioning + Timing = Good judgment

2. Pause, Read, React

3. Priorities: Fair/Foul; Catch/No Catch

4. Angle First, then Distance
1. Positioning + Timing = Good judgment
2. Pause, Read, React
3. Priorities: Fair/Foul; Catch/No Catch
4. Angle First, then Distance
5. Play = Ball and Runner

REDUCING THE MARGIN OF ERROR

Dos Pueblos Little League
REDUCING THE MARGIN OF ERROR

1. Positioning + Timing = Good judgment

2. Pause, Read, React

3. Priorities: Fair/Foul; Catch/No Catch

4. Angle First, then Distance

5. Play = Ball and Runner

6. Watch the ball, glance at runners
1. Positioning + Timing = Good judgment
2. Pause, Read, React
3. Priorities: Fair/Foul; Catch/No Catch
4. Angle First, then Distance
5. Play = Ball and Runner
6. Watch the ball, glance at runners
7. Settle in
1. Positioning + Timing = Good judgment
2. Pause, Read, React
3. Priorities: Fair/Foul; Catch/No Catch
4. Angle First, then Distance
5. Play = Ball and Runner
6. Watch the ball, glance at runners
7. Settle in
8. Open the Gate

REDUCING THE MARGIN OF ERROR
1. Positioning + Timing = Good judgment
2. Pause, Read, React
3. Priorities: Fair/Foul; Catch/No Catch
4. Angle First, then Distance
5. Play = Ball and Runner
6. Watch the ball, glance at runners
7. Settle in
8. Open the Gate
9. No Tunnel Vision!!!!!!!
1. Positioning + Timing = Good judgment
2. Pause, Read, React
3. Priorities: Fair/Foul; Catch/No Catch
4. Angle First, then Distance
5. Play = Ball and Runner
6. Watch the ball, glance at runners
7. Settle in
8. Open the Gate
9. No Tunnel Vision!!!!!!!
10. Be stopped for all plays
1.08 Note

The on-deck position is not permitted on the 60’ Little League Field.
Pre Game Meeting

Umpires should arrive at the park no less than 30 minutes before game time to get dressed and discuss your responsibilities. Review fair foul coverage, catch no catch responsibilities, run-downs, appeals, base awards, pulled foot, swipe tags dead ball areas and the signals that will be used to communicate with each other and any special items about the game, or field that need to be discussed.
Pre Game Meeting

- Fair/foul coverage – Who’s got what & when
Pre Game Meeting

- Fair/foul coverage – Who’s got what & where
- Fly balls to the infield and to the outfield
Pre Game Meeting

- Fair/foul coverage – Who’s got what & where
- Fly balls to the infield and to the outfield
- Tag-Ups/Touches - Who takes what & when
Pre Game Meeting

- Fair/foul coverage – Who’s got what & where
- Fly balls to the infield and to the outfield
- Tag-Ups/Touches - Who takes what & when
- 1st to 3rd Rotation
Pre Game Meeting

- Fair/foul coverage – Who’s got what & where
- Fly balls to the infield and to the outfield
- Tag-Ups/Touches - Who takes what & when
- 1st to 3rd Rotation
- Coverage of third base
Pre Game Meeting

- Fair/foul coverage – Who’s got what & where
- Fly balls to the infield and to the outfield
- Tag-Ups/Touches - Who takes what & when
- 1st to 3rd Rotation
- Coverage of third base
- Live ball and restart procedures after foul/dead balls
Pre Game Meeting

- Fair/foul coverage – Who’s got what & where
- Fly balls to the infield and to the outfield
- Tag-Ups/Touches - Who takes what & when
- 1st to 3rd Rotation
- Coverage of third base
- Live ball and restart procedures after foul/dead balls
- Positioning, Appeals, Check Swings, Run-Downs and everything else
Arrive at the field at least 15 minutes before start time to inspect the equipment and the field.
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Both Umpires enter the field together.
Arrive at the field at least 15 minutes before start time to inspect the equipment and the field.

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Each Umpire passes a dugout and requests that the bats and helmets be pulled out for inspection.
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Both Umpires enter the field together.
Each Umpire passes a dugout and requests that the bats and helmets be pulled out for inspection.

Then walk the outside parameter of the fence meeting your partner in center field.
Arrive at the field at least 15 minutes before start time to inspect the equipment and the field.

Both Umpires enter the field together.

Each Umpire passes a dugout and requests that the bats and helmets be pulled out for inspection.

