

## SECTION 11 --- SDABL LOCAL ON FIELD PLAYING RULES

**IMPORTANT:** The umpires have been instructed to not allow any “deals” between managers when enforcing any rules, or to personally allow any “flexibility” with reference to enforcement. (For instance, umpires should not “turn their backs” to allow the managers to agree to add a player to the lineup card if said player had not been put on the lineup card prior to the first (1<sup>st</sup>) pitch of the game). Any violations should be reported to the League and/or Chief Umpire.

### 11.1 GAME TIME/TIME LIMITS:

Game time is the scheduled start time, except for those situations beyond the control of either team or the umpire, which will be considered as “Special Circumstances.” For example, if no bases are available, or the fields are locked, sprinklers turned on, etc. For any delays due to the latter situations, the umpires will announce the official start time established by the first pitch of the game.. **IT IS THE MANAGER’S RESPONSIBILITY TO ENSURE THAT A START TIME HAS BEEN ESTABLISHED. The plate umpire for that game will be responsible for the time clock.** Any game ending in a tie after the regulation time has expired will remain a tie in the standings.

- All SDABL single games are nine (9) innings.
- The second game of an SDABL doubleheader between the same two teams will be a seven (7)-inning game.
- In the case of an SDABL “split team” doubleheader (games against two different teams), each game will be nine (9) innings.
- In the event of darkness, rain, or other unforeseen event that does not allow the game to continue, the game will be considered official if 5 full innings have been played ( 4 ½ or any part thereof if the home team is ahead) for either a nine (9)-inning or seven (7)-inning game.
- The umpires may suspend, cancel or call a game if, in their opinion, the safety of the players are compromised due to rain, darkness, or any other event that may require the game to be stopped.
- No new inning shall begin after **3 hours and 15 minutes** from the scheduled start time (or the actual start time that resulted from the “Special Circumstances” as defined in the first paragraph of **11.1** above) of a 9-inning game.
- No new inning shall begin after **2 hours and 45 minutes** from the scheduled start time (or the actual start time that resulted from the “Special Circumstances” as defined in the first paragraph of **11.1** above) of a 7-inning game.
- **Tie Games:** For all games, tie games will be complete at the end of the time limit (not after completion of nine/seven innings, which means a game can last 11 innings providing the established time limit has not expired).
- **A forfeited game** occurs when one team is unable to field 7 players at game time as described by **11.2** below. Game time is forfeit time. There is **no grace period**. The forfeiting team is responsible for paying both umpires.

### 11.2 SEVEN (7) or EIGHT (8) PLAYER START RULE:

- Teams (one or both) may start and complete any game with only 7 players without penalty of forfeit.
- All 7 players must be available at the scheduled game time to prevent a forfeit. **NO GRACE PERIOD.**
- All games played and completed with only 7 members on a team will be considered legal.
- The 8<sup>th</sup> spot in the batting order (or 9<sup>th</sup> if a team is starting with 8 players) must be established as the “batting hole.” **This “hole” will count as an out until filled by an eligible player.**
- An “out” must be recorded throughout the game each time this “batting hole” is due to bat unless subsequently filled by a tardy player.

- The team with only 7 players must always be able to bat all 7 players. If the batting order drops below 7 players, the game will become forfeit. (The same holds true if a team is starting with 8 players with 8 being substituted for each of the situations just stated).
- If the 8<sup>th</sup> player (or 9<sup>th</sup> if a team is starting with 8 players) does show up at any point during the game, he may be immediately inserted into the 8<sup>th</sup> spot (or 9<sup>th</sup> if an 8-player start) of the batting order if his team is at bat. If he shows up when his team is on defense, he may take the field *only* after the current opposing batter has completed his at-bat.
- If only one team has 7 or 8 players present at game time, *both* teams are required to pay the umpires.

