

MDLL DUAL-BASE FIRST BASE RULES

- Essentially, the orange is for the advancing runner.
- The white is for the fielder.
- A fielder stepping on the orange has not acquired the base, but a runner can step on either the white or the orange given certain situations.
- Once the base is acquired, all play is on the white bag, just as it would be if it were a regular base. You will find the rule interpretations in most softball rule books.

So ...

- A batted ball hitting the white side is fair, orange is foul.
- On all pitched balls hit to the infield, or a dropped third strike, the runner must use the orange side of the base.
- Defensive players can only use the white side at ALL times
- After overrunning first base, the runner must return to the white side of the base
- Once a runner rounds first, he must return only to the white side of the base
- When tagging up after a fly ball, only the white portion may be used.
- On "pickoff" plays, only the white portion is in play.
- The lines that define the area (color) are part of that area.