

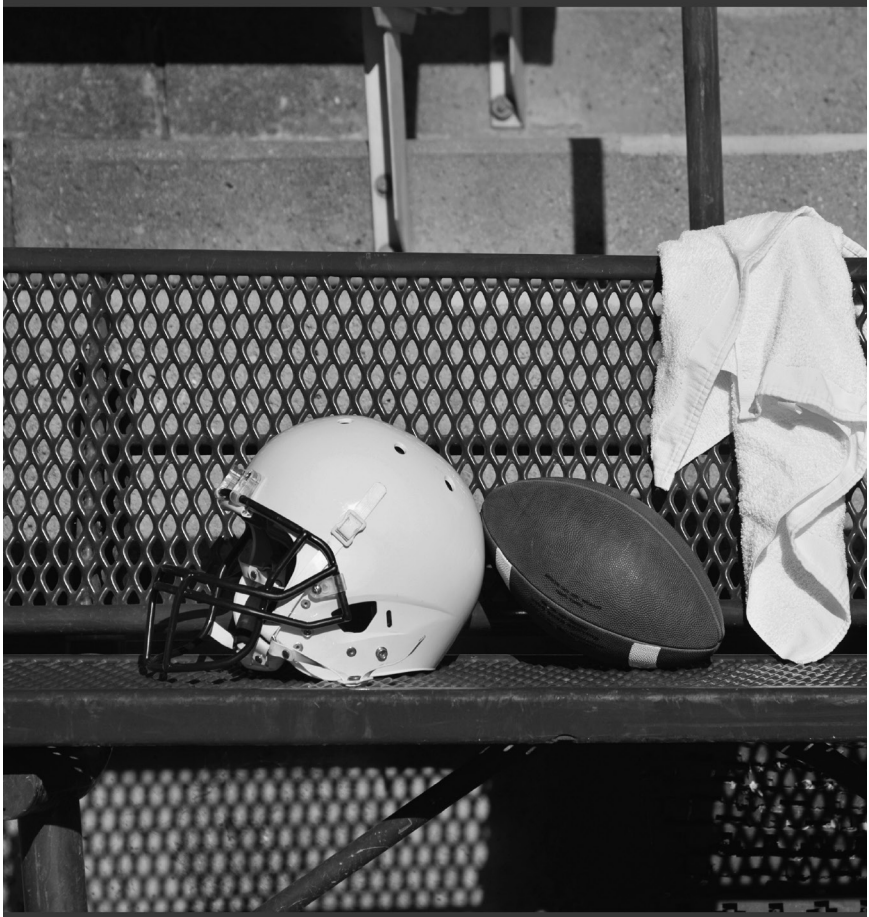
BASEBALL

2027 AND 2028
RULES BOOK

IF YOU THINK YOU OR YOUR TEAMMATE HAS HAD A

CONCUSSION

DON'T HIDE IT. • REPORT IT. • TAKE TIME TO RECOVER.



IT'S BETTER TO MISS ONE GAME THAN THE WHOLE SEASON.

WHEN IN DOUBT, GET CHECKED OUT.

For more information and resources, visit www.CDC.gov/headsup.

NCAA is a trademark of the National Collegiate Athletic Association.
The mark "CDC" is licensed under authority of the PHS.

Reference to any commercial entity or product or service on this page should not be construed as an endorsement by the Government of the company or its products or services.

2027 AND 2028 NCAA BASEBALL RULES

NATIONAL COLLEGIATE ATHLETIC ASSOCIATION



[ISSN 0736-5209]
THE NATIONAL COLLEGIATE ATHLETIC ASSOCIATION
P.O. BOX 6222
INDIANAPOLIS, INDIANA 46206-6222
317/917-6222
WWW.NCAA.ORG
OCTOBER 2026



Manuscript Prepared By: Randy Bruns, *Secretary-Rules Editor, NCAA Baseball*.

Edited By: Stanley Broaden, *Assistant Director, Championships and Alliances.*

NCAA, NCAA logo and NATIONAL COLLEGIATE ATHLETIC ASSOCIATION are registered marks of the Association and use in any manner is prohibited unless prior approval is obtained from the Association.

COPYRIGHT, 1974, BY THE NATIONAL COLLEGIATE ATHLETIC ASSOCIATION

REPRINTED: 1975, 1976, 1977, 1978, 1979, 1980, 1981, 1982, 1983, 1984, 1985, 1986, 1987, 1988, 1989, 1990, 1991, 1992, 1993, 1994, 1995, 1996, 1997, 1998, 1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2010, 2012, 2014, 2016, 2018, 2020, 2022, 2024, 2026
PRINTED IN THE UNITED STATES OF AMERICA

Contents

Preface....4
NCAA Baseball Rules Committee....5
Major Rules Changes for 2027 and 2028....7
Major Editorial Changes....8
Code of Ethics....9
Official NCAA Baseball Rules....10
- Rule 1—The Game, Playing Field and Equipment....10
  - Diagram of Playing Field....11
  - Diagram of Home Plate....12
  - Diagram of Mound....16
- Rule 2—Definitions....23
  - Misconduct Chart....29
- Rule 3—Game Personnel and Their Duties....41
- Rule 4—Pregame Procedures....47
- Rule 5—The Game: Its Beginning and Ending....51
  - Electronic Devices....64
- Rule 6—Ball in Play, Out of Play....66
- Rule 7—Batting....71
- Rule 8—Base Running....80
- Rule 9—Pitching....96
- Rule 10—Scoring....106

Appendix A—Sample Official NCAA Box Score....118
Appendix B—Rules for Scoreboards, Audio, Video and Light Displays....119
Appendix C—Lightning Policy....121
Appendix D—Ejection/Suspension Procedures....122
Appendix E—Getting the Call Right....123
- Video Review Regulations....141

Appendix F—Pitch/Between Innings Clock Protocol....145
Appendix G—Bat Testing Protocols....151
Appendix H—Concussions....155
Appendix I—Accommodations for Student-Athletes with Disabilities....157
Index to Baseball Rules....159

Preface

The NCAA Baseball Rules have been designated as either administrative rules or conduct rules. Typically, administrative rules are those dealing with preparation for the contest. The conduct rules are those that have to do directly with the playing of the contest. Some administrative rules (as indicated) may be altered by the mutual consent of the competing institutions. Others (as indicated) are unalterable. No conduct rule may be changed by mutual consent. All NCAA member institutions hosting varsity games are required to conduct their intercollegiate contests according to these rules. NCAA member institutions playing games at nonmember institutions may play by the rules of the host school. In the NCAA Baseball Rules, the administrative rules that may be altered by mutual consent of the competing institutions are:

Rule 1: Sections 2-b, 3-d, 4, 5, 7.

Rule 3: Sections 4, 5.

Rule 4: Sections 5, 8.

Rule 5: Section 9.

The administrative rules that may not be altered are:

Rule 1: Sections 3-a, 3-b, 3-c, 6, 8, 9, 15, 16.

Rule 3: Sections 1, 2, 3, 6-a, 6-b.

Rule 4: Sections 2, 3, 4.

Rule 10: Sections 23, 24, 25, 26, 27, 28, 29, 30.

All of the other rules are conduct rules and may not be altered.

NCAA Baseball Division I Rules Subcommittee and Divisions II and III Baseball Rules Committee

The chart below lists the members of the Division I Baseball Rules Subcommittee and Divisions II and III Baseball Rules Committee who voted on and approved the rules included in this edition of the book. This information is being included for historical purposes.

DIVISION I BASEBALL RULES SUBCOMMITTEE

Name	Institution	Term Expiration
John Brammer*	Active Umpire	8-31-29
Jamie Breslin	Stanford University	8-31-29
Randy Bruns*	Secretary-Rules Editor	8-31-27
Jim Cole	Mercer University	8-31-26
Tim Corbin	Vanderbilt University	8-31-27
Jeff Gosney*	National Coordinator of Baseball Umpires	8-31-27
Ben Greenspan	Northwestern University	8-31-29
JD Loudabarger	Arizona State University	8-31-29
Johnny Luetzow*	Santa Clara University	8-31-26
Jeremy McClain	The University of Southern Mississippi	8-31-29
Billy O'Conner, chair	Xavier University	8-31-26
Pamm Zierfuss-Hubbard	California State University, Sacramento	8-31-28

DIVISIONS II AND III BASEBALL RULES COMMITTEE

Name	Institution	Term Expiration
Kevin Brooks	Angelo State University	8-31-29
Randy Bruns*	Secretary-Rules Editor	8-31-27
Douglas Coe, chair	Moravian University	8-31-29
Michael Impellittiere	Waynesburg University	8-31-29
Albert Jones	Lock Haven University of Pennsylvania	8-31-29
Patrick McGaha	Harding University	8-31-27
Erik Scherer	California Lutheran University	8-31-29
Tim Seil	Hilbert College	8-31-27
Brian Thornton	Point Loma Nazarene University	8-31-28

*Non-voting member.

For a complete and current listing of the voting and non-voting members of the NCAA Division I Baseball Rules Subcommittee and the Divisions II and III Baseball Rules Committee, please go to: **www.ncaa.org/playing-rules**.

The NCAA invites head coaches or other interested to submit rules-change proposals for the Division I Baseball Rules Subcommittee and the Divisions II and III Baseball Rules Committee to consider at its annual meeting in July. Proposals may be submitted online at **https://forms.ncaa.org/playingRules/new**. All rules-change proposals are at the discretion of the respective Division I Baseball Rules Subcommittee and the Divisions II and III Baseball Rules Committee.

Those seeking interpretations of these playing rules may contact the NCAA Baseball Secretary-Rules Editor:

Randy Bruns (through August 31, 2027)
rbruns11@gmail.com

Steve Mattingly (starting September 1, 2027)
stmattinglysre@gmail.com

For information regarding the NCAA Baseball Umpire Program, visit **https://plus.refquest.com/registration/login.**

Major Rules Changes for 2027 and 2028

Listed below are references to rules that were significantly altered from the last edition of the NCAA Baseball Rules Book. Rules changes are identified by a shaded background. The "X" below indicates a major rules change for the following: Division I (DI), and Division II and Division III (DII/DIII).

Rule	*DI*	*DII/DIII*
First, Second, and Third Base (Rule 1-7). *Require the use of a double base at first base; and permit the use of the 18-inch square bases at institutionally owned facilities. Note: The 15-inch square base remains the standard for use.*	X	X
The Bat (Rule 1-12). *Permit the use of bat sensor technology for in-game swing data collection.*	X	X
Base Coach (Rule 3-3). *A base coach may not be closer to the foul line than the inside edge of the coaches' box and no closer to home plate than the front edge of the box and no further than the back edge of the box once the pitcher has engaged the pitcher's plate.*	X	
Team Personnel Leaving Position (Rule 5-15-c-3). *Updated penalty structure for players and other team personnel to not include an immediate ejection should they leave their position at the time of a potential altercation or fight and do not participate.*	X	X
Electronic Devices (Rule 5-16). *Limits the use of electronic communication devices to defensive purposes only (i.e., the use on offense would not be permitted).*	X	
Electronic Devices (Rule 5-16). *Permit use of in-game data/technology in the dugout to access scouting and analytic information during a game, including the use of preloaded and non-live recorded video. Note: Access to pitch location (i.e., balls/strikes) must be restricted during the game; a device management feature to limit access of applications must be managed by the conference; and live video during a game is permitted, provided that it is delayed by a half-inning at a minimum.*	X	
Dead Ball-Play Suspended (Rule 6-5-f). *Increase of offensive conferences to six (6) which would allow a batters' request to reset the action clock. Similar to defensive conferences, a coach is allowed to be involved in a maximum of three (3) offensive charged conferences plus one additional conference in the event of an extra inning game.*	X	X
Entitled to the Base (Rule 8-3-e). *Fielder may not block the pathway of the base for the runner prior to having possession of the ball.*	X	X
Getting the Call Right (Appendix E). *(1) Permit any play that could result in a fair ball call being overturned to foul to be reviewed; and (2) permit any tag play regardless of the to be reviewed.*	X	X
Timing Limits (Appendix F). *Require a 30-second timing rules for between batters, mound visits and offensive timeouts.*	X	

Major Editorial Changes

The following are editorial changes to the playing rules. Although the editorial changes are minor, it is the intent of the Division I Baseball Rules Subcommittee and Divisions II and III Baseball Rules Committee to inform umpires, coaches, administrators and players of all changes in the rules book.

2027 AND 2028 EDITORIAL CHANGES

Rule	*Description*	*Page*
1-7-b	Double base at first base	14
1-14	Uniforms (For Division I only)	19
2-16	Catch	24
2-26-d	Postparticipation ejection	27
5-16	Electronic devices	64
6-2-e	Immediate dead ball—Runner return	67
6-6	When play resumes	70
7-11-f	When batter or batter-runner is out (Exceptions)	76
8-3-o-4	Entitled to bases	85
8-5-f	When runners are out	88
9-1-b	Pitching positions—The set	97
App. B	Rules for scoreboards, video, audio and light displays	119
App. E	Getting the call right—Video review regulations	123
App. F	Pitch/between innings clock protocol	145
App. G	Bat testing protocols	151

Code of Ethics

Baseball as a game has been played at the colleges and universities of this country for more than 140 years. Only the highest standards of sportsmanship and conduct are expected of players, coaches and others associated with the game.

COACHING/PLAYERS' ETHICS

1. It is the coaches' duty to be in control of their players at all times in order to prevent any unsportsmanlike act toward opponents, officials or spectators.
2. Coaches are expected to comply wholeheartedly with the intent and spirit of the rules. The deliberate teaching of players to violate the rules is indefensible.
3. Coaches must teach their players to respect the dignity of the game, officials, opponents and the institutions that they represent.
4. Coaches must confine their discussion with the game officials to the interpretations of the rules and not challenge umpire decisions involving judgment.
5. "Bench jockeying" will not be allowed. Coaches are to prohibit bench jockeying, which would include personal and malicious remarks, cursing and obscene language toward opponents, umpires or spectators.
6. Coaches must refrain from any personal action that might arouse players or spectators to unsportsmanlike behavior.
7. Coaches must expect from the umpires a courteous and dignified attitude toward players and themselves.
8. Coaches must seek help from school administrators in controlling unruly students and spectators.

RULE 1

The Game, Playing Field and Equipment

An Approved Ruling (A.R.) or Note is an official decision of the NCAA Division I Baseball Rules Subcommittee and the Divisions II and III Baseball Rules Committee [hereafter "rules committee"] regarding a specific rule or part of a rule. It serves to illustrate the spirit and application of the rules. Approved Rulings or Notes follow the rules they amplify.

1-1 THE GAME

Baseball is a game made up of two teams of nine players each. The team at bat is known as the offensive team, and its objective is to have its batters become base runners and its runners to advance legally, touching all bases. When this is done, a run is scored.

The team in the field is known as the defensive team, and its objective is to prevent offensive players from becoming base runners and advancing around the bases. When three offensive players are legally put out, the teams change from the offensive to the defensive and from defensive to offensive.

The object of each team is to score more runs than its opponents. The winner of the game shall be the team that scores, in accordance with these rules, the greater number of runs at the conclusion of a regulation game.

In college baseball, the two teams represent their respective institutions and play the game in conformity with the rules that follow.

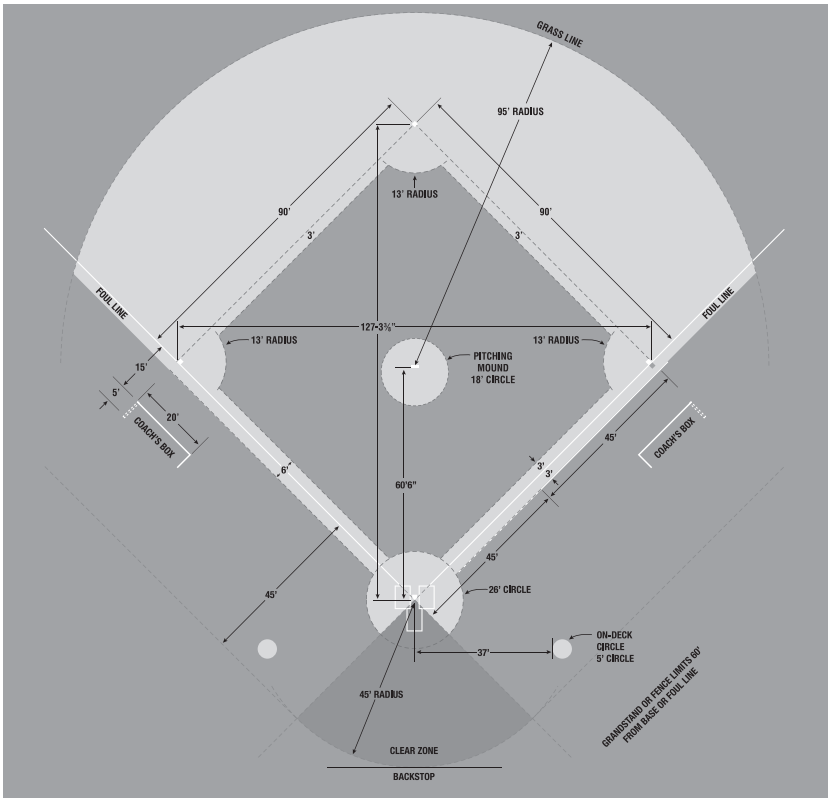
THE PLAYING FIELD

1-2 INFIELD, OUTFIELD DIMENSIONS

a. The infield shall be a 90-foot square. Note in the diagram in this section that the center of second base is one corner of the 90-foot square and the measurement to first and third bases is to the back edge of each base. All measurements are to be made from the apex or back point of home plate. The outfield shall be the area between two foul lines formed by extending the two outer sides of the square.

b. The recommended distances for outfield fences are 330 feet from the apex of home plate to each foul pole; 375 feet in both right- and left-center field; 400 feet in straightaway center field. If the distance to the foul pole is less than 330 feet, the fence should be rounded out to the recommended distances in right- and left-center field and straightaway center field, if possible. The foul poles shall be painted fluorescent yellow for new construction and for repainting of existing foul poles.

Note: This requirement will apply only to college baseball facilities owned by NCAA member institutions.



c. It is highly recommended that the outfield be enclosed completely by a solid and secure outfield fence. If possible, a permanent fence should be at least 6 feet high and preferably 8 feet high.
   1) If a snow fence must be used, the posts must be placed on the outside of the fence, and the top of each post must be below the top of the fence. The top of the snow fence should be bonded with 1-by-4-inch boards on both sides and flush with the top of the fence. Snow fences are potentially dangerous, and their use is discouraged.
   2) The flexible nylon windscreen-type fence is neither solid nor secure and presents a problem when determining if a ball is caught within the field of play. In such a case, caught within the field of play shall mean that the defensive player must have possession of the ball (legal catch) while inside the boundary of the fence. The catch cannot be made legally while the player's foot is stepping on, over or against the fence. All other rules pertaining to a legal catch shall be the same as Rule 2, definition of a catch.

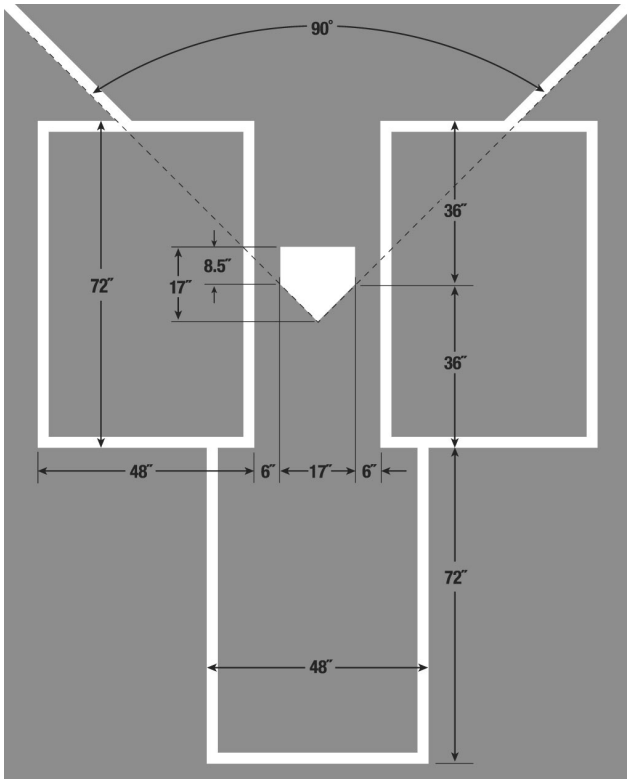
Note: A defensive player may touch or lean against the fence with the body or hands and make a legal catch even though the fence is pushed back, but may not push back or down with either foot. This rule also pertains to an out-of-bounds fence.

d. All college baseball facilities shall have a regulation bullpen for both teams constructed to the exact measurements of the mound on the playing field (see 4-3-e).

e. It is recommended that padding be placed on all hard surfaces (backstops, sideline and outfield fences) that a player is likely to collide with during play.

1-3 BOXES—BATTERS', CATCHER'S, ETC.

Batters' boxes, catcher's box, coaches' boxes, next batter's box and the 3-foot first base restraining line shall be laid out in accordance with the diagram. All lines must be marked with chalk or nonburning white material and must be 2 to 3 inches in width. The line is inside the diamond proper at first and third base. The outside edge of the line should correspond with the outside edge of the base.



a. Before a contest, it is mandatory to line all four sides of the 4-foot-by-6-foot batter's box as shown in the diagram above. At the time of the pitch, the batter shall have both feet inside the batter's box.

b. It is mandatory that the catcher's box be lined as shown in the diagram above.

c. It is mandatory to line or differentiate both coaches' boxes 20 feet by 5 feet and 15 feet from the foul line as shown in the diagram on page 11. At the time of the pitch, the base coach may not be closer to the foul line than the inside edge of the coaches' box and no closer to home plate than the front edge of the box. For Division I, while the pitcher is in contact with the pitcher's plate, the base coach may not be closer to the foul line than the inside edge of the coaches' box, no closer to home plate than the front edge of the box and no further away from home plate than the back edge of the box.

PENALTY—Warning on the first offense; an additional violation shall result in the coach being ejected.

d. It is recommended that the first and third base lines be skinned 15 inches inside of the base line (no more than 36 inches) and 36 inches outside of each base line.

1-4 SURFACE DRAINAGE

For natural surface drainage, it is recommended that the entire playing area be graded two-thirds of one percent starting at the edge of the pitcher's plate (excluding the mound) to the sideline boundaries of the field. The top of the pitcher's plate must be 10 inches higher than the level of home plate.

1-5 NEW FIELDS

All new fields should be oriented with consideration to the following factors: protection of players (hitter, catcher, pitcher and others in that order); comfort of spectators; season of use (March-June); latitude (north to south); east-west geographical location within time zone; prevailing winds; daylight saving time; background; and obstacles or barriers.

When constructing a baseball diamond, first designate a point for the rear tip of home plate. Secondly, with the aid of the above guidelines, locate the desired direction of second base. Using a steel tape or strong cord, measure 127 feet, 3 3/8 inches in this direction. This is the center of second base. With the tape still in this position, locate the pitcher's plate 60 feet, 6 inches from home plate toward second base. With the tape still fastened to the rear point of home plate, measure 90 feet toward first base and scribe a short arc. Also measure 90 feet toward third base and scribe a short arc. Now fasten the tape at the center of second base and measure 90 feet toward first and third base, respectively. Scribe a short arc each time. First and third bases are located where the respective arcs intersect.

a. It is recommended that a warning track be constructed in front of the outfield fence, backstop and dugout areas. The warning track should be a minimum of 15 feet in width.

b. It is recommended that the distance from home plate to the backstop be 45 feet and the distance from the base line to the sideline boundary be 45 feet or more and extended to a point down the line as deep as the skinned portion of the infield. At this point, the sideline fences are to be extended at an angle to a minimum point of 30 feet outside each foul pole. These distances would be used on each side of the field.

c. It is recommended that bullpens be set up outside the playing area and located so that relief pitchers will be throwing in the same direction as when they throw from the mound on the playing field and that each bullpen have

a minimum of two mounds constructed to the exact measurements of the mound on the playing field.

Each bullpen must be large enough to allow two pitchers to warm up at the same time and must be equipped with the regulation-size home plates and pitcher's plates.

d. All new fields should meet the specifications set forth in 1-2-a and 1-2-b.

e. The "on-deck" circle, where distance is restricted, should be located a minimum of 30 feet from home plate, in line with the front edge of the dugout. The recommended distance is 37 feet. The on-deck position shall not be within a triangle created by an extension of the first base and third base foul lines. The on-deck position should be in the near vicinity of the dugout (see 5-2-c).

1-6 HOME PLATE

Home plate is a five-sided slab of whitened rubber or similar material. One edge is 17 inches long, two are 8½ inches and two are 12 inches. It shall be set in the ground so that the two 12-inch edges coincide with the diamond lines extending to home plate from first base and third base and with the 17-inch edge facing the pitcher. The top edges of home plate shall be beveled; and the plate shall be fixed in the ground, level with the ground surface.

Note: It is permissible for home plate to be a white painted area with these exact dimensions on a field where the entire home plate area is covered by artificial turf.

1-7 FIRST, SECOND AND THIRD BASES

First, second and third bases shall be white canvas bags, or suitable rubberized material, securely fastened to the ground. Each bag shall be 15 inches square or 18 inches square (each bag used during a game shall be the same size), filled with soft material to a thickness of 3 to 5 inches. *Note: The 15-inch square base remains the standard for use.*

a. A release-type base may be used for NCAA competition.

b. The double first base shall be used during regular-season and postseason competition.

1) A batted ball hitting or bounding over the white portion of the bag is a fair ball. A batted ball hitting or bounding over the colored (orange or green) bag without first touching or bounding over the white section is foul.

2) When an initial play is being made on the batter-runner at first base, the defense must use the white section of the double base and the batter-runner must use the colored base except in the case of a dropped third strike. After a dropped third strike, if the fielder is drawn to the side of the colored base, the runner would go to the white base and the fielder to the colored base. On a dropped third strike, the fielder and batter-runner may touch either the white or colored base.

Exception 1—On a dropped third strike, the fielder and batter-runner may touch either the white or colored base. After a dropped third strike, if the fielder is drawn to a position in foul territory on the side of the colored base to receive a throw, the runner may touch

the white base in order to avoid a collision. Normal running lane restrictions still apply.

Exception 2—When the defense fields a fair batted ball or throws from foul territory near first base to make a play on the batter-runner, or when an errant throw pulls the defense off the white portion of the base into foul ground, the batter-runner may use either portion of the double base and can run the last few steps to the base in fair territory in an effort to avoid a collision. In this situation, normal running lane violation rules do not apply; however, if intentional interference is ruled, the batter runner would be out. If the intentional interference is deemed to be flagrant, the runner will also be ejected. In this exception, the defense is still required to touch the white base to complete the force play.

3) If there is a play on the batter-runner and the batter-runner clearly touches only the white portion of the double base, it is treated the same as missing the base. If this failure to touch the proper base occurs during a close play and the batter-runner has not passed the base with both feet, the batter-runner should be called out. If the batter-runner clearly beats the throw to first base but misses the base and has both feet on the ground beyond the back edge of the base, the batter-runner would be called out if the defense appeals prior to the batter-runner returning to first base. The proper mechanic is for the umpire to make no call on this play as the batter-runner has not yet touched first base.

4) 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 base or other plays within the infield when there is no initial play made on the batter-runner, the batter-runner may touch either the white or colored section of the base. Should, however, the batter-runner reach and go beyond first base, they may only return to the white section of the base.

5) Once the batter-runner reaches first base, they shall then use only the white base.

c. Games may be played at noninstitutionally owned baseball facilities with bases that are 18 inches square without the use of the double base at first base.

d. The use of 18-inch square bases is permitted at institutionally owned facilities, provided that a double base at first base is used.

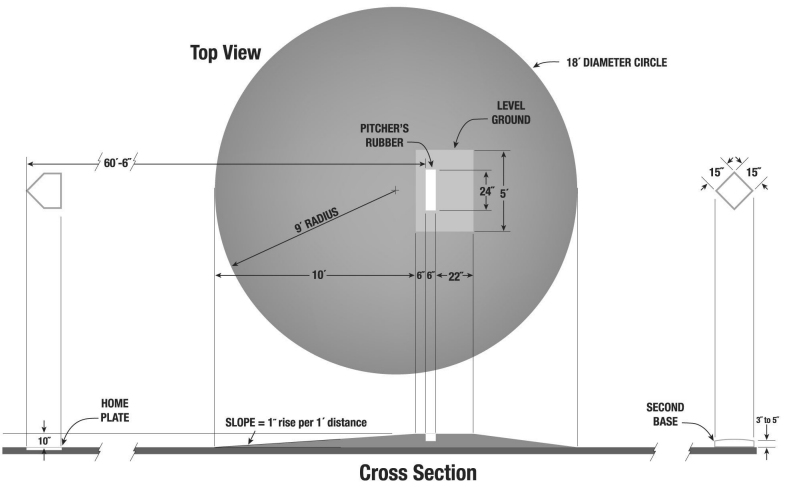
1-8 PITCHER'S PLATE

The pitcher's plate is a rectangular whitened rubber slab, 24 inches by 6 inches, set in the ground with the nearer edge at a distance of 60 feet 6 inches from the back point of home plate.

1-9 PITCHER'S MOUND

a. The top of the pitcher's plate must be 10 inches above the top surface of home plate. The 10-inch height can be measured easily by the use of a line level. There should be a gradual slope of 1 inch per foot from a point 6 inches in front of the pitcher's plate to a point 6 feet toward home plate. From this point, the mound should slope and blend into the grade of the rest of the playing surface.

b. The top of the pitcher's mound should be level with the top of the pitcher's plate, extending from the point 6 inches in front of the pitcher's plate to 22 inches behind the pitcher's plate and 18 inches from each end of the pitcher's plate. This gives a level area 5 feet wide and 34 inches deep that includes the 6-inch width of the pitcher's plate.
c. Maintenance of the pitching mound, before and during games, should be the responsibility of the home management. Unburnt brick clay, plastic blue or gray clay mixed with some of the existing soil is recommended for reconditioning worn out spots. It is recommended that the home management provide foul weather covers for the home plate and mound areas.
d. Portable pitcher's mounds are legal. Both teams must agree on their use before the visitors arrive at the game site.



1-10 EQUIPMENT

The rules committee is responsible for formulating the official playing rules for the sport.

Only equipment that meets specifications published in the NCAA Baseball Rules may be used in intercollegiate competition. The rules committee is responsible for interpretations of NCAA rules and for compliance with those rules.

The rules committee suggests that manufacturers planning innovative changes in baseball equipment submit the equipment to the rules committee for review before production.

1-11 THE BALL

The ball is a sphere weighing not less than 5 nor more than 5¼ ounces avoirdupois and measuring not less than 9 inches nor more than 9½ inches in circumference. It shall be formed by yarn wound around a small core of rubber, cork or combination of both and covered by two pieces of white horsehide or

cowhide tightly stitched together. The coefficient of restitution (COR) of a baseball cannot exceed .555.

a. The home team shall present one dozen game baseballs to the umpires to be rubbed up to remove the gloss before the game starts. Enough balls should be rubbed up so that a glossy ball is not used in the game. Moistened river silt makes an excellent material to remove the gloss from baseballs.
b. Before the game, the umpire-in-chief shall determine whether game balls meet those specifications. During the contest, any umpire may judge the fitness of the ball for play.
c. No player shall intentionally damage or discolor the ball.

PENALTY for c.—The umpire shall demand the ball, warn the player and if the practice continues, remove the player from the game.

1-12 THE BAT

a. Wood bat.
   1) The bat must be a smooth, rounded stick not more than 2¾ inches in diameter at its thickest part nor more than 42 inches in length.
   2) There must be a direct line from the center of the knob to the center of the large end.
   3) Any material to improve the grip may be used for a distance not to exceed 18 inches from the end of the handle.
   4) An indentation in the end of the bat up to 1 inch in depth is permitted (cupped bats). 1
   5) All bats other than one-piece solid wood must be certified in accordance with the NCAA certification program.
b. Nonwood bat.
   1) The entire hitting area of the bat must be round with a constant radius at any point and the finish of the hitting area must be smooth.
   2) There must be a direct line from the center of the knob to the center of the large end.
   3) The maximum length is 36 inches and the maximum diameter is 2 5/8 inches.
   4) The knob and end plug (if applicable) must be firmly attached.
   5) A bat may not weigh, numerically, more than three units less than the length of the bat (e.g., a 34-inch-long bat cannot weigh less than 31 ounces).
   6) A nonwood bat must have an approved, coded certification mark on the barrel of the bat signifying the bat is legal for NCAA competition.
   7) The bat barrel color must be of a predominantly contrasting color to the color of the baseball between the 18-inch mark to the end cap.

PENALTY for a. and b.—A bat without the proper bat testing sticker, that has been altered to improve performance, or that has become flattened or illegal due to continued use after bat testing has been completed is an illegal bat. If such an illegal bat is detected before the first pitch, the batter shall be called out and the bat shall be removed from the game. If an illegal bat is detected after the first pitch, legal or illegal, the batter shall be declared out, and base runners shall not advance as a result of a batted ball. The bat shall be removed from the contest.

c. There shall be no external attachment(s) to any part of the bat other than permitted devices in Rule 1-12-d. A leather, rubber or taped grip is permitted to be placed on the bat handle.

d. The use of bat sensor technology for in-game swing data collection is permitted. *Note: The device must be attached to the knob of the bat or embedded within the knob and any data collected shall not be accessed during the game.*

e. It is mandatory that all bats have an identification mark 18 inches from the end of the handle. No foreign substance may be added to the surface of the bat beyond 18 inches from the end of the handle.

f. For game and practice use, all nonwood bats must have a leather, rubber or taped grip securely attached to the bat handle.

PENALTY for e. and f.—If the bat is not marked 18 inches from the knob, or has pine tar or a foreign substance beyond the 18-inch mark, the bat must be removed from the game and the player warned. If the practice continues, the player is to be ejected from the game. If a bat's handle should become loose and the bat must be removed from the game, the same practice is to be followed. Neither of these infractions is cause for calling the batter out.

g. Bat testing. For Division I, the NCAA Baseball Rules require all nonwood bats used during competition be reviewed by baseball bat testing conducted prior to the start of play of each date of competition. For Divisions II and III, the rules require all nonwood bats used during competition be reviewed by baseball bat testing conducted prior to the start of play of each series or single date of competition. A bat must satisfy all sections of the bat testing process to be compliant for competition. Bats failing any section of the testing protocol shall be surrendered to game management and be retained for the duration of the game, series or tournament for being unacceptable for play. The purpose of this testing is to ensure that legal equipment is used in competition. Rule 4-4-c requires that coaches confirm that their team is playing with legal equipment. All bats used during competition must appear on the NCAA Approved Bat List, pass the barrel ring test and barrel compression testing.

PENALTY for g.—Failure to bat test shall result in a no contest.

1-13 GLOVES OR MITTS

a. The catcher may wear a glove or mitt of any dimension.

b. The first base player's glove or mitt must not be more than 13 inches long or 8 inches wide. The webbing shall not be constructed so as to form a net type of trap. The length measurement of any glove/mitt shall be from the bottom edge or heel straight up across the palm. The width measurement for the first base player's mitt shall be from the center of the base section between the thumb and the first finger to the outside edge of the little finger. The crotch area for the first base player's mitt shall not exceed 5 inches in length, 4½ inches in width at the top and 3½ inches at the base.

c. Every player except the catcher and first base player is restricted to the use of a fielder's glove not more than 13 inches long nor more than 8 inches wide. For the fielder's glove, the measurement shall be from the base of the inside seam of the first finger to the outside edge of the little finger. These measurements shall not exceed 5¾ inches in width at the top and 3½ inches at the base.

PENALTIES for a., b. and c.—

(1) A violator shall be given reasonable time to correct the situation. If it is not done, the violator shall be ejected from the game.

(2) If a play is made with illegal equipment, the offensive team has the choice of taking the play or having the play voided with the pitch being made again (see 8-6-b).

d. The pitcher's glove may not be white or gray, exclusive of piping, nor, in the judgment of the umpire, be distracting in any way.

PENALTY for d.— A violator shall be given reasonable time to correct the situation. If it is not done, the violator shall be ejected from the game.

1-14 UNIFORMS

The uniforms of all participating players and coaches of the team shall be of the same color and style.

It is required that each team have two sets of uniform jerseys of contrasting colors. It is the responsibility of the visiting team to wear a contrasting uniform color to the jersey worn by the home team. It is recommended that both teams wear the full pregame or regular-game uniforms when entering the playing field.

a. All uniforms must include numbers on the back of the shirt. These numbers shall be at least 6 inches in height.

b. Except for the standard shoe plate or toe plate, no player shall attach anything to the sole or heel of the shoe. Shoes with pointed metal spikes similar to golf or track shoes shall not be worn.

c. Polished metal or glass buttons shall not be used on a uniform. If a pitcher wears a helmet, it must have a nonglossy finish.

d. Any part of an undershirt exposed to view shall be of the same solid color other than white. Sleeve lengths may vary for each individual, but each player must wear sleeves of approximately the same length (torn or ragged sleeves are prohibited). Compression-type sleeves, if worn by a pitcher, must be covered by an undershirt or worn on both arms. A uniform shall not contain a pattern that imitates or suggests the shape of a baseball.

e. A player or coach may wear a jacket under the uniform top if it is the same color as the team's undershirts. Only a pitcher may wear a jacket as an outer garment while as a base runner. When worn, it is to be buttoned or zipped. A pitcher may wear a jacket under the uniform top while batting. No other player is permitted to wear a jacket as the outer garment while serving as a base runner, a batter or a defensive player.

f. When coaching the bases, the uniform game jersey must be worn. If a team jacket or windshirt is worn, it must include the team's official logo and be consistent with the team's uniform color and apparel. If both coaches opt to wear a jacket, the jackets must be uniform. At all other times, coaches are allowed to wear a team-issued jacket or windshirt.

g. It is required that base coaches wear a helmet. Play will not continue until compliance with this rule is met. It is recommended that the helmet meet NOCSAE standards.

h. A player or coach must wear a team hat on the field.

i. In accordance with NCAA Bylaw:

1) An institution's uniform or an item of apparel (e.g., team jersey, socks) that is worn by a student-athlete while representing the institution in intercollegiate baseball may contain only a single manufacturer's or distributor's logo or trademark on the outside of the apparel (regardless of the visibility of the logo or trademark). The logo or trademark must be contained within a four-sided geometrical figure (e.g., rectangle, square, parallelogram) that does not exceed 4 square inches. The item of apparel may contain more than one manufacturer's or distributor's logo or trademark on the inside of the apparel, provided the logo or trademark is not visible.

   Note: Competition uniforms and all other items of apparel and equipment must meet NCAA logo restrictions regarding size and number of logos as outlined in the NCAA bylaws. See the current NCAA Division I, II or III Manual for more information.

2) A single manufacturer's or distributor's logo or trademark, that does not exceed 4 square inches, may appear on both the jersey and pants of a student-athlete's uniform.

3) If an institution's uniform or any item of apparel worn by a student-athlete in competition contains washing instructions on the outside of the apparel or on a patch that also includes the manufacturer's or distributor's logo or trademark, the entire patch must be contained within a four-sided, geometrical figure (e.g., rectangle, square, parallelogram) that does not exceed 4 square inches.