### 11.2.1 Scoring Runs when there is a “Hole” in the Batting Order:

**This situation applies when the Batter just previous to the “Batting Hole” as defined above comes up with One (1) Out already recorded.**

Whenever there is a “hole” in the batting order, that “hole” is counted as an automatic “out.” That “out,” however, *will not take place* until all play associated with the batter just previous to the “hole” have stopped. Therefore, this situation should be treated as if *no “hole”* actually existed. Subsequently, all runs should be scored as appropriate.

**EXAMPLE 1:** R3 (runner on 3<sup>rd</sup>), 1 out. The batter previous to the “hole” comes to the plate and hits a ground ball to the shortstop. R3 runs home, but the shortstop throws to 1<sup>st</sup> to retire the batter-runner. Since that is only the second out, R3 scores. And now that all play has stopped, the “hole” in the batting order is declared as the 3<sup>rd</sup> out.

Therefore, as a result of the above example, it should be understood that there are only two ways to prevent R3 from scoring. First, the shortstop would need to throw the ball home to have R3 put out before scoring. Two, the 1<sup>st</sup> baseman, having put-out the batter at first as a result of the shortstop’s throw there, would have to subsequently throw home to put-out R3 before he scores.

The only other way to prevent a run from scoring for this type of situation would be to acquire a 3<sup>rd</sup> out before a run scores, such as a legitimate double-play.

**EXAMPLE 2:** R1, R3, 1 out. The batter previous to the “hole” comes to the plate and hits a ground ball to the shortstop. R3 runs home. Meantime, the shortstop throws to 2<sup>nd</sup> to retire R1, the 2<sup>nd</sup> baseman throws to 1<sup>st</sup> to retire the batter-runner. Double-play, R3 does not score. **IMPORTANT:** Since the 3<sup>rd</sup> out as a result of the double-play was a “real” out, then the “hole” will become the first out in the following inning.

### 11.3 NINE (9) PLAYER STARTS:

- The batting order must consist of all 9 players (or a minimum of 9 if there are more than 9 players present).
- A team must always bat a minimum of 9 players throughout the course of the game if there are 9 (or more) eligible batters present.
- If any player is lost for any reason---ejection, injury, or simply leaving the premises --- and there is no eligible player available as a replacement, the “hole” created in the batting spot must be counted as an “out” each time it comes to bat. Eliminating the “hole” in the batting order by “squeezing down” the order to the number of actual batters present **is not allowed.**
- If only 9 players are present and at least 3 players are lost for the same reasons as above, putting the batting order below 7, this will be cause for immediate forfeit.

### 11.4 LINEUP CARDS:

- Lineup cards are to be clear and complete. Any exceptions must be corrected prior to the first pitch of the game.

The umpires have been instructed to check for the following information on each lineup card before the game can be started. **It is the responsibility of each manager**, however, not the umpire, to ensure this information is not only provided, but that it is correct. No corrections may be made once the first pitch of the game has been thrown.

- Each team is required to provide a lineup card to *both* the plate umpire and the opposing team *before* the start of each game. No game will start until this is accomplished, and no names may be added once the game has started. **NO EXCEPTIONS.**
- The lineup cards must list each player's last names in full (minimum), his first initial, and his jersey number.
- It should also contain the names of any Eligible Substitutes who are members of the team, regardless of whether or not they are present.
- Lineup cards should identify all Non-Runners.
- Lineup cards should identify the player who is the starting pitcher. This will help establish participation.
- Any player who arrives after the start of the game and who is not listed on the lineup card will not be allowed to play. **NO EXCEPTIONS.**
- Any player who is participating in a game and is discovered to not have his name listed on the lineup card will be immediately removed from that game, regardless of whether or not he is a valid team member.
- While managers are obviously eligible to play, the manager's name *must also* be listed on the lineup card just like any other player.
- Managers must notify the plate umpire and the opposing team of all offensive substitutions and pitching changes when they are made. **NOTE:** See **Section 11.6** below for handling unannounced substitutions.