Then walk the outside parameter of the fence meeting your partner in center field
☑ Arrive at the field at least 15 minutes before start time to inspect the equipment and the field.

☑ Both Umpires enter the field together.

☑ Each Umpire passes a dugout and requests that the bats and helmets be pulled out for inspection.

☑ Then walk the outside parameter of the fence meeting your partner in center field.

☑ Tell your partner what you saw on your half of the fence inspection as you walk from center field to the pitcher’s mound. If field conditions are bad walk it yourself rather than explaining to your partner.
Arrive at the field at least 15 minutes before start time to inspect the equipment and the field.

Both Umpires enter the field together.

Each Umpire passes a dugout and requests that the bats and helmets be pulled out for inspection.

Then walk the outside parameter of the fence meeting your partner in center field.

Tell your partner what you saw on your half of the fence inspection as you walk from center field to the pitcher’s mound. If field conditions are bad walk it yourself rather than explaining to your partner.

This walk is the perfect way to get into “game mode” and get stretched out a bit.
Check the equipment and bring the Manager to the plate with you for the Plate Meeting.
Plate Meeting

NO PLAYERS ARE ALLOWED ON THE FIELD DURING THIS MEETING. THEY MUST BE IN THE DUGOUT OR HUDDLED JUST OUTSIDE THE DUGOUT AND READY TO PLAY.

NO EXCEPTIONS
Plate Meeting

- Plate Umpire at Point of the Plate. Base Umpire in front of the plate.
Plate Meeting

- Plate Umpire at Point of the Plate. Base Umpire in front of the plate.
- Each Manager in a batters box on their respective sides.
Plate Meeting

- Plate Umpire at Point of the Plate. Base Umpire in front of the plate.
- Each Manager in a batters box on their respective sides.
- Do not take either lineup until both managers are present. If the first manager to arrive offers his lineup ask him to hold onto it for a minute. Base Umpire should support his partner by telling the manager “There’s a method to our madness”.
Plate Meeting

• Plate Umpire at Point of the Plate. Base Umpire in front of the plate.
• Each Manager in a batters box on their respective sides.
• Do not take either lineup until both managers are present. If the first manager to arrive offers his lineup ask him to hold onto it for a minute. Base Umpire should support his partner by telling the manager “There’s a method to our madness”.

• When both managers are present everyone should introduce themselves.
Plate Meeting

• Plate Umpire at Point of the Plate. Base Umpire in front of the plate.

• Each Manager in a batters box on their respective sides.

• Do not take either lineup until both managers are present. If the first manager to arrive offers his lineup ask him to hold onto it for a minute. Base Umpire should support his partner by telling the manager “There’s a method to our madness”.

• When both managers are present everyone should introduce themselves.

• Take the home team lineup first. Announce the # of subs and injured players.
Plate Meeting

• Plate Umpire at Point of the Plate. Base Umpire in front of the plate.
• Each Manager in a batters box on their respective sides.
• Do not take either lineup until both managers are present. If the first manager to arrive offers his lineup ask him to hold onto it for a minute. Base Umpire should support his partner by telling the manager “There’s a method to our madness”.
• When both managers are present everyone should introduce themselves.
• Take the home team lineup first. Announce the # of subs and injured players.
• Take the visitor lineup. Announce the # of subs and injured players.
Plate Meeting

- Plate Umpire at Point of the Plate. Base Umpire in front of the plate.
- Each Manager in a batters box on their respective sides.
- Do not take either lineup until both managers are present. If the first manager to arrive offers his lineup ask him to hold onto it for a minute. Base Umpire should support his partner by telling the manager “There’s a method to our madness”.
- When both managers are present everyone should introduce themselves.
- Take the home team lineup first. Announce the # of subs and injured players.
- Take the visitor lineup. Announce the # of subs and injured players.
  - Ask if all players on the roster are listed. Manager must also list absent players.
Dos Pueblos Little League

Plate Meeting

• Are all your players legally equipped to play baseball according to Little League Rules?
• Are all your players legally equipped to play baseball according to Little League Rules?

• We inspected the field and found a few open holes. Be sure your players know to raise their hand if the ball goes out of play or gets stuck so we can kill the play and award bases accordingly.
• Are all your players legally equipped to play baseball according to Little League Rules?

• We inspected the field and found a few open holes. Be sure your players know to raise their hand if the ball goes out of play or gets stuck so we can kill the play and award bases accordingly.