4) The restriction on the size of a manufacturer's or distributor's logo or trademark is applicable to all apparel worn by student-athletes during the conduct of the institution's competition, which includes any pregame or postgame activities (e.g., postgame celebrations on the field, pregame or postgame press conferences) involving student-athletes.

j. An institution's uniform that is worn by a student-athlete while representing the institution in intercollegiate baseball may contain a commemorative or memorial patch (e.g., name, mascot, nicknames, logos and marks intended to celebrate or memorialize persons, events or other causes). The patch must not exceed 4 square inches and must be placed on the front or sleeve of the uniform and may not interfere with any required markings. While not all team members are required to wear the patch, the patch must be identical for those who choose to wear the patch. As authorized by the institution or conference, other names or words intended to celebrate or memorialize persons, events or other causes may be located on the back of the uniform where the player name is traditionally located. The names or words may vary by team member.

k. For Division I, two commercial or nonprofit trademarks/logos are permitted and one additional commercial or nonprofit trademark/logo is permitted during conference championship competition. The trademarks or logos may not exceed 4 square inches (all logos); are permitted on the front, back or sleeve of the jersey, pants, socks or hats; and may not interfere with required uniform markings.

1-15 PROTECTIVE EQUIPMENT

a. Batter's Helmet. It is required that every player wear a double earflap protective helmet while batting, on deck and running bases. No player will be allowed to bat or run the bases without wearing such a helmet. All batting helmets must bear the manufacturer's certification indicating satisfaction of NOCSAE test standards. Helmets that are cracked, split or broken shall not be worn. Tape of any kind on the helmet is not allowed and must be removed from the game. For speeding up play, it is recommended that the base runner continue to wear the same helmet worn while batting. It is required that all designated nonroster (other than a coach and player) bat/ball person(s) wear a double earflap protective helmet while performing their duties.

PENALTY for a.—If an umpire observes a player wearing an illegal helmet before coming to bat, while at bat or while on base, the umpire shall instruct the player to change to a legal helmet without penalty. If the player refuses to change helmets, the player shall be ejected from the contest.

b. Catcher's Helmet, Face Mask and Throat Guard. It is required that all catchers shall wear a protective helmet and face mask when fielding their position, warming up a pitcher (i.e., between innings) or catching in the bullpen. It is recommended that all catcher's helmets bear the manufacturer's certification indicating satisfaction of NOCSAE test standards. It is required that all catchers have a built-in or attachable throat guard on their masks.

c. Catcher's Chest Protector. It is required that all catchers must use a chest protector certified to the NOCSAE commotio cordis protective device standard at the time of manufacture, or they must wear an alternative protective device certified to the NOCSAE commotio cordis protective device standard at the time of manufacture.

PENALTY for b. and c.—The player shall not be allowed to catch but shall not be ejected from the contest.

d. Elbow Pads. (1) A player is permitted to wear one (1) elbow protection pad that does not exceed 10 inches in length, as measured when the pad is lying flat.

2) A nylon pad shall surround the shell of any elbow protection equipment.

3) No player may wear a nonstandard elbow protection pad, or any pad designed to protect the upper or lower arm, unless the player has an existing elbow or other arm injury and the team carries with it the following documentation:

a) A letter identifying the player and describing the nature of the injury and describing the proposed elbow protection pad;

b) A physician's report diagnosing the injury; and

c) A physician's determination of length of time the protective pad will be necessary.

e. Hard Casts. Any hard cast must be padded and covered.

DUGOUTS AND SCOREBOARD

1-16 DUGOUTS (PLAYERS' BENCHES)

Players' benches for both teams must be furnished by the home team. It is recommended that these benches be enclosed at either end, at the rear and overhead, or that appropriate dugouts be a part of each new field, and that the center of each dugout be located on the sideline boundary at a point equal distance from home plate and first base and home plate and third base [45 feet].

Facilities for collegiate baseball shall have protective fencing or netting on the field side of the dugout at a height not less than three feet from the field level. It is required effective Jan. 1, 2024, for Division I and Jan. 1, 2025, for Divisions II and III.

a. All personnel of both teams must be in their team's dugout area or bullpen and remain there until the ball has been declared dead or the side has been retired. This excludes the batter, the on-deck batter, base runners, base coaches and the nine defensive players (see 5-2-c).
b. If a facility has limited dugout space and it is necessary for personnel to be outside of the dugout, a clearly visible out-of-bounds line should be added at both bench areas to identify the dead-ball area. All personnel shall remain in this area until the ball has been declared dead. No extensions to dugouts will be allowed on the home plate side of either dugout. Any dead-ball area on the home plate side of any dugout that is used for ball persons is not to be occupied by any uniformed player, coach or other team personnel during play.
c. During a game, no one except eligible players in uniform, coaches, managers, athletic trainers, physicians, scorekeepers and bat persons shall occupy a team's dugout or bullpen. Any violation of this rule should be brought to the umpire's attention and should be reported to the conference or proper disciplinary authority.
d. All loose equipment (e.g., bats, gloves, chairs, etc.) must be kept in the dugout or in a clearly marked dead-ball area. If a pitched, batted or thrown ball touches equipment that is in live-ball territory, the ball remains live.

1-17 SCOREBOARD

It is recommended that a scoreboard that shows balls, strikes, outs and line score be located in such a position on the field so that it can be seen easily by both teams and spectators. Scoreboards shall not be placed in line with the batter's background sector of vision.

1-18 COMMERCIAL/NONPROFIT TRADEMARKS OR LOGOS ON PLAYING SURFACE

a. Up to four commercial or nonprofit trademarks/logos permitted in foul territory and two commercial or nonprofit trademarks/logos permitted in the outfield. The recommended size – up to 15 ft by 15 ft or 225 square feet.
b. The primary color of logo must contrast with the color of the ball. The logo(s) may not interfere with required field markings and are not permitted within the infield.

Exception—A logo on the back of the mound is permitted.

RULE 2
Definitions

2-1 ABANDONMENT

The act of any runner who leaves the base path, after reaching first base, heading for the dugout or defensive position believing there is no further play.

2-2 APPEAL

The act of a player or coach claiming a violation of the rules by the opposing team or misinterpretation of them by the umpires. An appeal may be any act that unmistakably indicates an appeal. For specific appeals see: bat (1-12), base coach (3-3), checked swing (3-6-f), batting out of order (7-11-a) and runner (8-1-a and 8-6). For appeal procedure, see 8-6-b.

2-3 BALK

An illegal act by the pitcher with a runner or runners on base entitling all runners to advance one base (see 9-3).

2-4 BALL

A pitch or partial delivery that does not enter the strike zone in flight and meets one of five criteria (see 7-5).

2-5 BASE

One of four points that must be touched by a runner in order to score a run; more usually applied to the canvas or rubberized bags except for the rubber home plate (see 1-6, 1-7 and 8-1).

2-6 BASE COACH

A team member or a coach, in proper uniform, who is stationed in the coach's box at first or third base.

2-7 BASE ON BALLS

An award of first base granted to a batter who, during the time at bat, receives four pitches outside the strike zone (see 7-5) or following a signal from the defensive team's head coach to the umpire that the coach intends to intentionally walk the batter.

2-8 BATTER

The offensive player positioned in the batter's box.

2-9 BATTER'S BOX

The area within which the batter is positioned when at bat.

2-10 BATTER-RUNNER

A term that identifies the offensive player who has just finished the time at bat and is either put out or becomes a runner before the play ends.

2-11 BATTERY

The pitcher and catcher.

2-12 BENCH OR DUGOUT

The area reserved for team personnel in proper uniform engaged in the game.

2-13 BULLPEN

The area in foul or dead-ball territory, generally between the dugout and outfield fence, where substitute pitchers, catchers and other players warm up. It must contain two regulation pitching plates and home plates and should have seating for four to six players. Facilities should be comparable for both home and visiting teams. Pitchers should be warmed up in the designated bullpen area, not in another facility or location out of sight and sound of the playing field.

2-14 BUNT

A legally batted ball, not swung at but intentionally met with the bat and tapped within the infield (see 7-9).

2-15 CALLED GAME

One in which, for any reason, the umpire-in-chief terminates play.

2-16 CATCH

A catch is the act of a fielder in getting secure possession in their 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 their uniform in getting possession. It is not a catch, however, if simultaneously or immediately following their contact with the ball, he collides with a player, or with a wall, or if they fall 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. In establishing the validity of the catch, the fielder shall hold the ball long enough to prove that they have complete control of the ball and that their release of the ball is voluntary and intentional. A legal catch does not require that the fielder secure possession or control of the ball in his throwing hand when making the transfer. If the fielder had complete control over the ball, and drops the ball after intentionally opening his glove to make the transfer to his throwing hand, the ball shall be adjudged to have been caught.

A catch also is legal if the ball is finally held by any fielder, even though juggled, or held by another fielder before it touches the ground. Runners may leave their bases the instant the first fielder touches the ball.

a. *Catches proximate to a boundary.* A fielder may jump on top of or otherwise reach over a fence, railing, rope or other line of demarcation to make a catch, and may fall over the same after completing a catch. They also may climb onto or otherwise jump on top of a railing, fence or canvas marking the boundary of the field or that may otherwise be in foul ground to make a catch. However, a fielder may not step or jump into the stands, dugout, any other out-of-play area (i.e., over a fence or railing) in order to catch a fair or foul ball.

b. *Reaching into out-of-play areas.* A fielder may reach over, but not step into, any out-of-play area (e.g., dugout or stands) to make a catch, and if they holds the ball, the catch shall be allowed. A fielder, in order to make a legal catch on a foul ball nearing a dugout or other out-of-play area, must have one or both feet on or over the playing surface (including the lip of the dugout) and neither foot on the ground inside the dugout or in any other out-of-play area. The caught ball remains in play, unless the fielder, after making a legal catch, steps or falls into a dugout or other out-of-play area, in which case the base runners shall be entitled to advance one base and the ball shall be dead.

c. *Catches in the dugout.* A fielder is considered to be in the dugout – and thereby unable to make a valid catch – when the fielder has one or both feet on the surface inside the dugout (for example, on the steps or on the floor of the dugout) or has dived into the dugout with neither foot on or above the playing surface. The lip of a dugout (i.e., the top of the dugout steps that is even with the playing surface, even if it is a different material than the playing surface) is considered outside the dugout for purposes of this rule. If a fielder attempting a catch at the edge of the dugout is "held up" and kept from an apparent step or fall into the dugout by a player or players of either team, and the catch is made, it shall be a legal catch and the ball remains live.

d. *Protective netting.* A fielder running into any screen or protective netting set on a field-facing wall or railing (e.g., a backstop or protective netting along the first or third base lines) shall be considered as having entered the stands if, in the judgment of the umpire, neither foot is on or above the playing surface, even if he rebounds immediately back onto the field. Regardless of the location of the fielders' feet, the umpire may judge the fielder to be in the stands if the fielder becomes stuck in the safety netting, fails to immediately rebound, or steps/falls into an out-of-play area. A fielder is permitted to lean against the netting and use their hand or head to hold himself up and prevent them from entering the stands.

e. *Spectator interference.* No interference should be allowed when a fielder reaches over a fence, railing, rope or into the stands to catch a ball. He does so at his own risk.

2-17 CATCHER

The fielder who takes a position behind home plate.

2-18 CATCHER'S BOX

The area within which the catcher shall stand with at least one foot until the pitcher begins the pitching motion (see 1-3-b).

2-19 DEAD BALL

A ball not in play because play legally has been suspended temporarily.

2-20 DEFENSE

The team or any player of the team not at bat and in the field.

2-21 DESIGNATED HITTER

A player who may be designated to bat for the pitcher only (see 7-2).

2-22 DISQUALIFIED PLAYER

A player who no longer is eligible to participate in the game but who has not been ejected (e.g., a player who leaves the lineup because of injury or substitution, except for following a concussion protocol — see 5-5-k).

2-23 DOUBLE FORFEIT

If both teams are equally at fault and the situation is so out of control that the umpires believe the contest cannot be safely continued, or if neither team has enough eligible players available to continue the game, a double forfeit shall be called.

2-24 DOUBLE PLAY

A play by the defense in which two offensive players are put out as a result of continuous action, providing there is no error between the putouts.

2-25 DOUBLEHEADER

Two regularly scheduled or rescheduled games played in immediate succession by the same two teams (see 5-7).

2-26 EJECTION AND POSTPARTICIPATION EJECTION

The immediate removal (or disqualification) of a player or coach from any further participation from the ongoing or current game. The game officials have the authority to eject a player, coach or team representative for misconduct or unsportsmanlike conduct. The offending individual must leave the field and dugout area immediately and is not allowed to communicate with the teams or umpires. The ejected individual must remain out of sight and sound for the remainder of the contest (see 3-6-d, Note 2).

Umpires must file an ejection report with the offending team's conference administrator and/or athletics director, if applicable. Conferences are encouraged to adopt a reporting policy to satisfy this rule. A postparticipation ejection is applicable to the next scheduled contest(s).

a. If a game is protested (before or after an ejection), regardless of the outcome of the protest, the ejection(s) shall be counted and suspensions served, if applicable.
b. If a situation occurs during the action of a game-ending play and such conduct would result in an ejection during the normal course of play, the umpire(s) shall issue a postparticipation ejection. This ejection shall be served in the team's next contest. If the ejected person is an assistant coach, player or other team personnel, the umpire shall inform the head coach of the ejection,

either personally or through the home team game management administrator on site. If the head coach is ejected, the umpire shall inform the coach and/or the game management administrator on site of the head coach's ejection. The umpire must contact the supervisor or assigner immediately after the contest to report any postparticipation ejection. Conferences may impose further penalties if necessary (see Appendix D for full procedures).

c. A postparticipation ejection penalty is served in the same manner as any other ejection (see Appendix D).

d. If a player is ejected after removal from the game, they shall serve a postparticipation ejection. *Note: A postparticipation ejection is applicable to the next scheduled contest(s) and is served in addition to any game suspension(s) required for the ejectable offense.*

e. Whenever a pitcher is ejected for disputing an umpire's decision or for unsportsmanlike conduct or language directed at an opponent or umpire (including a postparticipation ejection), the suspension will be for a total of four (4) games for a starting pitcher and two (2) games for a relief pitcher. This applies whether the ejection occurs while the player is serving as the current game pitcher or after having been removed from the game and their last listed position was that of a pitcher. There will be a three-game suspension for subsequent ejections in the same season for a relief pitcher. If a player is removed as pitcher but remains in the game in another capacity such as a designated hitter or at a defensive position and is then ejected, the suspension penalty is one additional game for the first offense during the current season.

f. When an assistant coach, a player (other than a pitcher) or team personnel other than the head coach is ejected for disputing an umpire's decision or for unsportsmanlike conduct or language directed at an opponent or umpire (including a postparticipation ejection), they will receive a one-game suspension in addition to the present game ejection. There will be a three-game suspension for subsequent ejections in the same season. The individual institution will see that all suspensions are served. Assistant coaches and players may not leave their position on the field or dugout area to appeal any play on the field. Head coaches are ultimately responsible for their team's actions on the field. Although there is a difference between a discussion and an argument, participants, other than the head coach, shall not be the ones to represent their team in communication with the umpire(s).

g. When the head coach has been ejected and is replaced by a substitute head coach, the substitute head coach has all the duties, rights and responsibilities of the original head coach. However, should the substitute head coach be ejected, they shall serve a one-game suspension in addition to their ejection.

h. No team personnel may continue to argue or to continue to excessively express themselves with prolonged actions or offensive language after an ejection.

PENALTY for h.—An additional two-game suspension.

i. When applying the suspension rule, penalties shall be served during the team's next previously scheduled and completed contest(s). If a previously scheduled game has been postponed or halted, that make-up game against the originally scheduled opponent shall count as a regularly scheduled contest. Games may not be added after the incident in order to fulfill the requirements of this rule.

j. If serving multiple suspensions (from a fight or for any penalty) would cause a school difficulty in fielding a team for its next game or games, the institution may request that the suspensions be staggered by its conference office. If the team is an independent, the secretary-rules editor may be contacted for this purpose (see 5-15-e).

k. The use of illegal electronic devices shall result in the ejection of the head coach, along with any other offending team personnel, from the current contest for unsportsmanlike conduct (see 5-16).

Type of Offense	Offender	Consequence for First Offense	Consequence for Second Offense	Consequence for Third Offense	Rule Ref.
Unsportsmanlike conduct or language directed toward an umpire or an opponent	Assistant coach, player or team personnel	Ejection plus a one game suspension.	Ejection from present contest plus a three-game suspension by the same individual in the same season.	Same as second offense.	2-26-f, 5-15-d
Unsportsmanlike conduct or language directed toward an umpire or an opponent	Head coach	Ejection from present contest—no suspension.	Same as first offense.	Same as first offense.	2-26-f
Unsportsmanlike conduct or language directed toward an umpire or an opponent	Player whose last listed position is that of a pitcher	Ejection plus a four-game suspension for a starting pitcher and a two-game suspension for a relief pitcher.	Ejection from present contest plus a four-game suspension for a starting pitcher and a three-game suspension for a relief pitcher.	Same as second offense.	2-26-e, 5-15-d
Game Misconduct – Removing team from the field; refusing to continue	Head coach	Ejection plus a two-game suspension.	Same as first offense.	Same as first offense.	5-15-b
Prolonged or continued arguing, offensive language or excessive expressions directed at an umpire or game official after an ejection	Any participant	Two-game suspension added to the present accumulative total for applicable suspension penalties.	Same as first offense.	Same as first offense.	2-26-h; 5-15-a-4
Fighting	Any participant	Ejection plus a four-game suspension.	Ejection plus a suspension from the team's next five contests.	Ejection plus a suspension for the remainder of the season, including postseason competition.	5-15-c-1
Leaving vicinity of the dugout, bullpen, or position on the field at the time of a potential altercation or fight	Player(s) or team personnel (excluding coaches)	One-game suspension.	Same as first offense.	Same as first offense.	5-15-c-3
Physical abuse of participants or umpires	Any participant including head coach	Ejection plus a four-game suspension.	Ejection plus a suspension from the team's next five games.	Ejection plus a suspension for the remainder of the season, including postseason competition.	5-15-c-2
Intentionally throwing at a batter	Pitcher, or pitcher and head coach	Ejection plus a four-game suspension. The head coach is not ejected if no warning is given. If a warning has been given, the head coach is ejected from that game and suspended for one game.	Ejection plus an eight-game suspension. The head coach is not ejected if no warning has been given. If a warning has been given, the head coach is ejected and suspended for one game.	Ejection plus a suspension for the remainder of the season, including postseason. If no warning is given, the head coach is not ejected. If a warning is issued, the head coach is ejected and suspended for one game.	5-15-c-4
Verbal abuse/bench jockeying *(Note: The following penalties are for actions during the same game.)*	Any participant or game personnel other than head coach	If the unsportsmanlike conduct continues after the warning or if the initial offense is a major offense, the offender shall be ejected.	If the unsportsmanlike conduct continues after the first ejection in the same game, the head coach shall be ejected along with any other offending team personnel.	If the unsportsmanlike conduct continues, the acting head coach shall be ejected along with any other offending team personnel.	5-15-d

Type of Offense	Offender	Consequence for First Offense	Consequence for Second Offense	Consequence for Third Offense	Rule Ref.
Failure to leave and remain out of sight and sound of the playing field and grandstands after an ejection	Any participant	Three-game suspension added to any penalties already accumulated.	Same as first offense.	Same as first offense.	3-6-d, Note 2 and 3
Collision rule	Player	Ejection plus a one-game suspension.	Same as first offense.	Same as first offense.	8-7
Ejection for tobacco use	Player or team personnel and head coach	Ejection plus a one-game suspension for everyone other than the head coach.	Same as first offense.	Same as first offense.	3-11
Postparticipation ejection for unsportsmanlike conduct	Assistant coach, player (other than pitcher) or team personnel	Ejection from the next scheduled contest plus a one-game suspension for a total of two games. These two games will be added to any other applicable penalties for other offenses.	Ejection from next scheduled contest plus a three-game suspension for a total of four games. These four games will be added to any other applicable penalties for other offenses.	Same as second offense.	2-26-c; Appendix D
Postparticipation ejection	Head coach	Ejected from team's next game—no suspension.	Same as first offense.	Same as first offense.	2-26-c; Appendix D
Postparticipation ejection for a pitcher	Player whose last listed position is that of a pitcher.	Ejection from the next scheduled contest plus a four-game suspension for a starting pitcher for a total of fives games and an additional two-game suspension for a relief pitcher for a total of three games.	Ejection from the next scheduled contest plus a four-game suspension for a starting pitcher for a total of fives games and an additional three-game suspension for a relief pitcher for a total of four games.	Same as second offense.	2-26-e
Possession or use of any foreign substance or moisture applied to the hand or fingers, or do anything to deface the ball.	Pitcher and head coach.	Ejected plus a four-game suspension for a starting pitcher and a two-game suspension for a relief pitcher for everyone other than the head coach.	Ejection plus a four-game suspension for a starting pitcher and a three-game suspension for a relief pitcher for everyone other than the head coach.	Same as second offense.	9-2-e
Use of illegal electronic devices	Player or team personnel and head coach	Ejection for unsportsmanlike conduct plus a one-game suspension for everyone other than the head coach.	Ejection for unsportsmanlike conduct plus a three-game suspension for everyone other than the head coach.	Same as second offense.	5-16

Note 1: It is the responsibility of the institution's Head Coach and Director of Athletics to administer and enforce any suspension penalties.
Note 2: Suspension penalties, regardless of the number, shall be served during the offending team's next scheduled contest(s). Postparticipation ejections and any applicable suspension penalties shall also be served during the offending team's next scheduled contest(s). Conferences and institutions may choose to implement additional penalties for misconduct.
Note 3: A listing of ejection and suspension procedures is contained in Appendix D.

2-27 FAIR BALL

A fair ball is a legally batted ball that:

a. Settles on fair ground between home plate and first base or between home plate and third base;

Note: When a batted ball is rolling fair down the foul line between home plate and either first or third base and a fielder stoops down over the ball and blows on it or in any other manner does some act that, in the judgment of the umpire, causes the ball to roll onto foul territory, the umpire shall rule it a fair ball. The ball is alive and in play.

b. Is on or over fair ground when bounding to the outfield past first or third base;

c. First falls on fair ground on or beyond first or third base;

d. First touches a player, umpire or any piece of equipment while over fair territory. A batted ball that hits the pitcher's plate and rebounds untouched to foul territory between first and home or third and home is a foul ball.

Note: A fair fly must be judged according to the relative position of the ball and the foul line and not as to whether the fielder is on fair or foul ground at the time the ball is first touched.

e. Touches a base in fair territory unless previously touched by a fielder or runner while the ball was in foul territory; or

f. Passes out of the playing field in flight while over fair territory.

Note: If a batted ball hits the top of the fence while in fair territory and then bounces over the fence, it is a home run.

2-28 FAIR TERRITORY

That part of the playing field within and including the first- and third-base lines from home plate to the bottom of the playing-field fence and perpendicularly upwards. Both foul lines are in fair territory.

2-29 FIELDER

A defensive player.

2-30 FIELDER'S CHOICE

The act of a fielder who, in playing a fair ground ball, attempts to or does retire another base runner rather than throwing to first base to put out the batter-runner.

2-31 FLAGRANT COLLISION

A collision between a base runner and a fielder in which the runner maliciously attempts to dislodge the ball (see 8-7).

2-32 FLY BALL

A batted ball that goes high in the air directly off the bat.

2-33 FORCE PLAY

A play in which a runner legally loses the right to occupy a base by reason of the batter becoming a runner.

Note: On a dropped third strike, when the batter is not entitled to run to first base, any advancing runner must be tagged to be declared out. This is not a force play situation.

2-34 FORFEITED GAME

A game declared ended and awarded to the offended team by the umpire-in-chief (see 5-12 and 10-28).

2-35 FOUL BALL

A batted ball that:

a. Settles on foul ground between home plate and first base or between home plate and third base;
b. Bounds past first or third base on or over foul ground;
c. First falls on foul ground beyond first or third base;
d. While on or over foul ground, touches an umpire, a player or any object other than the playing surface;
e. Hits the batter in the batter's box, or hits the dirt or home plate and then hits the batter or the bat, which is in the hand or hands of the batter, while in the batter's box; or
f. Hits the pitcher's plate and rebounds into foul territory between home plate and first or third base, without touching a fielder.

Note: A ball is to be judged fair or foul with respect to its position relative to the foul lines and not with respect to the position of the fielder at the time of contact.

2-36 FOUL TERRITORY

That part of the playing field outside the first- and third-base lines extended to the fence and perpendicularly upwards.

2-37 FOUL TIP

A batted ball that goes sharp and direct from the bat to the catcher and is legally caught by the catcher. It is not a foul tip unless it is caught, and any foul tip that is caught is a strike, and the ball is in play.

2-38 GROUND BALL

A batted ball that rolls or bounces close to the ground.

2-39 HALF SWING

An attempt by the batter to stop the forward motion of the bat while swinging, which puts the batter in jeopardy of a strike being called. The half swing shall be called a strike if the barrel head of the bat passes the batter's front hip. This does not apply to a bunt attempt when the batter pulls the bat back.

2-40 HALTED GAME

A game that is stopped at any time after its start and is to be completed at a later date (see 5-9).

Note: As it applies to a halted game, the game starts when the umpire-in-chief calls "Play" (see 3-7-a and 5-1).

2-41 HOME TEAM

The team on whose field the game is played. If the game is played on neutral grounds, the home team shall be determined by mutual agreement.

2-42 ILLEGAL BAT

A bat that does not display the BBCOR certification mark, an approved sticker from bat testing, or in the umpire's judgment or upon appeal of the opposing team, has been altered so as to affect the distance factor, or cause an unusual reaction on the baseball. This includes wooden bats that are filled, flat-surfaced, nailed, hollowed, grooved or covered with a substance such as paraffin, wax, etc., and metal bats that are flat-surfaced or have had the polyurethane core removed or altered.

PENALTY—Rule 1-12.

2-43 ILLEGAL PITCH

A pitch delivered to the batter without the pitcher's pivot foot in contact with the pitcher's plate or the pitcher making a quick return pitch. With no runner(s) on base, it is a ball; with a runner(s) on base, it is a balk (see 9-1-a; 9-1-d; 9-2-a; and 9-3-i).

2-44 ILLEGALLY BATTED BALL

A ball hit, fair or foul, by the batter when either one or both of the batter's feet are upon the ground entirely outside the lines of the batter's box or when touching home plate, or a ball hit with an illegal bat (see 1-12-a, b and 7-10).

2-45 IN FLIGHT

Any batted, thrown or pitched ball that has not touched the ground or some object other than a player.

2-46 INFIELD

That area within the 90-foot square bounded by home plate, first, second and third bases.

2-47 INFIELD AREA

That portion of the field included in an arc between the left- and right-field foul lines approximately 160 feet from home plate.

2-48 INFIELD FLY

A fair fly ball (not including a line drive or an attempted bunt) that can be caught by an infielder with ordinary effort, when first and second or first, second and third bases are occupied before two are out. The pitcher, catcher and any outfielder who is positioned in the infield on the play shall be considered infielders for the purpose of this rule. In the case of a declared infield fly, the ball is live and runners may advance at their own risk. If a declared infield fly becomes a foul ball, it is treated the same as any foul.

Note 1: If a player intentionally drops a fair ball, the ball remains in play despite the provisions of 7-11-q. The infield fly rule takes precedence.

Note 2: If interference is called during an infield fly, the ball remains alive until it is determined whether the ball is fair or foul. If fair, both the runner who interfered with the fielder and the batter are out. If foul, even if caught, the runner is out and the batter returns to bat.

2-49 INFIELDER

Fielders (usually four) who occupy positions between the pitcher's mound and the three outfielders (usually between or somewhat behind the bases).

2-50 INNING

That portion of a game within which the teams alternate on offense and defense and in which there are three putouts for each team. Each team's time at bat is a half-inning.

2-51 INTERFERENCE

An act that hinders or prevents a player from making a play.

a) 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.
b) Defensive interference is an act by a fielder (usually the catcher) that hinders or prevents a batter from hitting a pitch.
c) Umpire's interference occurs (1) when a plate umpire hinders, impedes, or prevents a catcher's throw attempting to prevent a stolen base or retire a runner on a pickoff play, or (2) when a fair ball touches an umpire on fair territory before passing a fielder.
d) Nongame personnel or spectator interference occurs when nongame personnel (someone other than players, coaches or umpires) or a spectator (or an object thrown by the spectator) hinders a player's attempt to make a play on a live ball, by going onto the playing field, or reaching out of the stands and over the playing field.

See specific rule sections for action to be taken: batter (6-2-d, 6-3-b, 7-11-f, k, l and n, 8-2-e, 8-5-l and p); batter-runner (7-11-l, m, o, p and q, 8-2-g, 8-5-e, o, p and q); runner (6-2-e and g, 6-4-b, 7-11-r and s, 8-2-g, 8-3-f and g, 8-5-d and k); coach (6-2-c, 8-3-j, 8-5-f and g); nongame personnel (4-8, 6-4-a, 7-11-t, 8-3-n); offensive team (5-2-d, 8-5-h and q); umpire (6-2-f, 6-3-a).

Note 1: 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 touched legally at the time of the interference, unless otherwise provided by these rules. The ball is dead.

Note 2: If the batter-runner has not touched first base at the time of interference, all runners shall return to the base last occupied at the time of the pitch. If there was an intervening play made on another runner, all runners shall return to the base last touched at the time of interference.

Note 3: If a fielder has a chance to field a batted ball, but misplays it and while attempting to recover it, the ball is in the fielder's immediate reach and the fielder is contacted by the base runner attempting to reach a base, interference shall be called.

Note 4: If a fielder has a chance to field a batted ball, but misplays it and must chase after the ball, the fielder must avoid the runner. If contact occurs, obstruction shall be called.

Note 5: If a fielder chases after a deflected batted ball ahead of a runner's arrival and is in the act of picking up the ball (fielding) when contact is made by an offensive player, interference is the call. If the fielder is chasing after the deflected batted ball and contact is made between the two players, obstruction should be the call.

Note 6: No preceding or succeeding runner shall advance on an interference play and a runner is considered to occupy a base until they have legally attained the next succeeding base.

2-52 LAST TIME BY

If the runner retouches a base or bases in advancing to the awarded base, or in returning to the original base occupied at the time of the pitch, the runner's failure to touch a base in returning is corrected under the theory that touching the base the last time by corrects any previous error.

Note: When a runner touches a base after an award, this touching corrects any previous base-running infraction.

2-53 LIVE BALL

After the pitcher engages the pitcher's plate with possession of the ball and the batter has assumed their position in the batter's box, the umpire calls or signals "Play" (see 6-6).

2-54 MISCONDUCT

Misconduct is any act of dishonesty, unsportsmanlike conduct or unprofessional behavior that discredits the contest, the institutions or intercollegiate athletics.

2-55 OBSTRUCTION

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.

Note: 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 they must occupy their position to receive the ball, the fielder may be considered to be "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, they can no longer be in the "act of fielding" the ball. For example: An infielder dives at a ground ball and the ball passes them. If the fielder continues to lie on the ground and delays the progress of the runner, they very likely have obstructed the runner.

See specific rule sections for action to be taken: catcher (8-2-e); fielder (8-3-e, f); visual obstruction (8-3-f).

2-56 OFFENSE (OFFENSIVE)

The team at bat.

2-57 OFFICIAL WARNING

An "Official Warning" is a warning from an umpire that carries the words, "This is your official warning. If you continue, you will leave me no option but to eject you." Slang terms such as, but not limited to, "knock it off;" "that's enough;" "don't say anything else;" or "I've heard enough" do not constitute an official warning.

2-58 OUT

A declaration by the umpire that a player who is trying for a base is not entitled to that base.

2-59 OUTFIELDER

Fielders (usually three) who occupy positions most distant from home plate between the infielders and the outfield fence.

2-60 OVERSLIDE

The act of an offensive player who slides with such momentum that contact is lost with the base.

2-61 PICKOFF

When a pitcher or catcher throws to a base between pitches in an attempt to retire a runner who is either leading off or about to begin stealing the next base, or to keep a runner close to the base.

2-62 PINCH HITTER

An eligible substitute player who is not listed in the lineup and bats for a player listed in the lineup.

Note: With a 10-player lineup, the pitcher only may pinch hit for the designated hitter.

2-63 PINCH RUNNER

An eligible substitute player who is not listed in the lineup and who runs for a player who has reached base.

2-64 PITCH

The ball delivered by the pitcher to the batter while in contact with the pitcher's plate.

2-65 PITCHER

The fielder designated to deliver the pitch to the batter.

2-66 PITCHER'S PIVOT FOOT

The foot in contact with the pitching plate when the pitcher is in the act of delivering the ball.

2-67 PLAY

a. The order given by the umpire to begin the game or resume play.

b. A play or attempted play shall be interpreted as a legitimate effort by a defensive player who has possession of the ball to retire a runner. This may include an actual attempt to tag a runner, a fielder running toward a base with the ball in an attempt to force or tag a runner, or actually throwing to another defensive player in an attempt to retire a runner. The fact that the runner is not out is not relevant. A fake or a feint to throw shall not be deemed a play or an attempted play.

2-68 QUICK PITCH

An illegal pitch made with the obvious intent to catch the batter off balance (see 9-2-a).

2-69 RUNDOWN

The act of the defense in an attempt to put out a runner between bases.

2-70 RUNNER

An offensive player who is advancing to, returning to or touching a base.

2-71 SAFE

A declaration by the umpire that a runner who is trying for a base is entitled to that base by virtue of reaching it before being tagged or forced out.

2-72 SET POSITION

One of the two legal pitching positions, usually used with runners on base (see 9-1-b).

2-73 SQUEEZE PLAY

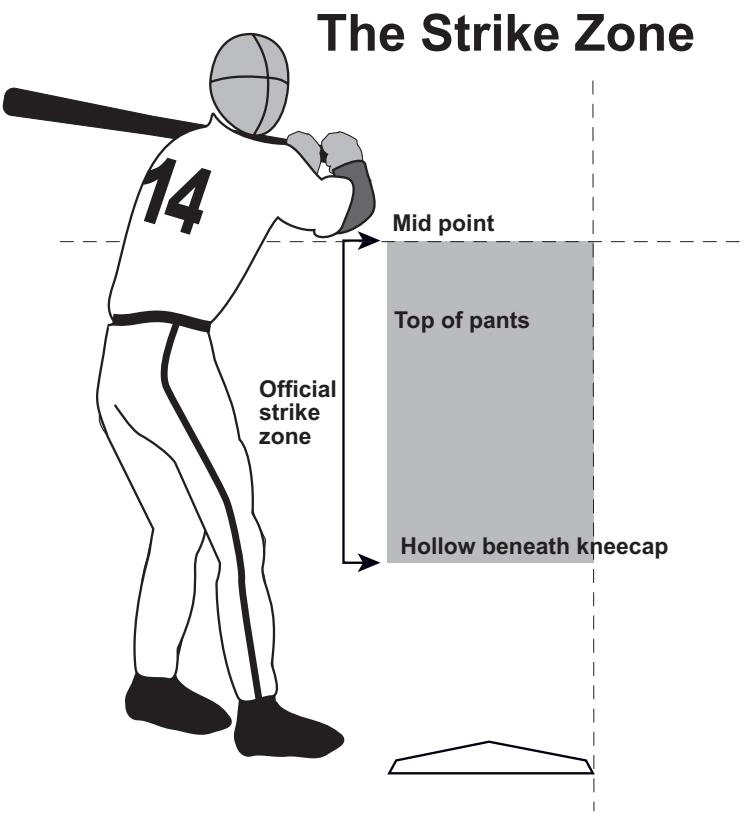
A play whereby a team, with a runner on third base, attempts to score that runner by means of a bunt.

2-74 STRIKE

A legal pitch that can be called for one of nine (9) criteria (see 7-4).

2-75 STRIKE ZONE

The area over home plate from the bottom of the kneecaps to the midpoint between the top of the shoulders and the top of the uniform pants. The strike zone shall be determined from the batter's stance as the batter is prepared to swing at a pitched ball (see diagram below).



2-76 SUBSTITUTE

A substitute is an eligible roster player who is not one of the nine or ten eligible players in the game and has not been withdrawn or disqualified.

2-77 SUSPENSION

The prohibition of a player or coach from participating in a future contest(s). A game must be played to its completion before it counts toward a suspension. A game that is scheduled, but not played due to weather, power failure, etc., shall not be used to satisfy a suspension(s). If the penalty is not satisfied during the current season, it shall be assessed at the beginning of the next official NCAA spring season.

A suspended person must follow the same penalties as those in an ejection (e.g., removed from sight and sound of the contest). Additionally, a suspended person cannot:

a. Be dressed in game uniform;

b. Communicate with any team personnel or umpires;
c. Take part in any pregame activities at the site of competition; and
d. Be in the stadium or on the field once pregame activities have started.

Note: See Appendix D for additional information.

e. Procedures for enforcing penalties are as follows:
   (1) After an ejection and suspension, the offending individual must leave the field and dugout area immediately and is not allowed to communicate with team members or the umpires.
   (2) Suspended personnel shall not be in uniform, allowed in any team area or perform any team duty while serving their suspensions.
   (3) It is the responsibility of the institution's head coach and director of athletics to administer and enforce the suspension penalty. If a suspended player or coach is found to have participated in a game during the prescribed suspension, the game will be forfeited by the offending team.
   (4) When a penalty occurs during the team's last game of the season, the penalty will be assessed at the beginning of the next official NCAA spring season.
   (5) An umpire has jurisdiction to impose penalties for fighting from the beginning of the game until the umpires have left the playing area (stadium) after the final game of the day.
   (6) The ejecting umpire must file a suspension-report form with the secretary-rules editor, the offending team's athletics director, and a conference administrator, if applicable.
   (7) Conferences and institutions may choose to implement additional penalties for fighting or physical abuse.
   (8) Suspended game personnel shall serve the suspension penalties immediately. There shall be no appeal of the penalty.

   Note 1: When applying the suspension rule, penalties shall be served for the team's next previously scheduled and completed contest(s). If a previously scheduled game has been postponed or halted, that make-up game against the originally scheduled opponent shall count as a regularly scheduled contest. If the next scheduled competition is the completion of a halted game from earlier in the season for which the individual was eligible, they may participate in the completion of the halted game and will serve the suspension during the next previously scheduled complete game(s). Games may not be added after the incident in order to fulfill the requirements of this rule.

   Note 2: If serving multiple suspensions from a fight would cause a school difficulty in fielding a team for its next game or games, the institution may request that the suspensions be staggered by the conference office. If the team is an independent, the secretary-rules editor may be contacted for this purpose.

2-78 TAG

The action of a fielder in touching a base with any part of the body while holding the ball securely and firmly in the hand or glove or touching a runner with the ball or with the glove while holding the ball (not including hanging laces alone) securely and firmly in that hand or glove. For the purposes of this definition any jewelry being worn by a player (e.g., necklaces, bracelets, etc.) shall not constitute

a part of the player's body. However, equipment attached to a player's belt or tucked into a player's pocket is considered part of the player's uniform. The fielder shall maintain or regain control of their body and if they drop the ball due to their lack of body control or control of the ball, it is not a tag. A voluntary and intentional release is substantive proof of complete control.