The umpires have been instructed to allow *no exceptions* to any of the above. That is, if a manager has forgotten to include a particular player or to designate his Non-Runners on his lineup card, this cannot be corrected *once the first pitch has been thrown*. In particular, the umpires have been instructed to not allow any "deals" between managers for allowing corrections to be made. In addition, no manager will be allowed to request from the umpire that he ask the opposing manager for "permission" to make corrections. **ANY UMPIRE WHO ALLOWS THIS TO HAPPEN SHOULD BE REPORTED TO THE SDABL CHIEF UMPIRE AT THE EARLIEST OPPORTUNITY.** This will create grounds for a protest and/or forfeit upon discovery.

#### **11.5 OFFENSIVE LINEUP:**

- A team may bat any number of players.
- Batters may be added to the lineup at any time. The added batters *must* be placed at the bottom of the lineup.
- If a team loses an offensive player for any reason and there is no eligible substitute to replace the lost player, yet there are still seven (7) or more eligible batters in the order, then an "out" will be recorded each time the "batting hole" comes up.
- If a team falls below the minimum of seven (7) Eligible Offensive players required to continue, the game will become forfeit.

#### **11.6 OFFENSIVE SUBSTITUTES/SUBSTITUTIONS (Normal Circumstances):**

- An eligible Substitute is defined as any player who has not yet been officially "placed" into the offensive lineup. (See **Definition of Terms** for details relating to officially being "placed").
- All substitutes should be announced by the manager or by the substitute himself when being entered into the game. **NOTE:** Unannounced substitutes will *not* be grounds for either a protest or an "out" being awarded. Rather, the substitution will become legal in accordance with the Official Baseball Rules, 3.08(a)(b).
- Once a substitute has been placed into the offensive lineup and subsequently removed, he is no longer an eligible offensive substitute---**except** as a replacement for an injured player in order to prevent a forfeit. (See **11.7 Injury Substitution** below for details and guidelines). **NOTE:** It is not a requirement that the substitute actually bat in order to consider him as having been placed into the offensive lineup. For

example, any substitute put into the game as a “pinch” runner is considered to have been placed (immediately) into the offensive lineup---*regardless* of whether or not he actually bats when his spot comes up again in the order. (That is, he could be replaced at this point by yet another eligible substitute. See the “Offensive Starter Re-Entry Rule” below for additional details).

- An eligible substitute must be available to replace any player who is removed for any reason such as ejection, leaving the premises for personal reasons, *injury*---**unless** removal of the **injured player** creates a forfeit situation. (See **11.7 Injury Substitutions** below for details and guidelines).
- An *unannounced* Eligible Substitute who comes up to bat immediately after the last batter listed in the Offensive lineup will be considered as having been placed at the *bottom* of the lineup, as opposed to being considered a Substitute for the lead-off batter.

An unannounced Eligible Substitute who comes up to bat in the “middle” of the batting order will be considered as having “replaced” the batter who was to follow the previous batter. (For example, if the “2-hole” hitter just batted and is followed to the plate by the unannounced substitute, then this substitute will be considered as having replaced the “3-hole” batter).

#### **11.6.1 INJURED RUNNER SUBSTITUTION RULE:**

- Any runner who becomes injured enough to require removal from the game *must* be replaced at that time in the Offensive Lineup by an Eligible Substitute. If an Eligible Substitute is *not available* then the last recorded out may run for the injured player for *that at-bat only* to prevent an out from being recorded.

Example: Player reaches base and pulls his hamstring in the process and must be replaced. If there is no Eligible Substitute then the last recorded out may run to prevent that base-runner from being lost and result in having to take an out. **THIS REQUIRES** the injured player to be removed from the game *permanently* on Offense and Defense.

#### **11.6.2 “COURTESY” RUNNERS:** Not allowed for any reason.

#### **11.7 INJURY SUBSTITUTIONS FOR PREVENTING FORFEITS:**

- If a player must be removed from the Offensive Lineup due to **INJURY**, and this removal brings the batting order to less than 7 with no eligible substitutes available, then *any* player available (other than another injured player) may replace the injured player to prevent a forfeit.
  - 1) An eligible substitute *must* be used before all others if one is available.
  - 2) If not, and there are two or more players available and each is otherwise ineligible to enter or re-enter, the opposing manager may choose which of these players will be entered into the offensive lineup.