• **If there are no gates on the dugout point out the dead ball areas.**
Plate Meeting

- Are all your players legally equipped to play baseball according to Little League Rules?
- We inspected the field and found a few open holes. Be sure your players know to raise their hand if the ball goes out of play or gets stuck so we can kill the play and award bases accordingly.
- If there are no gates on the dugout point out the dead ball areas.
- Ask the managers to get with the battery to remind them to listen for you to put the ball into play at the top of each inning, after foul balls and when time is granted.
OK guys make sure that nobody is wearing any jewelry of any type unless it’s medical. When you get back to the dugout make all your players tuck in their shirts so they’re in uniform and have no issues in the batters box. Judgment calls are judgment calls guys. If you think we missed something or you have a question about a rule or the interpretation of a rule we can talk about it. However, do not leave your dugout until you’ve been granted time. Request time, then give me time to scan the field and if the play is over I will call time at which time you may come out of the dugout. Your coaching staff and players must not exit either side of the dugout without my permission. Be sure nobody leaves the dugout for any reason without either being granted time or getting my permission.
Plate Meeting

We’re going to keep this game moving tonight. One minute between innings goes fast. Be sure that if your catcher is left on base that you send another player out with a catcher’s helmet and glove to warm up your pitcher. Your base coaches need to listen for the catcher to call out the throw down. Be sure they hustle out when ball is thrown to second base. If a ball is hit into the corner and I yell “let it go” send either a coach or a player with a batting helmet to retrieve the ball. And last but not least, sportsmanship is a premium Gentlemen – be sure to remind your coaches and players.
Does anyone have any questions or anything they’d like to add?

Shake hands and tell them to have a good game.
HOME TEAM
TAKE THE FIELD!
Plate Umpire watches pitcher warm up
Base Umpire goes to right field between inning location
Slowly walk to the A position. Time yourself so that when you arrive at the A position the pitcher is ready to take the mound and throw the first pitch. You will do the same thing between innings. DO NOT meet with your partner in between innings unless absolutely necessary. It looks bad. NEVER MINGLE WITH FANS OR COACHES!
Plate Umpire – Be sure to locate and introduce yourself to the scorekeeper. Remind them that it is **NOT THEIR JOB** to alert anyone if a player is batting out of turn.
Umpire
Base Runner
Batter Runner
Batted Ball
Thrown Ball
Fielder

Two Man Mechanics
60’ Bases

Dos Pueblos Little League
Two Man Rotation

No Runner on Base

10-12 feet behind the 1st baseman

Dos Pueblos Little League

Two Man Mechanics
60’ Bases
Two Man Rotation
No Runner on Base

Fly Ball or Line Drive
Hit to the Outfield

Dos Pueblos Little League
## Two Man Mechanics

- **60' Bases**

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**Dos Pueblos Little League**

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**Umpire**

**Base Runner**

**Batter Runner**

**Batted Ball**

**Thrown Ball**

**Fielder**

---

**Fly Ball Down Left Field Line**

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**No Runner on Base**

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**Waiting for fair/foul, Catch/no catch**

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**After fair/foul, Catch/no catch**

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**Two Man Rotation**

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**Dos Pueblos Little League**
Two Man Rotation

No Runner on Base

Fly Ball Down Right Field Line

After fair/foul, Catch/no catch

Waiting for fair/foul, Catch/no catch

Dos Pueblos Little League
Two Man Rotation

- No Runner on Base
- Fly Ball or Line Drive
- Hit to the Outfield

Routine Fly Ball
Two Man Rotation

No Runner on Base

Extra Base Hit to the Outfield

Two Man Mechanics
60’ Bases

Dos Pueblos Little League
Two Man Rotation

No Runner on Base

Extra Base Hit to the Outfield
Two Man Rotation
No Runner on Base

Ground Ball to the Infield

Umpire
Base Runner
Batter Runner
Batted Ball
Thrown Ball
Fielder

Two Man Mechanics
60’ Bases

Dos Pueblos Little League
Two Man Rotation

No Runner on Base

Ground Ball to the Infield

Dos Pueblos Little League
Two Man Rotation
No Runner on Base

Ground Ball to the Infield
Near 1st Base
Two Man Rotation

No Runner on Base

Ground Ball to the Infield Near 1st Base
Two Man Rotation
No Runner on Base

Bunt to the Infield

Dos Pueblos Little League

Two Man Mechanics
60' Bases

Umpire
Base Runner
Batter Runner
Batted Ball
Thrown Ball
Fielder
Two Man Rotation