Note: A ball stuck in a fielder's glove remains alive. If the fielder tosses the ball/glove combination to another fielder in time to complete a tag of a base or runner in advance of the base and the ball/glove combination is held securely, the runner or batter-runner is out.

2-79 TEN-RUN RULE

By conference rule, or mutual consent of both coaches before the contest, a game may be stopped only after seven innings if one team is ahead by at least 10 runs.

Each team must play an equal number of innings unless shortened because the home team needs none or only part of its half of the final inning.

2-80 THROW

The act of hurling the ball, with various degrees of velocity, toward a given object, usually a teammate. A pitch is not a throw.

2-81 TIME

The interruption of play by any umpire, calling or signaling the ball dead.

2-82 TIME OF THE PITCH

The time of the pitch is (1) in the wind up position, when the pitcher makes any movement habitually connected with the delivery to the plate, or (2) in the set position, when the pitcher begins the natural movement associated with the pitcher's delivery of the ball after the pitcher has come set with both hands together in front of their body.

2-83 TOUCH

The contacting of any part of an opposing player's or umpire's body, clothing or equipment (but not any jewelry (e.g., necklaces, bracelets) worn by a player).

Note: Equipment shall be considered worn by a player or umpire if it is in contact with its intended place on the person.

2-84 TRIPLE PLAY

A continuous play by the defense in which three players are put out without an error between the putouts.

2-85 WINDUP

One of two legal pitching positions, usually made with no runners on base (see 9-1-a).

RULE 3

Game Personnel and Their Duties

3-1 HEAD COACH

A head coach is a person employed or appointed by an institution to be responsible for the team's actions on the field (usually the head coach also is responsible for the team's actions off the field) and to represent the team in communications with the umpire and the opposing team. A player may be designated as head coach in the event the head coach is absent.

a. The head coach may delegate specific duties prescribed by the rules to a player or assistant coach, and any action of such designated representatives shall be official. The head coach always shall be responsible for the team's conduct, observance of the official rules and deference to the umpire.
b. If a head coach leaves the field, a player or assistant coach shall be designated as the substitute; and such substitute coach shall have the duties, rights and responsibilities of the head coach. If the head coach fails or refuses to designate a substitute before leaving, the umpire-in-chief shall designate a team member as substitute head coach.

Note: When the head coach has been ejected or otherwise leaves the field during a game and is replaced, the substitute head coach has all the duties, rights and responsibilities of the head coach. However, should the substitute head coach be ejected, they shall serve a one-game suspension in addition to their ejection.

3-2 ASSISTANT COACH

An assistant coach is a person who assists the head coach. The assistant coach is ineligible to compete as a player.

Assistant coaches may not leave their position, dugout or bullpen area to appeal any play on the field.

PENALTY—Ejection from the game after a warning.

3-3 BASE COACH

A base coach is an eligible team member, head coach or assistant coach who occupies the coach's box at first or third base to direct the batter or runner.

a. A base coach must be in the same type and color of uniform, including the team outer (warm-up) jacket, as the team's players.
b. At the time the pitcher is in contact with the pitcher's plate, the base coach may not be closer to the foul line than the inside edge of the coaches' box and no closer to home plate than the front edge of the box (see also Rule 2-6, Base Coach). For Division I, while the pitcher is in contact with the pitcher's

plate, the base coach may not be closer to the foul line than the inside edge of the coaches' box, no closer to home plate than the front edge of the box and no further away from home plate than the back edge of the box. A coach may leave the coach's box to signal the player to slide or advance or return to a base as long as the individual does not interfere with the play.

Note: To be considered within the boundary of the coach's box, a base coach must have at least one foot on or within the boundary lines extended.

c. Base coaches may address only their team members.

d. A base coach may not use language that will reflect negatively upon the players, umpires or spectators.

PENALTY for b., c. and d.—Ejection from game after a warning.

e. A base coach may not physically assist a runner in returning to or leaving the base.

Note: Other runners may make outs or advance on the bases.

f. A base coach may not leave the box or act in a manner to draw a throw by a fielder or distract the pitcher.

PENALTY for e. and f.—A delayed dead ball shall be called. At the conclusion of the play, the assisted runner shall be declared out.

3-4 TEAM MANAGER

Team managers are individuals whose duties are designated by the head coach.

3-5 OFFICIAL SCORER

A representative of the home team, league or conference should be designated as the official scorer. This person shall keep the records as designated in the official scorebook. It is recommended that the official scorer be seated in the press box or stands and ensure that the home and visitor's scorebooks agree.

3-6 UMPIRES

Game officials are the umpire-in-chief (plate umpire) and one, two, three or five field umpires.

Note: The minimum number of umpires required to begin a game is two (2). A game may be completed with one (1) umpire if necessary due to injury, illness or extenuating circumstances.

a. Any umpire has the authority to order a player, coach or team attendant to do or refrain from doing anything that affects the administering of these rules and to enforce prescribed penalties.

Note: Umpires should arrive at the game site at least 60 minutes before game time and notify the home team. Umpires, and the home team coach, should have a current NCAA rules book available at the game site.

b. Each umpire is an approved official of the institution, league or conference and is authorized and required to enforce each SECTION of these rules. Further, the individual is obliged to conduct the game under conditions conducive to the highest standards of good sportsmanship. Each umpire has the authority to rule on any point not specifically covered in these rules.

c. The institution, league or conference shall recommend that umpires be dressed uniformly. Any logos or insignias not related to collegiate baseball

(e.g., professional baseball) are not permissible on any part of the umpire's uniform.

PENALTY for c.—Umpires in violation of this rule shall be reported to and punished by the proper disciplinary authority.

d. Any umpire shall eject any player, coach, manager or trainer for violations of the Coaches' and Players' Code of Ethics (see page 9). Conferences and institutions may choose to implement additional penalties (see Appendix D).

Note 1: The umpire first may warn any violator or team before ejecting the individual(s) from the game.

Note 2: If any person is ejected from the game, the individual shall leave the field immediately. The person must be removed from sight and sound of the contest. Sight and sound shall mean that the ejected person(s) cannot view the contest, cannot communicate with their team nor be where the umpires may hear them. It may still be possible for the ejected person(s) to be able to hear the sounds of the game; however, they must have left the confines of the playing field and the grandstands.

Note 3: The ejected individual is not allowed to return to the dugout, field or grandstands until the umpiring crew has been escorted to its dressing area by security or game management.

PENALTY for Note 2 and Note 3—A three-game suspension, in addition to the ejection or post-game ejection will apply to any individual in violation of this rule.

Note 4: Any umpire may eject any player, coach or other team personnel if the violation warrants an ejection.

PENALTY for Note 4—The offending person, other than the head coach, is suspended for one game. If game management or security personnel cannot restore order and the game resumed in a reasonable amount of the time, the game will be suspended until order is restored (see 2-26 and 5-15 for suspension penalties).

Note 5: If a person is ejected in the first game of a doubleheader and the ejection carries a suspension, the person shall serve the suspension in the second game.

e. If there is a reasonable doubt about some decision being in conflict with the rules, the head coach has the right to appeal an umpire's decision and seek its reversal. To ask a question about a call on the field, the head coach may only meet the calling umpire at the midpoint of their respective foul line. To ask a question about a call at the plate or when making a line-up change, the head coach may not enter the dirt circle around home plate. Coaches are not entitled to a second opinion simply because they dispute a call (see Appendix E, 1-d).

Note: After a request for an umpire conference has been granted, coaches are not allowed to continue to argue a call once the final decision has been made. If a call is reversed, coaches are entitled to an explanation.

PENALTY for e.—Ejection.

f. When asked by a coach or player, the plate umpire must seek a decision from the appropriate base umpire regarding the "half swing." Such appeal may only be made when the plate umpire has called the pitch a ball. Appeals on a half swing must be made before the next pitch, or any play or attempted play. If the half swing occurs during a play which ends a half-inning, the appeal must be made before all infielders of the defensive team leave fair territory. Baserunners 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.

Note 1: Balls, strikes, half swings or decisions about hit-by-pitch situations are not to be argued. After a warning, any player or coach who continues to argue balls, strikes, half swings or a hit-by-pitch situation shall be ejected from the game. Umpires shall record the warning.

Note 2: If a coach leaves the dugout or their position to argue a ball or strike call (including a half swing or hit-by-pitch), the coach may be ejected without warning.

g. No umpire shall criticize or interfere with another umpire's decision, unless asked by the one making it; however, if there is a misinterpretation of a rule, it should be brought to the attention of the umpire-in-chief.

h. No umpire may be replaced in a game unless the individual becomes ill or injured.

i. When two or more umpires render different decisions on the same play, the umpire-in-chief shall consult with all the umpires away from all players and coaches. The umpire-in-chief shall determine which decision shall be accepted.

j. Players and coaches are prohibited from deliberately erasing the batter's box or other lines. Umpires must stop the individual from erasing the lines.

Note: The umpire has authority to require the batter to stand in a proper batting position. The umpire may require the grounds crew to reline the box. After a warning, individuals who repeatedly commit this infraction may be ejected.

k. Umpire jurisdiction in regard to personal confrontations and unsportsmanlike conduct directed toward them begins when the umpires enter the game site and ends when the umpires have left the game site.

3-7 UMPIRE-IN-CHIEF

The umpire-in-chief or an umpire designated as the crew chief has sole authority to forfeit a game, and has jurisdiction over any rules matters not assigned to the field umpire in 3-8. The umpire-in-chief's duties include those covered in 3-6 and also the following:

a. Call or indicate "Play" to start the game, "Time" when the ball becomes dead and "Play" when play is resumed;

b. Call and count all balls and strikes (see 3-6-f) and give a clear visual and verbal indication of all strikes;

c. Make all decisions on the batter;

d. Determine fair and foul balls;

e. Announce each substitution or have this announced through the public-address system;

f. Have the lights turned on when necessary for safety reasons. Whenever possible, this should be done at the beginning of an inning;

g. Call the game when conditions become unfit for play and when the last out is made;

h. Eject a player, coach or team member;

i. Clear the bench. "Clear the bench" means the affected participants must leave the dugout area; however, these participants remain eligible to participate in the contest.
j. Penalize for rule infractions; and
k. Forfeit the game for prescribed infractions by spectators, players, coaches or other persons subject to these rules (see 5-12).

3-8 FIELD UMPIRE

A field or base umpire may take any position desired and shall aid the umpire-in-chief in administering the rules.

a. The base umpire shall make all decisions on the bases except those reserved to the umpire-in-chief, and shall have concurrent jurisdiction with the umpire-in-chief in calling time, balks, foul balls, defacement or discoloration of the ball by the pitcher, use of an illegal pitch, when a fly is caught, or in ejecting any player for unsportsmanlike conduct or infractions as prescribed by the rules.
b. If there is only one field umpire, this individual shall make all decisions at first and second base and such decisions at third base as cannot be made more conveniently by the umpire-in-chief.
c. If additional field umpires are used, they are referred to as base umpires; and their normal positions are behind third and second bases. They have concurrent jurisdiction with the first-base umpire.
d. Umpires shall require coaches and all personnel to remain in the dugout or dead-ball territory while the ball is in play. No coach or team personnel shall leave the dugout until the ball is dead.

PENALTY—For the first offense, a warning shall be issued. For the second offense, ejection of an offender.

3-9 MEDICAL PERSONNEL

Aggressive treatment of open wounds or skin lesions should be followed. In particular, whenever an athletics participant suffers a laceration or wound where oozing or bleeding occurs, the practice or game should be stopped at the earliest possible time, and the athlete should leave the field of play and be given appropriate medical treatment. During pregame practice, the athlete should not return to the field of play without the approval of medical personnel. If, during a game, the athlete can be treated without undue delay, play shall be stopped until the athlete has received treatment and is cleared to play by medical personnel. However, if the bleeding requires extensive treatment, a substitute shall replace the injured player.

Note: In a situation where a player is bleeding, a decision to substitute for the player must be made within 10 minutes from the time play is stopped. A substitute player must begin warming up immediately when play is stopped because of this injury. If the player is the pitcher, this shall be treated as an injury (the relief pitcher is given adequate time to warm up).

3-10 GAME ADMINISTRATOR

a. It is strongly recommended that the host institution assign a representative to handle game management issues outside of the playing surface (see 5-16). The

game administrator should make contact with the visiting coach and umpires before the start of the contest.

b. It is recommended that the host institution provide a dressing facility and appropriate security for umpires before, during and after the game.

3-11 TOBACCO RULE

The use of all tobacco products by student-athletes and game personnel (e.g., coaches, umpires, athletic trainers, managers) is prohibited at the site of the game competition.

PENALTY—Disqualification of the offending individual and head coach for the remainder of the contest. Team personnel other than the head coach will also serve a one game suspension. Umpires are instructed to take a zero-tolerance policy in this area. The umpires' jurisdiction begins with regard to this rule upon their arrival on the field or dugout in uniform.

Umpires who use tobacco before, during or after a game in the vicinity of the site shall be reported to and punished by the proper disciplinary authority.

RULE 4

Pregame Procedures

4-1 UMPIRE'S DUTIES

Before the start of the game, the umpire-in-chief and/or umpire crew shall:

a. Check the condition of the field and inspect all playing lines and markers for proper location and adequate visibility.

PENALTY for a.—If the field dimensions, equipment and facilities are illegal, the game is subject to forfeit if conditions are not corrected in a reasonable length of time.

b. Receive from the home team and rub up a minimum of one dozen baseballs that meet the specifications of Rule 1-11. Additional balls will be furnished thereafter by a home-team representative.

c. Always have at least two alternate balls to put in play when needed. Such balls shall be put in play when:
   1) A ball has been hit out of the playing field;
   2) A ball has been rejected because it is discolored, scuffed or otherwise unsuitable for play; or
   3) The pitcher requests a different ball. The game should not be delayed to retrieve a particular ball that may have been fouled away from the playing area.

Note: Use of Alternate Baseballs - The umpire should be the sole judge of whether the ball should be checked and should certainly do so if the ball has bounced off equipment or a fence/wall, if it appears discolored, scuffed or otherwise unsuitable for play,' or if the pitcher requests a different ball as stated. Umpires do not need to routinely check the ball each time a ground ball is hit to the infield or each pitch that is not cleanly caught by the catcher. Weather and field conditions should be a factor in deciding when to check the ball.

4-2 FITNESS OF FIELD

a. The coach and the director of athletics (or representative) of the host institution shall decide whether a game shall not be started because of unsatisfactory conditions of weather or playing field, except for the second game of a doubleheader.

b. Should bad weather or unfit conditions prevail during a game, the umpire-in-chief may consult with the game administrator to determine suspension, resumption or termination of play. In the case of lightning, the game administrator and umpire-in-chief shall follow lightning guidelines in the appendix section.

c. The umpire-in-chief of the first game shall be the sole judge as to whether playing conditions permit the start of a second game of a doubleheader.

4-3 PREGAME PRACTICE

a. If batting practice is scheduled and the field is deemed playable, the visiting team must be allowed a minimum of 30 minutes of batting practice on the game field, assuming normal (satisfactory) weather and field conditions.
b. A pitching screen must be provided by the home team. It can be either of an "h" or inverted "t" structure. Its highest point should be a minimum of 72 inches high and 48 inches wide. Visitors should be notified in advance if a screen is not available.
c. It is recommended that the home team provide a batting cage.
d. It is recommended that a screen 8 feet high and 6 feet wide be provided for the first-base area during batting practice.
e. Each bullpen must be provided with a minimum of two mounds with regulation pitching plates and home plates and be in satisfactory condition for pregame warmup for the visiting team. If the visiting pitching mound is not comparable to the home team's mound, the visiting team's starting pitcher shall be allowed to prepare for the game on the home team's practice mound starting approximately 20 minutes before game time.

   Note: The visiting team's head coach first must appeal to the home team's head coach for a correction of the condition of the practice mound. If this does not resolve the problem, then the visiting head coach can ask the umpire-in-chief for time (not to exceed 20 minutes) to prepare the starting pitcher for the game. This warm-up time shall be within the final 30 minutes before game time.

4-4 PREGAME MEETING

Ten minutes before the scheduled starting time, the umpire-in-chief shall conduct the pregame meeting with the representatives of the opposing teams. The head coach, during the first game of a weekend series or any nonconference game, must attend the pregame plate conference. During this meeting, the umpire-in-chief shall:

a. Receive from the home team and visiting team their respective batting orders, in duplicate. The umpire will determine that the copies are identical, keep one copy and give the other copy to the opposing team's representative. The umpire now is officially in charge of the game, and the lineups are official;

   Note: If a team's lineup does not include all nine players (and the pitcher if a designated hitter is used), the umpire should call this to the attention of the coach. If a player's jersey number does not match the number on the official lineup, the umpire shall ensure that the number on all cards is corrected. Lineup cards are required to list the batting order by names. Numbers are a courtesy. There is no penalty.
b. Review the ground rules and any rules questions asked by the coaches; and
c. Receive confirmation from the head coach or representative that playing equipment meets NCAA rules and regulations.

4-5 GROUND RULES

A local ground rule may be adopted where unusual conditions prevail if agreeable with the visiting team. No ground rule shall conflict with the official playing rules. Where the teams do not agree, ground rules shall be determined by the umpires. It is recommended that ground rules be posted in each dugout.

4-6 TEAM FIRST IN FIELD

The members of the home team shall take their positions in the field at the start of a game.

4-7 AUTHORIZED PERSONNEL ON FIELD

Only the following people shall be allowed on the playing field: players, coaches in uniform, athletic trainers, umpires, team managers, bat persons, authorized news media (at the discretion of the home team) and authorized home-field attendants.

Note: Only players, coaches and ball/bat persons are to be dressed in the team's game uniform. All others shall be dressed appropriately for their specific team responsibilities.

4-8 NONGAME PERSONNEL INTERFERENCE

If there is interference with a live batted or thrown ball by anyone other than players, coaches or umpires, the umpire shall rule as to its being intentional or unintentional.

a. If it is intentional, the ball shall be declared dead at the moment of the interference, and the umpire shall award the offended team appropriate compensation that, in their opinion, would have resulted had interference not taken place.
   1) It is intentional interference if a coach, bat/ball person, photographer or home-field attendant fields, kicks or pushes a ball, regardless of possible motives.
   2) The umpire shall declare intentional interference and award just compensation, be it an out, extra bases, etc., if a spectator intentionally reaches out of the stands or goes out onto the playing field. The ball is dead immediately.

b. If it is unintentional interference, the ball is live and in play. It is unintentional interference if a base coach, bat/ball person, photographer, etc., tries to evade the ball and it touches the individual or if it touches such person without the person being aware the ball was coming.

c. It is not interference if, as the player is going outside the playing field during a play, a spectator interferes with a possible catch in the stands or over a fence.

4-9 CROWD CONTROL

The responsibility for crowd control rests with the director of athletics or designated representative of the host institution. The designated representative shall be prepared to use the public-address system at the first sign of unsportsmanlike crowd behavior and request cooperation in maintaining proper playing conditions. Profanity, racial comments or other intimidating actions directed at officials, student-athletes, coaches or other team representatives will not be tolerated. Individuals making such remarks may be removed from the site of competition.

4-10 BAT BARREL COMPRESSION TESTING

Baseball bat barrel compression testing shall be conducted prior to the start of play of each date of competition for Division I and prior to the start of play of each series or single date of competition for Divisions II and III. All bats

used in competition must pass the visual inspection, barrel ring test and barrel compression testing. Barrel compression minimum standards for bats produced with specific materials are developed by the certification laboratory and included in Appendix G.

PENALTY—Failure to bat test shall result in a no contest.

RULE 5
The Game—Its Beginning and Ending

5-1 STARTING THE GAME

The game begins when the umpire-in-chief calls "Play." The game shall start on time unless the home team gives previous notice that the game has been postponed or will be delayed in starting. (Pregame practice will be eliminated if necessary due to late arrival, wet grounds, etc.)

5-2 POSITIONS OF THE OFFENSIVE TEAM

The offensive team shall:

a. Follow the original batting order throughout the game unless a player is substituted for another one;

b. Position a base coach in the coaches' boxes at first base and third base during its time at bat; and

c. Have all personnel except the base coaches, batter, runner(s) and "on-deck" batter in the dugout, bullpen or dead-ball area.

Note: During a pitching change, umpires are instructed to pay particular attention to enforcing the provisions of 5-2-c.

PENALTY for c.—After a warning for the first offense, ejection from the contest of one of the offending players or team personnel.

d. After a home run, no offensive team member, other than the base coaches, shall touch the batter-runner before home plate has been touched. Team personnel, except for preceding base runners and the on-deck batter, shall not leave the warning track area in front of the dugout (a recommended minimum area of 15 feet) to congratulate the batter-runner and other base runners.

PENALTY for d.—After a warning for the first offense, ejection from the contest of one of the offending players or team personnel.

e. No uniformed team members or coaches shall stand near or behind home plate, or behind the backstop while the pitcher is throwing warm-up pitches or pitching to a batter. The on-deck batter is prohibited from being within a triangle created by an extension of the first and third base foul lines. The on-deck batter must be in the vicinity of their team's dugout.

PENALTY for e.—The umpire first should warn the offender(s), and if the violator(s) do not immediately move away, the individual(s) shall be ejected from the game. If ejected, the individual(s) shall not communicate with eligible team representatives.

5-3 TEAM OFFENSIVE INTERFERENCE

No offensive team members, either in or out of the lineup, shall physically or verbally hinder, confuse or impede any defensive player who is attempting to make a play.

Note 1: If the batter or runner continues to advance or returns or attempts to return to the runner's last legally occupied base after being put out, that act alone shall not be considered as confusing, hindering or impeding the fielders.

Note 2: A runner who has been obstructed remains subject to team offensive interference penalties.

PENALTY—(1) The umpire shall call offensive interference and call out the runner on whom the play was attempted, or would have been attempted.

(2) If a runner or batter-runner, who has been put out or obstructed, hinders or impedes any following play being made on a runner, such runner shall be declared out because of a teammate's interference.

5-4 POSITIONS OF THE DEFENSIVE TEAM

At the start of or during a game, all players of the defensive team except the catcher must be in fair territory when the ball is put in play. Being in fair territory means that a defensive player must have at least one foot placed in fair territory.

a. The catcher must have at least one foot within the catcher's box until the pitcher begins the pitching motion;

PENALTY for a.—It is an illegal pitch if no one is on base and a balk if a runner(s) is on base.

b. The pitcher must be in a legal position while delivering the ball to the batter (see 9-1-a and 9-1-b).

c. Other than the pitcher and catcher, all other fielders may position themselves anywhere in fair territory.

PENALTY for c.—If a fielder (other than the catcher) is in foul territory, the umpire should not put the ball in play. If the umpire inadvertently does so, there is no penalty (this is not a balk), nor does the defense lose its chance to appeal on the same runner once the ball is properly put back into play. Any play, if it benefits the defense, shall be nullified. If it is an appeal play, all fielders (other than the catcher) must be in fair territory to start an appeal after "Time" has been called. A fielder may go into foul territory to back up an appeal after the ball has been put into play.

d. All personnel except the nine defensive players on the field must remain in the dugout or bullpen (see 5-2-c PENALTY).

5-5 SUBSTITUTIONS

a. Each team shall have nine eligible players in the game at all times.

b. Any pitcher may be replaced after the first opposing batter (or the batter's substitute) has been put out or has advanced to first base or the side has been retired. In case of injury or illness, a pitcher may be replaced immediately (see 9-4-c-1).

Note 1: When a pitcher is removed as a pitcher but remains in the game, the individual may return to the mound only once (see 7-2-b-Note 2, 9-4-b and 9-4-e) if not in conflict with 9-4-b.

Note 2: A substitute becomes a player when they have been reported to the umpire-in-chief and the new player is written into the umpire-in-chief's lineup card.

Note 3: If a pitcher is brought into the game but has not faced one batter (or retired the side) when the game is stopped for weather, such pitcher may, but is not required to, continue pitching when the game is resumed.

Note 4: No player removed for a substitute before the suspension of play may return to the lineup when the game is resumed.

c. Any player other than the pitcher or designated hitter may be substituted for at any time when the ball is dead, and the substituted player must take the place of the replaced player in the team's batting order. If another batter is inadvertently allowed to bat for the DH who has not come to bat at least one time, the guidelines in Rule 7-11-a should be followed as this is similar to batting out of order. The proper batter (the originally listed DH) may replace the improper batter before the batter becomes a runner or is put out and assume the current count. If the improper batter becomes a baserunner or is put out and an appeal is made to the umpire-in-chief before a pitch to the next batter of either team, the proper batter is declared out and all runners return to bases held before the action by the improper batter. However, any advances by a runner(s) such as a stolen base, balk, wild pitch or passed ball while the improper batter is at bat are legal. If a proper appeal is not made, the improper batter becomes the proper batter (now the DH) and the results of the time at bat become official.

Note: If the pitcher is removed from the game as a pitcher, but will remain in the game and bat for the DH, that change must be announced at the time the pitcher is removed.

d. The designated hitter may enter the game on defense once but must bat in the original position in the lineup. The pitcher must then bat in the position vacated by the player leaving the game (see 7-2-b-5).

e. If two or more substitute players of the defensive team enter the game simultaneously, the coach or a representative immediately shall designate to the umpire-in-chief the position of each in the team's batting order. If this is not done immediately, the umpire shall place them in the batting order.

f. A base runner shall not be replaced by another player whose name appears or has appeared in the batting order for that game.

PENALTY for f.—If the illegal pinch runner is on base when appealed, the player is declared out and is disqualified from the game. If the runner has scored a run and the appeal is made before the first pitch to the next batter, the player is declared out, the run is canceled and the player is disqualified from the game. Any advancement by other runners is legal. If the illegal pinch runner is the third out, no succeeding runners can score.

g. After having been notified or confirmed by the head coach or another coach in uniform of the team making the substitution, the umpire shall record any substitutions on the lineup card and then announce immediately or cause to be announced any substitutions. Should there be no announcement of substitution, the substitute becomes a legal player when:

1) A runner takes the place of another base runner;

2) A pitcher engages the pitcher's plate prior to delivering a pitch (preparatory or otherwise);

3) A fielder reaches the position usually occupied by the fielder being replaced and play commences; or

4) A batter enters the batter's box.

Note: Any play made by, or on, any of the above-mentioned unreported substitutes shall be legal. There is no penalty.

h. If a player substitutes for an injured teammate, other than the pitcher, the individual shall be allowed five warm-up throws.

i. A withdrawn player may sit on the bench, warm up pitchers and act as a base coach.

j. Should a withdrawn, disqualified, or otherwise ineligible player reenter the game:

1) If on offense, whether as a batter or a runner, upon discovery by the opposing team or an umpire, the player immediately shall be declared out and disqualified from the game. If the player should score a run before the discovery, an appeal must be made to the umpire-in-chief before the first pitch to the next batter of either team. This appeal would invalidate the action of the ineligible player;

2) If on defense, the disqualified player shall be replaced immediately upon discovery by the opposing team or an umpire. If a play should precede the discovery, and the discovery is appealed to the umpire-in-chief before the first pitch to the next batter of either team, the team on offense has the option to let the play stand or require the batter to bat again, with the ball-strike count before the last pitch; or

3) Any player for whom a withdrawn player substitutes may not reenter the game.

k. Reentry. A player who exhibits signs, symptoms, or behaviors consistent with a concussion (see Appendix H) must be immediately removed and receive appropriate medical evaluation. The player may not return until cleared by the appropriate medical personnel.

1) While the evaluation is taking place, the injured player, whether a starter or a substitute, may be replaced by any eligible player who has not yet participated in the game.

2) If the injured player is cleared to resume participation, the player may reenter in their original lineup spot only. A player may only reenter the game one time. The temporary replacement player may again participate in the game as a substitute in the same lineup spot only.

Note: A pitcher reentering the game following the concussion protocol shall be given 150 seconds to complete warm-up pitches (see 9-2-i).

3) If the injured player resumes participation and is later substituted with a player other than the temporary replacement, the temporary replacement may return to the game only in the same spot in the lineup.

4) If a temporary replacement player is substituted for (pinch runner, pinch hitter or defensive substitution), that player may not reenter the game.

5) If a temporary replacement player is removed for a concussion evaluation, that player may only reenter in that position in the lineup.

6) If a team has no remaining eligible players, a starter or substitute who has previously participated in the game may replace the injured player.

5-6 OBJECT OF THE GAME

a. The offensive team's objective is to have its batters become runners and its runners advance to home plate.

b. The defensive team's objective is to prevent offensive players from becoming runners and to prevent their advance around the bases.

c. When a batter becomes a runner and touches all bases legally, the individual shall score one run for that team.

Exception—A run is not scored if a runner touches home plate while the third out is made on:

1) The batter or proper batter-runner before the player touches first base;
2) Any runner who is forced out; or
3) A preceding runner who is declared out because the individual failed to touch one of the bases.

Note 1: Once a runner legally has scored, the run cannot be nullified by subsequent action of the runner, such as, but not limited to, trying to return to third base in the belief that the base had been left too soon or missed. Exception—If the base runner is safe at home but interferes with the catcher on a force play, the run shall not be allowed (see 8-4-c PENALTY).

Note 2: If there is one out with runners on third base and first or second base and a fly ball is caught, the runner on third base scores IF the individual tags up and touches home plate before the ball reaches the base of the other runner who had left too soon. This is not a force play.

d. When three offensive players legally are put out, their team takes the field and the opposing team becomes the offensive team.

e. The objective of each team is to score more runs than its opponent.

5-7 DOUBLEHEADER

a. A doubleheader must include the same two teams and may be scheduled as two nine-inning games, a seven and a nine, or two seven-inning games. The first game of a doubleheader must be completed before the second game may start.

b. The second game shall start 20 minutes after completion of the first game. If a longer time period is necessary, the umpire-in-chief will announce this to both head coaches. The maximum time should be 30 minutes.

c. If a rescheduled (not halted) game is scheduled as part of a doubleheader, it shall be the second game played. If it is the completion of a halted game, it shall be the first game played.

Example 1—Team A plays a seven-inning game with Team B. Team B then plays a seven-inning game with Team C immediately after the first game. Team A then plays a seven-inning game with Team C immediately after the second game. Do these games count as regulation games? **Ruling:** No. Doubleheaders are defined as consecutive games between the same two teams.

Example 2—Team A plays a seven-inning game with Team B. Team A plays a nine-inning game with Team C immediately after the first game. Team C then plays a seven-inning game with Team B after the second game. Are these regulation games? **Ruling:** Only the game between Team A and Team C (second game) is a regulation game.

Example 3—Team A plays two seven-inning games consecutively with Team B. Team C then plays Team D in two seven-inning games consecutively. Are these regulation games? **Ruling:** Yes.

Example 4—Two conference teams are playing a doubleheader with both games scheduled as seven-inning contests. Conference rules stipulate that the halted-game rule is in effect. In the second game, the teams play to the completion of the fifth inning with one team ahead by a 12-2 score, when the game is called on account of darkness, as there are no lights at the facility. The final game of the series is scheduled for the next day as a nine-inning game. **Ruling:** The final two innings are played the next day before the nine-inning game.

Example 5—Two teams have a doubleheader scheduled as two seven-inning games. The second game was stopped because of a time-limit conflict at the facility with two outs in the top of the sixth inning with the score 9-3 in favor of the home team. Is this a regulation game? **Ruling:** No. A time limit at the facility is not an accepted reason to end a contest.

Example 6—Two teams have a doubleheader scheduled as two seven-inning games. The first game is scheduled to start at 10 a.m. and the second game to start at 6 p.m. Does this format satisfy the doubleheader rule for seven-inning games? **Ruling:** No. Doubleheaders must be played consecutively within 30 minutes of each other, according to Rule 5-7-b. If the above games are nine innings, they would be considered regulation games.

Example 7—Two teams have a doubleheader scheduled, the first game as a seven-inning game and the second as a nine-inning game. The second game is called due to rain or darkness. Is the first game that was completed a regulation game? **Ruling:** Yes. Both teams intended to play both games. By the doubleheader rules, a seven-inning game followed by a nine-inning game is legal. These teams should not be penalized due to rain or darkness.

d. A scheduled stand-alone seven-inning game shall be prohibited.

e. A seven-inning game that was originally scheduled as a part of a doubleheader, and was never started or had been halted or suspended, may be completed as a seven-inning game for a future time.

Note: Allows for collaboration between umpires, home game management and the visiting team, which provides them with the flexibility of never starting or having to halt the game once it has been started. All three entities must be present when this decision is made.

5-8 REGULATION GAME

a. A regulation game shall be nine innings unless:
   1) Extended because of a tied score (see 5-8-d);
   2) Shortened because (a) the home team needs none or only part of its half of the ninth inning or (b) the umpire calls the game after satisfying either "b" or "c" below or 5-10 (Tie Game); or
   3) Seven-inning games have been scheduled for a doubleheader by conference rule or mutual agreement (see 5-7-d).

Note: If a seven-inning game has been scheduled, the rules applying to the ninth inning shall be applied to the seventh inning.

b. It shall be a regulation game if called by the umpire at any time after five innings have been completed, and the score shall be that of the last equal

inning played, except that in the following circumstances the score of the game shall be the total number of runs that each team has scored:

1) If the team second at bat has scored more runs at the end of its fourth inning than the team first at bat has scored in five completed innings;
2) If the team second at bat has scored in an unequal number of innings more runs than the team first at bat; or
3) If the team second at bat is at bat when the game is called and has scored during the incomplete inning the same number of runs or more runs than the team first at bat.
4) By conference rule, or mutual consent of both coaches before the beginning of the contest, a game may be stopped after seven innings if one team is ahead by at least 10 runs.

Each team must play an equal number of innings unless shortened because the home team needs none or only part of its half of the final inning.

c. It is a regulation game if it is called by the umpire for any cause that puts patrons or players in peril such as for darkness, inclement weather, a facility problem or crowd behavior, provided the conditions in 5-8-b have been met. If a game is delayed due to inclement weather, a facility problem, etc., a reasonable amount of time (not less than 30 minutes) must elapse before the game is called.

d. If the score is tied at the end of nine innings, play shall be continued until one team has scored more runs than the other in an equal number of innings, except that if the last team at bat scores the winning run before the third player is out in any inning after the ninth, the game shall terminate and be a regulation game.

By conference rule or mutual agreement prior to the start of the game, teams may start each extra half-inning (10th inning of a 9-inning game or 8th inning of a 7-inning game) with a runner on 2nd base. The player starting the extra inning as the runner at 2nd base is the player (or their substitute) in the batting order immediately before the first batter of the extra inning.

Note: When the winning run is scored in the last half-inning of a regulation game, or in the last half-inning of an extra inning, as the result of a base on balls, hit batter or any other play with the bases full which forces the batter and all other runners to advance without liability of being put out, the umpire shall not declare the game ended until the runner forced to advance from third has touched home plate and the batter-runner has touched first base. An exception will be made if fans rush onto the field and physically prevent the runner from touching home plate or the batter-runner from touching first base. In such cases, the umpires shall award the runner the necessary bases with no appeal allowed.

e. It is a regulation game when the umpires leave the field of play. If, however, there shall be an appeal situation, it is the responsibility of the team to make such an appeal to an umpire before the pitcher and all infielders have left fair territory on their way to the dugout and the catcher has cleared the dirt circle.

f. Speed-up, optional substitution, or any other optional rules may not be used for official NCAA contests or NCAA championships since they are considered conduct rules. By definition (see Preface), conduct rules are those rules that have to do directly with the playing of the contest. No conduct rule may be changed by mutual consent or agreement.

g. Conferences are allowed to establish their own travel guidelines/restrictions for the get-away or travel day of a series regardless of the mode of transportation. In the case of nonconference games, institutions must agree before the game and preferably in the game contract to avoid confusion.

Example 1—The last game of a three-game series begins at 10 a.m. According to conference policy, no inning may start after 3 p.m. due to commercial air travel restrictions. At 3:10 p.m., the visiting team leads the home team 10-9 at the end of seven completed innings. **Ruling:** Umpires shall call the game with the visiting team declared the winner.

Example 2—Same scenario as Example A, but due to rain, the game does not start until 1 p.m. At 3:10 p.m., the home team leads 7-5 at the end of four and one-half innings. **Ruling:** Umpires shall call the game with the home team declared the winner. The conditions of a regulation game have been met as noted in Rule 5-8.

Example 3—In a nonconference contest, two teams agree before the game to use the visiting team's travel policy, either in writing or at the home plate meeting before the game. Using the scenario in Example 1, is this a regulation game? **Ruling:** Yes. Conferences and institutions are encouraged to include any travel policies in their game contract well in advance of the contest, if possible.

5-9 HALTED GAME

a. A game that has been stopped at any time after its start because of inclement weather, darkness, light failure or curfew may be continued by mutual agreement reached before the start of the contest by the competing institutions, or according to conference or tournament policy, to a predetermined point of completion. Any such game must meet the conditions of Rule 5-8 to be considered a regulation game. A halted game is for special conditions and is not intended to supersede the conditions of a regulation game.

b. A halted game must resume play at exactly the point of being halted, with the lineups and batting orders of both teams exactly the same, subject to the rules of substitution; any player (or pitcher) who played, or was announced as a substitute before the game was halted, must be in the lineup when play resumes or be ineligible for the remainder of the game.

c. The Halted-Game Procedure also may be used in nonconference games, but this agreement clearly should be understood and mutually be agreed upon by the coaches and directors of athletics of the competing institutions before the start of the contest. When the Halted-Game Procedure is agreed upon prior to the start of a nonconference contest and the contest cannot be finished; the unfinished game becomes "no contest" if the game has not met the conditions of a regulation game.

d. If a league, conference or tournament committee wishes not to be bound by the tie-game rule and wishes to complete a regulation tie game from the point at which the game was halted, it may do so by stating so when formally opting to use the halted-game rule. Otherwise, a game stopped with the score tied is considered a tie game, not a halted game.

e. When a halted game is part of a doubleheader, it shall be the first game, and the second game shall be the regularly scheduled game for that date; if a doubleheader is scheduled, it shall be the first game of three games.

5-10 TIE GAME

a. A regulation tie game shall be declared by the umpire-in-chief:
   1) If the score is tied when play is terminated after five or more equal innings; or
   2) If the team that went to bat second is at bat when play is terminated and has scored during the uncompleted inning the same number of runs as the other team.

b. Any regulation game called by the umpire with the score tied shall be declared a "tie" game.

Note: All individual and team averages from a tie game shall be incorporated into the official playing record.

5-11 NO GAME

"No game" shall be declared by the umpire if play is terminated before five innings have been completed by each team.

Exception 1—If the team last at bat is at bat in the last half of the fifth inning and equals, before the completion of that inning, the score of the side first at bat, the umpire shall declare the contest legally tied.

If the team last at bat has made more runs at the end of its fourth inning, or before the completion of its fifth inning, than the team first at bat has made in five completed innings, the umpire shall award the game to the team second at bat; and it shall count as a legal game.

Exception 2—Teams previously have agreed to play by the halted-game rule (see 5-9).