#### **11.8 EJECTIONS (Risk of Forfeits):**

- If an ejected player puts the Offensive Lineup below the minimum of seven (7) players required to continue play, and there is no Eligible Substitute available to replace him, the game will become forfeit.
- The ejected player’s manager/team will have five (5) minutes to replace the ejected player *with an eligible substitute*.
- If an ejected player cannot be replaced by an eligible substitute, and there are seven (7) or more players still available to continue play, then the “hole” created by the ejected player will be counted as an “Out” each time it comes up.

#### **11.9 OFFENSIVE STARTER RE-ENTRY RULE/BATTING ORDER (All Leagues):**

- An Offensive Starter may be removed from the batting lineup and re-entered as many times as desired.
- He must be re-entered into his original batting spot.

- He may not be re-entered until his immediate substitute, or a subsequent substitute, has *actually* batted at least once. **NOTE:** Merely having placed a substitute into the batting order “by name” alone (for example, as a “pinch” runner who ends up not batting) will not be grounds for starter re-entry.
- Any pinch runner who replaces either the starter or a substitute will be considered “in the batting order” the moment he steps onto the base currently occupied by the player whom he is replacing.

The MLB Official Rules of baseball, Rule 6.07, applies to all substitutions and the batting order. That is, **it is the manager’s responsibility, not the umpire’s**, to ensure the proper batter is coming to the plate. The umpire is only responsible for “fixing/punishing” any violations pertaining to this when brought to his attention by the opposing manager. If an Ineligible Substitute, or any out-of-order batter, “slips through the cracks” for any particular at-bat because it has not been brought to the umpire’s attention by the opposing manager before the next pitch or play, then that player is “legal” for that particular at-bat.

**REMINDER (Scorekeepers):** Managers, if you have a scorekeeper for your team other than yourself or a team member---for instance, wife, girlfriend, mother, whomever --- and your scorekeeper becomes aware that the opposing team is either batting out of order, or is re-entering an ineligible substitute, the scorekeeper *must* inform *you*, the manager, that this is happening so that *you* may bring it to the umpire’s attention. According to the official rules of baseball, the umpire can only officially address the issue if either the manager or a member of his team (i.e., a player) brings such situations to his attention. (Although some umpires will in fact address the issue with any scorekeeper who alone brings these situations to his attention, the umpire is *not* obligated to do so. In fact, in doing so, the umpire runs the risk of having the opposing manager file a (justifiable) protest. **SUGGESTION:** Get directly involved in your role as a manager to prevent being “victimized” by these situations).

#### 11.10 NON-RUNNER (NR):

- Any player may have another player run for him in the event they reach base.
- Those players who require a runner are designated as non-runners (“NR”).
- Non-runner status for any player must be designated on the lineup card before the first pitch of the game. No player may be designated as a non-runner once the game has started.
- The replacement runner will be the last **recorded out, and must replace the non-runner before the next pitch to the next batter.**
- If the non-runner reaches base in the first (1<sup>st</sup>) inning before there has been any recorded outs and he wishes to be replaced, then the runner who replaces him *must* be the last batter listed on the Offensive Lineup card.
- There is no “Use it or Lose it” requirement pertaining to non-runners. That is, if a non-runner chooses to run for himself during a specific at bat in which he reaches base safely (and once committed he may not be change his mind), he does not lose his non-runner status for any subsequent at-bats in which he may desire a runner.