No Runner on Base
Bunt to the Infield

If overthrow at 1st
Two Man Rotation
Runner on 1st Base
Two Man Rotation

Runner on 1st Base

Fly Ball or Line Drive Hit to the Outfield

Runner is tagging

Umpire
Base Runner
Batter Runner
Batted Ball
Thrown Ball
Fielder

Two Man Mechanics
60’ Bases

Dos Pueblos Little League
**Two Man Rotation**

- Runner on 1st Base
- Fly Ball or Line Drive Hit to the Outfield
- Runner is tagging
Two Man Rotation

Runner on 1st Base
Fly Ball or Line Drive
Hit to the Outfield

Runner is NOT tagging
Two Man Rotation

Runner on 1st Base

Fly Ball or Line Drive
Hit to the Outfield

Runner is NOT tagging
Two Man Rotation

Runner on 1st Base

Fly Ball or Line Drive
Hit to the Outfield
Runner is NOT tagging

If play at 3rd, then overthrow

Dos Pueblos Little League
Dos Pueblos Little League

Two Man Mechanics

60’ Bases

Umpire
Base Runner
Batter Runner
Batted Ball
Thrown Ball
Fielder

Two Man Rotation

Runner on 1st Base
Fly Ball or Line Drive
Hit to the Outfield
Runner is NOT tagging

If no play at 3rd

U2 follows BR

U2

R1

U1

U1

U1

U1
Two Man Rotation
Runner on 1st Base

Fly Ball Down Right Field Line
Two Man Mechanics

Dos Pueblos Little League
Two Man Rotation
Runner on 1st Base

Ground Ball Hit to the Infield

Dos Pueblos Little League

Umpire
Base Runner
Batter Runner
Batted Ball
Thrown Ball
Fielder

Two Man Mechanics
60’ Bases
**Two Man Rotation**

Runner on 1st Base

Ground Ball Hit to the Infield

If Double Play Attempt

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**Dos Pueblos Little League**

- Umpire
- Base Runner
- Batter Runner
- Batted Ball
- Thrown Ball
- Fielder

**Two Man Mechanics**

60’ Bases
Two Man Rotation

Runner on 2nd Base

Dos Pueblos Little League
Fly Ball or Line Drive
Hit to the Outfield

Umpire
Base Runner
Batter Runner
Batted Ball
Thrown Ball
Fielder

Two Man Mechanics
60' Bases

Dos Pueblos Little League
Two Man Rotation

Runner on 2nd Base

Fly Ball or Line Drive Hit to the Outfield

Runner Tags

Umpire
Base Runner
Batter Runner
Batted Ball
Thrown Ball
Fielder

Two Man Mechanics
60’ Bases

Dos Pueblos Little League
Two Man Rotation
Runner on 2nd Base
Fly Ball or Line Drive Hit to the Outfield
Runner Tags

Dos Pueblos Little League

Two Man Mechanics
60’ Bases
Two Man Rotation

Runner on 2nd Base
Fly Ball or Line Drive Hit to the Outfield

Runner Going
Two Man Rotation

Runner on 2nd Base
Fly Ball or Line Drive Hit to the Outfield
Runner Going
Two Man Rotation
Runner on 2nd Base

Ground Ball Hit to the Infield

Umpire
Base Runner
Batter Runner
Batted Ball
Thrown Ball
Fielder

Two Man Mechanics
60’ Bases

Dos Pueblos Little League
Two Man Rotation

Runner on 2nd Base

Ground Ball Hit to the Infield

If 1st play at 3rd

Dos Pueblos Little League
Two Man Mechanics

Runner on 2nd Base

If play at 3rd after play at 1st

If 1st play at 1st
Two Man Rotation
Runner on 3rd Base

Runner on 3rd Base

Dos Pueblos Little League

Two Man Mechanics
60’ Bases
Fly Ball or Line Drive
Hit to the Outfield
Fly Ball Down Left Field Line

Runner on 3rd Base
Two Man Rotation

Runner on 3rd Base
Fly Ball Down Left Field Line

U2 follows BR

After fair/foul, Catch/no catch, R3 Tag

Waiting for fair/foul, Catch/no catch, R3 Tag

Dos Pueblos Little League
Two Man Rotation
Runner on 3rd Base

Fly Ball Down Right Field Line
Two Man Rotation

Runner on 3rd Base
Fly Ball Down Right Field Line

Umpire
Base Runner
Batter Runner
Batted Ball
thrown Ball
Fielder

Waiting for fair/foul,
Catch/no catch, R3 Tag

Dos Pueblos Little League
Two Man Rotation
Runner on 3rd Base

Routine Fly Ball or Line Drive to the Outfield
Two Man Rotation
Runner on 3rd Base
Routine Fly Ball or Line Drive to the Outfield