5-12 FORFEITED GAME

A game shall be forfeited only as a last resort in favor of the team not at fault in the following cases:

a. If a team fails to appear upon the field or, being upon the field, refuses to begin a game for which it is scheduled or assigned within five minutes after the umpire has called "Play," unless such delay in appearing or in commencing the game is unavoidable.

b. If, after the game has begun, one side refuses to continue to play.

c. If, after play has been suspended by the umpire, one side fails to resume playing in one minute after the umpire has called "Play."

d. If a team employs tactics obviously designed to delay or shorten the game.

e. If, after a warning by the umpire, any one of the rules of the game is willfully and persistently violated. This includes crowd behavior that puts players or patrons in peril.

f. If the order for the removal of a player, coach or team personnel is not obeyed, the game is suspended until the order of removal is corrected (see 3-6-d).

g. If, because of the removal of players from the game by the umpire or for any cause, there are fewer than nine players on either team.

h. If both teams are equally at fault and the situation is so out of control that the contest cannot be safely continued, or if neither team has enough eligible players available to continue the game, a double forfeit shall be called.

PENALTY—Players suspended for leaving their position and participating in a fight shall serve a four-game suspension (see 5-15-e).

Note: If the umpire-in-chief declares the game forfeited, the umpire shall submit a written report to the conference office, the athletics directors at both institutions and the NCAA staff liaison to the Division I Baseball Rules Subcommittee and the Divisions II and III Baseball Rules Committee (see 10-28).

5-13 PROTESTED GAME

a. For regular-season contests, each conference should adopt a procedure for protesting a game when a coach claims that an umpire's decision is in violation of these rules. Decisions on a protest involving nonconference teams shall be resolved by the secretary-rules editor of the rules committee. No protest ever shall be permitted on judgment decisions by the umpire.

b. Any protest by the coach of a competing team must be made at the time of the action or incident that caused the protest and before play is resumed. If the game ends (legal contest) in a protestable situation, the offended team has until all infielders have left fair territory and the catcher has cleared the dirt circle to voice its protest intentions. All protests must be made to the umpire-in-chief. All efforts must be made to resolve the protest at the time of the protested play.

c. When a coach claims that an umpire's decision violates NCAA rules, the umpire-in-chief must: (1) allow the coach the right to file a protest; (2) announce to each coach, to the official scorer and to the public-address announcer that the game is being played under protest; and (3) note and record the game situation at the time of the protest.

d. No replay of any part of a game will be allowed, even if the protest is proven to be legitimate, if the play in question did not directly affect the outcome of the game.

e. If the protest is proven to be legitimate and could have had a bearing upon the game, then it is upheld and play resumes from the point of the protest.

Note: For nonconference games, it is the responsibility of the two competing teams to arrange for the completion of the game or declare such game "no contest."

f. Once ejected, a head coach may not protest a game situation. If a protest is to be lodged, it must be done by the substitute head coach.

5-14 NO CONTEST

a. There shall be no forfeit of a contest until the umpire or other appropriate contest official has assumed jurisdiction of the contest in accordance with the applicable playing rules.

b. When a team does not appear (e.g., due to weather conditions, accidents, breakdown of vehicles, illness or catastrophic causes), a forfeit is not recorded. An institution shall not, for statistical purposes, declare a forfeit for nonfulfillment of a contract. Such instances shall be considered as "no contest."

5-15 GAME MISCONDUCT

a. Unsportsmanlike-Conduct Rule. No coach, player or team personnel shall at any time, whether from the bench, the coaches' box, the playing field or elsewhere:

1) Incite or attempt to incite, by word, sign or actions that dispute an umpire's decision and potentially incites a demonstration by spectators;

2) Call "Time" or employ any other word or phrase or commit any act while the ball is in play for the obvious purpose of trying to make the pitcher commit a balk or disrupt the pitcher's delivery. If a balk or illegal pitch is committed or if the pitch is called a "ball," the call shall be nullified;

3) Take a position in the batter's line of vision, and with deliberate unsportsmanlike intent, act in a manner to distract the batter.

PENALTY for (1), (2) and (3)—The offender shall be ejected from the contest. After an ejection, an additional one-game suspension is added.

4) No team personnel may continue to argue or to continue to excessively express themselves with prolonged actions or offensive language after an ejection.

PENALTY for (4)—An additional two-game suspension is added to any other penalties (see 2-26-h).

5) In the case of a National Anthem standoff between the two teams, any umpire shall eject any player, coach or team personnel for violations of the Coaching and Players' Code of Ethics.

PENALTY for (5)—The umpire-in-chief is to warn the head coach of the offending team(s) that should any player or team personnel not return to the dugout area immediately after the playing of the National Anthem, the head coach and offending person(s) will be ejected immediately. Note: This is a sportsmanship issue.

6) After a home run, scoring play or at the end of an inning, teams shall not bring celebratory props onto the field of play. Any such props must remain in the dugout.

PENALTY for (6)—The offender(s) shall be ejected from the contest.

b. Coaches-Misconduct Rule. Misconduct is any act of unsportsmanlike conduct or unprofessional behavior that discredits intercollegiate athletics or the game.

Specifically, a coach shall not remove the team from the field or refuse to continue play due to a dispute with game officials.

PENALTY—The coach shall be suspended for the team's next two scheduled contests. The umpire-in-chief is responsible for reporting this act to the institution's director of athletics, the conference commissioner, if applicable, and the NCAA staff liaison to the Baseball Rules Committee.

Conferences and institutions may choose to implement additional penalties for misconduct.

c. Fight Rule. There is no place in college baseball for physical abuse of officials or fighting among opponents. A fight rule penalizes offending team representatives (e.g., players, coaches, team personnel) for physical abuse or fighting. However, coaches must understand that they are responsible for

the actions of their players. Cooperation is needed from players, coaches, administrators and game officials to prevent fighting and physical abuse.

The penalties for this rule must be enforced during both fall and spring baseball competition. When applying this rule, penalties shall carry over from fall to spring, from regular-season to postseason competition, and from past season to the upcoming season.

Further, suspended player(s) shall be prohibited from any communication or contact, direct or indirect, with the team, coaches and/or bench personnel from the start of the contest to its completion — including all extra innings.

1) Fighting—Any physical abuse of an opponent, including attempting to strike with the arms, hands, legs, feet or equipment in a combative manner, or intentionally spitting at an opponent.
2) Physical Abuse of Game Officials or Umpires—Any threat of physical intimidation or harm to include pushing, shoving, contact, kicking dirt on an umpire, spitting, spraying, throwing at or attempting to make physical contact.

PENALTY for (1) and (2)—If a player, coach or team representative is ejected from a contest because of physically abusing an umpire or fighting an opponent, the following shall be enforced:

(a.) For the first offense by an individual, ejection plus suspension from the team's next four contests.

(b.) For a second offense by an individual in the same season, ejection plus suspension from the team's next five contests.

(c.) For a third offense by an individual in the same season, ejection and suspension for the remainder of the season, including postseason competition.

3) Team Personnel Leaving Position—Team personnel leaving their position at the time of a verbal or potential physical altercation (e.g., pushing, shoving, bumping) or a fight (see 5-15-c-1) shall include players, coaches and team personnel.

The position of various team members is determined by where the individual is located (e.g., dugout, bullpen, coaching box, on base, at bat, defensive position) at the time a confrontational situation develops. Players already on the field in the vicinity of the potential altercation will not be penalized if they are judged not to be participating in escalating or inciting the altercation.

PENALTIES—(a.) Any team personnel (other than coaches) who leave the dugout, bullpen or their position on the field to approach the immediate location of a verbal or physical altercation or fight, and do not participate in any way or use any unsportsmanlike language or actions, shall not be ejected. However, the individual(s) remain subject to a one-game suspension. All team personnel (including coaches) who leave their positions and participate in a fight shall be ejected and suspended for the team's next four contests.

Note 1: A player involved in a fight while remaining at their position on the field and judged to have been acting in self-defense and not contributing to the fight shall not be ejected or suspended.

Note 2: If a player or coach makes physical contact with another player in an obvious attempt to prevent a fight or confrontation, that individual shall not be ejected or suspended.

(b.) A batter or runner who initiates a fight by charging or pursuing the pitcher shall receive a four-game suspension.

(c.) A pitcher who leaves the pitcher's mound and initiates a fight shall receive a four-game suspension.

(d.) If a fight occurs while other players are involved in a play (i.e., run-down play, back-up situation, etc.), those nearby or backing up the play must not become physically involved as this will constitute a violation of this rule. The penalty is ejection and a four-game suspension.

Note: If a confrontation or fight develops, the head coach and assistant coaches are expected to leave their positions to bring their players under control. Coaches should not involve themselves in physically restraining personnel from an opposing team.

(e.) Umpires, video review officials, and conference or tournament umpire supervisory staff may use video footage, if available, to correctly identify team personnel who were involved in a fight, who left their position at the time of a potential altercation, or who were involved with an unsportsmanlike act. If possible, this review should occur immediately after the incident but, if necessary, additional review can take place after the incident to make sure that the proper participants are penalized.

4) Pitcher Intentionally Throwing at a Batter—If a pitcher is ejected for intentionally throwing at a batter, the following penalties shall be enforced (see 9-2-g provisions):

PENALTIES for (4)—

(a.) For the first offense by the individual, ejection plus suspension from the team's next four regularly scheduled contests.

(b.) For a second offense by the individual in the same season, ejection plus suspension from the team's next eight regularly scheduled contests.

(c.) For a third offense by the individual in the same season, ejection plus suspension for the remainder of the season, including postseason competition.

(d.) If the coach has been warned during or before the contest, the coach also shall be ejected and suspended for the next regularly scheduled contest (one game).

Note 1: The suspended pitcher shall not be allowed to participate in any manner during the suspension.

Note 2: If a pitcher has been ejected while pitching, the substitute shall be allowed an adequate time to warm up, similar to the time allowed when an injured pitcher is replaced.

d. Unsportsmanlike Conduct.

1) Game personnel shall not use language or actions that will, in any manner, refer to or reflect negatively upon opposing players, coaches, umpires or

spectators. Any orchestrated activities by any player or dugout personnel designed to distract, intimidate or disconcert the opposing team or reflect poor sportsmanship shall not be allowed. This includes activities such as:

- Negative comments directed at an opponent, umpire or spectator.
- Bench jockeying.
- Bat flips near or toward an opponent or umpire.
- Use of props or signs directed at an opponent or umpiring decision.

PENALTY for (1)—If the offense is minor in nature, the umpire may warn the offending individual, their team and the head coach one time. If the unsportsmanlike conduct continues after the warning or if the initial offense is a major offense, the offender shall be ejected. If the unsportsmanlike conduct continues after the first ejection, the head coach shall be ejected along with any other offending team personnel.

2) After a home run, scoring play or at the end of an inning, team personnel shall not bring celebratory props onto the field of play. Any such props must remain in the dugout at all times. The use of equipment (bats, helmets, gloves, etc.) outside of their intended use is considered the use of a prop in regard to the application of this rule.

PENALTY for (2)—Ejection from the contest of the team personnel who brought the prop out of the dugout or used the prop illegally.

e. Serving Multiple Suspensions. If serving multiple suspensions from a fight, potential altercation, or other unsportsmanlike acts would cause a school difficulty in fielding a team for its next game or games, the institution may request that the suspensions be staggered by the conference office. If the team is independent, the secretary-rules editor may be contacted for this purpose.

5-16 ELECTRONIC DEVICES

GENERAL

a. Nonuniformed team personnel may sit in the stands for the purpose of charting pitches, using radar guns or videotaping a contest. Games and individuals shall not be videotaped from the team's dugout. Any information shall not be transmitted to the playing field or to team personnel. A team may film or videotape its own game but not games involving other teams.

The use of manned video cameras is restricted to the area behind home plate —defined as that area from the outfield cutout behind first base to the outfield cutout behind third base. Filming from beyond this area toward the outfield or any point beyond the outfield fence or wall is not permitted—with the exception of television cameras for the broadcast of a game, including internet broadcasts and video boards. Monitors for viewing live or taped video during a game are prohibited from the dugout or bench area, and all adjacent areas (i.e., athletic training rooms, locker rooms).

Note: Video and communication equipment used to transmit information between coaches, coaches and players, scouts or other team personnel shall not be allowed for intercollegiate competition. Video or electronic data used for scouting, training or teaching purposes may be recorded from any unmanned camera location. No video or electronic data may be transmitted from manned or unmanned sources for scouting, training or coaching purposes during the contest.

PERMITTED ELECTRONIC DEVICES

b. Electronic communication device (one-way). An exclusively one-way electronic communication device from the dugout, the coaches' boxes, or a position player on the field for the purpose of relaying the pitch or play call is permitted. The use of an in-ear communication device that allows for direct voice audio to be received shall be limited to the defensive position of the catcher. Other position players may use an in-ear or audio receiving communication device to receive prerecorded audio messages.

Exception—For Division I, the use of one-way electronic communication devices shall be limited to defensive purposes only. The use for offensive purposes shall not be permitted. *Note: If an offensive player comes to bat or a pinch runner while inadvertently wearing a communication device, the umpire may ask for the device to be removed without penalty.*

c. In-game access to data and technology. For Division I only, standard tablets for access to in-game data are permitted in the dugout and are subject to the following guidelines:

1) Tablets shall be managed and monitored (i.e., mobile device management) by the conference to limit access to applications and information only related to analytics and scouting;
2) Access to pitch location (i.e., balls/strikes, strike zone) must be restricted during the game;
3) Video that is preloaded on to the device is permitted provided it is not video from the current game being played; and
4) Non-live video during a game is permitted provided the video from the current game is delayed by a half-inning at a minimum.

Note 1: The use of any other devices (such as video monitors, laptops, tablets, iPads, cell phones, binoculars, smart watches, etc.) that are able to collect, send or receive data, messages or video are not permitted during the game.

Note 2: The use of one type of device (telephones, cellular phones, walkie-talkies, etc.) is permitted for two-way communication between a team's dugout or bench and bullpen.

Note 3: Televisions and any live broadcast (e.g., Internet streaming) shall be turned off in the dugout and clubhouse during a game.

Note 4: In-stadium pitch-speed monitors may be used in all games.

PENALTY—The violator(s) and the head coach shall be ejected from the contest for unsportsmanlike conduct.

RULE 6

Ball in Play, Out of Play

6-1 LIVE-BALL

a. After the umpire calls "Play," the ball is alive and in play and remains alive and in play until, for legal cause, or at the umpires' call of "Time" suspending play, the ball becomes dead. While the ball is dead, no player may be put out, no bases may be run and no runs may be scored, except that runners may advance one or more bases as the result of acts that occurred while the ball was alive (such as, but not limited to, a balk, an overthrow, interference, a home run or other fair hit out of the playing field).

Note 1: Umpires must not permit the promiscuous calling of "Time" by players and coaches when it is an obvious tactic to delay the game.

Note 2: The umpire shall not call time until a play has been completed. After a base on balls, the umpire shall not call time until the runner has stopped at first base.

b. If a thrown ball accidentally strikes a coach in foul territory, or a pitched or thrown ball strikes an umpire, the ball remains in play (see 8-3-i and j).

c. If a fair-hit ball passes by all infielders or it is touched by a fielder and then touches a runner or an umpire, the ball is in play and the runner is not out. If said ball should touch the runner or umpire while still in flight, thereafter it shall be considered a ground ball. It cannot be caught as a fly ball.

d. If a fielder, after making a legal catch, steps or falls into any dead-ball area, the ball is dead and each runner shall advance one base, without liability to be put out, from their last legally touched base at the time the fielder entered such dead-ball area.

Note: If a fielder reaches into a dugout, bullpen or dead-ball area to catch a foul fly ball and an opponent interferes with the attempted catch, the batter shall be declared out and no runners shall advance.

1) For a legal catch, a fielder must catch and have secure possession of the ball before touching dead-ball area with either foot or falling into a dead-ball area. A fielder may enter the dead-ball area as long as the player reenters live ball territory at the time of the catch.

2) A fielder is considered not to have fallen and the ball is live if the individual is assisted (held) from falling down or stepping into a dugout or dead-ball area by game personnel or spectators.

3) If the fielder makes a legal catch and goes through or over any fence or into a dead-ball area, the ball is dead even if the fielder lands feet first. The batter is out and, if not the third out of an inning, runner(s) may advance one base from the last legally touched base.

4) All lines used as out-of-play boundaries are considered in live-ball territory.

e. If a detached batting helmet accidentally is hit with a live ball, the ball remains in play (see 6-2-h).

f. If the live ball should come apart in a game, it is in play until the action is completed.

g. If a thrown or batted ball that remains in live-ball territory accidentally hits a spectator, authorized on-field personnel or animal, the ball is live.

Note: If a pitched ball in flight between the pitcher and home plate strikes a bird in flight or other animal on the playing field, the pitch is nullified, and play shall be resumed with the previous count.

h. If a fair-hit ball touches an umpire after it passes a fielder other than the pitcher, or is touched by a fielder, including the pitcher, the ball is in play.

i. Subject to local ground rules, a batted ball that strikes a power line, tree limb or other overhead object in the field of play remains live.

6-2 IMMEDIATE DEAD BALL—RUNNERS RETURN

The ball becomes dead and base runners return when:

a. A foul is hit that is not caught. Runners return and the umpire shall not put the ball in play until all runners have retouched their bases;

b. A ball is illegally batted (see 1-12-b PENALTY and 7-10);

c. A coach intentionally interferes with a thrown ball (see 2-51-a and 8-3-j);

d. If a batter swings and misses a pitch and carries the bat all the way around and, in the umpire's judgment, unintentionally hits the catcher or the ball in back of them in the backswing, it shall be called a strike only (not interference). The ball will be dead, however, and no runner shall advance on the play.

1) If the follow-through hits the catcher and occurs in a situation where the batter normally would become a runner because of a third strike not held by the catcher, the ball shall be dead and the batter declared out. No runner shall advance.

2) If the catcher is in the act of making a throw to retire a runner and the batter is in the batter's box and their normal follow-through unintentionally strikes the catcher or the ball while the catcher is in the act of throwing, "Time" is called and runners return (unless the catcher's initial throw directly retires the runner).

e. A fair ball touches the runner in fair territory before touching a fielder. If a fair ball goes through, or by, an infielder, and touches a runner immediately back of them, or touches the runner after having been deflected by a fielder, the umpire shall not declare the runner out for being touched by a batted ball. In making such decision the umpire must be convinced that the ball passed through, or by, the fielder, and that no other infielder had the chance to make a play on the ball. This refers to a ball that passes through the infielder's legs, or by the immediate vicinity. If, in the judgment of the umpire, the runner deliberately and intentionally kicks such a batted ball on which the infielder has missed a play, then the runner shall be called out for interference;

Note: This refers to a ball that passes through the infielder's legs, or by their immediate vicinity, and strikes a runner directly behind the infielder.

PENALTY for e.—The ball is dead and the runner hit by the batted ball is declared out. The batter is awarded first base with a single. Remaining runners advance if forced.

f. A fair ball touches an umpire before touching a fielder and before passing a fielder other than the pitcher;

PENALTY for f.—The ball is dead and the batter is awarded first base with a single. Runner(s) advance if forced.

Note: If a fair ball touches an umpire after having passed a fielder other than the pitcher, or having been touched by a fielder, including the pitcher, the ball is in play.

g. Interference is called on another runner; or

Exception—For a violation of the force-play-slide rule (see 8-4), the call is a delayed dead ball until the play is completed.

Note: If the umpire declares the batter, batter-runner or a runner out for offensive interference, all other runners shall return to the last base that was legally attained at the time of the interference.

h. If any runner intentionally interferes with a batted or thrown ball with a helmet or other personal equipment, the ball is dead, the runner is out, and any runner in advance of the interference shall return to the base last occupied at the time of interference. The batter-runner is awarded first base.

i. The players, coaches or any member of a team at bat shall vacate any space (including both dugouts or bullpens) needed by a fielder who is attempting to field a batted or thrown ball. If a member of the team at bat (other than a runner) hinders a fielder's attempt to catch or field a batted ball, the ball is dead, the batter is declared out and all runners return to the bases occupied at the time of the pitch. If a member of the team at bat (other than a runner) hinders a fielder's attempt to field a thrown ball, the ball is dead, the runner on whom the play is being made shall be declared out and all runners return to the last legally occupied base at the time of the interference.

6-3 DELAYED DEAD BALL—RUNNERS RETURN OR ADVANCE

The ball becomes dead and base runners return or advance when:

a. The plate umpire interferes with the catcher's attempt to throw anywhere;

Note: The interference shall be disregarded if the catcher's throw directly retires the runner.

b. The batter interferes 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 plate.

PENALTIES for b.—(1) The batter is out (see 7-11-f [with exceptions]);

(2) If the batter strikes out, the runner is also out; and

(3) If the catcher makes a play and the runner attempting to advance or return to their original base is put out directly on the catcher's initial throw and the batter does not strike out, the batter is not out and the interference is disregarded. The ball remains live and other runners may advance. If there is an attempt by the catcher to throw and the attempt is aborted due to any illegal action by the offense, the ball becomes dead immediately, the batter is out and all runners return to the base occupied at the time of the pitch.

c. The batter-runner is obstructed after safely reaching first base. The umpire shall call, "That's obstruction," but shall allow the play to continue until all play has ceased. Award bases, if any, that will nullify the act of obstruction.

d. Batter-runner is obstructed before reaching first base. There are three situations to consider:

1) Batter-runner is obstructed on a ground ball to an infielder.

PENALTY for (1)—The ball is dead and the batter-runner is awarded first base.

2) Batter-runner is obstructed on an infield line drive or pop-up.

PENALTY for (2)—Umpire calls, "That's obstruction," but leaves the ball in play. If the ball is caught, the batter is out. If the ball is dropped, award bases.

3) Batter-runner is obstructed on a ball hit to the outfield.

PENALTY for (3)—The umpire shall point and call "That's obstruction." The umpire shall let the play continue until all play has ceased, call time and award bases that are justified in Rule 2, if any. If a runner(s) advances beyond what the umpire would have granted and is put out, the runner(s) is out.

6-4 IMMEDIATE DEAD BALL—RUNNERS ADVANCE

The ball becomes dead and base runners advance one base without liability to be put out when:

a. A spectator or any other individual intentionally interferes with any thrown or batted ball;

PENALTY—The ball is dead at the moment of interference and the umpire shall impose such penalties as to nullify the act of interference.

b. Any legal pitch hits a runner trying to score (see 7-11-s);

c. A pitched ball touches a batter or a batter's clothing while in the legal batting position. Runners, if forced, advance (see 8-2-d); or

d. A pitched ball lodges in the umpire's or catcher's equipment other than the catcher's glove and remains out of play, or goes over, through or wedges in the field fence or padding (see 8-3-k).

e. When a fielder, after making a legal catch, steps or falls into any out-of-play area. All other runners shall advance one base from their last legally touched base at the time the fielder entered such out-of-play area.

6-5 DEAD BALL—PLAY SUSPENDED

Time shall be called by the umpire and play is suspended when:

a. Weather, ground conditions or light conditions are judged unfit for play;

b. A player or spectator is ejected from the playing field;

c. An unusual circumstance interferes with the normal progress of the game, such as any crowd action, animal, ball or other object on the field (see 6-4-a PENALTY);

d. An umpire or player is injured, except that if injury occurs during a live ball, time shall not be called until no further advance or putout is possible. If a player is injured and cannot proceed to the awarded base(s), a substitute runner may be used to complete the play.

e. A player or coach requests time for a substitution, a charged offensive or defensive conference, for equipment changes, or for similar cause.

f. A coach or player is granted a timeout for an offensive or defensive conference. Each team shall be allowed six (6) offensive and (6) defensive conferences per game. No more than three (3) of the offensive or defensive conferences during regulation play may include a coach. If the game goes into extra innings, the team will receive one (1) extra defensive conference and one (1) extra offensive conference plus any unused conferences from the first nine innings. A coach may be involved in any "extra" conference added to be used during extra innings.

Note: Offensive conferences may be used consecutively in the same inning.

1) Umpires shall record offensive and defensive conferences and notify the coach when each conference is charged.

2) After the maximum number of offensive and defensive conferences have been used, the umpire shall warn the coach before penalizing the offending team.

PENALTY for (2)—The player(s) involved in the conference must be substituted for at the time of the offense.

3) Offensive and defensive conferences not previously used may be used in extra innings.

4) Offensive conferences shall not be charged during a defensive team's timeout for a pitching change. Any runners who leave their positions during the pitching change must return to their bases prior to the last warm-up pitch so play is not delayed or risk being charged with an offensive conference. Batters or base runners may not leave their positions during a charged defensive conference unless they also request an offensive charged conference.

g. The umpire wishes to examine the ball; or

h. The plate umpire holds up a hand instructing the pitcher not to pitch until the batter or umpire is ready. The ball is dead, and no other play shall be allowed until the umpire declares "Play" or uses some other appropriate signal, such as pointing toward the pitcher, to indicate that the ball is live. When a batter is getting set, the umpire shall keep one hand up to the pitcher to indicate that the ball is dead.

6-6 WHEN PLAY RESUMES

During an inning and following an umpire's call of "time" or if ball has become dead (e.g., after a foul ball or a pickoff attempt that goes out of play), the clock shall stop, reset, and start again when the pitcher is in possession of the ball, the catcher and batter are in the dirt circle surrounding home plate, all defenders have returned to their positions, any runners have returned to their original bases, and all participants are ready for play to resume. When the pitcher engages the pitcher's plate, the umpire will call and/or signal that the ball is alive and in play.

RULE 7
Batting

7-1 A BATTER

a. Each player of the side at bat shall become a batter and must take a position within the batter's box in the order that the name appears in the team's batting order.

Note: Umpires shall encourage the on-deck hitter to take a position in the batter's box quickly after the previous batter reaches base or is put out.

b. A batter shall not leave their position in the batter's box after the pitcher comes to the set position or starts the windup unless permission is granted by the umpire.

Note: Umpires may grant a batter's request for "Time" once the batter is in the batter's box, but the umpire should only do so for legitimate reasons. Coaches shall not be allowed to argue when an umpire refuses to grant time to a batter per Rule 7-1-b. The penalty is a warning, then an ejection.

PENALTY for b.—If the pitcher pitches, the umpire shall call "ball" or "strike," as the case may be. The batter leaves the batter's box at the risk of having a strike delivered, unless "Time" is requested and granted from the umpire. If the pitch is made, the ball is live.

c. If the batter refuses to take their position in the batter's box during the time at bat, the umpire shall call a strike. The ball shall remain live. The batter is declared out after the third strike.

d. A batter's legal position in the box shall be defined as having both feet completely within the box (lines are part of the box).

Note: Umpires are to enforce this rule as written. If the line of the batter's box has been erased, the umpire shall require that upon the batter's initial stance, both feet are no closer than 6 inches from the inside edge of home plate.

PENALTY for d.—Require the batter to move to a proper position.

7-2 DESIGNATED HITTER

a. The designated hitter (DH) is a player designated to bat for the starting pitcher and all subsequent pitchers.

b. Basic principles:

1) A hitter may be designated to bat for the starting pitcher and all subsequent pitchers in any game without otherwise affecting the status of the pitcher(s) in the game. A DH for the pitcher, if any, must be selected prior to the game and must be included in the starting lineup cards presented to the umpire-in-chief. If a head coach lists 10 players in the team's lineup card, but fails to indicate one as the DH, and an umpire or either head coach (or designee of either head coach who presents the team's lineup card) notices the error, the umpire-in-chief shall direct the head coach who had made

the omission to designate which of the nine players, other than the pitcher, will be the DH. It is important for the umpire-in-chief and representatives from both teams verify that the lineups presented at the pregame meeting are correct.

2) The DH named in the starting lineup must come to bat at least one time, unless the opposing team changes pitchers or the DH becomes ill or injured before the player's spot in the lineup comes to bat.

PENALTY for (2)—If another batter is inadvertently allowed to bat for the DH who has not come to bat at least one time, the following guidelines, similar to those in Rule 7-11-a, should be followed as this situation is similar to batting out of order.

The proper batter (originally listed DH) may replace the improper batter before the batter becomes a runner or is put out and assume the current count. If the improper batter becomes a runner or is put out and an appeal is made before the next pitch, the original DH is declared out and all runners return to bases occupied before the action by the improper batter. Any advances by runners due to a stolen base, balk, wild pitch or passed ball are legal. The original DH may remain in the game and the improper batter remains an eligible substitute. If a proper appeal is not made, the improper batter becomes the DH and the result of the time at bat becomes official.

3) It is not mandatory that a team designate a hitter for the pitcher. If the starting pitcher is listed in the batting order, the pitcher automatically becomes the DH. In this case, the pitcher is to be considered as two players, both the pitcher and DH (P/DH) and can be substituted for as such.

4) Pinch hitters for a DH may be used. Any substitute hitter for a DH becomes the DH. A replaced DH (including a P/DH who has been replaced as DH) shall not reenter the game in any other capacity.

5) The DH may be used on defense, continuing to bat in the same position in the batting order, but the pitcher must then bat in the place of the substituted defensive player, unless more than one substitution is made, and the head coach then must designate their spots in the batting order.

6) A runner may be substituted for the DH and the runner assumes the role of DH. A DH may not pinch run.

7) A DH is "locked" into the batting order. No multiple substitutions may be made that will alter the batting rotation of the DH.

8) Once the game pitcher is switched from the mound to a position on defense, the DH role shall be terminated for that team for the remainder of the game.

9) Once a pinch hitter bats for any player in the batting order and then enters the game to pitch, the DH role shall be terminated for that team for the remainder of the game.

10) The game pitcher may pinch hit or pinch run only for the DH and become the P/DH.

11) If a head coach lists 10 players in their team's lineup card, but fails to indicate one as the DH and the opposing head coach brings the failure to list a DH to the attention of the umpire-in-chief after the game starts, then

a) The listed player who has not assumed a position on defense is the DH, if the team has taken the field on defense, or

b) If the team has not yet taken the field on defense, the head coach of that team shall indicate which player should have been listed as the DH.

12) Once a DH assumes a position on defense other than pitcher (i.e., becoming the P/DH), the DH role shall be terminated for that team for the remainder of the game.

13) A substitute for the DH need not be announced until it is the DH's turn to bat.

14) If a player on defense goes to the mound (i.e., replaces the pitcher), the DH role shall be terminated for that team for the remainder of the game. The DH may assume the defensive player's position in the field.

15) The DH may not sit in the bullpen unless serving as a catcher in the bullpen.

Note 1: When the P/DH is replaced as the DH, the individual may remain in the game as a pitcher. However, the P/DH cannot subsequently move to a defensive position and cannot return as the DH. Once a player leaves the offensive lineup, they cannot return.

Note 2: If a game pitcher is switched from the mound to a defensive position, this move shall terminate the DH's role for the remainder of the game. The pitcher just removed from the mound may bat in the DH's spot in the batting order; or, if more than one defensive change is made, the pitcher (not a P/DH) may bat in place of any one of the substituted players (head coach shall designate the place in the batting order to the umpire). The player may return as a pitcher once unless the pitcher was removed as pitcher on a second trip during the same inning or after the third charged defensive conference involving a coach.

Example: Home team relief pitcher Jones pitched the top of the ninth inning. Jones was not playing as a P/DH. For the top of the tenth inning, Jones moved to first base and relief pitcher Smith entered the game as the pitcher. Jones was placed in the eighth spot in the order where the first base player Carter was hitting, and Smith was slotted into the third spot for the DH Anderson.

Note 3: At the time of a pitching change, the coach shall indicate to the plate umpire the playing status of the removed player. Once the coach has reached the dugout, the coach may not move the replaced pitcher (or P/DH) to a defensive position or have the replaced pitcher remain as DH.

7-3 FIRST BATTER EACH INNING

After the first inning, the first batter in each inning shall be the player whose name follows that of the last batter who completes a full turn at bat in the preceding inning.

7-4 A STRIKE

A strike is:

a. A legal pitch struck at by the batter without the ball touching the bat;

b. A legal pitch that enters the strike zone (see definition and diagram in Rule 2) in flight and is not struck at;

Note 1: The plate umpire should determine if the pitch is a strike in relationship to the batter's normal position as the pitch crosses home plate. Any part of the ball passing over any part of the plate, from the bottom of the kneecaps to the midpoint between the top of the shoulders and the top of the uniform pants, is a strike. The pitch should be judged to be a strike or a ball as it crosses home plate, not where it is caught by the catcher.

Note 2: If a pitched ball strikes the ground in front of the batter and the batter swings at it, the ball is in play if hit and a strike if missed.

c. A legal pitch that becomes a foul not caught on the fly when the batter has fewer than two strikes;
d. An attempt to bunt that results in a foul not legally caught;
e. A legal pitch that is in the strike zone and that touches the batter, regardless of whether the batter swings or not (the ball is immediately dead, the pitch is a strike, no runners may advance, and the batter is not awarded first base);
f. A foul tip;
g. Awarded after the batter fails to be in the box, alert to the pitcher and ready to hit within the time limit (see 7-1-c and Appendix F);
h. Awarded if the batter deliberately steps back in the box or swings in such a manner to attempt to create catcher's interference. If the swing hits the catcher or the mitt, the batter shall be called out. All base runners shall return to the base occupied at the time of the pitch; and
i. Awarded if the batter is judged to intentionally make a movement to be hit by a pitch, regardless of where the pitch is located; or allows themself to be intentionally hit by a pitch that is not thrown within the boundaries of the batter's box unless it was not possible to avoid being hit.

7-5 A BALL

A ball is:

a. A pitched ball at which the batter does not strike and which does not enter the strike zone on the fly;
b. Called by the umpire when the pitcher takes more than two pumping motions with their arms before delivering the ball when the bases are unoccupied;
c. Called by the umpire when the pitcher makes an illegal pitch or a quick return pitch with the bases unoccupied, unless the batter safely reaches base;
d. Called by the umpire when the pitcher takes the signal from an illegal position; or
e. Called by the umpire when the pitcher fails to begin the motion preceding each pitch within 20 seconds (see 9-2-c).

7-6 FAIR BALL

A fair ball is a legally batted ball that:

a. Settles on fair ground between home plate and first base or between home plate and third base;
b. Is on or over fair ground when bounding to the outfield past first or third base;
c. First falls on fair ground on or beyond first or third base;

d. First touches a player, umpire or any piece of equipment while over fair territory. A batted ball that hits the pitcher's plate and rebounds untouched to foul territory between first and home or third and home is a foul ball.

Note: A fair fly must be judged according to the relative position of the ball and the foul line and not as to whether the fielder is on fair or foul ground at the time the ball is first touched.

e. Touches a base in fair territory unless previously touched by a fielder or runner while the ball was in foul territory; or

f. Passes out of the playing field in flight while over fair territory.

Note: If a batted ball hits the top of the fence while in fair territory and then bounces over the fence, it is a home run.

7-7 FOUL BALL

A foul ball is a legally batted ball that:

a. Settles on foul ground between home plate and first base or between home plate and third base;

b. Bounds past first or third base on or over foul ground;

c. First falls on foul ground beyond first or third base;

d. While on or over foul ground, touches an umpire, a player or any object other than the playing surface;

e. Hits the batter in the batter's box, or hits the dirt or home plate and then hits the batter or the bat, which is in the hand or hands of the batter, while in the batter's box; or

f. Hits the pitcher's plate and rebounds into foul territory between home plate and first or third base, without touching a fielder.

7-8 FOUL TIP

A batted ball that goes sharp and direct from the bat to the catcher and is legally caught by the catcher. It is not a foul tip unless it is caught by the catcher and any foul tip that is caught is a strike, and the ball is in play (see 2-37).

7-9 BUNT

A bunt is a legally batted ball not swung at but intentionally met with the bat and tapped within the infield by the batter. If the attempt to bunt results in a foul ball not legally caught, it is a strike.

7-10 ILLEGALLY BATTED BALL

An illegally batted ball is:

a. A ball hit, fair or foul, by the batter when either one or both of the batter's feet are upon the ground entirely outside the lines of the batter's box or when touching home plate; or

Note: If the pitch is swung at and missed, a strike shall be called.

b. A ball hit with a bat that does not conform with 1-12-a and b.

PENALTY—The batter is out (Exception: 1-12-e and f PENALTY).

7-11 WHEN BATTER OR BATTER-RUNNER IS OUT

A batter is out when:

a. On appeal by the opposing team, the individual fails to bat in the proper turn and another batter completes a time at bat in that place;
   1) The proper batter may replace the improper batter before the batter becomes a runner or is put out, and any balls and strikes shall be counted against the proper batter.
   2) If the improper batter becomes a base runner or is put out and an appeal is made to the umpire-in-chief before a pitch to the next batter of either team, or a play or attempted play, the proper batter is declared out and all runners return to bases held before action by the improper batter. However, any advances by a runner(s), (e.g., stolen base, balk, wild pitch, passed ball) while the improper batter is at bat are legal. If the proper batter is declared out, the next person in the lineup shall be the batter.
   3) If a proper appeal is not made, the improper batter becomes the proper batter and the results of the time at bat become official.
   4) When the action of the improper batter becomes official, the batting order resumes with the following batter.
   5) If the defensive team has ignored an improper batter who now is on base when the "official" turn at bat arrives, the individual shall be passed over and the next person in the lineup shall be the proper batter.

   Note: The umpires, official scorer or public-address announcer shall not call attention to the improper batter. If this occurs, the umpire-in-chief shall warn the official scorer and/or the public-address announcer that on the next infraction the offending person will be removed from the position.

b. After a third strike not caught or after the player hits a fair ball, the individual or first base is tagged before reaching that base;

c. The individual hits a fair or foul fly other than a foul tip, and the ball is caught legally by a fielder;

d. The individual bats the ball illegally or attempts to use an illegal bat (see 1-12-a and b PENALTY);

e. The individual steps from one batter's box to the other while the pitcher is in position ready to pitch;

f. The batter intentionally or unintentionally interferes with the catcher's fielding or throwing by stepping out of the batter's box or making any other movement that hinders a defensive player's action at home plate;

PENALTY for f.—The batter is out and all runners return to their bases at the time of the pitch.

Exceptions—

1) If the runner is advancing to home plate and there are fewer than two outs, the runner, instead of the batter, is out.
2) The batter is not out if any runner attempting to advance or return to a base is put out directly on the catcher's initial throw, or if the runner trying to score is called out for batter's interference. Any other runners on base at the time may advance as the ruling is that there is no actual interference if a runner is retired. In that case, play proceeds just as if no violation had been called.

3) If the batter also should strike out on the play, it is a double play.
4) If a batter-runner and a catcher fielding a batted ball make contact, no call shall be made unless either player intentionally interferes with the play.
5) If the batter is standing still in the batter's box and the batter or their bat is struck by the catcher's throw back to the pitcher (or a throw in attempting to retire a runner) and, in the umpire's judgment, there is no intent on the part of the batter to interfere with the throw, the ball is alive and in play.