The number of Non-Runners allowed for each team in each division is as follows:

- 18+ --- 2 non-runners.
- 28+ --- 3 non-runners
- 38+ and 48+ --- 4 non-runners

**In the event that an incorrect runner is put into run for the Non-Runner**---either inadvertently or purposely---this *will not* be grounds for anything other than replacing the incorrect runner with the correct runner. (An “incorrect” runner for this situation is defined as any player who *is* currently in the Offensive Lineup, but who *was not* the last recorded out). This holds true even if the incorrect runner has advanced to a base beyond the base he originally acquired for the Non-Runner. That is, if the Non-Runner had gotten a single and was replaced at 1st by the incorrect runner, who has now advanced to 3rd by whatever means, the correct runner will simply replace the incorrect runner if the opposing manager brings it to the attention of the umpire. If an incorrect runner does end up scoring before an opposing manager has brought the issue up to the umpire, the run will still count.

**REMINDER:** If a non-runner is replaced by a pinch-runner ---either inadvertently or purposely---then the non-runner will be considered out of the Offensive Lineup and the pinch-runner will be considered in the Offensive Lineup pursuant to the Substitution Rule in **Section 11.6** above.

**NON-RUNNER/LAST-RECORDED-OUT SUBSTITUTIONS:** When a Non-Runner has been replaced by the player who is the last-recorded-out and the Offensive Manager decides to make an immediate substitution, the manager may declare that he is substituting for the last-recorded-out player as opposed to the Non-Runner himself. This allows the manager to keep the Non-Runner in the Offensive Lineup. At the same time, it must be understood this substitution places the pinch-runner into the batting lineup and removes the last-recorded-out player being substituted for. All applicable Re-entry rules will apply to the removed player.

## **11.11 DEFENSIVE LINEUP and PITCHERS:**

### **11.11.1 Defensive Substitutions:**

- A team may substitute freely and as many times as desired for all defensive positions *except the pitcher*. (See below).
- Defensive players and/or positions are not required to be listed on the lineup card.

### **11.11.2 Pitcher Re-Entry Rule:**

(Not related to the Offensive Re-Entry rule above).

- *Any* pitcher, starter or otherwise, once removed as pitcher may be re-entered to pitch during the same inning or in a subsequent inning only *once* per game.

**Reminder:** Regardless of the situation, all pitchers must comply with Rule 3.05(b) of the Official Baseball Rules. That is, any pitcher must pitch to a batter until that batter completes his at-bat before he may be removed as pitcher. The only exception is if the pitcher becomes injured.

- If any pitcher is removed as pitcher with the intention of having him return as pitcher, he is not required to stay on the field to play another defensive position in order to return as pitcher.

**NOTE:** Any violation of this pitcher's rule does not create a forfeit situation. The only consequence upon discovering that a player is pitching illegally will be to remove that player from the mound. He may, however, remain in the game and play another position.

## **11.12 RUN RULE ("MERCY" RULE):**

- In a nine (9) inning game, if there is a 12 run differential at the end of seven (7) innings (6 ½ if the home team is ahead), the game will be ruled final at this point.
- In a nine (9) inning game, if there is a 15 run differential at the end of five (5) innings (4 ½ if the home team is ahead), the game will be ruled final at this point.
- In a seven (7) inning game, if there is a 12 run differential at the end of five (5) innings (4 ½ if the home team is ahead), the game will be ruled final at this point.

## **11.13 DOUBLEHEADERS:**

Doubleheaders in all leagues can either be 9 or 7 innings. Typically, the first game is 9 innings and the second game 7.

The official **start time** of the second game will be posted on the schedule.

- If only the first game of a doubleheader can be completed before conditions dictate discontinuing the game, umpires should only be paid for that one game.
- If a manager/team knows that they won't be able to play the second game of the doubleheader, the umpires *must* be informed during the first game or *immediately* after the first game in order to prevent having to pay the umpires for the second game. If the umpires are not informed and return to the field after lunch expecting a game, payment *will be required*.

- If the **first game** of a doubleheader is **forfeited**, the official start time for the second game will be as posed on the schedule.
- If the 1st game of a doubleheader is forfeited and the 2nd game is to be played as scheduled, the 1st game forfeit becomes the 7-inning game and the 2nd game will be 9 innings.

#### 11.13.1 SPLIT TEAM DOUBLEHEADERS:

Both games of a Split Team doubleheader will be nine (9) innings.