Waiting for Catch/no catch, R3 Tag

Dos Pueblos Little League
Two Man Rotation

Runner on 3rd Base

Ground Ball to the Infield

Dos Pueblos Little League
Two Man Rotation

Runner on 3rd Base

Ground Ball to Infield
Two Man Rotation

Runners on 1st and 2nd Base

Dos Pueblos Little League

Two Man Mechanics
60’ Bases
Two Man Rotation

Runners on 1st and 2nd Base

Fly Ball or Line Drive
Hit to the Outfield

Dos Pueblos Little League
Two Man Rotation

Runners on 1st and 2nd Base
Fly Ball or Line Drive
Hit to the Outfield

Possible catch, runners tag and go
Two Man Rotation

Runners on 1st and 2nd Base
Fly Ball or Line Drive
Hit to the Outfield
Possible catch, runners tag and go

If no play at 3rd

If play at 3rd
Two Man Rotation

Runners on 1st and 2nd Base
Fly Ball or Line Drive
Hit to the Outfield

Clean hit, no tag
Two Man Rotation

Runners on 1st and 2nd Base
Fly Ball or Line Drive
Hit to the Outfield
Clean hit, no tag
Two Man Rotation

Runners on 1st and 2nd Base

Fly Ball Down Right Field Line

Dos Pueblos Little League
Two Man Rotation

Runners on 1st and 2nd Base
Fly Ball Down Right Field Line

Dos Pueblos Little League
Two Man Mechanics
60’ Bases
Two Man Rotation

Runners on 1st and 2nd Base

Ground Ball to the Infield

Umpire
Base Runner
Batter Runner
Batted Ball
Thrown Ball
Fielder

Two Man Mechanics
60’ Bases

Dos Pueblos Little League
Two Man Rotation

Runners on 1st and 2nd Base

Ground Ball to the Infield

If play at 3rd after play at 1st or 2nd

Dos Pueblos Little League

Two Man Mechanics
60’ Bases
Two Man Rotation

Runners on 1st and 3rd Base

Dos Pueblos Little League
Two Man Rotation

Runners on 1st and 3rd Base

Fly Ball or Line Drive
Hit to the Outfield

Umpire
Base Runner
Batter Runner
Batted Ball
Thrown Ball
Fielder

Two Man Mechanics
60’ Bases

Dos Pueblos Little League
Two Man Rotation

Runners on 1st and 3rd Base
Fly Ball or Line Drive
Hit to the Outfield
Two Man Rotation

Runners on 1st and 3rd Base

Ground Ball to the Infield

Dos Pueblos Little League
Two Man Rotation

Runners on 1st and 3rd Base

Ground Ball to the Infield

Dos Pueblos Little League
Two Man Rotation

Runners on 2nd and 3rd Base

Dos Pueblos Little League

Two Man Mechanics
60’ Bases
Two Man Rotation

Runners on 2nd and 3rd Base

Fly Ball or Line Drive Hit to the Outfield
Two Man Rotation

Runners on 2nd and 3rd Base
Fly Ball or Line Drive
Hit to the Outfield

Dos Pueblos Little League
Two Man Rotation

Runners on 2nd and 3rd Base

Ground Ball to the Infield

Dos Pueblos Little League
Two Man Rotation

Runners on 2nd and 3rd Base

Ground Ball to the Infield

Two Man Mechanics

Dos Pueblos Little League
Two Man Rotation

Runners on 2nd and 3rd Base
Ground Ball to the Infield
Runners on 1st, 2nd and 3rd Base
Two Man Rotation
Runners on 1st, 2nd and 3rd Base

Fly Ball or Line Drive
Hit to the Outfield

Dos Pueblos Little League
Two Man Rotation
Runners on 1st, 2nd and 3rd Base
Fly Ball or Line Drive Hit to the Outfield

U2 lets ball take him to play

Catch/no catch, R3 Tag

Dos Pueblos Little League
Two Man Rotation
Runners on 1st, 2nd and 3rd Base

Ground Ball to the Infield

Dos Pueblos Little League
**Two Man Rotation**

Runners on 1st, 2nd and 3rd Base

Ground Ball to the Infield

U2 lets ball take him to play
Two Man Rotation

Drill Time

Dos Pueblos Little League

Two Man Mechanics
60’ Bases