Note: A batter's actions must be intentional for there to be interference during a catcher's return throw to the pitcher. If it is unintentional and the return throw to the pitcher hits the batter or their bat while the batter is in the batter's box, the ball remains live and in play. If the batter does nothing intentional and no runners are attempting to advance, and the catcher's return throw to the pitcher hits the batter or their bat while the batter is legally out of the batter's box, it is not interference. The ball is immediately dead and all runners return without penalty.

g. A third strike legally is caught by the catcher (see 2-37—Foul Tip);
h. A third strike is not caught, provided a runner occupies first base and there is not more than one out;

Note: It is interference by a batter or a runner when, after a third strike that is not caught by the catcher, the batter-runner clearly hinders the catcher in their attempt to field the ball. Such batter-runner is out, the ball is dead, and all other runners return to the bases they occupied at the time of the pitch. If a pitch that is not caught remains in the vicinity of home plate and it is inadvertently deflected by the batter or umpire, that ball is a dead ball and the runners should return to the bases they occupied at the time of the pitch (but if the pitch was strike three, the batter is out). If the pitched ball deflects off the catcher or umpire and subsequently touches the batter or batter-runner, it is not considered interference unless, in the judgment of the umpire, the batter or batter-runner clearly hinders the catcher in their attempt to field the ball.

i. A bunt on the third strike is a foul ball;
j. An infield fly is declared (see 2-48);
k. The individual attempts to hit a third strike and is touched by the ball (the ball is dead);
l. A batted fair ball touches the batter-runner outside of the batter's legal position in the batter's box before touching a fielder;

Note: The batter's legal position shall be with both feet within the batter's box. The lines defining the box are within the batter's box.

m. After hitting or bunting a fair ball, a bat still in the batter's hand(s) hits the ball a second time in fair territory after they have left the batter's box. The ball is dead and no runners may advance. If the batter-runner drops the bat and the ball rolls against the bat in fair territory and there was no intent to interfere with the course of the ball, the ball is live and in play;
n. A whole bat is thrown into fair or foul territory, whether intentionally or not, and it interferes with a defensive player attempting to make a play immediately after the batter becomes a batter-runner. Interference shall be called;

Note 1: The batter, after hitting a ball or becoming a batter-runner, has some responsibility about where they throw their bat so that it does not interfere with a defensive player making a play on the ball. However, once that initial play in the area

of home plate is over, it would be unfair to punish the batter if the defense throws a ball toward home plate to attempt another play and F2 or another fielder steps on the bat.

Note 2: It is not interference and the ball remains in play if the bat breaks and a part of it is hit by the batted ball in fair territory or a part of it hits a runner or a fielder. If a part of this bat or a whole bat is touched by the batted ball in foul territory, it is a foul ball.

o. After hitting or bunting a foul ball, the batter-runner intentionally deflects the course of the ball that has a chance of becoming fair; or clearly hinders the catcher's attempt to field a third strike. The ball is dead, the batter is out and no runner may advance;

p. In running the last half of the distance from home plate to first base while the ball is being fielded to first base, the batter-runner runs outside the 3-foot restraining line or inside the foul line and, in so doing, interferes with the fielder taking the throw at first base, except that the batter may go outside these lines to avoid a fielder attempting to field a batted ball;

Note 1: If the batter-runner is running illegally to first base and their being outside the lane alters the throw of a fielder, hinders or alters a fielder's opportunity to field the throw, or the batter-runner is hit by the throw that has been made in an attempt to make a play, it shall be called interference and the batter-runner is to be called out. Exception only when the double first base is not in use—The batter-runner is permitted to exit the three-foot running lane by means of a step, stride, reach or slide in the immediate vicinity of first base and for the sole purpose of touching first or attempting to avoid a tag. They may exit the running lane on their last stride or step if they have been running legally within the running lane up to that point.

Note 2: The batter-runner is considered outside this 3-foot lane if either foot is outside either line.

Note 3: On a tag play between home plate and first base, a batter-runner may retreat toward home plate to evade a tag, but shall be declared out after touching or passing home plate, or leaving the base line. The ball remains live. Obstruction on a batter-runner retreating toward home plate must be intentional.

q. With fewer than two outs and first, first and second, first and third or first, second and third bases occupied, an infielder intentionally drops a batted or bunted fair fly ball or line drive. The ball is dead, and the runner or runners shall return to their original base or bases;

Note: 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. If a declared infield fly is dropped intentionally or allowed to fall untouched, the batter is out, the ball is live and in play, and the runners may advance at their own risk. They do not need to retouch their bases.

r. In a force situation, a preceding runner intentionally interferes with the play of a fielder who is attempting to catch a thrown ball or to throw the ball in an attempt to complete any play (see 8-5-d);

s. With two outs, a runner on third base and two strikes on the batter, the runner attempts to steal home plate on a legal pitch and the ball hits the runner in the batter's strike zone. The umpire shall call "Strike three"; the batter is out; the run shall not count. With fewer than two outs, the umpire shall call "Strike three"; the ball is dead; the run counts. All other runners advance one base without liability to be put out (see 6-4-b);

t. Spectator interference clearly prevents a fielder from catching a fly ball, if inside the playing field;

u. A batter who does not realize their situation on a third strike not caught and who is not in the process of running to first base, shall be declared out once they leave the dirt circle surrounding home plate heading toward their dugout; or

v. If the batter hits, or attempts to hit, a throw made to home plate by the pitcher who is not in contact with the pitching plate, and is attempting to retire a runner stealing home, interference shall be called and the ball is dead.

PENALTY for v.—With two outs, the batter is out. With fewer than two outs, the runner shall be out.

RULE 8

Base Running

8-1 LEGAL ORDER OF BASES

a. The runner must touch each base in legal order (first, second, third and home) and, when obliged to return while the ball is in play, must retouch the base or bases in reverse order.

PENALTY for a.—For failure to touch a base advancing or returning: The runner is out if touched by the ball in the hands of a fielder before returning to each untouched base. If the base missed was one to which the runner was forced, the runner is out when tagged or if the ball is held by a fielder on any base the runner failed to touch (including home plate) (see 8-6-a-4).

b. A base runner having acquired legal title to a base cannot run bases in reverse order to either confuse the fielders or make a travesty of the game. A runner violating this rule is out.

c. If a runner is in a rundown between bases and the following runner occupies the same base the first runner has left, the second runner cannot be put out while occupying said base. If the first runner, however, returns safely to the base last touched and both runners then are occupying the same base, the second runner is out, if touched with the ball and there is no force.

Note: No runner shall advance on an interference play called on another runner. A runner is considered to occupy a base until they have legally reached and touched the next base.

d. The failure of a preceding runner to touch or retouch a base (and who is therefore declared out) shall not affect the status of a following runner who touches each base in proper order, except that, after two are out, a following runner cannot score a run when a preceding runner is declared out for failing to touch a base.

8-2 BATTER BECOMES BASE RUNNER

The batter becomes a base runner:

a. Instantly after the individual makes a fair hit;

b. Instantly after four balls have been called by the umpire or if awarded an intentional base on balls. If the defensive team's head coach notifies the umpire that they would like to intentionally walk the batter, the umpire will call "Time," declare the ball dead, and award the batter first base. The umpire shall advance any other runner(s) forced to advance due to the batter being walked;

c. Instantly after a dropped third strike, unless there is a runner on first and fewer than two outs;

d. When hit by a pitched ball at which the individual is not attempting to strike, the ball is immediately dead;
   1) A batter may not make a movement to intentionally get hit by the pitch, regardless of the location of the pitch. The batter must also avoid being hit whenever possible, unless the pitch is within the batter's box occupied by the batter. If the batter's action is deemed intentional, then:
      a) If the ball is in the strike zone when it touches the batter, or if the batter moves to intentionally get hit or freezes to allow a pitch that is not within the batter's box to hit them, the ball is dead, it shall be called a strike and the batter is not awarded first base.
      b) If the ball is within the batter's box occupied by the batter and the batter makes no movement to intentionally get hit by the pitch, the batter is awarded first base. In other words, a batter who freezes inside the batter's box and who is hit by the pitch shall be awarded first base.
   2) If the pitch is ball four, the batter shall be awarded first base and credited for being hit by the pitch (the ball is immediately dead).

e. If any defensive player interferes with the batter's swing or prevents the individual from striking at a pitched ball;

   Note: If a batter, during preliminary warm-up swings, hits the catcher or the catcher's mitt during the backswing, the umpire immediately should call time, and not interference. The pitch or swing should not be allowed since the batter's concentration or rhythm could be affected.

   1) If play continues following the interference, the offensive team may elect to ignore the interference and accept the result of play. However, if the batter reaches first base and all other runners advance at least one base, the interference is ignored.

      Note: A batter-runner or runner who misses the first base to which they are advancing and who is called out on appeal shall be considered as having advanced one base for the purpose of this rule.

   2) Any runner attempting to steal on a catcher's interference with the batter's swing shall be awarded the base the runner is attempting to reach. If a runner is not attempting to steal on the catcher's interference, the individual is not entitled to the next base, unless forced to advance because of the batter being awarded first base.

   Exception—If, with a runner on third base and trying to score by means of a squeeze play or a steal, the catcher or any other fielder steps on, or in front of any part of home base without possession of the ball, or touches the batter or their bat, the pitcher shall be charged with a balk, the batter shall be awarded first base on the interference and the ball is dead.

f. If a fair ball strikes an umpire on fair ground before the ball has touched a fielder or passed a fielder other than the pitcher, the ball becomes dead. Runners advance if forced. If a fair-hit ball strikes the umpire in foul territory, the ball remains in play;

g. If a fair ball touches a base runner in fair territory before the ball has touched or passed all infielders, other than the pitcher, the ball is dead, the runner is out and the batter-runner is awarded first base; or

h. If a fielder interferes intentionally with a batted fair ball with detached player equipment, or with a batted foul ball that might become fair, each runner is awarded three bases. The ball remains live.

8-3 ENTITLED TO BASES

The base runner shall be entitled to an unoccupied base if the individual touches it before being put out. The base runner is entitled to this base until put out or the individual may be advanced one or more bases under the following conditions:

a. If forced to vacate the base because of a following runner;

Note: With two outs, if a runner is awarded home but does not touch the plate before a following runner is put out for the third out, the run scores unless the batter-runner was declared out before reaching first base or any other runner was declared out before reaching the base to which they were forced.

b. If forced to vacate the base because the batter was awarded that base;

c. If the batter hits a fair ball that touches another base runner or an umpire before it has been touched by or has passed a fielder, providing the runner is forced to advance;

d. If the umpire calls a balk;

e. If obstruction by a fielder is committed:

1) Against a runner on which a play is being made;

PENALTY for (1)—The umpire shall point and call "That's obstruction," and call "Time." The ball is dead immediately. 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 they had last legally touched before the obstruction. Any preceding runners, forced to advance by the award of bases as penalty for obstruction, shall advance without liability to be put out.

Examples of this first type of obstruction:

a) Runner is obstructed during a rundown.

b) Runner is obstructed as a pitcher or other fielder is making a direct throw to a base in an attempt to retire that runner.

c) Batter-runner is obstructed before reaching first base on a ground ball to an infielder.

d) Any other example where a play is being made directly on the runner at the moment the runner is obstructed.

Note 1: When a play is being made on an obstructed runner, the ball is dead immediately when the signal is given; however, should a thrown ball be in flight at the moment obstruction occurs, the runners are to be awarded such bases on wild throws as they would have been awarded had not the obstruction occurred. For example, on a play where a runner was trapped between second and third and obstructed by the third base player going into third base while the throw is in flight from the shortstop, if such throw goes out of play, the obstructed runner is to be awarded home base. Any other runners on base would also be awarded two bases from the base they last legally touched before the obstruction occurred.

Note 2: On a play at the plate or any base, the catcher or any defensive player must clearly have possession of the ball or be in the act of fielding before blocking the base with any part of the defensive player's body. The base line belongs to the runner, and the fielder should be there only when in the immediate act of fielding a ball or when they already have the ball in their hand or glove.

2) Against a runner on which a play is NOT being made;

PENALTY for (2)—The umpire shall point and call "That's obstruction." Play shall proceed until no further action is possible, then call "Time" and impose such penalties, if any, as in the umpire's judgment will nullify the act of obstruction. The crew may confer in order to determine what a reasonable award should be had obstruction not occurred.

Examples of this second type of obstruction:

a) Batter-runner is obstructed in rounding first base on a base hit while the ball is in the outfield.

b) Batter-runner is obstructed before reaching first base on a ball hit to the outfield.

c) Runner from first steals second; catcher's throw is wild and goes into centerfield; runner is obstructed in attempting to advance to third base. Ball is loose in the outfield when obstruction occurs.

d) Runner from second is obstructed while rounding third base on a hit to the outfield.

e) Any other example where no play is being made directly on the runner at the moment that they are obstructed.

Note: If a runner is obstructed under this second section of the obstruction rule, play shall continue until its completion, even if it results in a play being made on the previously obstructed runner. If the play results in that runner being tagged out before they reach the base they would have been awarded, the umpire shall call "Time" at the moment the runner is tagged out. The umpire shall then impose such penalties that would nullify the obstruction.

f. Visual obstruction by a defensive player may be called if a fielder interferes intentionally with a base runner's opportunity to see the ball on a defensive play.

PENALTY for f.—The umpire shall point and call "That's obstruction." The umpire shall let the play continue until all play has ceased, call "Time" and award any bases that are justified in Rule 8-3-e-2. If a runner(s) advances beyond what the umpire would have granted and is put out, the runner(s) is out. The offender's team shall be warned, and a second offense by that team shall result in the ejection of the offending player because of an unsportsmanlike act.

g. If a fielder intentionally touches a fair ball with a cap, glove, mask, helmet or any part of the uniform while detached from its proper place on the body, the runners are awarded bases, which shall be determined by where the runners were at the time of the illegal touching. The call is a delayed dead ball and the runners may advance further at their own risk.

1) If it is a fair batted ball or foul ball with a chance of becoming fair, the individual shall be entitled to three bases.

2) If it is a thrown ball, the individual shall be entitled to two bases.

3) If it is a pitch, the individual shall be entitled to one base. The bases to be awarded shall be determined by where the runners were at the time of the touch. In all cases, the runners may advance further at their own risk.
4) The call is a delayed dead ball. Any attempt to advance beyond those bases that would be awarded is at the runner's own risk.
5) If it is a foul ball that has no chance of becoming fair, it shall be ruled foul and there is no penalty.

h. If a fair ball goes over the fence in flight or is prevented from going over by being touched by a spectator or by a fielder's detached equipment, all runners, including the batter, are entitled to score;

Note: If a batted ball hits the top of the fence while in fair territory and then bounces over the fence, it is a home run.

i. If a thrown or pitched ball strikes an umpire, the ball is in play and the base runner or runners are entitled to all the bases they can make;

j. If a thrown ball strikes a base coach on foul ground, the ball is in play. If the coach interfered intentionally with such a thrown ball, the runner is out and any other runners must return to the last base touched;

k. Each runner is awarded one base if a pitch or any throw (e.g., a pickoff attempt) by the pitcher from a pitching position on the pitching plate goes directly into the stands, bench or other dead-ball territory, is intentionally touched by a spectator or lodges in an umpire's or catcher's equipment other than a glove;

l. If a fair batted or thrown ball becomes lodged in a player's uniform, the ball shall be declared dead and bases awarded at the umpire's discretion;

m. For fields with fences, if a fielder legally catches a batted ball, and then jumps over or falls over or through the fence and retains the ball, the batter is out and the ball becomes dead. All runners advance one base. If a fair ball is dropped outside the fence, it becomes a home run. This same dead-ball ruling applies to fly balls into any dead-ball areas;

n. When a spectator or any other individual interferes intentionally with any thrown or batted ball, the ball is dead at the moment of interference and the umpire shall impose such penalties as will nullify the act of interference (see 6-4-a);

o. Each runner is entitled to two bases:
1) If a fair ball bounces over or passes through a fence, unless local ground rules stipulate otherwise (see 4-5).
2) If a fair ball bounces or is deflected into foul territory outside the playing field and goes into the stands or spectator area; or if it goes through or under a field fence, 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, or goes into a dead-ball area such as a bench or bullpen area or behind a field tarp per local ground rules.
3) If a live thrown ball goes into the stands or dead-ball area, spectators or a players' bench, lodges in the equipment of an umpire, or sticks in the fence, shrubbery, etc., and provided it is not thrown by a pitcher from the pitching plate, the ball is dead.

Note 1: If the thrown ball is the first play by an infielder, the position of the runners at the time of the pitch shall determine the awarding of bases. Exception—If all

runners, including the batter-runner, advance one base before the time of the throw (meaning the release of the ball), the bases awarded shall be measured from the time of the throw, not the time of the pitch. If the throw is made by an outfielder, award bases to all runners from the time of the throw.

Note 2: For the purpose of this rule, the act of fielding the ball or a faked or feinted throw is not considered a play; a "play" must be a legitimate attempt by a fielder to retire a runner.

Note 3: Any runner who reaches or passes the base the runner would have received on an award is considered to have advanced to that base even if subsequently declared out for not touching the base.

Note 4: When multiple runners are to be awarded two bases, the following runner will be awarded only one base if the award of two bases would place them at the same base as the preceding runner.

4) If, during an attempt to field a wild pitch, passed ball, or wild throw on a pickoff attempt that remains on the playing field, the catcher or any other fielder unintentionally kicks or deflects the ball into a dead-ball territory, the runner(s) shall be awarded two bases from the bases occupied at the time of the pitch or pickoff attempt. This ruling applies without regard to whether or not the ball would have gone out of play had it not been kicked or deflected.

5) If any batted or thrown ball is intentionally kicked, thrown, deflected or carried into a dead-ball territory, the runner(s) shall be awarded two bases from the time of the act.

p. If, on an attempted squeeze play or steal of home plate, the catcher steps on or in front of any part of home plate without possession of the pitched ball or touches the batter or the bat, the pitcher shall be charged with a balk and the catcher with interference.

PENALTY for p.—The ball becomes dead, the batter shall be awarded first base on the interference, the run scores and all other runners advance one base.

q. If any base is dislodged from its position during a play, a runner shall be considered as touching or occupying the base if the runner touches or occupies the point originally marked by the dislodged base.

8-4 FORCE-PLAY-SLIDE RULE

The intent of the force-play-slide rule is to ensure the safety of all players. This is a safety and an interference rule. Whether the defense could have completed the double play has no bearing on the applicability of this rule. This rule pertains to a force-play situation at any base, regardless of the number of outs, except it does not apply to the batter-runner at first base.

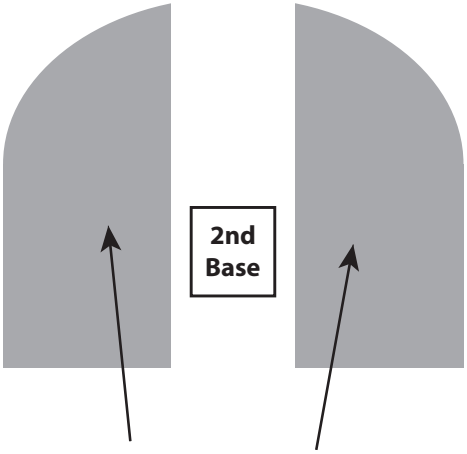
a. On any force play, the runner, in the vicinity of the base, must slide on the ground before the base and in a direct line between the two bases. It is permissible for the slider's momentum to carry them through the base in the baseline extended (see diagram).

Exception—A runner need not slide directly into a base as long as the runner slides or runs in a direction away from the fielder to avoid making contact or altering the play of the fielder. The umpire may use judgement due to the unusual nature of a play such as when a runner does not slide and is safe at the base before the throw arrives or slides directly to a base from a position

not in a direct line between bases, as long as there is no issue with safety or interference. Interference shall not be called.

1) "On the ground" means either a head-first slide or a slide with one leg and buttock on the ground before the base.
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.

Force-play-slide rule diagram
(2nd Base Example)



Fielder is protected in gray area if the runner slides illegally.

1st Base



b. Contact with a fielder is legal and interference shall not be called if the runner makes a legal slide directly to the base and in the baseline extended (see diagram above). If contact occurs on top of the base as a result of a "pop-up" slide, this contact is legal.

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

PENALTIES for (1-5)—

(1) Delayed dead ball until all continuous play or action has ceased. With less than two outs, the batter-runner, as well as the interfering runner, shall be declared out and no other runner(s) shall advance.

(2) With two outs, the interfering runner shall be declared out and no other runner(s) shall advance.

(3) If the runner's slide or collision is flagrant, the runner shall be ejected from the contest.

Note 1: If the bases are loaded with no outs, a double-play attempt is made, and interference is called, all other runners must return to their original bases.

Note 2: On a force play, with a two-man umpiring system, if the plate umpire does not have a potential play at the plate, they 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 action.

8-5 WHEN RUNNERS ARE OUT

A runner is out when:

a. In running to any base, while trying to avoid being tagged out, the runner runs more than three feet left or right from a direct line between the base and the runner's location at the time a play is being made;

   Exception—It is not an infraction if a fielder attempting to field a batted ball is in the runner's proper path and the runner runs behind the fielder to avoid interference.

b. After reaching first base safely, the runner leaves the baseline in an obvious move to continue an attempt to advance to the next base and is tagged;

c. Any runner after reaching a base safely who leaves the base path heading for their dugout or defensive position, believing that there is no further play, if the umpire judges the act of the runner to be considered abandoning their efforts to run the bases. Even though an out is called, the ball remains in play in regard to any other runner (see 2-1, Abandonment);

   Note: This rule will also cover similar types of plays: 1) Less than two outs, score tied, last inning, runner on first, batter hits the ball out of the park for the winning run. The runner on first touches second and believing the home run automatically wins the game, cuts across the diamond and heads toward their bench as the batter touches all the bases. In this example, the base runner would be called out for abandoning their effort to touch the next base. The batter-runner is permitted to continue around the bases to make their home run valid. If there were two outs, the home run would not count. This is not an appeal play. 2) A runner believing they are called out on a

tag at first or third base starts for the dugout and progresses a reasonable distance still indicating by their actions that they are is out, shall be declared out for abandoning the bases.

d. The runner interferes intentionally with a throw or thrown ball, or interferes with a fielder who is attempting to field a batted ball. If a double play is likely, and the runner intentionally interferes with the fielder who is attempting to field or throw the ball, both runner and batter-runner shall be declared out. If the batter-runner is adjudged not to have hindered a fielder attempting to make a play on a batted ball, and if the base runner's interference is adjudged not to be intentional, the batter-runner shall be awarded first base;

Note 1: If two fielders attempt to field a batted ball, the umpire shall determine which fielder is more likely to make the play and only that fielder is protected from interference by the runner.

Note 2: If a batted ball is deflected by an infielder (including the pitcher) and another fielder has a legitimate play to retire a runner, the fielder is protected and contact by a base runner results in interference.

Note 3: If a runner is declared out for interference with a fielder who is attempting to field a foul batted ball and there are less than two outs when the interference occurs, the batter will complete their at bat. If the third out occurs due to the interference, the current batter will be the first batter up the following inning.

Note 4: Note that under NCAA Baseball Rules, a fielder is protected while in the act of fielding a batted ball. If, after a player has fielded a batted ball but before they are able to throw the ball, a runner hinders or impedes such fielder, the runner shall be called out for interference. Furthermore, a runner who is judged to have hindered a fielder who is attempting to make a play on a batted ball is out whether the hindrance was intentional or not.

e. If the batter-runner interferes intentionally or unintentionally with a batted ball or the fielder fielding it, with a double play likely, the batter-runner and the runner closest to home plate are out, regardless of where the double-play attempt may have taken place;

f. A coach or any other member of the offensive team other than another runner, by touching or holding a runner, physically assists the runner in returning to or leaving a base (see 3-3-e);

Note: The touching of a runner alone does not constitute physically assisting; however, when the touching improves the runner's chances of accomplishing their goal (retreating or advancing), it should be interpreted as physically assisting. A runner is allowed to assist another runner physically; however, all other members of the offensive team (e.g., base coaches, on-deck batter, a runner who had just scored or has been put out, a batter, etc.) are not allowed to assist. When a play is being made on the assisted runner, the umpire should call "Time" and enforce the penalty; the runner is out, and all runners return to the bases occupied at the time of the interference (assistance). If no play is being made on the assisted runner, the umpire shall signal that the runner is out and allow the ball to remain alive.

g. While third base is occupied, the coach stationed near that base runs in the direction of home plate on or near the base line while a fielder is making or trying to make a play and thereby draws a throw to home plate. The base runner on third shall be declared out for the coach's interference with or prevention of the legitimate play (see 3-3-f);

h. One or more members of the offensive team stand at or around a base for which a base runner is trying, thereby confusing the defensive team. The base runner shall be declared out;

i. The individual is touched by the ball (when not dead) securely held in the hand or glove of a fielder while the runner is not touching the base;

Note 1: A ball stuck in a fielder's glove remains alive. If the fielder tosses the ball/glove combination to another fielder in time to complete a tag of a base or runner in advance of the base and the ball/glove combination is held securely, the runner or batter-runner is out.

Note 2: If in the judgement of an umpire, a runner is pushed or forced off a base by a fielder, intentionally or unintentionally, at which the runner would otherwise have been called safe, the umpire has the authority and discretion under the circumstances to return the runner to the base they were forced off following the conclusion of the play.

Exception—If a batter-runner safely touches first base and then overslides or overruns it, the player immediately may return to first base without liability of being tagged out, provided no attempt to run to second was made. Also, if any base comes loose from its fastening when any runner contacts it, such a runner cannot be tagged out because the base slides away (see 8-3-q).

j. The individual fails to reach the next base before a fielder tags the runner or the base after the runner has been forced to advance because the batter became a runner;

Exception—No runner can be forced out if a runner who follows in the batting order is put out first. However, if a runner is put out during live action, it does not remove the force on any runners who might subsequently be declared out for a running infraction.

Note 1: No run may score on any play when the third out is either a force out or the result of a batter-runner's failure to reach first base safely.

Note 2: The force is removed as soon as the base runner touches the base to which the runner is forced to advance. If the runner overslides or overruns the base, the runner may be tagged out.

Note 3: If a runner tags the base to which the runner is forced and for some reason retreats toward the previous base, the runner is again subject to a force out.

k. The runner, including a runner in contact with a base, is hit while in fair territory by a fair batted ball before it has touched a fielder including the pitcher or passed all infielders who have a chance to make a play on the ball, other than the pitcher. If two runners are hit by the same fair ball, only the first runner is out (see 6-2-e);

Note 1: A runner who is touching a base when hit by an infield fly (see 2-48, Infield Fly), is not out. If the runner is off a base and hit by an infield fly, both the runner and the batter are out; the ball is dead.

Note 2: A runner who, while touching a base, interferes with the fielder attempting to field a batted ball, is not out unless the umpire rules intentional interference. In this case, the batter is out if there are two outs. If there are less than two outs, both the batter and runner are out.

l. The individual attempts to score when the batter interferes with the play at home plate provided two are not already out. If two are out, the batter is out because of the interference and the runner does not score;

m. The individual passes an unobstructed preceding runner before such runner is out. The ball is live;

Note 1: With fewer than two outs, if a batter, while running the bases after a home run outside the playing field, passes a preceding runner, the batter is out; but all preceding runners score. With two outs, only those preceding runners score who have touched the plate before the batter is declared out. This is a time play, not an appeal play.

Note 2: A runner may be deemed to have passed a preceding (i.e., lead) runner based on their actions or the actions of the preceding runner.

EXAMPLE: Runners on second base and third base with one out. The runner from third (i.e., the lead runner) makes an advance toward home and is caught in a rundown between third and home plate. Believing the lead runner will be tagged out, the runner at second base (i.e., the trailing runner) advances to third base. Before being tagged, the lead runner runs back to and beyond third base toward left field. At this time, the trailing runner has passed the lead runner as a result of the lead runner's actions. As a result, the trailing runner is out and third base is unoccupied. The lead runner is entitled to third base if they return to touch it before being tagged out, unless they are declared out for abandoning the bases.

n. The individual runs bases in reverse order to confuse opponents or to make a travesty of the game. This will also include the situation where a runner, after legally touching a base, runs into the outfield area to avoid being tagged, and in the judgment of the umpire, abandons his effort to run the bases;

PENALTY for n.—The ball is dead and other runner(s) return to the base last touched.

EXAMPLE: R1 and R3, less than two outs. R1 runs into the outfield area of right field and stands there in an effort to draw a play that would allow R3 to score. In the judgment of the umpire, they have abandoned their effort to either advance to second base or return safely to first base. Result: The umpire shall call "time," the ball is dead, R1 is out, and R3 remains at third base.

o. A batter-runner throws the bat, which interferes with a defensive player making a play (see 7-11-n);

p. A batter or any other runner who just has been put out interferes with a play being made on said runner;

q. Any member of the offensive team does not vacate any live-ball area, thus interfering with a defensive player attempting to field a batted or thrown ball. This includes the batter, once the pitch has crossed the plate; or

PENALTIES for q.—

(1) If there is a play at the plate, with fewer than two outs, the runner is out and any other runners return to the base occupied at the time of the interference.

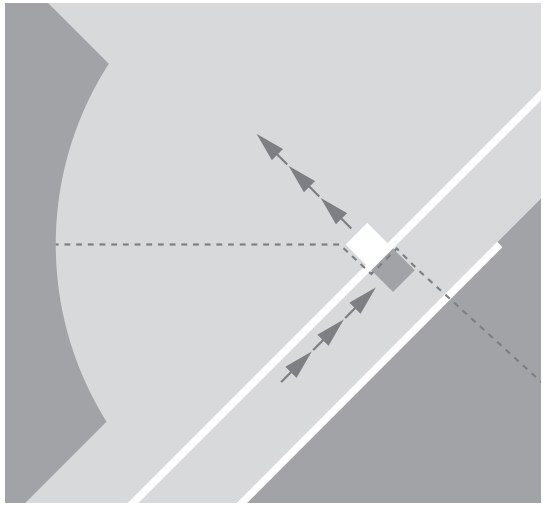
(2) If there are two outs, the batter is out.

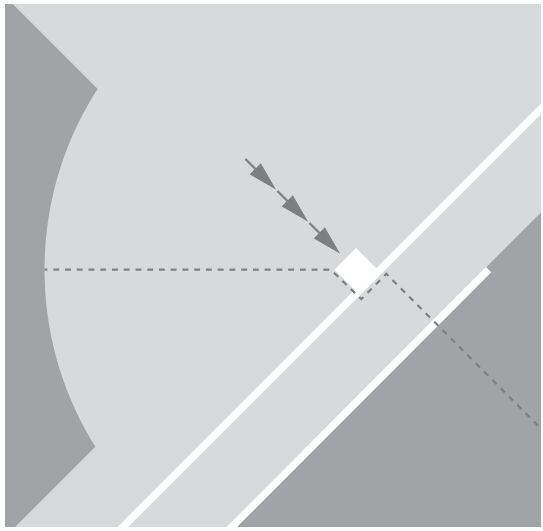
r. The runner deliberately knocks the ball from the fielder's hand. The ball is immediately dead.

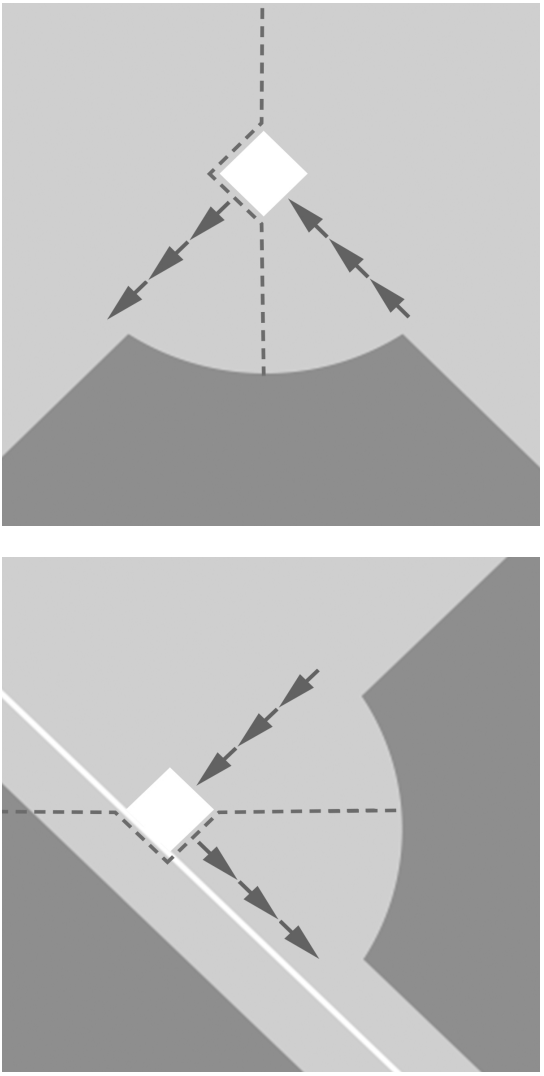
8-6 WHEN RUNNERS ARE OUT ON APPEALS

a. A runner shall be called out on specific appeals that occur as a result of a base running error when:

1) The base runner does not retouch the base before a fielder tags the runner or the base after a fair or foul fly ball is touched in making a legal catch;
2) The runner starts from a position behind the base in order to get a running start, whether on a pitch or tagging up for a fly ball; or
3) The runner fails to touch each base in order when advancing or returning to a base. Either the runner or the missed base may be tagged. A runner is considered to have passed a base if the player has both feet on the ground beyond the back edge of the base or beyond the edge of the base in the direction in which the player is advancing. The direction the runner is advancing determines the edge of the base when defining when a runner has passed a base. (See base beyond diagrams on the next page.)







Note 1: No runner may return to touch a missed base after a following runner has scored.

Note 2: When the ball is dead, no runner may return to touch a missed base or the one just left if the runner has advanced to and touched a base beyond the missed base. A runner may return to a missed base (or one left too soon) during the time the ball is dead if the runner has not touched the next base. The "next base" or "base beyond" in this section refers to the position of the runner at the time the ball went out of play.

Note 3: If the runner is attempting to return to their original base after a fly ball that is caught and the ball is thrown out of play, the runner may retouch and the award is made from their original base.

Note 4: If obstruction causes a runner to miss a base, the runner shall not be called out on appeal for missing the base.

4) The runner does not touch home plate and does not make an attempt to touch it. The fielder may touch either the runner or home plate.

b. The appeals made under this section must take place before the next pitch, play or attempted play, or before the pitcher and all infielders have left fair territory on their way to the dugout, if it is an inning-ending or game-ending appeal.

1) The procedure for a base-running appeal play is as follows:
   a) A live ball is returned to the base; and
   b) If the ball is dead, the pitcher must receive a ball from the umpire and then take a position on the pitcher's plate. After the umpire calls "Play," the pitcher then may legally step back off the pitching plate and return the ball to the base and the fielder may tag the runner or the base.
2) An appeal is not to be considered as a play or an attempted play.

   Exception—If the pitcher balks on an appeal attempt, it is considered a play.
3) The defensive team receives only one chance on an appeal. In the case of multiple appeals, if the defense errs during its first appeal attempt or any base runner advances, the defense loses its right to appeal any runner at any base.
4) If the offensive team initiates a play before the next pitch, the defensive team does not lose its right to appeal.
5) If the defensive team errs on an appeal play and the ball remains in live-ball territory, the appeal will be allowed if:
   a) The ball immediately is returned to the base being appealed; and
   b) No runners advance on the misplay. If a runner(s) advances, no appeal shall be allowed.
6) If there possibly is more than one runner involved in an appeal at a base, the defensive team must declare on which runner the appeal is being made. If the defensive team fails to identify such runner, the umpire should give no signal. If the appeal is made on the improper runner, the umpire shall give the safe sign and no further appeal shall be allowed at that base.
7) If there are two or more appeals during a play, which could make a total of "four outs" in an inning, the defensive team may choose to take any out it desires.
8) If a violation occurs during a play that ends an inning, the appeal must be made before the defensive team leaves the field. When the pitcher and all infielders have left fair territory and the catcher has left their position on their way to their bench, the team is considered to have left the field.
9) If there are two outs before the appeal on a runner, the appeal becoming the third out, no runners following the appealed out shall score, and if the appeal is a force out, no runners preceding or following the appealed out shall score (see 2-33, Force Play).

Note: If the defense will make more than one appeal, the defense must appeal in the correct order unless it is an advantageous "fourth out" appeal.

10) It is not a balk for a pitcher, while in contact with the pitching plate (does not step back), to throw to an unoccupied base for the purpose of making an appeal play.

8-7 COLLISION RULE

The rules committee is concerned about unnecessary and violent collisions with the catcher at home plate, and with infielders at all bases. The intent of this rule is to encourage base runners and defensive players to avoid such collisions whenever possible.

a. When there is a collision between a runner and a fielder who is in clear possession of the ball, the umpire shall judge:

If the defensive player blocks the base (plate) or base line with clear possession of the ball, the runner may slide into to make contact with the fielder as long as the runner is making a legitimate attempt to reach the base (plate).

1) The runner must make an actual attempt to reach the base (plate).

PENALTY for (1)—If the contact is flagrant or malicious before the runner touches the base (plate), the runner shall be declared out and also ejected from the contest. The ball is immediately dead and all other base runners shall return to the last base touched at the time of the collision.

2) The runner may not attempt to dislodge the ball from the fielder. Contact above the waist shall be judged by the umpire as an attempt by the runner to dislodge the ball.

PENALTY for (2)—If the runner attempts to dislodge the ball or initiates an avoidable collision, the runner shall be declared out, even if the fielder loses possession of the ball. The ball is dead and all other base runners shall return to the last base touched at the time of the collision.

3) The runner must attempt to avoid a collision if they can reach the base without colliding.

PENALTY for (3)—If the contact is flagrant or malicious after the runner touches the base (plate), the runner is safe, but is ejected from the contest. The ball is immediately dead and all other base runners shall return to the last base touched at the time of the collision. If this occurs at any base other than home, the offending team may replace the runner. If the contact occurs after a preceding runner touches home plate, the preceding runner is safe. The ball is immediately dead and all other base runners shall return to the last base touched at the time of the contact.

4) If the runner's path to the base is blocked and (1), (2) and (3) are fulfilled, it is considered unavoidable contact (see 2-55, Obstruction).

b. A runner attempting to score may not deviate from their direct pathway to the plate in order to initiate contact with the catcher (or other player covering home plate), or otherwise initiate an avoidable collision. If, in the judgment of the umpire, a runner attempting to score initiates contact with the catcher (or other player covering home plate) in such a manner, the umpire shall declare the runner out (regardless of whether the player covering home plate maintains possession of the ball). In such circumstances, the umpire shall call

the ball dead, and all other base runners shall return to the last base touched at the time of the collision. If the runner slides into the plate in an appropriate manner, they shall not be adjudged to be in violation of this rule.

Note: The failure by the runner to make an effort to touch the plate, the runner's lowering of the shoulder, or the runner's pushing through with their hands, elbows or arms, would support a determination that the runner deviated from the pathway in order to initiate contact with the catcher in violation of the Collision Rule 8-7, or otherwise initiated a collision that could have been avoided. A slide shall be deemed appropriate, in the case of a feet-first slide, if the runner's buttocks and legs should hit the ground before contact with the catcher. In the case of a headfirst slide, a runner shall be deemed to have slid appropriately if their body should hit the ground before contact with the catcher. If a catcher blocks the pathway of the runner, the umpire shall not find that the runner initiated an avoidable collision in violation of the Collision Rule.

c. Unless the catcher is in possession of the ball, the catcher cannot block the pathway of the runner as they are attempting to score. If, in the judgment of the umpire, the catcher without possession of the ball blocks the pathway of the runner, the umpire shall call or signal the runner safe. Notwithstanding the above, it shall not be considered a violation if the catcher blocks the pathway of the runner in a legitimate attempt to field a throw that arrives at the position of the catcher at the same time as the runner, (e.g., in reaction to the direction, trajectory or the hop of the incoming throw, or in reaction to a throw that originates from the pitcher or drawn-in infielder). In addition, a catcher without possession of the ball shall not be adjudged to be in violation if the runner could have avoided the collision with the catcher (or other player covering home plate) by sliding.