#### 11.14 KEEPING SCORE:

- The Home Team's scorebook will be considered the official book during any specific game.
- The Visiting Team scorebook should be compared with the Home Team scorebook after each half inning to avoid discrepancies over the score. **Recommendation:** Since the plate umpire is also responsible for keeping track of the score, both teams should check with the plate umpire after each half inning to verify the number of runs scored.

**SPECIAL NOTE:** Both the Home and Visiting Team's scorebooks (or copies) must be presented to the SDABL Protest Board upon request, if applicable. If there are any conflicts between the two books, as well as with the plate umpire's own version of the score, the Home Team's scorebook will be considered official. (The SDABL Protest Board, however, still retains the right to make a final decision based on the evidence presented).

- Scores appearing in paper are unofficial due to potential misprints. The official scores and standings come from your League President and newsletter.
- Umpires will report game scores by 6:00 PM of the day the games were played.

#### 11.15 RAIN-OUT POLICY:

- **In the Event of Rain:** Any game stopped due to rain will be considered officially completed after five (5) full innings, or 4 ½ if the home team is ahead. If any game must be stopped during any portion of any inning after 5 full innings have been played, the score will revert back to the last complete inning played (**unless the home team is ahead or has gone ahead during the inning in which the game was stopped**). This is in accordance with Official Baseball Rules, 4.10 (c) (1).
- All efforts will be made to postpone games no later than 6:30 PM the evening prior to the game. In the event of additional inclement weather, however, managers should check the Emergency Game Line, League phone, and the SDABL Web Site prior to their games.
- If a game has been postponed, the League will post a message on the League and/or Emergency Game Day phones' answering machines announcing the postponement as well as posting it on the SDABL Web Site.
- If a scheduled game is *not* postponed, or a message has not been left prior to game time, both teams must assume the game will be played and must therefore show up at the field. If the field is deemed playable by the umpire in chief and one team is "short", then a forfeit will be awarded. If the field is deemed unplayable there will be no forfeit awarded. **Note:** The Seven Man Start Rule will apply.
- If the field is unplayable, *both umpires* will make the decision at that time---**not** the managers.
- The Umpires have been instructed to wait at least 30 minutes if it appears there may be a favorable change in weather conditions to allow play.

**Note 1:** Since umpires may be subject to suspension for starting a game on a field that is unplayable, managers are encouraged to refrain from "pressuring" the umpires to start a game.

**Note 2:** If an umpire has started a game that (obviously) should not be started, then suspends play shortly thereafter for the (obvious) intention of merely collecting a game fee, managers should report this to the SDABL Chief Umpire immediately.

**Note 3:** If any game has been started but does not reach the 5<sup>th</sup> inning to become an official game and is subsequently stopped because of rain, the umpires are required to return 50% (1/2) of the full game fee.

**SPECIAL NOTE:** The SDABL will make every reasonable attempt to reschedule rained out games.

#### **11.16 FORCE-PLAY SLIDE RULE:**

The NCAA "Force-Play Slide Rule" is being implemented by the SDABL. The purpose of this rule, as with the SDABL No Collision Rule below, is to prevent injury with respect to those plays that may encourage the "taking out" of a defensive player during a force and/or double-play situation. Basically, this rule dictates that the runner must slide directly into any base for the just mentioned situations. Simply being able to get just a hand on the base while a "body's length away" for the purpose of breaking up a double-play will no longer be allowed. The rule in its entirety is as follows:

- a. On any force play, the runner must slide on the ground and in a direct line between the two bases.

**Exception** --- A runner need not slide directly into a base as long as the runner slides or runs (while standing) in a direction away from the fielder to avoid making contact or altering the play/throw of the fielder.

- 1) "On the ground" means either a head-first slide or a slide with one leg and buttock on the ground.
- 2) "Directly into a base" means the runner's entire body (feet, legs, trunk and arms) must stay in a straight line between the bases.