Note: A catcher shall not be deemed to have violated the Collision Rule unless they have both blocked the plate without possession of the ball (or when not in a legitimate attempt to field the throw), and also hindered or impeded the progress of the runner attempting to score. A catcher shall not be deemed to have hindered or impeded the progress of the runner if, in the judgment of the umpire, the runner would have been called out notwithstanding the catcher having blocked the plate. In addition, a catcher should use best efforts to avoid unnecessary and forcible contact while tagging a runner attempting to slide. Catchers who routinely make unnecessary and forcible contact with a runner attempting to slide (e.g., by initiating contact using a knee, shin guard, elbow or forearm) may be subject to being ejected. All references to "the catcher" in this rule shall apply equally to other players covering home plate or at other bases.

RULE 9

Pitching

9-1 PITCHING POSITIONS

There are two legal pitching positions, the windup and the set. Either position may be used at any time.

a. The Windup. The pitcher shall stand facing the batter with their pivot foot in contact with the pitcher's plate and other foot free. In the windup position, a pitcher is permitted to have their "free" foot on the pitcher's plate, in front of the pitcher's plate, behind the pitcher's plate or off the side of the pitcher's plate. The pitcher may not take a second step toward home plate with either foot in the delivery of the pitch.

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, the pitcher may take one step without gaining ground toward home plate and one step forward toward home plate with the free foot.

PENALTY for a.—With the bases unoccupied, an illegal pitch shall be called. With the bases occupied, a balk shall be called.

1) A pitcher may assume the windup position with:
   a) Hands together in front of the body;
   b) Hands apart (both arms or the throwing arm at the pitcher's side) and then go directly into the delivery to the plate;
   c) Hands apart and then bring the hands together and come to a stop to adjust the grip on the ball before beginning the delivery to the plate.

   From these positions the pitcher may:
   1) Deliver the ball to the batter;
   2) Step and throw to a base in an attempt to pick off a runner; or
   3) Disengage from the pitching plate by stepping back off the pitching plate and placing the pivot foot on the ground behind the pitching plate before separating the hands or stepping back with the free foot.
2) With a runner on base, the pitcher shall pitch to the batter immediately after making any motion with any part of the body such as the pitcher habitually uses during the delivery.
3) With a runner on base, the pitcher may disengage from the pitching plate as long as no natural pitching motion with the body, legs or free foot has been started.
4) With a runner on base, the pitcher may throw to that base without first disengaging the pivot foot from the pitching plate as long as no natural pitching motion has been started.

5) The pitcher cannot move from the windup position to the set position without disengaging the pivot foot from the pitching plate.
6) The pitcher must step directly and gain ground toward a base in an attempt to pick off a runner. "Directly" is interpreted to mean within a 45-degree angle measuring from the pivot foot toward the base the pitcher is throwing to or feinting a throw.
7) A pitcher, when stepping off the pitching plate, shall not drop the heel of the free foot before disengaging the pivot foot from the pitching plate.

PENALTY for (1-7)—With the bases occupied, a balk shall be called. With the bases unoccupied, the umpire shall rule no pitch.

8) The pitcher shall not take a forward step with the pivot foot in using the windup delivery. This is commonly known as "running into the pitch" and is an illegal pitch.

PENALTY for (8)—With the bases unoccupied, an illegal pitch shall be called. With the bases occupied, a balk shall be called.

Note 1: When a pitcher is on the pitching plate with their hands together, before any natural movement that commits the pitcher to pitch, they may move their hand within the glove to adjust the ball. Should the pitcher separate their hands after taking a legal pitching position, a balk shall be called.

Note 2: A pitcher may pause briefly during the delivery from the windup position without penalty.

b. The Set. The set position shall be indicated when the pitcher stands facing the batter with the pivot foot in contact with, and the other foot in front of, the pitcher's plate, holding the ball in both hands in front of their body and coming to a complete stop. Prior to coming to the set position, the pitcher shall have the pitching arm at the side, on the hip or behind the body of the pitcher with the ball in the glove or the pitching hand. The pitcher may elect to make any natural preliminary motion such as that known as the "stretch," but must come to the set position using a continuous hand motion before pitching to the batter. After assuming the set position, any natural motion associated with the pitch commits the pitcher to pitch without alteration or interruption.

With a runner or runners on base, a pitcher will be presumed to be pitching from the set position if the pitcher stands with their pivot foot in contact with and parallel to the pitcher's plate, and their other foot in front of the pitcher's plate, unless the pitcher notified the umpire that they will be pitching from the windup position under such circumstances prior to the beginning of an at-bat. A pitcher will be permitted to notify the umpire that the pitcher is pitching from the windup position within an at-bat only in the event of (1) a substitution(s) by the offensive team; or (2) immediately upon the advancement of one or more runners (e.g., after one or more base runners advance but before the delivery of the next pitch). The umpire shall call "time" and notify the offensive team upon receiving such notification of using the windup position with runners on base.

After a pitcher has declared to be using a windup with a runner or runners on base as described in Rule 9-1-b, they may change to using a set position once at any time within the same at-bat. However, to avoid confusion, the pitcher shall notify the plate umpire who will then notify the other umpires and the offense that the pitcher is now pitching from the set position.

Without this notification, it is an illegal pitch. They cannot change back to using a windup position within this at-bat unless there is a substitution by the offensive team or immediately after the advancement of a runner.

PENALTY for b.—With the bases unoccupied, an illegal pitch shall be called. With the bases occupied, a balk shall be called.

Note 1: When taking the sign or prior to starting the motion to come to the set position, the pitcher may bend deeply at the waist and have their pitching arm hanging straight down in front of them. The pitcher is not attempting to conceal the ball from the base runner(s).

Note 2: With the bases unoccupied, the pitcher does not need to come to a complete and discernible stop.

1) When the pitcher starts the delivery from the set position and the entire free foot or any part of the stride leg breaks the plane of the back edge of the pitcher's plate, the pitcher is committed to throw or feint a motion toward second base or pitch to home plate.

PENALTY—For violations of (1), a balk shall be called.

c. At any time during the pitcher's preliminary movements and until the natural pitching motion begins, the pitcher may throw to any base to retire a runner provided a step that gains ground and is directed toward such base is taken before making the throw (see 9-1-a-6).

d. If the pitcher makes an illegal pitch with the bases unoccupied, it is a ball unless the batter reaches first base on a hit, an error, a base on balls, a hit batter or otherwise.

e. The pitcher, upon breaking contact with the pitcher's plate by stepping backward and placing the pivot foot on the ground behind the pitcher's plate, becomes an infielder. If the pitcher then makes a wild throw, it is the same as a wild throw by any other infielder.

Note: To "step off" the pitcher's plate, the pitcher must 1) step backward and place the pivot foot on the ground behind the pitcher's plate and 2) disengage the pivot foot before moving the free foot.

9-2 PITCHING VIOLATIONS

The pitcher shall not:

a. Make an illegal pitch or quick pitch with the bases unoccupied;

PENALTY for a.— Call a ball unless the batter reaches first base.

b. Intentionally or unintentionally drop the ball while in contact with the pitcher's plate;

PENALTY for b.—With no one on base, if the ball drops or slips out of the hand, intentionally or accidentally, it is a ball. If there is a runner(s) on base and the ball is dropped, it is a balk.

c. Delay the game at any time. The pitcher shall begin the motion preceding each pitch within the 20-second time limit (see Appendix F);

PENALTY for c.—A ball will be called each time the rule is violated.

Note: Coaches and team personnel are prohibited from arguing a 20-second rule violation. A warning shall be given for the first offense and an ejection of the offender on subsequent violations.

d. While in the dirt circle surrounding the pitcher's plate, touch the ball after touching their mouth or lips, or touch their mouth or lips while in contact with the pitcher's plate. The pitcher must clearly wipe the fingers of their pitching hand dry before touching the ball or the pitcher's plate.

Note: In cold weather, the umpire may announce to both teams that it is permissible for the pitcher to blow on their hand, on or off the pitching plate.

PENALTY for d.—Remove the ball from play, issue a warning to the pitcher. Any subsequent violation shall be called a ball.

e. Have on their person or possess any foreign substance. The pitcher may apply rosin to their bare hand or may use bare hands to rub up the ball. The pitcher or defensive player(s) shall not apply any foreign substance or moisture to the ball or to the pitching hand or fingers, or do anything to deface the ball.

Note 1: The pitcher shall not use a bandage or any other distracting item on the pitching hand, wrist or fingers. A cast or bandage may be used on the nonpitching hand if it is not white in color or distracting to the batter or umpire, in the umpire's judgement.

Note 2: A substance may be used by an athletic trainer for the purpose of stopping bleeding, provided the substance dries sufficiently before resuming play.

Note 3: The home team shall supply a rosin bag before the start of each game. In the case of wet weather, the umpire may request the pitcher put the rosin bag in their pocket.

Note 4: A batted or thrown ball is in play after it hits the rosin bag.

Note 5: The ball may not be dusted with rosin from the bag or with the rosin bag. Rosin from the bag may not be applied to the glove; to any other part of the pitcher's body (i.e., forearm); or the pitcher's or teammates' uniform.

PENALTY for e.—Eject the pitcher and the head coach from the game. If the pitcher expectorates on their hand, ball or glove or rubs the ball on the glove, person or clothing and, in the judgement of the umpire, the pitcher did not intend to alter the characteristics of the baseball, then the umpire may, at the umpire's discretion, warn the pitcher in lieu of ejecting the pitcher from the game. If the pitcher persists in violating this rule, the umpire shall then eject the pitcher and head coach from the game.

f. Intentionally delay the game by throwing the ball to players other than the catcher when the batter is in position, except in an attempt to retire a runner;

PENALTY for f.—Violation of the 20-Second Action Clock Limit (See Appendix F). Add a ball to the count on the batter.

g. Intentionally pitch at the batter;

PENALTY for g.—If the umpire believes such a violation has occurred, a warning shall be issued to the pitcher and both opposing coaches that future violations by any pitcher will be cause for immediate ejection of the pitcher and the coach from the game.

1) If, in the umpire's judgment, the situation warrants drastic action to defuse a potentially volatile situation, the umpire may eject the pitcher without a warning. Each coach should be warned, but the coach of the offending team should not be ejected at that time unless the umpire believes it is appropriate (see 5-15-c-4)).
2) A warning may be issued to both teams before the start of the game or at any time during the game.

3) A pitcher who is ejected from a game for intentionally throwing at a batter shall be suspended under the provisions of the fight rule (see 5-15-c-4)).
4) Team personnel may not come onto the playing field to argue or dispute a warning of their pitcher intentionally throwing at a hitter. After a warning, they are subject to an immediate ejection.

h. Wear a garment with ragged, frayed or slit sleeves, or attach tape or other material of a color different from the uniform or glove to the glove, arms or clothing. The pitcher shall not wear another glove under the regular glove. If a pitcher wears a helmet, it must have a nonglossy finish. A pitcher shall not wear jewelry or clothing items that an umpire considers distracting (e.g., chains, white logos, loose lacing on glove). Tattoos on a pitcher's body that an umpire considers distracting must be legally covered.

Note: In order to facilitate receiving signals in an accurate and timely manner, a pitcher may wear a wristband with a signal card insert on their non-pitching wrist/forearm. It must be black or a solid, dark color. If the insert is not covered with a flap, it should be on the inside of the wrist to reduce any distraction to the batter. There shall not be any attachment to the pitcher's glove.

PENALTY for h.—The pitcher shall remove or cover the distracting item or cover the distracting tattoo upon request of the umpire or be ejected from the contest.

i. At the beginning of an inning, throw warm-up pitches to the catcher that consume more than 120 seconds. An exception is made for starting pitchers at the start of their half of the first inning, who are allowed 150 seconds. For nontelevised games, teams will be allowed a maximum of 120 seconds or 150 seconds for a relief pitcher between half-innings. For televised games, it is recommended that the time between each half-inning will be 120 seconds or 150 seconds for a relief pitcher. For games being played under a television agreement, the time between innings may be extended by contract. The clock starts when the defensive team starts to return to the dugout following the last out or appeal of the half inning and stops when the pitcher and batter are in position to begin the next inning and the umpire calls "Play" (see Appendix F).

A relief pitcher is allowed unlimited warm-up pitches, but these pitches shall not consume more than 150 seconds. In case of an injury or an ejection of the pitcher, the umpire-in-chief shall allow the relief pitcher an adequate time to warm-up;

PENALTY for i.—A ball shall be called on the defense or a strike on the offense for each violation of this rule.

j. Pitch both right-handed and left-handed to the same batter during a plate appearance (ambidextrous-pitcher rule).

PENALTY for j.—If a pitcher changes pitching hands during a batter's time at bat, the umpire shall call a balk if any runners are on base or call a ball for an illegal pitch if no runners are on base. The pitcher shall also be warned and ejected if the offense is repeated.

Note 1: When facing a switch hitter, an ambidextrous pitcher shall declare the hand with which to pitch to the hitter.

Note 2: If a pinch hitter replaces a batter during a turn at bat, the pitcher may change pitching hands.

k. A pitcher is not permitted to jump or push forward off the pitcher's plate with their pivot foot and then bring their foot to the ground and make a second push-off prior to delivering the pitch.

PENALTY for k.—This is an illegal pitch and shall be called a balk with runners on base.

Note: A pitcher is not in violation if they push off the pitcher's plate with the pivot foot and maintain contact with the ground with the pivot foot without a second push-off from the ground.

9-3 BALK

If there is a runner or runners, a balk shall be called for the following action by a pitcher:

a. While touching the pitcher's plate, any feinting motion without completing the throw toward the batter or toward first or third base;

b. When, before throwing to any base from a pitching position, the pitcher feints a throw to a base and, without breaking contact with the pitching plate, throws to another base;

c. While in a pitching position, throw to any base in an attempt to retire a runner without first stepping directly toward such base;

1) The pitcher, while touching the pitcher's plate, must step toward the base, preceding or simultaneous with any move toward that base. The pitcher is committed, upon raising the lead leg, to throw to the base being faced, to second base or to the plate. When throwing or feinting a throw to a base not being faced, the pitcher must step immediately, directly and gain ground toward that base.

Note: If the pitcher throws to the first or third base player who is playing off the base, a balk shall not be called if the fielder moves toward the occupied base in an attempt to retire the runner.

2) The "spin" or "open" move to second base is legal if the pitcher raises the lead leg and immediately, with a continuous motion, steps directly toward second base. The pitcher need not throw.

3) The pitcher shall step "ahead of the throw." A snap throw followed by a step directly toward the base is a balk.

4) The pitcher may not prematurely flex either leg before stepping directly and throwing to first base.

5) The jump-turn move is legal if the pitcher's free foot steps toward and gains ground toward the base to which the ball is being thrown. Otherwise, a balk shall be called.

6) Stepping toward second base without completing the throw is legal if the base is occupied by a runner or there is an attempt to retire a runner.

d. Making an illegal pitch, such as a quick pitch;

Note: If a runner on third base breaks for home plate, the pitcher may speed up the delivery but must continue to use a normal pitching sequence and arm action.

e. While in a pitching position, throws or feints a throw to an unoccupied base, except for the purpose of making a play;

f. While not in possession of the ball, the pitcher stands with either foot or both feet on any part of the dirt area (circle) of the mound during a hidden-ball-play attempt;

g. Failing to throw to the batter immediately after making any motion with any part of the body such as the pitcher habitually uses in the delivery;

Note: If the pitcher stops or hesitates the delivery or throws the ball in a manner that the umpire judges is clearly not intended to be a pitch to the batter (such as a ball thrown into the ground or dropped) because the batter steps out of the box, holds up their hand or uses any other action as if calling time, it shall not be a balk if runners are on base or an illegal pitch with no runners. If the batter's actions were for a legitimate reason, the umpire shall call "Time," reset the clock, and resume play. If the batter's request for "time" was not for a legitimate reason, the umpire will call "Time," charge the batter for an offensive conference and resume play.

h. The pitcher takes either hand off the ball after having taken a stretch or set position unless making a pitch or throwing to any base;

Note: The pitcher may momentarily adjust the ball in the glove and separate the hands as long as it is prior to assuming a legal pitching position.

i. The pitcher pitches while the catcher is not in the catcher's box. The catcher must have at least one foot within the catcher's box until the pitcher begins the pitching motion;

Note: This is an illegal pitch with no runners on base.

j. The pitcher delivers the pitch from the set position without coming to a complete and discernible stop, or the pitcher comes to more than one stop from the set position (see 9-1-b);

Note: With the bases unoccupied, the pitcher does not need to come to a complete and discernible stop.

k. From the windup position, the pitcher makes more than two pumping motions with their arms before delivering to the plate;

l. From the set position, if the entire free foot or any part of the stride leg breaks the plane of the back edge of the pitcher's plate and the pitcher does not throw or feint a motion to second base or pitch to home plate (see 9-1-b-3); and

m. When the pitcher makes a natural pitching motion while not touching the pitcher's plate.

PENALTIES for a. through m.—Balk. The ball becomes dead and each runner must advance one base.

(1) If the balk is immediately followed by a pitch that permits the batter and each runner to advance a minimum of one base, the balk is ignored and the ball remains live.

Examples—

a) The wild pitch was ball four on which all runners (including the batter-runner) advanced one base.

b) The wild pitch was strike three on which the batter and all other runners advanced one base.

In both situations (a) and (b) above, play proceeds without reference to the balk, because all runners (including the batter-runner) advanced one base on the pitch after the balk.

(2) If a balk is immediately followed by a wild throw by the pitcher to a base that permits a runner(s) to advance to or beyond the base to which that runner is entitled, the balk shall be acknowledged. The umpire will call the balk in the usual manner, but shall not call "Time" until all play has ceased (runners have stopped trying to advance and/or a fielder is in possession of the ball in the infield).

Note: After a balk that is followed by a base hit or a wild throw to a base or the plate, a runner who misses the first base to which the runner is advancing and who, before the next pitch, is called out on appeal, shall be considered as having advanced one base for the purpose of this rule.

(3) If only the runner advances to or beyond the base to which they are entitled because of a wild pitch after a balk, the balk is still acknowledged.

Note 1: A runner(s) may advance beyond the base that is entitled at the runner's own risk.

Note 2: When a balk occurs, the pitch is nullified and the batter will resume the at-bat with the count that existed unless:

Note 3: If the balk is followed by a wild pitch that allows a runner to attempt to go beyond the base that they would have been awarded because of the balk, the runner advances at their own risk; they are either safe or out as a result of the play. The balk is still "acknowledged" as it relates to the batter and they will resume the at-bat with the count that existed when the balk occurred.

9-4 REMOVING PITCHER

The conditions for removal of the pitcher are as follows:

a. A coach is allowed to be involved in a maximum of three free trips of the six defensive charged conferences, plus one extra free trip in the event of an extra-inning game.
   1) A free trip is a defensive charged conference involving a coach in which the pitcher is not removed.
   2) The coach cannot circumvent this rule by asking a player to act for them, and neither can the coach or their representative leave the bench or dugout and approach the base lines to confer with the pitcher for the purpose of evading this rule.
   3) If a coach holds a defensive conference with a defensive player, it shall be considered a charged defensive conference whether the player goes to the mound or not.
   4) Unused free trips to the mound during the first nine innings may be used during any extra innings.
   5) For the purpose of identifying trips to the mound on a batter, a player becomes the batter as soon as the previous batter reaches base, or is put out. The new batter does not have to enter the batter's box to be considered the batter.
   6) If the offensive team has a prolonged injury timeout, the pitcher may leave the mound and confer with the coach, or the coach may go to the mound to talk with the pitcher without being charged with a defensive conference.

If the defensive conference further delays play, a trip shall be charged to the defensive team.

7) In a situation where a pitcher is bleeding, a decision to substitute for the player must be made within 10 minutes from the time play is stopped. A substitute player must begin warming up immediately when the blood rule is in effect.
8) During a defensive charged conference involving a coach or a timeout to allow a substitution for the pitcher, a defensive player may warm up another defensive player, provided it does not delay the game. The player warming up must be in the current defensive lineup and remain in fair territory during the charged conference or timeout. For example, a bullpen catcher or DH is not allowed to participate in this type of warmup.
9) The plate umpire shall record on the lineup card each free trip and the inning in which it occurred.

b. If a coach or their nonplaying representative goes to the mound a second time in the inning to talk to the same pitcher, or if a coach has already been involved in three of the six defensive charged conferences during regulation play, the pitcher must be removed from the pitcher's position for the remainder of the game. The coach is to indicate the relief pitcher to an umpire immediately after crossing the foul line (see 7-2-b-Note 2).

Note 1: If, after one trip to the same pitcher in the same inning, or three free trips in a game, the coach goes to the plate umpire to announce a pitching change (does not go to the mound), a second trip shall be charged (when the change is recorded on the official lineup card). If moved to a defensive position, the pitcher shall not return to pitch.

Note 2: The relief pitcher, when called from the bullpen by the umpire, must proceed immediately to the mound. In the case of an injury or an ejection to the current pitcher, the substitute pitcher may take warm-up pitches from the bullpen or game mound. Should some warm-up pitches be taken from the bullpen and the pitcher has moved to the game mound to complete their warmup, the relief pitcher change timing protocols shall be followed.

c. A coach may not make a second trip to the mound in the same inning with the same batter at bat. However, if a pinch hitter is substituted, the coach may make a second trip but must remove the pitcher;

1) In this pinch-hitter situation, a relief pitcher, having just been brought in to pitch, may not be removed from the game before pitching completely to one batter or the side has been retired (see 5-5-b).
2) If the coach previously has used the allowed free trips and mistakenly is allowed to go to the mound for a conference, the pitcher shall be removed from the position after the batter completes the turn at bat. The pitcher may not reenter the game as a pitcher.
3) If the coach starts to the mound for a second trip with the same batter at bat in the same inning, the umpire shall warn that this act is not permitted. If the coach continues to the mound, the coach shall be ejected and the pitcher must complete pitching to the batter; when the batter's turn is completed, the pitcher shall be removed from the game. The coach should be warned of the impending removal so that another pitcher can start warming up. The substitute pitcher shall be permitted 150 seconds to throw preparatory pitches unless circumstances justify additional pitches.

Note: If the umpire originally fails to recognize that the coach is making a second trip during the same batter, the coach shall not be penalized.

d. The trip to the mound (which may include a conference with the infielders) begins when the coach crosses the foul line, and shall be concluded when the coach leaves the dirt circle or the pitcher begins their warm-up pitches.

e. A pitcher who is removed from the pitching position but remains in the game as a defensive player or DH may return to the mound only once with the exceptions of 7-2-b-Note 2 and 9-4-b provisions.

f. When the game pitcher crosses the foul line on the way to the mound to start an inning, they shall pitch to the first batter until such batter is put out or reaches base, unless a pinch hitter is substituted or the batter or the pitcher sustains an injury or illness, which incapacitates them from continuing. A pitch to a batter by an improper pitcher legitimizes that pitcher.

RULE 10

Scoring

All references to "box score" refer to the Official NCAA Baseball Box Score. All information in the game summary refers to the Official NCAA Baseball Scorebook.

OFFICIAL SCORER

10-1 SCORER'S DUTIES

a. The home team, conference commissioner or tournament director shall appoint an official scorer before each game. The scorer shall have sole authority to make all decisions involving judgment. They shall communicate such decisions to both teams and all members of the news media present.
b. The official scorer should sit in the press box or stands (if no press box) and not near or in a dugout.
c. The official scorer shall exercise their function based on the following:
   1) To achieve uniformity in keeping the records of collegiate games, the scorer shall conform strictly to the NCAA Baseball Rules. The scorer shall have authority to rule on any point not covered specifically in these rules;
   2) If the teams change sides before three outs are made, the scorer immediately shall inform the umpire of the mistake;
   3) If the game is protested or halted, the scorer shall make note of the exact situation at that time, including the score, number of outs, position of any runners and the count on the batter;

   Note: It is important that a halted game resume with exactly the same situation as existed at the time of suspension. If a protested game is ordered replayed from the point of protest, it must be resumed with exactly the situation that existed before the protested play.

   4) The scorer shall not make any decision that conflicts with the NCAA Baseball Rules or an umpire's decision; and
   5) The scorer shall not call the attention of the umpire or any member of either team to the fact that a player is batting out of turn.

BATTING

10-2 BATTING RECORD

Each player's batting record shall include:

a. In columns 1, 2, 3 and 4 in the box score, the number of times they batted, the runs they scored, the base hits they made and the runs batted in they were credited with. The batter is charged with an official time at bat whenever they complete their turn, unless they have been awarded first base as in 8-2-b, d

or e, or they have been credited with a sacrifice (10-8). In columns 5 and 6, the number of bases on balls and strikeouts credited to the batter shall be recorded; and

Note: An official time at bat shall not be charged against a player when they hit a sacrifice bunt or sacrifice fly, are awarded a base on balls, are hit by a pitched ball or are awarded first base because of interference or obstruction.

b. In the summary, the number of extra-base hits (10-6), sacrifice hits, sacrifice flies and stolen bases.

10-3 BATTING OUT OF ORDER

If a player bats out of order and is put out, and the proper batter is called out before the ball is pitched to the next batter, charge the proper batter with a time at bat and score the putout and any assists the same as if the correct batting order had been followed. If an improper batter becomes a runner and the proper batter is called out for having missed their turn at bat, charge the proper batter with a time at bat, credit the putout to the catcher and ignore everything entering into the improper batter's safe arrival on base. If more than one batter bats out of turn in succession, score all plays just as they occur, skipping the turn at bat of the player or players who first missed batting in the proper order.

10-4 BASE HIT

A base hit is credited when a batter advances to first base safely:

a. Because of the fair hit (rather than because of a fielder's error as in 10-16);

Exception—It is not a base hit if any runner is out on a force play caused by the batter advancing toward first base or would have been forced out except for a fielding error.

b. Because a runner is declared out for being hit by a batted ball as in 8-5-k or the umpire is hit by a batted ball as in 8-3-c;

c. When a fielder attempts to put out a preceding runner but is unsuccessful although there is no fielding error, and the official scorer believes the batter-runner would have reached first base with perfect fielding;

d. When a batter reaches first base safely on a fair ball hit with such force, or so slowly, that any fielder attempting to make a play has no opportunity to do so. A hit shall be scored even if the fielder deflects the ball from or cuts off another fielder who could have put out a runner;

e. When a fair ball that has not been touched by a fielder touches a runner or an umpire; or

Exception—It is not a base hit when a runner is called out for having been touched by an infield fly.

f. When a batter reaches first base safely on a fair ball that takes an unnatural bounce so that a fielder cannot handle it with ordinary effort, or that touches the pitcher's plate or any base (including home plate) before being touched by a fielder and bounces so that a fielder cannot handle it with ordinary effort.

Note: In applying the above rules, always give the batter the benefit of the doubt. A safe course to follow is to score a hit when exceptionally good fielding fails to result in a putout.

10-5 FIELDER'S CHOICE

This term is used by the official scorer to account for the following situations (the batter shall be charged with an official time at bat but no hit in all such situations):

a. When a batter-runner advances one or more bases while a fielder who handles a fair hit attempts to put out a preceding runner;
b. When a runner advances (other than by a stolen base or error) while a fielder is attempting to put out another runner;
c. When a runner advances solely because of the defensive team's indifference (undefended steal); or
d. When a batter apparently hits safely and a runner who is forced to advance by reason of the batter becoming a runner fails to touch the first base to which they are advancing and is called out on appeal.

10-6 EXTRA-BASE HIT

a. A base hit for extra bases is credited to the batter when it is the sole reason for their safe arrival at a base beyond first. Any fairly batted ball that clears in flight an outfield fence in fair territory, even though it may be deflected by a fielder, is a home run, subject to local ground rules.
b. When, with one or more runners on base, the batter advances more than one base on a safe hit and the defensive team makes an attempt to put out a preceding runner, the scorer shall determine whether the batter made a legitimate two-base hit or three-base hit, or whether they advanced beyond first base on the fielder's choice.

   Note: Do not credit the batter with a three-base hit when a preceding runner is put out at the plate, or would have been out but for an error. Do not credit the batter with a two-base hit when a preceding runner trying to advance from first base is put out at third base, or would have been out but for an error.
c. If a batter overruns second or third base and is tagged out trying to return, they shall be credited with the last base they touched.

   Exception—If put out while oversliding second or third base, they are not credited with reaching such base.

10-7 GAME-ENDING HIT

When a batter ends a game with a hit that drives in as many runs as are necessary to win the game, credit them with only as many bases on their hit as the runner who scores the winning run advances, and then only if the batter runs out their hit for as many bases as are advanced by the runner who scores the winning run.

Exception—If the batted ball clears an outfield fence in fair territory, the batter shall be credited with a home run.

10-8 SACRIFICE

A sacrifice bunt is credited to the batter when, with fewer than two outs, their bunt enables a runner to advance, provided no other runner is put out attempting to advance. A sacrifice fly is credited when, with fewer than two outs, their fly, fair or foul, enables a runner to score. In either case, the sacrifice ruling applies when the batter is put out before they reach first base or would have been put out if the ball had been fielded without error.

Exception—If, in the judgment of the official scorer, the batter is bunting primarily for a base hit, do not score a sacrifice. Instead, charge the batter with a time at bat.

10-9 RUN BATTED IN

A run batted in is credited to the batter when a runner scores because of a base hit (including batter scoring on a home run); a sacrifice bunt or sacrifice fly; any putout; a forced advance, such as a base on balls or batter being hit by a pitch; or an error, provided there are fewer than two outs and the action is such that the runner on third base would have scored even if there had been no error.

Scorer's judgment must determine whether a run batted in shall be credited for a run that scores when a fielder holds the ball or throws to the wrong base. Ordinarily, if the runner keeps going, credit a run batted in; if the runner stops and takes off again when they notice the misplay, credit the run as scored on a fielder's choice.

Exception—It is not a run batted in if the batter grounds into a force double play or a reverse-force double play or when a fielder is charged with an error because they muff a throw to first base that would have completed a force double play.

10-10 SUBSTITUTE BATTER

When a batter leaves the game with two strikes on them, and a substitute batter strikes out, charge the strikeout to the first batter. If a substitute batter completes the turn at bat in any other manner, including a base on balls, charge the action to the substitute batter.

10-11 STOLEN BASE

a. A stolen base shall be credited to the base runner whenever they advance a base unaided (such as by a base hit, fielder's choice, putout, error, balk, base on balls, wild pitch or passed ball). A stolen base shall be credited when a runner starts for the next base before the pitcher delivers the ball and the pitch results in what would otherwise be scored a passed ball or a wild pitch.

Exceptions—

1) Where any runner is thrown out on an attempted double or triple steal, no runner shall be credited with a stolen base.

Note: On a double-steal attempt with runners on first and third bases, if there is a legitimate attempt by the fielder to retire the runner at second base and the runner is safe, that runner shall be credited with a stolen base even if the runner from third is thrown out at home on a continuous play.

2) If a base runner is tagged out while oversliding a base, they shall not be credited with a stolen base.

3) No stolen base shall be credited to a runner whose advance is the result of the opposing team's indifference.

4) When a fielder catches a throw in time to tag a runner who is attempting to steal, but fails to hold the ball or fails to tag the runner, the fielder is charged with an error and the runner is charged as caught stealing. An assist should be credited to the fielder who made the throw.

b. Caught stealing shall be charged to the base runner whenever they are put out in the following situations:
   1) When they attempt to steal;
   2) When they are picked off a base and try to advance; or
   3) When they overslide while stealing.

Note: Do not charge caught stealing unless the runner has an opportunity to be credited with a stolen base when the play starts.

FIELDING

10-12 FIELDING RECORD

Each player's fielding record shall include:

a. In columns 7 and 8 of the box score, the number of times they put out a runner and the number of times they assisted a teammate in putting out a runner; and

b. In the summary, the number of errors and passed balls they committed.

10-13 PUTOUT

A putout is credited to a fielder who catches a batted ball in flight, tags out a runner or puts out a runner by holding the ball while touching a base to which a runner is forced to advance or return. When a batter strikes out, a putout is credited to the catcher, unless the catcher fails to field the pitch cleanly and must put the batter-runner out at first base.

Exceptions—

1) When a batter is called out for an illegally batted ball, for a foul third-strike bunt, for being hit by their own batted ball, for interference with the catcher or for failing to bat in their proper turn, the putout shall be credited to the catcher.
2) When a batter is declared out on an infield fly that is not caught, the putout is credited to the fielder who is nearest the ball at the time.
3) When a base runner is out because of being hit by a fairly batted ball, the putout shall be credited to the fielder nearest the ball at the time.
4) When a runner is called out for running out of the base line to avoid being tagged, the putout shall be credited to the fielder whom the runner avoided.
5) When a runner is called out for passing another runner, the putout shall be credited to the fielder nearest the point of passing.
6) When a runner is called out for running the bases in reverse order, the putout shall be credited to the fielder covering the base they left in starting their reverse run.
7) When a runner is called out for interfering with a fielder, the putout shall be credited to the fielder with whom the runner interfered, unless the fielder was in the act of throwing the ball when the interference occurred. In that case, the putout shall be credited to the fielder for whom the throw was intended; the fielder whose throw was interfered with shall be credited with an assist.
8) When a batter-runner is called out because of interference by a preceding runner, the putout shall be credited to the first base player. If the fielder

interfered with was in the act of throwing the ball, they shall be credited with an assist. In no case can they be credited with more than one assist on any one play.

10-14 ASSIST

a. An assist is credited to a fielder when they handle or effectively deflect the ball during action that is connected with a putout, or when they handle the ball before an error that prevents what would have been a putout. If several fielders handle the ball, or one fielder handles it more than once during a play, only one assist is credited to each of such fielders.

b. Do not credit the pitcher with an assist on a strikeout or when after a pitch the catcher tags out or throws out a runner.

Note: A play that follows a misplay (whether or not it is an error) is a new play, and the fielder making any misplay shall not be credited with an assist unless they take part in the new play.

10-15 DOUBLE PLAY–TRIPLE PLAY

A double play or triple play is credited to one or more fielders when two or three players are put out between the time a pitch is delivered and the time the ball next becomes dead or is next in possession of the pitcher in their pitching position.

Exception—When an error or a misplay occurs between the time one player is put out and the time a second player is put out, a double play or triple play is not credited.

Note: Also credit a double play or triple play if an appeal play after the ball is in possession of the pitcher results in an additional putout.

10-16 ERROR

a. An error is charged against any fielder (pitchers included) for each misplay that prolongs the time at bat of the batter or the time as a base runner or permits a runner to advance one or more bases.

Note 1: Slow handling of the ball that does not involve mechanical misplay shall not be construed as an error.

Note 2: It is not necessary that the fielder touch the ball to be charged with an error. If a ground ball goes through a fielder's legs or a pop fly falls untouched and, in the scorer's judgment, the fielder could have handled the ball with ordinary effort, an error should be charged.

Note 3: Mental mistakes or misjudgments are not to be scored as errors unless specifically covered in the rules.

b. An error shall be charged against any fielder when they catch a thrown ball or a ground ball in time to put out any runner on a force play and fail to tag the base or the runner, including a batter-runner on a play at first base.

c. An error shall be charged against any fielder whose throw takes an unnatural bounce, touches a base or the pitcher's plate, or touches a runner, a fielder or an umpire, thereby permitting any runner to advance. Apply this rule even when it appears to be an injustice to a fielder whose throw was accurate. Every base advanced must be accounted for.

d. Charge only one error on any wild throw, regardless of the number of bases advanced by runners.

e. An error shall be charged against any fielder whose failure to stop, or attempt to stop, an accurately thrown ball permits a runner to advance, providing there was occasion for the throw. If, in the scorer's judgment, there was no occasion for the throw, an error shall be charged to the fielder who threw the ball.

Exceptions—

1) A base on balls, a base awarded to a batter for being hit by a pitched ball, a balk, a passed ball or a wild pitch shall not be scored as an error.
2) No error is charged to the catcher for a wild throw in an attempt to prevent a stolen base unless the base runner advances an extra base because of a wild throw.
3) No player is charged with an error for a poor throw in an attempt to complete a double play unless the throw is so wild that it permits a runner to advance an additional base. However, if a player drops a thrown ball when by holding it they would have completed a double play, it is an error.
4) A fielder is not charged with an error for accurately throwing to a base whose baseplayer fails to stop or try to stop the ball, provided there was good reason for such a throw. If the runner advances because of the throw, the error is charged to the baseplayer or fielder who should have covered that base.
5) If a fielder drops a fly ball or fumbles a ground ball, but recovers the ball in time to force a runner, they are not charged with an error.
6) No error shall be charged against any fielder who permits a foul fly to fall safely with a runner on third base and fewer than two outs if, in the judgment of the official scorer, the fielder deliberately allows the ball to fall in order to prevent the runner on third from scoring after a catch.

f. When an umpire awards the batter or any runner or runners one or more bases because of interference or obstruction, charge the fielder who committed the interference or obstruction with one error, no matter how many bases the batter, runner or runners, may be advanced.

Note: Do not charge an error if obstruction does not change the play in the opinion of the scorer.

10-17 PASSED BALL

A passed ball is a pitch the catcher fails to stop or control when they should have been able to do so with ordinary effort and on which a runner (other than the batter) is able to advance. When a passed ball occurs on a third strike, permitting a batter to reach first base, score a strikeout and a passed ball.

10-18 FIELDER'S CHOICE

A fielder's choice is the action of a fielder who handles a fairly batted ball and, instead of throwing to first base to put out the batter-runner, throws to another base in an attempt to put out a preceding runner.

PITCHING

10-19 PITCHING RECORD

Each pitcher's record shall include in the summary: number of innings pitched, base hits, runs, earned runs, bases on balls, strikeouts, hit batters, wild pitches and balks.

Note: In computing innings pitched, count each putout as one-third of an inning. If a starting pitcher is replaced with one out in the sixth inning, credit that pitcher with 5 1/3 innings. If a starting pitcher is replaced with no outs in the sixth inning, credit that pitcher with five innings, and make the notation that they faced a specific number of batters in the sixth. If a relief pitcher retires two batters and is replaced, credit that pitcher with two-thirds of an inning pitched.

10-20 COMPLETE GAME

To receive credit for a complete game, the pitcher must pitch the entire game.

10-21 WILD PITCH

A pitcher shall be charged with a wild pitch when a legal pitch is such that a catcher cannot catch or control it with ordinary effort, so that the batter reaches first base or any runner advances one or more bases.

Note: Generally, a pitch that hits the ground before touching the catcher's glove is scored as a wild pitch.

10-22 EARNED RUN

a. An earned run shall be charged against a pitcher when a runner scores because of a safe hit, sacrifice hit, sacrifice fly, stolen base, putout, fielder's choice, base on balls, hit batter, balk or wild pitch (even when the wild pitch is a third strike), provided that in each case it is before the defensive team has had an opportunity to make a third putout.

   Note: In determining earned runs, the scorer shall reconstruct the inning as if there were no errors or passed balls. Give the pitcher the benefit of the doubt in determining the advancement of runners, had the defensive team been errorless.

b. No earned run shall be charged to a relief pitcher if the runner was on base when the relief pitcher entered the game. Likewise, if a batter has more balls than strikes, unless the count is one ball, no strikes, when a relief pitcher enters the game and the batter receives a base on balls, charge that action to the preceding pitcher. Any other action of the batter shall be charged to the relief pitcher.

c. No run shall be earned when scored by a runner whose time as a runner is prolonged by an error, if such runner would have been put out by errorless play.

d. An error by a pitcher is treated exactly the same as an error by any other fielder in computing earned runs.

e. When pitchers are changed during an inning, the relief pitcher shall not be charged with any run (earned or unearned) scored by a runner who reaches base on a fielder's choice that puts out a runner left on base by a preceding pitcher.

Note: The intent of this rule is to charge each pitcher with the number of runners they put on base, rather than with the individual runners.

f. When pitchers are changed during an inning, a relief pitcher shall not have the benefit of errors made earlier in the inning. Thus, they will be charged with earned runs for which they are totally responsible.

Note: It is the intent of Rule 10-22-f to charge a relief pitcher with earned runs for which such relief pitcher is solely responsible. In some instances, runs charged as earned against the relief pitcher can be charged as unearned against the team.

10-23 STRIKEOUT

A strikeout is credited to the pitcher when a third strike is delivered to a batter, even if the third strike is a wild pitch or is not caught or the batter reaches first base. It also is a strikeout if an attempted bunt on a third strike is a foul that is not caught.

STATISTICS

10-24 GAME SUMMARY

The game summary should include all the items contained in the Official NCAA Box Score, as shown later in this section.

10-25 WINNING AND LOSING PITCHERS

a. For all games of eight or more innings, a starting pitcher must pitch at least five complete innings to receive credit as the winning pitcher. For all games of fewer than eight innings, the starting pitcher must pitch at least four innings to get credit for the win. Additionally, the winning pitcher's team must be in the lead when they are replaced and must remain in the lead for the rest of the game.

b. If the starting pitcher does not pitch enough innings, the win is credited to a relief pitcher in the following manner:

1) The winning relief pitcher shall be the one who is the pitcher of record when their team goes ahead and remains ahead throughout the remainder of the game. No pitcher may receive credit for a victory if the opposing team ties the score or goes ahead after they have left the game.

Note: Whenever the score is tied, the game becomes a new contest insofar as the winning and losing pitchers are concerned.

Exception—If a relief pitcher conforms to the above regulations but pitches briefly and ineffectively, the scorer should not credit them with a win. If a succeeding relief pitcher pitches effectively and helps maintain the lead, the scorer should award the win to that succeeding pitcher.

2) If their team maintains the lead throughout the game, and more than one relief pitcher is used, the scorer shall award the win to the relief pitcher that pitches most effectively, regardless of the number of innings pitched.

3) By prearrangement, if three or more pitchers are to be used, the pitcher of record shall be considered the winning pitcher.

c. When a batter or runner is substituted for a pitcher, all runs scored by their team during that inning are to their credit in determining the pitcher of record.

d. The starting pitcher shall be charged with the loss if they are replaced at any time while their team is behind and remains behind for the remainder of the game. Similarly, any relief pitcher who is the pitcher of record when the opposing team assumes the lead and never relinquishes it is charged with the loss.

Note: The pitcher of record shall be the one who is in the game at the time the winning team gains the lead, provided that the lead is never relinquished, or the one who is charged with the runs by which the opposing team takes the lead, provided that the lead is never relinquished.

e. To receive credit for a shutout, the pitcher must pitch the entire game or enter the game with no outs in the first inning and pitch the rest of the game without any runs scoring.

10-26 SAVE

If a relief pitcher meets ALL of the following conditions, the official scorer should credit that pitcher with a save:

a. They are the finishing pitcher in a game won by their team;
b. They are not credited with the win; and
c. They meet one of the following conditions:
   1) They entered the game with a lead of not more than three runs and pitched at least one inning;
   2) They entered the game with the potential tying run on base, at bat or on deck; or
   3) They pitch effectively for at least three innings.

   Note: Not more than one save may be credited in each game.

10-27 PROVING BOX SCORE

To prove a box score, the total of the team's plate appearances (times at bat, bases on balls, hit batters, sacrifice bunts, sacrifice flies and batters awarded first base because of interference or obstruction) must equal the total of the team's runs, players left on base and the opposing team's putouts.

10-28 CALLED/FORFEITED GAME AND NO CONTEST

a. If a regulation game is called, include the record of all individual and team actions up to the moment the game ends as specified in Rule 5-8-b.

   Note 1: If the scoring during an incomplete inning has no bearing on the outcome of the contest, include all individual and team records.

   Note 2: If it is a tie game, do not enter a winning or losing pitcher.

b. If a regulation game is forfeited, include the record of all individual and team actions up to the time of the forfeit. If the winning team by forfeit is ahead at the time of forfeit, enter as winning and losing pitchers the players who would have qualified if the game had been called at the time of forfeit. If the winning team by forfeit is behind or the score is tied at the time of the forfeit, do not enter a winning or losing pitcher. If a game is forfeited before it becomes a regulation game, include no records. Report only the fact of the forfeit.

Note: If the team awarded the forfeit was tied or behind at the time of the forfeit, the score shall be recorded as 9-0 for a scheduled nine-inning game and 7-0 for a scheduled seven-inning game. The word "forfeit" should accompany this score.

c. When a team does not appear (e.g., due to weather conditions, accidents, breakdown of vehicles, illness or catastrophic causes), a forfeit is not recorded. An institution shall not, for statistical purposes, declare a forfeit for nonfulfillment of a contract. Such instances shall be considered as "no contest."

10-29 DETERMINING PERCENTAGES

The following procedures should be used to determine various percentages:

a. To determine won-lost percentage, divide the total number of games played into the number of games won (each tie game is computed as half won and half lost);

b. To determine batting averages, divide the number of official times at bat into the number of base hits;

c. To determine fielding averages, divide the total chances (putouts, assists and errors) into the total putouts and assists;

d. To determine a pitcher's earned-run average, multiply the earned runs allowed by nine and then divide by the number of innings pitched;

Note: When a pitcher has not pitched an even number of innings, the statistician shall multiply the number of earned runs by 27 and divide by the number of outs recorded (innings pitched times three). Earned run averages must be based on nine innings.

e. To determine slugging percentage, divide the number of official times at bat into the number of total bases; and

Note: In all cases where the remaining decimal is one-half or more, round to the next whole number.

f. To determine on-base percentage, divide the total number of at-bats, bases on balls, hit by pitches and sacrifice flies into the total number of hits, bases on balls and hit by pitches.

Note: For the purpose of computing on-base percentage, ignore being awarded first base by interference or obstruction.

10-30 CUMULATIVE PERFORMANCE RECORDS

a. A consecutive hitting streak shall not be terminated if the plate appearance results in a base on balls, hit batsman, defensive interference or a sacrifice bunt. A sacrifice fly shall terminate the streak.

b. A consecutive-games hitting streak shall not be terminated if all the player's plate appearances (one or more) result in a base on balls, hit batsman, defensive interference or sacrifice bunt. The streak shall terminate if the player has a sacrifice fly and no hit.

c. A consecutive-games playing streak shall be extended if the player plays one-half inning on defense, or if they complete a time at bat by reaching base or being put out. A pinch-running appearance only shall not extend the streak. If a player is ejected from a game by an umpire before they can comply with the requirements of this rule, their streak shall continue.

d. For the purpose of this rule, all performances in the completion of a suspended or halted game shall be considered as occurring on the original date of the game.

Appendix A

Box Score

State -vs- Tech
Omaha, Neb. (Smith Field)

Score by Innings	1	2	3	4	5	6	7	8	9	R	H	E
State	2	0	1	3	0	0	0	8	0	6	11	1
Tech	0	0	0	3	0	1	1	0	0	5	13	3

State 6

Player	AB	R	H	RBI	BB	SO	LOB
Urban, ss	4	2	1	1	1	0	1
Cowan, dh	5	1	2	0	0	1	1
Quarles, pr	0	0	0	0	0	0	0
Fugett, 1b	4	1	3	2	1	0	2
Wiktorski, lf	5	1	1	1	0	1	2
Stallings, cf	5	1	1	1	0	1	2
Rossi, c	5	1	1	1	0	1	1
Mogielnicki, 2b	4	1	1	0	1	1	0
Edwards, rf	4	1	1	0	1	0	2
Harris, 3b	3	1	0	0	1	1	0
Pleasants, p	0	0	0	0	0	0	0
Scheibal, p	0	0	0	0	0	0	0
Ziem, p	0	0	0	0	0	0	0
Totals	**39**	**6**	**11**	**6**	**5**	**6**	**11**

3B: Mogielnicki (1)
SB: Wiktorski (1); Rossi (1); Edwards (1); Mogielnicki (1)
E: Pleasants (1)

Tech 5

Player	AB	R	H	RBI	BB	SO	LOB
Lourich, ss	4	0	1	1	0	0	1
Vanidestine, rf	4	0	0	0	1	2	0
Yeager, 3b	5	1	1	0	0	0	2
Aldrette, 1b	5	1	2	0	0	3	2
Moler, pr	0	0	0	0	0	0	2
O'Donnell, 2b	4	0	3	1	1	0	0
Desola, dh	3	1	1	1	0	0	1
Jochim, ph-dh	2	0	0	0	0	0	0
Torchia, lf	3	1	1	0	1	0	1
Sutton, pr-lf	0	0	0	0	0	0	0
Bair, c	3	1	2	0	0	0	1
Nicosia, cf	4	0	2	1	0	1	0
Imig, p	0	0	0	0	0	0	0
Graybill, p	0	0	0	0	0	0	0
Karazim, p	0	0	0	0	0	0	0
Totals	**37**	**5**	**13**	**4**	**3**	**6**	**10**

2B: Yeager (1); Desola (1)
3B: Lourich (1)
SH: Bair (1)
CS: O'Donnell (1)
E: Lourich(1); Bair (1); Nicosia (1)

State	IP	H	R	ER	BB	SO	WP	BK	HBP	IBB	AB	BF	FO	GO	NP
Pleasants (W)	6.0	9	4	4	2	3	0	0	1	0	26	28	8	0	–
Scheibal	2.2	4	1	1	1	3	0	0	0	0	10	10	2	0	–
Ziem	0.1	0	0	0	0	0	0	0	0	0	1	2	1	0	–
Totals		**13**	**5**	**5**	**3**	**6**	**0**	**0**	**1**	**0**	**37**	**40**	**11**	**0**	**–**

Tech	IP	H	R	ER	BB	SO	WP	BK	HBP	IBB	AB	BF	FO	GO	NP
Imig (L)	3.1	5	4	2	3	1	0	0	0	0	15	16	3	0	–
Graybill	4.1	6	1	0	1	3	0	0	0	0	19	21	6	0	–
Karazim	1.1	0	0	0	1	2	0	0	0	0	5	7	1	0	–
Totals		**11**	**6**	**2**	**5**	**6**	**0**	**0**	**0**	**0**	**39**	**45**	**10**	**0**	**–**

Win: Pleasants
Loss: Imig
HBP: Lourich (By Pleasants)
PB: Bair (2)

Umpires: Home Plate: First Base: Second Base: Third Base:
Start: 1 p.m. **Time:** 2:56 **Attendance:** 11,246 **Weather:**
Game Notes:

Appendix B

Rules for Scoreboards, Video, Audio and Light Displays

The following regulations apply to all NCAA Baseball games, regardless of stadium or venue:

A. SCOREBOARDS AND VIDEO.

1. Scoreboards (and monitors) must not be used to "show up" an umpire or visiting team members, incite the crowd, or distract a player. The following situations may not be shown:
   a. No replay may be shown during a dispute with an umpire;
   b. Replays showing balls or strikes, including a half swing whether called by the home plate umpire or appealed to a base umpire (Exception: In-stadium replays of swinging third strikes are allowed, if shown immediately and before the next batter for either team);
   c. Brushback pitches;
   d. Fights or disputes between or among uniformed personnel on the field;
   e. Any episode or event that would embarrass or denigrate an umpire, visiting team member, visiting team official, or official scorer;
   f. The likeness of an umpire or an umpire's name used in any way to embarrass an umpire; and
   g. Fans or other unauthorized persons running onto the field.

   Exciting plays such as spectacular catches or players circling the bases after home runs may be shown more than once.
2. Replays may not delay the game. The next batter is expected to immediately enter the batter's box.
3. Any instance in which an umpire has made a judgment call may be replayed only one time at regular speed and must be replayed before the next batter (for either team) enters the dirt area around home plate. All reviewable play situations that may be challenged may only be shown after a decision has been made by a team whether or not to challenge a call using video review. Teams are prohibited from using replay displayed on the in-venue video board as a basis to challenge a call using video review. An unlimited number of replays may be played on the video board at any speed, only after a play is under video review by the umpires; however, no replays shall be shown on the video board once a decision has been made by the umpires and/or replay official.
4. At times, live game action may be displayed on the stadium video board. Close-ups of the batter in the on-deck circle are permitted. Live game action must cease once the batter enters the dirt circle and may be displayed again

once there is contact between the bat and the pitch. If live game action is not displayed, a still shot, statistics or other nonmoving pictures must remain on the screen until the batter finishes the plate appearance.

5. Arguments or disputes between umpires and players or coaches may not be shown.
6. Live shots of fans are permitted during dead-ball periods, but good judgment must be used. Unacceptable behavior should never be shown.

B. AUDIO AND LED OR LED/MATRIX BOARDS.

All music, chants or crowd-cuing messages must stop when the batter enters the dirt circle. Use of LED or LED/Matrix boards should stop when the batter steps into the batter's box. Music, noise and cheers, and use of LED or LED/Matrix boards, may be used during the following times:

1. Before the start of the game;
2. Between innings;
3. During pitching changes;
4. As the batter is heading toward the batter's box; and
5. After the game.

LED or LED/Matrix boards may be operated during a lengthy stoppage in play, but their operation must cease when the umpire calls "Play." Teams are to exhibit good judgment when using messages that encourage fans to cheer or make noise.

Audio (music, organists, etc.) may not be played in a manner that may incite spectators to react in a negative fashion to umpires' decisions or to visiting players.

It is the home team's responsibility to monitor its video and audio operations and abide by all guidelines and policies, including between-inning entertainment.

Should any of the policies in this section be violated by a team, umpires have the authority to stop the game to have the matter corrected. Umpires are to inform their conference office concerning any violation of these guidelines.

C. ANNOUNCING THE NEXT BATTER AND SUBSTITUTIONS.

The public address announcer will announce the first batter of the inning immediately after the catcher throws the ball down to second base and announce any following batter no later than when the ball reaches the third baseman or any infielder on a ball being thrown in from the outfield.

The public address announcers may not announce a pinch hitter or new pitcher until signaled in from the umpire. Umpires are to be alert for lead-off pinch hitters in the on-deck circle in order to confirm the substitution and have such batter announced on time.

D. LIGHTING EFFECTS AND DISPLAYS

In-venue lighting and/or visual effects are permitted provided the following are adhered to:

1. The ball shall be considered out of play or a dead ball (e.g., home run);
2. All venue or stadium lighting shall not be turned off at one time; and
3. Lighting shall return to normal prior to the start of next at-bat or resumption of play (i.e., prior to the next batter entering the batter's circle or prior to a pitcher starting warm-up pitches).

Appendix C
Lightning Policy

The NCAA provides detailed guidance on lightning (and other environmental hazards) in the NCAA Sports Medicine Handbook. Please consult the latest version of this handbook, which is available at **ncaa.org/sports/health-safety**.

Appendix D

Ejection/Suspension Procedures

PROCEDURE TO FOLLOW AFTER AN EJECTION:

1. The ejecting umpire shall call their conference administrator immediately after the game to report any ejection.
2. The ejecting umpire shall file an NCAA ejection report with their conference coordinator, the NCAA secretary-rules editor and the national coordinator of umpires as soon as possible after the completion of the contest.

PROCEDURE WHEN AN EJECTION CARRIES A SUSPENSION:

1. The ejecting umpire will notify their conference supervisor immediately after the game and will file the applicable ejection/suspension report with the supervisor, the secretary-rules editor, and the national coordinator of umpires as soon as possible after the completion of the contest.
2. The ejecting umpire or Crew Chief shall notify the head coach of the suspension, either personally or through the home team game management administrator on site.

PROCEDURE FOR A POSTPARTICIPATION EJECTION:

1. If a situation occurs after the last out to end a game or after a winning run, and this conduct would result in an ejection during the normal course of play, the umpire/Crew Chief will issue a postparticipation ejection.
2. If the ejected person is an assistant coach, player or other team personnel, the umpire/Crew Chief is to inform the head coach personally or through the home team game management administrator on site.
3. If the head coach is ejected, the umpire/Crew Chief is to inform the head coach and the home team game management administrator of the head coach's post-participation ejection.
4. The ejecting umpire shall file an ejection/suspension report with the conference administrator, coordinator, NCAA secretary-rules editor and the national coordinator of umpires, noting that the suspension shall be served in that team's next scheduled contest(s).

For clarification, the suspended individual is not allowed to:

a) Be dressed in game uniform;
b) Communicate with any team personnel or umpires;
c) Take part in any pregame activities at the site of competition; or
d) Be in the stadium or on the field once pregame activities have started.

Appendix E

Getting The Call Right

The first requisite of an umpire is to ultimately get all decisions correct. Umpire pride is important, but never as important as getting the play right. It is the philosophy of the NCAA that umpires always seek to get the call right. This may involve the reversal of a previously rendered decision. However, the correct decision—not the pride of any umpire—must prevail.

1. GETTING THE CALL RIGHT WITHOUT THE USE OF VIDEO REVIEW:

Following are general guidelines for this policy:

a. NCAA rule 3-6-g states, "No umpire shall criticize or interfere with another umpire's decision, unless asked by the one making it; however, if there is a misinterpretation of a rule, it should be brought to the attention of the umpire-in-chief." *Therefore, except in special situations such as those outlined in the next paragraph, the umpire making the call must be the one to seek assistance of a partner.*

b. An umpire is urged to seek help when their view is blocked or positioning prevents them from seeing crucial elements of a play. An umpire is also encouraged to seek help in instances when they have any doubt and a partner has additional information that could lead to the proper ruling.

c. In the situations listed below, a partner who is 100% certain they have additional information unknown to the umpire making the call should approach unsolicited and alert the other umpire to such information. **However, the ultimate decision to change a call rests with the calling umpire.**

   1) Deciding if a home run is fair or foul.
   2) Deciding whether a batted ball left the playing field for a home run or ground-rule double.
   3) Cases in which a foul tip is dropped or trapped by the catcher.
   4) Cases in which a foul fly ball is caught or not caught.
   5) Cases when an umpire clearly errs in judgment because they did not see a ball dropped or juggled after making a tag or force.
   6) Spectator interference plays.
   7) Balks called by an umpire who clearly did not realize the pitcher's foot was off the rubber.
   8) Changing a call of "foul" to "fair."

   Note: Umpires may conference after a batted ball that first touches the ground or a fielder beyond the initial position of the first or third baseman and has been ruled "foul." After consultation with the entire umpire crew, the Crew Chief will place the base runners where the crew believes they would have advanced had the

ball been first ruled fair. The Crew Chief and crew should be conservative on their placement of base runners.

9) Changing a call of "catch" to "no catch": The umpires may conference after a fair batted ball has been hit into the outfield or on any foul ball to determine whether the fielder did or did not make a catch.

   If the ball is foul, it remains a foul ball. If the ball is fair, the ball is dead. After consultation with the entire umpire crew, the Crew Chief will place the base runners where the crew believes they would have advanced had the reviewed call been made correctly. The Crew Chief and crew should be conservative on their placement of base runners. If there is any doubt the following guidelines shall be used:

   a) The batter is placed at first base.
   b) Each base runner is advanced one base from the base occupied at the time of the pitch.

10) Changing a call of "no catch" to "catch": The umpires may conference after a fair batted ball has been hit into the outfield or on any foul ball to determine whether a fielder did or did not make a catch.

   a) The ball is dead.
   b) All action prior to the ball becoming dead shall be disallowed.
   c) The batter shall be declared out.
   d) After consultation with the entire umpire crew, the Crew Chief will place the base runners where the crew believes they would have advanced had the reviewed call been made correctly. The Crew Chief and crew should be conservative on their placement of base runners. If there is any doubt, all base runners shall be returned to the base they occupied at the time of the pitch.

Note 1: A call of "no catch" within the infield can be changed to a "catch" if there are one or more runners on base and the change to a "catch" results in the third out, or at any time with no base runners and the change affects the batter only.

Note 2: For the purpose of applying the changing of a call of "catch" to "no catch" (see Appx. E-c-9) or "no catch" to "catch" (see Appx. E-c-10), a fair batted ball shall be considered "hit into the outfield" when it is hit into the outfield area beyond the nearest infielder. A line drive hit directly toward an infielder shall not meet the requirement for a potential change of the initial call.

11) Hit-by-pitch situations.

d. Umpires are not required to seek help on plays on which they are 100% confident in their judgment and view of the play. Head coaches are not entitled to a second opinion when the calling umpire is certain their decision is correct. On the other hand, and contrary to past practice, umpires are not to "die with a call" in cases in which a) the calling umpire is not 100% certain they are correct; and b) another umpire has additional information that could lead to a proper ruling. Both NCAA philosophy and umpire integrity – consistent with NCAA rules – dictate that calls are reversed in this situation.

e. When an umpire seeks help, they should do so shortly after making the original call. They should not have a lengthy discussion with the head coach or others and then ask for help. If the calling umpire seeks help, they should include other umpire(s) who would likely have the best position to see the

elements of the play. This conversation must take place away from players or coaches. If a Crew Chief deems it necessary, they can, at their discretion, bring together the entire crew. All umpires involved should meet at once; multiple meetings unnecessarily delay the game. Crew Chiefs can conduct conferences and are expected to ensure that NCAA philosophies are given priority over any single umpire's pride.

Note: Once umpires have determined a need to conference to review a play, they shall direct the head coach to return to the dugout or coaching box before the crew will begin their discussion. Common Practice: The umpires shall notify the opposing head coach of the umpire's decision to change the call before signaling their decision to the press box or crowd. Once the notification is made to the coach, the calling official will signal the final decision.

f. Judgment calls, which have traditionally not been subject to reversal, include steal and other tag plays (except if the ball is dropped without the umpire's knowledge, as discussed above); force plays (when the ball is not dropped and foot is not pulled); balls and strikes (other than check swings). This practice shall continue. Also, some calls cannot be reversed without creating larger problems.

Overall, umpires are urged to seek help on reversible plays in which they may have erred by not seeing a crucial element of a play. Such meetings, while necessary, should be infrequent and not become a substitute for umpires seeking proper angles, exercising sound judgment and having the conviction to stay with a call that an umpire believes was properly made.

2. GETTING THE CALL RIGHT WITH THE USE OF VIDEO REVIEW:

SUMMARY

a. Each head coach is permitted two challenges per game. All types of reviewable plays require a head coach's challenge except for a potential home run and malicious contact which can be reviewed at any time. A Crew Chief (or video review official's) review is allowed at their discretion during the last two innings of regulation and any extra innings, if the affected team is out of challenges. The following plays will be reviewable with the use of a head coach's challenge at any time during the game:

1. Deciding if a batted ball is fair or foul. The ball must first touch the ground or a fielder beyond the initial position of the first or third baseman and balls that are touched by a defensive player in flight prior to landing at or beyond such positions. In addition, any play that could result in a fair ball call being overturned to foul ball may be reviewed.
2. Deciding if a batted ball is either a ground-rule double or a home run.
3. Any "catch" or "no catch" ruling in the outfield or foul territory.
4. A "no catch" ruling in the infield in some instances. With runners on base, a "no catch" within the infield can be changed to a "catch" only if it results in a third out. With no runners on base, a "no catch" within the infield can be changed to a "catch" at any time.
5. Spectator interference.
6. Deciding scoring plays at home plate inclusive of collisions (illegal and/or malicious contact) or time plays (determining whether a base runner scored ahead of a third out).

7. Force and tag play calls at any base.
8. Calls involving whether a base runner passes a preceding runner and upon an appropriate appeal by the defensive team, determining whether a base runner touched a base.
9. Plays involving a hit by pitch.
10. Deciding if a runner failed to retouch a base after a fair or foul ball is legally caught.
11. Non-home run boundary calls including the placement of runners following a boundary call.
12. Interference occurring on a runner's actions during a play covered by the Force-Play-Slide-Rule.
13. Catcher's interference with the batter's swing except on a squeeze play or steal of home.
14. Malicious contact at any location.

b. The following criteria will be used for the administration of video review:
1. Video review may be used to overturn, confirm or let stand the umpires' call on the field.
2. For video review to be initiated, either by Crew Chief or Head Coach challenge, a call must be made on the field.
3. A ruling on the field will only be changed if there is indisputable video evidence to reverse the call. Absent that evidence, the original ruling on the field will stand.
4. Any use of video review must occur before the next pitch or play. A head coach must notify an umpire (either verbally and/or by holding their hand in the air) that the team is contemplating challenging the play immediately after the conclusion of the play (in less than 10 seconds). If the head coach wishes to invoke their challenge, they must do so within approximately 30 seconds after the conclusion of the play or prior to the commencement of the next play, whichever occurs first. This is critical especially if the play ends an inning or ends the game. If the review is called for after a game-ending play, it must be called before all umpires leave the field of play.
5. If a head coach's challenge is successful in overturning a call, the coach will retain the challenge to use if needed later in the game.
6. The Crew Chief will make the determination if a play is eligible for video review. Under the provisions of Getting the Call Right, coaches have the ability to request a conference among the umpires.
7. If video review is conducted by the on-field umpire crew, the video review area must be on the field level so that umpires must not walk through spectators to view the coverage. At least one umpire must remain on the field.
8. During the video review the defensive team shall maintain their positions on the field and may warm up if desired. Base runners, base coaches and the on-deck hitter shall maintain their positions. Other personnel shall remain in the dugout. Any defensive or offensive conferences will be charged as during any other part of the game.
9. All video review equipment should be tested by appropriate personnel before each game.

10. The final decision may not be argued by either coach.
11. If the reversing of a call results in the need for decisions on the placement of base runners, the umpire crew shall use their best judgment to determine their locations as if the call had been made correctly.
12. If a call has been changed, the Crew Chief or a noncalling umpire who made the ruling, upon returning to the field, will notify both head coaches and the official scorer of the ruling.

3. VIDEO REVIEW GUIDELINES

CONTENTS

I. Overview 127
II. Challenging and Reviewing Calls Pursuant to Video Review 127
III. Standard for Changing a Call 134
IV. Correcting an Incorrect Call 135
V. Reviewable Calls 136
VI. Technology and Personnel 140
VII. Video Review for NCAA Tournament 141
VIII. Quick Reference Guide to Reviewable Calls 141

I. OVERVIEW

Video Replay Review in the NCAA (hereafter, "Video Review") is designed to provide a timely review of certain disputed calls in designated NCAA games that are televised (either on linear television or digital platform). A "call" as described in these regulations means a judgment by one or more umpires or by the entire crew after conferring with one another (hereafter, the "umpires") on a specific play, which may consist of an oral pronouncement or physical gesture (or may not, in the case of a "non-call"). Video Review may be used to overturn, confirm, or let stand the umpires' call on the field subject to and by the terms and conditions described below. For Video Review to be initiated, either by Crew Chief or Coach Challenge, a call MUST be made on the field, to have that call reviewed. Subject to its obligations the NCAA reserves the right to rule on any point concerning Video Review that is not covered by these regulations.

The NCAA has approved one set of Video Review rules for all games. These rules can be used in both conference and non-conference games, including the NCAA tournament.

II. CHALLENGING AND REVIEWING CALLS PURSUANT TO VIDEO REVIEW

A. Responsibilities.

Each team's head coach is responsible for invoking challenges under the circumstances described in these regulations. Crew Chiefs are responsible for determining whether a head coach challenge is properly and timely made, and determining whether to review a play or call on their initiative. Moreover, before the initiation of Video Review, the umpires may confer among themselves at any time and change any call (whether or not the call is reviewable) by NCAA Appendix E - "Getting the Call Right." If a reviewable call is changed in this fashion, the new call shall be subject to Video Review as provided in these Regulations.

B. Head Coach Challenges.

1. Each team will receive two (2) head coach challenges to start each game. A head coach may challenge as many reviewable calls within a single play as desired using one challenge. Once a team has exhausted its available head coach challenge(s), it will no longer have the ability to challenge any additional play or call in the game. If a head coach's challenge successfully overturns a call, the coach will retain the challenge to use if needed later in the game.
2. A team's head coach is the only person authorized and permitted to request or initiate Video Review on behalf of the team during a game, unless the head coach cannot perform their Video Review responsibilities due to injury, illness, ejection, removal, or other legitimate reasons, in which case the coach designated to assume the head coach's responsibilities shall have the sole right to request or initiate Video Review. As used in these regulations, the term "head coach" refers to a team's field head coach or such other person who assumes their duties as described above.

C. Crew Chief Reviews.

At any time during a game, a Crew Chief may, in their sole discretion, initiate Video Review of Reviewable Calls 2 and 14, i.e., a potential home run call (as defined in Section V below). Concerning Reviewable Calls 1-14, beginning in the eighth inning (or sixth inning for a prescribed seven-inning game), a Crew Chief may, in their sole discretion, conduct Video Review upon their initiative provided the affected team is out of challenges. These Video Reviews are subject to the following:

1. A team that has exhausted its head coach's challenges may, within the time limits listed in Section D below for Reviewable Calls 1-14 and only in the last two innings of a regulation game or extra innings, request but cannot insist that the Crew Chief invoke their right to initiate Video Review.
2. Except in the case of the NCAA's Reviewable Calls 2 and 14, the Crew Chief shall not initiate a Video Review of any play or call if the requesting head coach has a head coach challenge remaining except beginning in the eighth inning (sixth inning of a prescribed seven-inning game), provided the affected team is out of challenges.
3. Beginning with the eighth inning of all games and (the sixth inning for seven-inning games), anytime a Reviewable Call is reviewed on a Crew Chief's initiative, the Crew Chief or video review official will have the authority to review all reviewable aspects of the play within that review. This does not apply to reviews initiated by a head coach challenge.

D. Timing of Head Coach challenges and Crew Chief reviews.

1. Except as otherwise outlined in Sections II-D-2, 3 and 4 and Section H. below, head coach challenges and Crew Chief reviews must comply with the following to initiate Video Review:
   a. A head coach must notify an umpire (either verbally and/or by holding their hand in the air) that the team is contemplating challenging the play immediately after the conclusion of the play (in less than ten (10) seconds). If a head coach wishes to invoke their challenge, they must do so within approximately thirty (30) seconds after the conclusion of the play or before the commencement of the

next play, whichever occurs first. This time limit applies to all plays in the game, including plays that end an inning and plays that end the game. The Crew Chief will be the sole authority as to when "all play has ceased" and "when the next play has commenced." If a head coach enters the field of play to discuss a play with the calling umpire and/or Crew Chief, then they will have approximately 30 seconds once the head coach receives an explanation of the call or ruling to state their intention to challenge or leave the field.

b. Signaling for a head coach challenge. To notify an umpire that they wish to invoke a head coach challenge, a head coach may approach an umpire on the field to do so but is encouraged instead to indicate their desire to challenge the call verbally and/or by making a "headset" motion from the top step of the dugout. The head coach must communicate with an umpire on the field, preferably the plate umpire or Crew Chief. At this time, the Crew Chief will ask the head coach to specify what is being challenged. If the head coach wants to challenge more than one (1) aspect of a play, they will need to inform the Crew Chief at this time. After receiving information from the challenging head coach, the Crew Chief will inform the opposing head coach of the challenge and ask the opposing head coach if they wish to challenge any aspect of the play. It is always the head coach's responsibility to ensure that an umpire (either verbally or with a reciprocal hand gesture) has acknowledged their request to initiate a head coach challenge within the time limit set forth above and to communicate the call being challenged with the required level of specificity (see Section II. below). The Crew Chief will keep a record of any challenge by a head coach and inform them once their challenges have been exhausted.

c. The conclusion of the play shall be determined as outlined in Section II-E below. For purposes of these regulations, the next "play" shall commence when the pitcher is on the pitcher's plate preparing to start his delivery and the batter has entered the batter's box (unless the defensive team initiates an appeal play in which case any call is made during the play before the appeal still may be subject to Video Review). No substitutions or pitching changes may take place while the umpires are in the process of invoking Video Review.

2. In the case of a mound visit, a head coach must exercise their challenge before the commencement of the next play, unless the mound visit results in a pitching change, in which case a head coach must exercise their challenge in accordance with Section II-D-3 below.

3. In the case of a pitching change after the conclusion of a play but before the conclusion of the inning: (a) the defensive head coach must exercise their challenge before signaling for a pitching change; and (b) the offensive head coach must exercise their challenge, before the relief pitcher steps onto the warning track or, in the case of on-field bullpen areas, crosses the foul line. The Crew Chief will have the option of initiating a Video Review after a pitching change, but before the next pitch, should additional critical information become available from the crew. Since there is no time frame on when a Crew Chief may

invoke Video Review (except before the next pitch), there should be no restriction on when a Crew Chief initiates Video Review during a pitching change. During the pitching change, the Crew Chief may obtain critical information from the crew that could lead to a review. Notwithstanding the foregoing, the Crew Chief shall have the discretion to permit a challenge by the offensive head coach if the Crew Chief determines that the defensive head coach called for a relief pitcher in an accelerated fashion for the sole purpose of preventing the offensive head coach from having a reasonable opportunity to exercise their challenge.

4. In the case of a play that results in a Crew Chief review in the last two innings of a game or during extra innings, a head coach who seeks to exercise a challenge concerning another call from that play that is not otherwise part of the Crew Chief review must invoke their challenge before the Crew Chief leaves the field of play.
5. If the Crew Chief determines that a team invocation of a head coach's challenge is untimely, the play shall not be reviewed, the umpire's call shall stand, and the team shall not be charged with a challenge. The Crew Chief shall have the final authority to determine whether a head coach's challenge is timely. The judgment of the Crew Chief regarding the timeliness of a head coach's challenge shall be final and binding on both teams and shall not be reviewable by Video Review or otherwise.

E. Mechanics of time limit for invoking video review for plays that do not result in a third out call.

The head coach's challenge or Crew Chief review is timely as outlined in Section II-D above. For purposes of these regulations, the conclusion of a play shall be indicated by an umpire's final "safe" or "out" call, an umpire calling "time," or returning to their position should the ball remain alive.

F. Duration of video review.

If not utilizing Centralized Video Review, the Crew Chief and a non-calling umpires reviewing the play (or closest umpire should the calling umpire be the Crew Chief) should be expeditious during the review. By conference policy, if the Crew Chief is the calling umpire another umpire may be designated for the review. If the replay does not show one view that clearly indicates the call should be overturned, then conclude the review, the play stands as called and return to the field. In the event the call is overturned, the placement of runners or such other actions necessary to place both teams in the same position that they would have been had the changed call been correct in the first instance may take additional time.

G. Challenge of a reviewable play by both head coaches.

1. Both head coaches may challenge different reviewable calls within the same reviewable play. These challenges may be in the form of a head coach's challenge or a request for a Crew Chief review, to the extent available.
2. The umpire crew or video review official shall review all challenges properly initiated and shall review the challenged calls in the order in which the calls occurred during the game. If the decision on an earlier reviewable call renders moot a later reviewable call, the subsequent call shall not be reviewed. If a call challenged by a team is not reviewed by

operation of the foregoing rule, that head coach's challenge shall be deemed rescinded, and the team shall not be charged with the challenge.

3. If head coach challenges by both teams are not invoked simultaneously, the second team must invoke its challenge before the reviewing umpires leave the field of play or make communication contact with the video review official; provided, however, if a call is overturned in Video Review, any team adversely affected by a decision to change a call has the right to use a head coach's challenge or request that a Crew Chief review another reviewable call in the same play, provided that (a) the head coach of the adversely affected team makes the head coach's challenge or requests the review immediately after being notified of the decision, (b) the change of the initial call affects the relevance of the subsequent call to the outcome of the play, and (c) the team adversely affected by the change in the initial call had no incentive to seek Video Review of the subsequent call until after the initial call was reversed.

Example 1.—With two outs and no one on base, the umpires call a line drive hit to the outfield a trap but call the batter-runner out when trying to advance to second base. The defensive team had no incentive to challenge the trap call because the batter-runner was called out at the second base to end the inning. However, if the offensive team challenges the tag call at second base, and the Crew Chief overturns the call, the defensive team will be afforded the opportunity to request a review of the trap call in the outfield by informing the Crew Chief of the replay rule or request immediately after learning of the decision.

Example 2.—With one out and a runner on second, the batter hits a long fly ball to center field that is caught. The runner on second, who had rounded third base at the time of the catch, fails to retouch third base on their way back to second base. They are tagged out at second base. The defensive team had no incentive to appeal or otherwise challenge the runner's failure to retouch third base because the runner was called out at the second base to end the inning. However, if the offensive team challenges the tag call at second base, and the call is overturned, the defensive team will be afforded the opportunity to challenge the runner's failure to retouch third base. Because that play is an appeal play within the meaning of the NCAA Baseball Rules 8-1-a, the defensive team must first appeal the play. If the umpire calls the runner safe at third on such an appeal, the defensive team then will be afforded the opportunity to challenge the appeal play by informing the Crew Chief of the challenge immediately after the safe call. If the defensive team wants to appeal R2 not retouching third base on their return to second, they must do so before all fielders including the catcher have left the field. Official NCAA Rule 8-6-b-8.

Example 3.—With no outs and runners on first and second, the umpire calls a double play, and the runner on second advances to third. The offensive team challenges the double play. If video review overturns the double play and one or both runners are ruled safe, the defense will be afforded an opportunity to challenge the Umpire's non-call of Official NCAA Baseball Rule 8-4 (Force-Play-Slide Rule).

4. If any of the conditions set forth in Section II-G-3 above is met and an additional call within a single play is subject to its own subsequent Video Review and the decision renders irrelevant a head coach's challenge previously used by the opposing head coach on that play, then the opposing head coach's previous challenge shall be deemed rescinded and the team shall not be charged with such challenge.

Example—With two outs and a runner on first, the batter hits a fly ball to the outfield that is ruled "no catch", and the runner is called "out" trying to reach third base, which results in the third out of the inning. The offensive head coach challenges the call at third base, and video review determines that the runner was safe. The defensive head coach then requests a review of the "no catch" call on the batted ball to the outfield, and video review overturns the call to a "catch", which results in the third out of the inning. The offensive head coach's challenge of the call on the runner at third base is irrelevant because the batter is out by virtue of the fly ball being caught in the outfield, and therefore such a previous challenge on the play would be deemed rescinded.

H. Effect of Video Review result on a post-play decision by the head coach.

If a call is overturned on Video Review, any decision made by a head coach after the play and influenced by the incorrect call shall be nullified. Such head coach shall be permitted to reaffirm or change their strategic decision based on the result of the play as determined by the Crew Chief.

Example 1.—The defensive head coach signals for a pitching change after a play and, subsequently, the offensive head coach timely initiates a challenge or the Crew Chief initiates Video Review. The Video Review results in an overturned call. Any pitching change, or attempted pitching change, made by the defensive head coach shall be nullified unless reaffirmed by them after the Crew Chief's decision is announced.