**NOTE 1:** If a runner goes into a base standing up and does not make contact or alter the play of the defensive player, interference shall not be called.

- b. Contact with a fielder is legal and interference shall not be called if the runner:

- 1) Makes a legal slide directly to the base, or
- 2) Is on the ground at the time of contact and the fielder moves directly down the line between the two bases to attempt a play.
- 3) Makes a legal slide and makes contact with a defensive player who is on or over, but not beyond, the base.

**NOTE 2:** When the base runner slides beyond the base, but does not (1) make contact with or (2) alter the play of the defensive player, interference shall not be called.

- c. Actions by a runner are illegal and interference shall be called if:

- 1) The runner slides or runs out of the base line in the direction of the fielder;
- 2) The runner uses a rolling, cross-body or pop-up slide and either makes contact with or alters the play of a fielder;
- 3) The runner's raised leg makes contact higher than the fielder's knee when in a standing position;
- 4) The runner goes beyond the base and either makes contact with or alters the play of the fielder;

**NOTE 3:** "Beyond the base" means any part of the offensive player's body makes contact with or alters the play of the fielder beyond the base.

- 5) The runner slashes or kicks the fielder with either leg;
- 6) The runner illegally slides toward or contacts the fielder even if the fielder makes no attempt to throw to complete a play.

**PENALTY for 1 -6 in (c) above:**

- 1) With less than two outs, the batter-runner, as well as the interfering runner, shall be declared out and no other runners are allowed to advance or score. (Ball becomes dead).
- 2) With two outs, the interfering runner shall be declared out and no other runner(s) allowed to advance or score.
- 3) If the runner's slide or collision is flagrant, the runner shall be ejected from the game.

**NOTE 4:** If the bases are loaded with no outs, a double-play attempt is made, and interference is called, all other runners must return to the bases they occupied at the time of the pitch.

**NOTE 5:** On a force play, with a two-man umpiring system, if the plate umpire does not have a potential play at the plate, he should move toward the base to observe the runner going into second or third base. In this situation, the base umpire must follow the throw and may not see the true effect of the lead runner's actions.

**11.17 NO COLLISION RULE**

**11.17.1 Definition:**

A runner attempting to acquire a base/home MUST AVOID ANY DELIBERATE STAND-UP COLLISIONS WITH THE DEFENSIVE PLAYER FOR THE PURPOSE OF "JARRING" THE BALL LOOSE IF THAT PLAYER HAS POSSESSION OF THE BALL, OR "FORCEFULLY MOVING" THE DEFENSIVE PLAYER OUT OF THE WAY IF HE IS ABOUT TO RECEIVE THE THROWN BALL, OR THE INTENT TO INJURE (based on umpire judgment.). This rule also applies to DEFENSIVE PLAYERS, as seen below. A defensive player, such as a catcher, may NEVER stand in the base path or block the plate or any base WITHOUT being in possession of the ball.

**Note:** Since no umpire can read a player's mind in order to determine actual intent, "deliberate" must also be based on umpire judgment. And while any arguments presented to the umpire may in fact be sincere and well-intended, any aggressive "Q & A" directed towards the umpire may be met with a bit of skepticism. This is *not* an easy call to make, as history has shown.

**11.17.2 Intent Of Rule:**

The intent of this rule is to prevent "stand up" collisions between a runner and defensive player for the purpose of preventing injury. While it does apply to *any plays at any base*, its main focus has been to address plays at home between the runner and catcher. Basically, the intent of this rule is to eliminate the "Pete Rose/Ray Fosse" type of baseball played by professionals---who can obviously "afford" in the real sense of the word to play it this way. Recreational players, however, need to remain healthy so they can go to work on Monday morning.

**11.17.3 Consequences for violating this rule:**

- 1) The ball will become immediately dead.
- 2) No other runners on base will be allowed to advance any further than their present positions when the collision occurs. (Umpire judgment).
- 3) The violating runner will be called "Out" and, if the play happens at home, not be allowed to score if he has in fact succeeded in doing so.