Example 2.—With no outs and a runner on third base, the batter's bat hits the catcher's glove as they swing at a pitch, and catcher's interference is called. On the swing, a fly ball is hit to the left field and caught. The runner on third base tags up and scores on a close play at the plate. Pursuant to Official NCAA Baseball Rule 8-2-e because of the catcher's interference, the offensive head coach may elect either the interference penalty (i.e., batter awarded first base and runner returns to third base) or the result of the play (i.e., the batter is out and runner scores). The offensive head coach elects to accept the result of the play. The defensive head coach then requests a review of the call at home plate, and video review overturns the call and rules the runner out at home plate. Knowing the final result of the play as determined by video review, the offensive head coach's decision to accept the result of the play shall be nullified unless reaffirmed by them after the decision is announced.

I. Specificity of the challenge.

When invoking a head coach's challenge or otherwise requesting a Crew Chief review, it is the head coach's responsibility to ensure that the umpire knows the specific calls for which they are seeking Video Review, but the head coach need not state the reason for their belief that the call was incorrect. (For example, in order to challenge an "out" call on a force play

at first base, the head coach need not state that the throw pulled the fielder off the bag, the runner reached first base before the ball was caught, etc.) Moreover, video review shall have no authority to review any calls other than those included in a head coach's challenge or those accepted for review by the Crew Chief.

Example 1.—A runner is called safe in a rundown because the umpire rules that the fielder missed a tag in the immediate vicinity of a base. The defensive team challenges the tag call with a head coach's challenge. Video Review confirms that the tag was missed, but observes that the runner who was called safe was passed by a preceding runner in violation of Official NCAA Baseball Rule 8-5-m. Video review cannot correct the umpires' non-call regarding the passed runner because the head coach only challenged the tag call.

Example 2.—With nobody on base, a batter-runner is called out on a close, but routine, force play at first base. It is sufficient for the head coach to communicate that they are challenging the call without any further specificity.

J. Communicating with the teams and the public.

1. The Crew Chief shall signal that a play is under Video Review pursuant to a head coach's challenge or Crew Chief's discretion by pointing in the direction of the review equipment. The Crew Chief and another umpire (but not the calling umpire unless using Centralized Video Review), shall move immediately toward the designated replay communication location. The Crew Chief should select the next closest umpire to the play being reviewed, other than the calling umpire unless Centralized Video Review is begin utilized. By conference policy, if the Crew Chief is the calling umpire another umpire may be designated for the review.
2. If centralized video review is not being utilized, the designated umpires may review the calls on a replay monitor located near the field subject to the Video Review procedures in Appendix E of the NCAA Baseball Rules Book and signal the decision either to change, confirm or let stand the call on the field. If a call is changed by Video Review, the Crew Chief also shall inform both teams of any placement of runners or such other actions as may be necessary in the Crew Chief's judgment to place both teams in the same position that they would have been in had the changed call been correct in the first instance.
3. If centralized video review is being utilized, the Video Review Official may review the calls in the Video Review Center in accordance with these regulations and inform the Crew Chief of the Video Review decision either to change the call on the field, confirm the call on the field or let stand the call on the field due to the lack of clear and convincing evidence to change it. If a call is changed by Video Review, the Video Review Official also shall inform the Crew Chief of any placement of runners, or such other actions as may be necessary in the Video Review Official's judgment place both teams in the same position that they would have been in had the changed call been correct in the first instance.
4. Upon receipt of the Video Review decision, the Crew Chief will, by signal or otherwise, announce the decision to the teams and the public, including the placement of runners or such other actions. Prior to this

time, it shall be permissible for the pitcher to throw warm-up pitches and for position players to engage in other warm-up activities. If the Crew Chief believes that the decision warrants it, the Crew Chief or another umpire involved in the Video Review may personally inform one or both head coaches of the decision before play on the field is resumed.

K. Irrevocable and final.

1. Once a head coach informs an umpire that they wish to exercise a head coach's challenge, it may not be rescinded. A head coach should not make the "headset" motion unless they are sure that they want to initiate a challenge.
2. The Video Review decision to either uphold or change one or more calls subject to Video Review, and any decisions as to the placement of runners or other necessary actions to be taken, shall be final and binding on both teams and is not subject to further review or revision.
3. Once Video Review is initiated, no uniformed personnel or other team personnel from either team shall be permitted to further argue the contested calls or the review decision. Team personnel who violate this provision shall be ejected.
4. Official NCAA Baseball Rule 5-13 shall have no applicability to these Video Review regulations. No protest shall ever be permitted on judgment decisions by the Crew Chief or Video Review Official. Moreover, a violation of any rule or procedure set forth herein shall not constitute a basis for protesting a game.
5. In circumstances in which Video Review is not available (e.g., the call is not reviewable, no head coach challenge or Crew Chief review is available or, in the last two innings, the Crew Chief has communicated that they have declined to initiate Video Review), if a head coach, assistant coach, or player makes reference to having observed a video replay that purportedly contradicts the call under dispute, such person is subject to immediate ejection from the game.

L. Video review following a ball-strike challenge.

If a head coach wishes to challenge a play that occurred on a pitch that was subject to an called ball or strike challenge, the head coach must indicate the desire to challenge the play immediately following the conclusion of the ball-strike challenge (i.e., at the conclusion of the video graphic that reveals the result of the challenge, or upon the umpire's announcement of the result, in the event the outcome of the challenge is relayed to the umpire verbally). A head coach will not be given additional time to decide if they wish to challenge the play. In situations where a video review challenge and a ball-strike challenge are requested simultaneously, the umpire will accept the ball-strike challenge prior to confirming the head coach's desire to initiate a video review challenge.

III. STANDARD FOR CHANGING A CALL

To change a reviewable call, there must be clear and convincing evidence to change the original call that was made on the field of play. In other words, the original decision of the umpire shall stand unchanged unless the video evidence leads the video review process to definitively conclude that the call on the field was incorrect.

IV. CORRECTING AN INCORRECT CALL

Consistent with Official NCAA Baseball Rule Appendix E, if Video Review results in a change to a call that had been made on the field, the Crew Chief/Video Review Official, to the extent feasible, shall exercise their discretion to place both teams in the same position they would have been in had the call on the field been correct. This shall include placing runners where the Crew Chief/Video Review Official thinks those runners would have been at the conclusion of the reviewed play if the reviewed call had been correctly made in the first instance, disregarding interference or obstruction that may have occurred on the play, failures of runners to tag up based upon the initial call on the field, runners passing other runners, missing bases, etc.

PLACEMENT OF RUNNERS

1. **Crew Chief/Video Review Official's Responsibility.** All decisions regarding the placement of base runners resulting from a call that is overturned pursuant to these regulations shall be made by the Crew Chief or Video Review Official in accordance with the standard outlined in the Official NCAA Baseball Rules.
2. **Book Awards & Discretion.** Unless directed otherwise by the Official NCAA Baseball Rules, the Crew Chief or Video Review Official shall place the base runners on the bases they believe they would have reached had the reviewed call been made correctly. Any doubt regarding the placement of runners should be resolved in favor of the last base legally touched at the time of the challenged call. More than one base should not be awarded unless it is obvious to the Crew Chief/Video Review Official that a runner would have safely advanced beyond one base had the call been made correctly, or the Official NCAA Baseball Rules otherwise require such advancement.
3. **Factors to Consider.** The Crew Chief/Video Review Official should consider several factors when placing the runners, including: (a) the depth of fly balls; (b) the speed of runners; (c) the location of runners on the field when the play occurred; (d) the number of outs at the time of the play; and (e) whether the incorrect call affected the subsequent behavior or conduct of the offensive or defensive players.
4. **Subsequent Calls and Outs.** If the video review process determines that an incorrect call on the field did not affect the subsequent behavior or conduct of the offensive or defensive players, video review shall change the incorrect call but let stand any on-field calls or plays unaffected by the incorrect call. Video review may not declare a runner out based on a play the umpire believes would have occurred subsequent to the play subject to Video Review.

   Example—A runner attempts to advance to second base on a force play. The runner fails to touch second base, and the second baseman fails to tag the runner or the base, but the umpire calls the runner "out." The runner, believing they are out, does not attempt to touch second base and leaves the field. The offensive head coach challenges the call, and the Crew Chief determines that the second baseman did not tag the runner or the base. The Crew Chief shall reverse the call on the field, declare the runner "safe" and place them at second base.
5. **Scoring.** The Crew Chief/Video Review Official shall determine whether base runners would have scored had the call been made correctly, and award

or nullify runs scored by a team where appropriate. For example, if a force out at any base ends an inning, such as with a runner on second base and two outs, all runners will only advance one base should the call be overturned from out to safe. This prevents a team from being allowed to score a run based upon an incorrect call by an umpire at first base affecting the play of the defensive team.

6. **Final and Binding.** The decision of the Crew Chief/Video Review Official regarding the placement of runners, or runners being declared out, shall be final and binding on both teams. On-field personnel shall be ejected if they argue or otherwise challenge the placement of runners.
7. **Crew Chief Communication.** The Crew Chief may communicate with the Video Review Official at any time during a game for the purposes of confirming that an umpire's decision on the field was consistent with the Official NCAA Baseball Rules. The action could eliminate the need for an official protest; however, the coach maintains the right to keep the protest in place should the NCAA Secretary-Rules Editor deem a misapplication of a rule.

V. REVIEWABLE CALLS

The only calls eligible for Video Review are set forth in this Section V. Calls not identified below may not be reviewed at any time, but nothing contained herein shall limit the umpires in their ability to convene the crew on the field to further discuss any play consistent with Official NCAA Baseball Rule Appendix E.

If a head coach challenges a call that is not eligible for review, the Crew Chief will inform them that the call is not reviewable, and the team shall not be charged with a challenge. To the extent the Crew Chief is unsure of whether a call challenged by a head coach is eligible for review, they may consult with the entire crew and/or video review official prior to making the determination. If either the team or crew invokes a Video Review of a call that the Crew Chief determines is not subject to Video Review, they will inform the team that the play is not reviewable, and the team will not be charged with a challenge. To the extent that the NCAA Baseball Rules require the defensive team to appeal a play eligible for Video Review (e.g., a runner missing a base or a runner leaving a base early), Video Review may not be initiated until the umpires rule on the appeal.

REVIEWABLE CALLS 1-14: The Crew Chief will only initiate a review on plays 1-14 upon a challenge by a Head Coach, except for plays 2 and 14 that do not require a challenge at any time during a game. A Crew Chief's or Video Review Official's review is allowed at their discretion during the last two innings of regulation and any extra innings, if the affected team is out of challenges.

1. **Specified Fair/Foul Ball Calls:** Calls involving a decision regarding whether a batted ball was a foul ball within the meaning of the NCAA Baseball Rule's Definition of Terms Rule 2-35 but only with respect to balls that first touch the ground or a fielder beyond the initial positions of the first or third base fielder and balls that are touched by a defensive player in flight prior to landing at or beyond such positions. (In the case of a three-person crew, the home plate umpire has the discretion to determine where the first or third base fielder would have been set for the purpose of determining whether a fair/foul ball call is reviewable). Line drives fielded by a defensive player in the infield and balls that the first land in front of the set positions of the first or third base fielder shall not be subject to review. The umpire shall determine

whether a purported foul ball landed in front of the fielders' position and thus is not subject to review. Such a determination by the umpire is not reviewable. In addition, any play that could result in a fair ball call being overturned to foul ball may be reviewed.

2. **Potential Home Run Calls:** The umpires' decision to call or not call a home run may be reviewed if there is a question as to whether the ball left the playing field or struck an object; whether the ball struck the top of a fence, hit a railing, or otherwise stayed within the field of play; whether the ball was interfered with by a spectator reaching over the fence; or whether the ball was fair or foul.
3. **Any "Catch" or "No Catch" Plays in the Outfield or Foul Territory:** An umpire's decision whether a fielder caught a fly ball or line drive in flight in the outfield or foul territory before it hit the ground (or an object other than the fielder). (See NCAA Baseball Rule Definition of Terms of "A Catch" Rule 2-16 and "In flight" Rule 2-45.) Fly balls or line drives fielded by a defensive player in the infield shall be eligible for review only when they meet the criteria of review play 4. Any outfielder who stationed themself in the infield on the play shall be considered an infielder for the purpose of this regulation. Should a fair batted ball hit to the outfield or any foul ball catch/no catch be changed from "catch" to "no catch" or "no catch" to "catch" with runner/s on base, the guidelines in Appendix E-1-c-9 and 10 should be followed.
4. **Catch Plays in the Infield:** A call of "no catch" can be changed to "catch" within the infield only if it results in a third out with any runners on base, or any time with a batter-runner only.
5. **Spectator Interference:** An umpire's decision on whether spectator interference occurred.
6. **Scoring Plays at Home Plate inclusive of collisions (illegal and/or malicious slides) time plays, obstruction, and missed base (all aspects):** This includes an umpire's decision to call or not call a violation of NCAA Baseball Rule 8-7.

   Example—A runner collides with a catcher and touches home plate on a close play at home plate, but the home plate umpire calls the runner out for having violated NCAA Baseball Rule 8-7. The Crew Chief exercises their discretion to initiate a Video Review. If video review overturns the call that Rule 8-7 was violated, then they also shall determine whether the runner was tagged out before touching home plate.

   Note: Whenever a Video Review of a call involving the application of NCAA Baseball Rule 8-7 is initiated, video review shall also review any other reviewable call on the runner at home plate on that play (e.g., whether the runner was tagged out at home plate even if Rule 8-7 was not violated).
7. **Force/Tag Play Calls:** Calls involving a defensive player's attempt to put out a runner or batter-runner by touching a base or tagging the runner or batter-runner, and/or whether or not the runner acquired the base before such touching or tag. When reviewing such calls, video review shall determine that a fielder has caught the ball, consistent with the NCAA Baseball Rule's Definition of Terms Rule 2-16, at the point in time that the ball touches the fielder's hand or glove, so long as the fielder maintains possession of the ball from the point of contact and thereafter. These plays may include Obstruction by a fielder, in the event a fielder is not in clear possession of the

ball before blocking the base, preventing a runner from achieving that base (i.e., tag or force play, attempted steal, or pickoff at any base). Also, this will include Running Lane Interference, 7-11-p, should a runner interfere with the fielder attempting to field the throw at first base and any intentional acts of interference at the base by the runner such as slapping the ball out of the fielder's grasp.

For the purpose of deciding on a tag or no tag, any equipment worn by a runner; helmet, batting glove, or base running mitt, etc., that is tagged by the fielder will be considered part of the player's uniform and ruled to be a tag, even if this equipment is protruding from their pocket. The laces of the glove are not to be considered part of the glove when determining a tag.

Notwithstanding the foregoing, the following calls will not be subject to review:

a. The umpire's judgment on whether a base runner rounded first base in an attempt to advance to second base.

b. The umpire's judgment on whether a base runner abandoned their effort to advance in accordance with NCAA Baseball Rule 2-1.

c. The umpire's judgment on whether a base runner was pushed off a base.

8. Base Running. The following base running calls are reviewable:

a. Calls involving whether a base runner passes a preceding runner before such runner is out in violation of Rule 8-5-m.

b. Upon an appropriate appeal by the defensive team, whether a base runner touched a base per Rule 8-6.

Note: In circumstances in which the video review is reviewing whether a runner re-touched a base, they also shall review whether the runner's re-touching of the base was necessary.

Notwithstanding anything to the contrary in section F or elsewhere in these regulations, in accordance with NCAA Baseball Rule 8-7, when reviewing a play at home plate, if video review determines both that the runner did not touch home plate and that the fielder did not tag the runner (or, in the case of a force play, did not touch home plate), they shall rule the runner "safe" at home plate unless the defensive head coach appeals the failure of the runner to touch home plate prior to the designated umpires leaving the field of play for review.

Example—A runner attempts to score on a play at the plate. The catcher misses the tag on the runner, and the runner fails to touch home plate, but the umpire calls a tag and the runner "out." The offensive head coach challenges the call, and video review determines that the catcher missed the tag. Video review shall disregard the failure of the runner to touch home plate, declare the runner "safe" and score the run. If, however, the catcher tags the runner after their initial attempt, after the initial call of the umpire, and before the runner touches home plate, video review shall declare the runner "out" and not score the run.

9. Hit by Pitch (HBP): Those plays for which there is a possibility that a pitched ball touches a batter, their clothing or equipment. See NCAA Baseball Rule 8-2-d. Any doubt as to whether a pitched ball hit the bat (as opposed to the batter or their clothing) should be resolved by the home plate

umpire at that moment as hitting the bat and not the batter, and the umpire should declare a fair or foul ball under the circumstances.

Example 1.—A pitch strikes the batter, but the umpire erroneously rules that the pitch struck the bat instead and rules "foul ball." The head coach on offense appropriately challenges and video review reverses the call. The Crew Chief shall declare the ball dead at the moment it struck the batter and award bases accordingly.

Example 2.—A pitch strikes the bat, but the umpire erroneously rules "hit batter – dead ball." The head coach on defense appropriately challenges and video review reverses the call. If the ball lands foul, the Crew Chief shall call the ball "foul." If the ball landed fair, the Crew Chief will acknowledge the erroneous call, return all runners to the base occupied prior to the pitch and batter to the box, and nullify the pitch. (The pitch does not count).

Example 3.—An umpire calls either an intentional or hit by pitch, and rules that the batter should stay in the box and awards a strike or awards first base. The offensive coach initiates a challenge (or Crew Chief review if the affected team is out of challenges and late inning criteria is met). Upon Video Review, it is indisputable that the ball did not hit the batter, however, the ball did go all the way to the backstop. The Crew Chief will put the batter back in the box, awarding the pitch as ruled (ball or strike), and advance the runners as if the correct call would have been made originally. Should the Crew Chief rule that the runners would not have advanced (the ball was in the immediate area of the catcher), then place the runner(s) at their original starting position.

Example 4.—The offensive coach initiates a review (or Crew Chief if the affected team is out of challenges and late inning criteria are met) following a call of a foul ball on an up and in pitch that the plate umpire rules to have hit the bat. Video review determines with indisputable video evidence that the ball did hit the batter, but they intentionally tried to get hit. Even though the defense did not initiate a challenge, the entirety of HBP can be reviewed. Video review will determine the appropriate ruling on HBP, all aspects.

For the purpose of deciding on HBP, any equipment worn by the batter or protruding from their pocket (such as helmet, batting glove, or base running mitt, etc.) that is struck by the pitch will be considered part of the player's uniform and therefore awarded first base, if they did not violate the intentional HBP portion of the rule.

10. **Tag-Ups:** An umpire's decision whether a runner failed to retouch a base after a fair or foul ball is legally caught before they, or their base, are tagged by a fielder. See NCAA Baseball Rule 8-1.
11. **Non-Home Run Boundary Calls:** Calls involving a decision regarding whether a live ball (1) bounces out of the field of play; (2) strikes the top of a fence or hits a railing or other obstacle in the ballpark; (3) is interfered with by a spectator reaching over the fence; (4) is successfully caught by a fielder proximate to a stadium boundary (e.g., while falling into the stands); or (5) leaves the field of play and becomes a dead ball; or (6) is lodged or temporarily lodged in a field fence, scoreboard, shrubbery or vines on a field

fence, or other similar object. (See NCAA Baseball Rule Definition of Terms of "Catch" Rule 2-16.)

Placement of Runners. An umpire's placement of a batter and/or runners following any boundary call. Video review placement of runners following a change to a call on a field pursuant to Section IV is not eligible for subsequent challenge.

Note: Whenever Video Review is initiated based on an umpire's placement of runners, video review also shall review the predicate call prompting the placement of runners (e.g., whether fan interference occurred prior to the placement of runners).

Example—Batted ball in flight that strikes the roof of an indoor stadium: Runner on first base, and no outs. Batter hits a high pop-up over the foul line that is caught by 3B. The offensive team challenges that the ball struck the roof in foul territory prior to being caught, and therefore is a dead ball. The Video Review Official is permitted to rule on whether the ball struck an area that, according to the local Ground Rules, is out of play. The Video Review Official may only review the fair or foul status of the ball if the on-field crew has determined that the batted ball landed beyond the set position of the first or third baseman.

12. Interference occurring on a runner's actions during a play covered by the Force-Play-Slide-Rule.

Note: Other than for purposes of determining whether the runner interfered with a fielder within the meaning of Force-Play-Slide Rule (see NCAA Baseball Rule 8-4), only the criteria of a slide or non-slide at a particular base is reviewable. Interference prior to or following a base touch or slide shall not be reviewable.

Example—While running to second base, a runner intentionally collides with the second baseman, who is attempting to field a ground ball between the bases. Because whether the runner engaged in a bona fide slide is not at issue, whether the umpire determines there was interference is not reviewable.

13. Catcher's Interference: Only in regard to the batter's swing except on a squeeze play or steal of home.

14. Malicious Contact: This can be reviewed at any location on the field.

VI. TECHNOLOGY AND PERSONNEL

A. Available Video. For each game televised via a linear or digital platform, camera feeds such as the following may be available for the Video Review process: NCAA Network-ESPN, ESPN, ESPN 2, ESPNU, or School Broadcast Production.

B. Technology.

1. **Technical Issues.** In the event that the Video Review system is not operational for all or part of a game, or in the event that Video Review is not available in a game, the Crew Chief shall inform both head coaches and the press box, and a public address announcement shall be made to that effect.
2. **Scoreboard.** Video replays will be available for use on the ballpark scoreboard and may be displayed in accordance with the applicable regulations in NCAA Baseball Rule Appendix B. Teams are prohibited

from using replay displayed on the in-venue video board as a basis to challenge a call using video review. Umpires are also prohibited from using video replay on the in-park scoreboard as a basis to change a call on the field (whether by crew consultation or otherwise).

3. **Communications.** Communications between or among umpires on the field, Crew Chiefs, and other Video Review personnel shall not be recorded or used for any purpose other than conducting Video Reviews.

C. Official Scorer. Nothing contained herein shall abrogate the sole authority of the Official Scorer to make all decisions concerning the application of NCAA Baseball Rule 10 based on the rulings of the Crew Chief and/or the umpires on the field and/or Video Review Official (see NCAA Baseball Rule 10-1-a).

VII. VIDEO REVIEW FOR NCAA BASEBALL

A. Location. Video Review will originate from a location at the field level unless Centralized Video Review is being used.

B. Staffing. If Centralized Video Review is being used, a Video Review Official will be assigned by the assigning conference or the NCAA National Coordinator.

C. Operation. If video review is conducted at the field level, plays will be reviewed by the Crew Chief and a Non-Calling umpire. By conference policy, if the Crew Chief is the calling umpire another umpire may be designated for the review. If Centralized Review is being used, decisions will be communicated to the Crew Chief via headset communication from the booth to the field.

D. Review Process. When Centralized Review is being used, the Video Review Official will immediately begin the review process, reviewing video and (if available) audio. The Video Review Official shall not have direct control of the monitors or computer but will be assisted by a technician who will operate the technology equipment. The Crew Chief must state the specificity of the play to be reviewed and the call (ruling) on the field. If Centralized Video Review is being used, the Video Review Official is considered part of the on-field crew and is permitted to initiate a review for the same plays and at the same times as the Crew Chief as described in Section V using a communication device to "buzz in" to the crew. They may also provide assistance in correcting a misinterpretation of the rules. At no time should the Video Review Official "buzz in" to initiate a call on any play that would require a coach's challenge unless a rule has been misapplied. In this case, the Video Review Official only has the authority to correct the rule interpretation, not the actual call of the umpire, without a head coach's challenge.

VIII. QUICK REFERENCE GUIDE TO REVIEWABLE CALLS

- The call on the field is assumed to be correct, unless video review provides indisputable evidence that it was incorrect.
- In order to review a play, you must first have a call on the field.
- The Video Review Official is considered part of the on-field crew and has the right to use a communication device to "buzz in" to the crew to provide assistance in correcting a misinterpretation of the rules. The Video Review Official should not "buzz in" to initiate a call on any play that would require

a coach's challenge unless a rule has been misapplied. The Video Review Official only has the authority to correct the rule interpretation, not the actual call of the umpire, without a coach's challenge.



NCAA BASEBALL VIDEO REVIEW



The following plays will be reviewable with the use of a head coach's challenge at any time during the game. Each head coach is permitted two challenges per game. If a coach's challenge is successful in overturning a call, the coach will retain the challenge to use if needed later in the game.

All types of reviewable plays require a head coach's challenge except for a potential home run and malicious contact which can be reviewed at any time. A crew chief (or video review official's) review is allowed at their discretion during the last two innings of regulation and any extra innings if the affected team is out of challenges.

REVIEWABLE PLAY TYPES:

1. **Specified Fair/Foul Calls:** Deciding if a batted ball is fair or foul. The ball must first touch the ground or a fielder beyond the initial position of the first or third baseman and balls that are touched by a defensive player in flight prior to landing at or beyond such positions. In addition, any play that could result in a fair ball call being overturned to foul ball may be reviewed.
2. **Potential Home Run Calls:** Deciding if a batted ball is either a ground rule double or a home run.
3. **Any "Catch" or "No Catch" Ruling in the Outfield or Foul Territory:** Fair batted ball must be hit into the outfield area beyond the nearest infielder. Includes a batted ball in flight that strikes the roof of an indoor stadium.
4. **Specified "No Catch" Ruling in the Infield:** A call of "No Catch" can be changed to "Catch" within the infield only if it results in a third out with any runners on base, or any time with a batter-runner only.
5. **Spectator Interference:** Including placement of runners.
6. **Scoring Plays at Home Plate:** Deciding scoring plays at home plate inclusive of collisions (illegal and/or malicious slides) or time plays (if runner scores ahead of third out).
7. **Force/Tag Plays at any Base:** Any tag play may be reviewed regardless of the location. Includes Obstruction in the immediate vicinity of the base and running lane interference at first base, and any intentional acts of interference at the base by the runner.
8. **Specified Base Running Calls:** Calls involving whether a base runner passes a preceding runner before such runner is out and, upon an appropriate appeal by the defensive team, determining whether a base runner touched a base.
9. **Hit-By-Pitch:** This includes the intent of the batter.
10. **Tag-Up Plays:** Deciding if a runner failed to retouch his base after a ball is legally caught before they or their base is tagged by a fielder at all bases. (A call must be made on the field before going to review.)
11. **Non-Home Run Boundary Calls & Placement of Runners:** Calls involving decisions related to a live ball on or near a boundary and the umpire's placement of a batter-runner or runners following a boundary call.
12. **Interference occurring on a runner's actions during a play covered by the Force-Play-Slide-Rule.**
13. **Catcher's Interference:** with the batter's swing except on a squeeze play or steal of home.
14. **Malicious Contact:** This can be reviewed at any location.

NON-REVIEWABLE PLAY TYPES:

- Interference/Obstruction (except on force/tag plays in the immediate vicinity of base)
- Check swings
- Balk
- Illegal pitch
- Infield fly
- Balls and strikes
- Batter-runner attempt to advance to 2B
- Foul tip
- Call of foul within infield
- In/out of batter's box
- Batter interference
- Batted ball hitting runner
- Bat hitting ball multiple times
- Runner out of the base path
- Runner pushed off base
- Catcher's interference on a squeeze play or steal of home
- Ball lodged in umpire/player uniform, equipment, etc.

CENTRALIZED VIDEO REVIEW:

- When centralized video review is used, the off-field video review official will be considered an extension of the umpiring crew and will have the ability to notify the umpires on the field that a review should be initiated using the same guidelines as described above for the crew chief. Video Review may also be used to check a playing rule, a replay regulation, the correct ball-strike count, or number of outs.
- To change a reviewable call, the Video Review Official must determine that there is clear and convincing evidence that the call on the field was incorrect.

REVIEW OUTCOMES:

CONFIRMED	STANDS	OVERTURNED
Clear and convincing evidence that the call on the field was correct.	**No clear and convincing evidence to confirm or overturn the call.**	**Clear and convincing evidence that the call on the field was incorrect.**

CHALLENGE TIMING FOLLOWING UMPIRE'S CALL (SAFE/OUT, FAIR/FOUL, CALL OF TIME):

- Coach to notify umpire verbally or by holding his hand in the air of a possible challenge within approximately 10 seconds.
- Coach has total approximately 30 seconds to issue challenge or before the pitcher is on the rubber and the batter enters the box.
- Final determination lies with Crew Chief.

Appendix F

Pitch/Between Innings Clock Protocol

I. TIMING DEVICES

Consistent enforcement of the time limits between pitches and between innings is important to a game's pace of play. A visible clock makes this easier for coaches, players and umpires based on the experiences at other levels of baseball and in the administration of other sports. The use of a visible clock is highly recommended, unless the use of a visible clock is required, conferences may choose to instruct on-field umpires to use a timing device such as a chronograph, stopwatch, or specifically designed device to administer these time limits. In any case, the time limits must be administered consistently at all levels of NCAA play. For Division I and Division II, the use of one or more visible clocks is required during all times of the game to enforce timing rules effectively. For Division III, the use of one or more visible clocks is highly recommended during all times of the game to enforce all timing rules effectively.

II. 20-SECOND ACTION CLOCK LIMIT

1. A pitcher shall be allowed 20 seconds to begin the activity to deliver each pitch. The pitcher does not necessarily have to release the ball within 20 seconds; however, the pitcher must begin the windup motion or, from a set position begin the motion to deliver the pitch in order to comply with the 20-second rule.
2. For the first pitch of each half-inning, or during an inning and following an umpire's call of "time" or if ball has become dead (e.g., after a foul ball or a pickoff attempt that goes out of play), the clock shall stop, reset, and start again when the pitcher is in possession of the ball, the catcher and batter are in the dirt circle surrounding home plate, all defenders have returned to their positions, any runners have returned to their original bases, and all participants are ready for play to resume. When the pitcher engages the pitcher's plate, the umpire will call and/or signal that the ball is alive and in play. (see Rule 6-6.)
3. For the first pitch of any subsequent at-bat, the timer shall start when the plate umpire signals "play". The umpire should signal when the pitcher has possession of the ball in the circle surrounding the pitcher's plate, the catcher is in the catcher's box, and the batter is in the batter's box.
4. After each pitch during an at-bat (following the first pitch) in which the ball remains alive and in play and the batter remains at bat, the timer shall start when the pitcher has possession of the ball in the circle surrounding the pitcher's plate and the catcher is in the catcher's box.
5. The timer shall stop under the following circumstances:
   a) The pitcher begins the windup motion or, from a set position, begins the motion to deliver the pitch;

b) The pitcher makes a pickoff attempt (throw) at any base;
c) With runners on base, the pitcher steps off the pitcher's plate to get a new sign or feint a pickoff attempt;
d) If game situations arise during an at-bat with runners on base that warrant defensive adjustment or signaling (i.e., change in runner position, full count, potential bunt play, etc.), the catcher may step out in front of home plate and quickly give defensive signals without causing a charged reset for this at-bat. This must be done in a timely manner within the first few seconds after the ball has been returned to the pitcher. At this time the action clock will stop and then restart at 20 seconds when the catcher is back in the catcher's box. If the batter has already entered the batter's box and is alert to the pitcher (eight (8) seconds remaining on the clock), the catcher's actions would not be deemed timely, and a charged reset would be recorded for that at-bat. If the reset has been used during this at-bat, a charged defensive conference would be required to stop the action clock and allow further signals or communication; or
e) The umpire calls "time" for any legitimate reason.

6. When there are no runners on base, and before starting a windup motion or beginning the motion to deliver the pitch, if a pitcher steps off the pitcher's plate the time limit (or clock) does not stop unless the umpire grants the pitcher "time" for a legitimate reason.
7. With runners on base, the pitcher may attempt as many pickoff throws in a legitimate attempt to retire a runner as desired. The pickoff throw may be made by stepping toward an occupied base directly from the pitcher's plate, or after stepping off the pitcher's plate and immediately making a play on a runner. The time limit will stop and reset when the ball is returned to the pitcher on the mound. Any pickoff throw that is not a legitimate attempt to retire a runner is a violation, and a ball will be added to the batter's count.

   The pitcher may step off the pitcher's plate to get a new sign or look back a runner or step off to feint a throw toward a runner without making a throw. The time limit will stop, reset and restart immediately if the pitcher remains in possession of the ball on the mound. If the pitcher leaves the mound, the time limit will restart when the pitcher returns and possesses the ball on the mound. Only one "reset" is allowed per at-bat. A defensive player such as the catcher asking for time out without taking a charged defensive conference constitutes a "reset."

   After the pitcher has used the "reset" during an at bat, they must either pitch the ball within the time limit, make a legitimate pickoff attempt by throwing the ball, step off the pitcher's plate and make a play on a runner by tagging out a runner, have a runner advance a base, or call "time" to take a charged defensive conference. If the pitcher steps off and each base runner returns to their original base without a legitimate pickoff throw being made, it is a violation. Each violation of the time limit is a "ball." There are no warnings.
8. If a visible clock is being used and the operator does not start the timer at the appropriate time, the umpire shall call "time" and signal to the operator to reset the timer and start again immediately.
9. Batters are expected to enter the batter's box promptly prior to the first pitch of an at-bat and should remain in the vicinity of batter's box. Batters should not delay entry to gain an undue advantage. If the batter does not enter the box and become alert to the pitcher and ready to hit with eight (8) or more

seconds remaining, the batter will be adjudged to have violated the rule and the umpire shall award a strike without the pitcher having to deliver the pitch. The ball is dead, and no runners may advance.

10. Pitchers are expected to begin the motion to deliver the pitch as soon as the batter enters the box, becomes alert to the pitcher and is ready to hit. If the pitcher does not begin the motion to deliver the pitch prior to the timer reaching "0", the pitcher will be adjudged to have violated the rule.
11. If a pitcher starts a preliminary motion to come set or a motion to deliver the pitch before the batter is alert and ready to hit, the umpire shall call "Time" and issue a warning the first time a pitcher does this. A pitcher shall only receive one (1) warning.
    A) With no runner on base, the warning will be assessed and any further violations will result in a ball.
    B) With any runner on base, the initial warning is also the reset for that at-bat. Any further violations by that pitcher will result in a ball.
12. If the catcher or other defensive player intentionally delays getting the ball to the pitcher on the mound so that the time limit doesn't start, or if the pitcher delays taking their position on the mound, the plate umpire may point to have the 20-second time limit started.

III. TIME LIMIT (OR CLOCK) BETWEEN INNINGS

1. Between innings, teams have 120 seconds (or 150 seconds for a relief pitcher) to be ready for the first pitch (pitcher holding the ball and a batter standing in the batter's box ready to hit). The 120-second clock (or 150-second clock for a relief pitcher) shall start when all defensive players have started to leave their positions after the last out has been made and stops when the umpire calls "Play" for the first pitch of the first batter of the next half-inning. If there are unusual circumstances that prevent either team from getting on or off the field, other common sense delays such as ceremonies or field maintenance not the fault of the teams, or an injury, the time clock is delayed until players have had an opportunity to begin to move to their positions. Either team may use one of its charged conferences before the time limit expires to avoid a 120-second or 150-second clock penalty. If the offensive team is not ready within the 120-second or 150-second time limit, the umpire shall call a strike. If the defense is not ready, a ball shall be awarded to the first batter.

   Note: The timer shall begin when a new pitcher who is entering the game, either at the start of an inning or as part of a mid-inning pitching change, crosses the warning track (or otherwise leaves the bullpen area if the bullpen is on the playing field). A pitcher warming-up in the bullpen must immediately leave the bullpen when signaled by the umpire. If the pitcher does not immediately leave the bullpen when signaled, the umpire shall signal for the timer to start.
2. At the beginning of a game (first inning for each starting pitcher) or for any subsequent relief pitcher who enters the game, the pitcher is entitled to unlimited warm-up pitches within 150 seconds;
3. For all games the time limit shall be 120 seconds (or 150 seconds for a relief pitcher) between each half-inning unless specified by NCAA or conference contract provisions. The home institution will notify the visiting team and umpires if there will be an extension of the 120-second provision.

4. With 30 seconds left, the base umpire will visually cue the plate umpire, who will then signal to the pitcher and catcher, "30 seconds left," and summon the lead-off batter to the plate.
5. Continuing pitchers shall have the 120-second time limit to complete an unlimited number of warm-up pitches.

   Note: During a game, the game pitcher may use the bullpen mound during an inning when their team is at bat if they do not delay the start of the next half inning. Penalty is dictated by this protocol.
6. If the catcher is the third out or on base when the third out is made, the offensive team should have someone ready to warm up the pitcher. If no one assists the pitcher in beginning their warmup pitches, the umpires will not grant additional warm-ups if the 120-second or 150-second limit expires. If another player is warming up the pitcher and the game catcher is not out of the dugout at the 30 seconds left reminder, the umpires will not grant additional warm-ups if the 120-second or 150-second time limit expires. In the event that the catcher was on base or the last to bat: if the catcher is not out of the dugout at the "30 seconds left" reminder and another player is warming up the pitcher, the umpire will hold up the pitcher with one warm-up pitch left and wait for the game catcher to arrive. This will allow the game catcher to throw the ball down following the last warm-up pitch.
7. If the P/DH is the third out or on base when the third out is made to end the inning, allow the P/DH to get their glove before starting the 120-second or 150-second time limit.
8. The 120-second (or 150-second) pitch clock is enforced even if a coach or player continues to argue an inning-ending play and the clock expires.
9. The following timing rules for pace of play are required for Division I and may be permissive by conference rule or mutual agreement prior to the start of the game for Division II and Division III:

   A) Between Batters. A 30-second timer shall start at the conclusion of the prior play as indicated by the ball being in the possession of the pitcher in the proximity of the mound. In the event the batter/runner ends an at bat on second base and needs to hand protective equipment to a coach, the timer should start when the batter-runner hands his equipment to the coach.

      Note: NCAA rules regarding the stop and enforcement of the pitch clock shall apply (e.g., pitcher must begin motion to pitch prior to expiration of the clock and hitter must be alert to the pitcher and ready to hit with eight (8) or more seconds remaining).

   B) Mound Visit. A 30-second timer shall begin when a coach crosses the foul line or when a defensive player leaves their position to visit the pitcher's mound. The home plate umpire shall proceed to the mound when the timer reaches nine (9) seconds. Unless the coach signals for a pitching change, the coach must leave the mound when (or before) the timer expires. If the coach has not left the mound or signaled for a pitching change by the time the clock expires, the umpire shall break up the visit and direct the coach back to the dugout or to signal for a pitching change. If a coach does not immediately leave the mound or signal for a pitching change upon being directed by the home plate umpire, a warning shall be

issued for a first offense with a ball automatically awarded to the batter for any subsequent offense.

Note: The mound visit clock shall not operate when a doctor or trainer accompanies a coach to evaluate a medical issue. Upon expiration of the clock, the 20-second NCAA pitch clock shall commence.

C) Offensive Timeout. A 30-second timer shall begin when an offensive timeout is granted by an umpire to a player or coach. The home plate umpire shall proceed to conclude the timeout when the timer reaches nine (9) seconds. Upon expiration of the clock, unless a substitution has been signaled, any visit must conclude and/or the batter must enter the batter's box. If any base runner(s) have delayed returning to their bases or if the batter does not immediately enter the box upon being directed by the home plate umpire, a warning shall be issued for a first offense, with a strike automatically awarded to the batter for any subsequent offense.

Note: The offensive timeout clock shall not operate when a doctor or trainer accompanies a coach to evaluate a medical issue.

IV. PENALTY FOR ARGUING ANY PENALTY OR TIMING PROCEDURE

Following a team warning, if a coach, student-athlete, manager or any nonplaying personnel argues any penalty or timing procedure, the offender is subject to immediate ejection without warning. The head coach is allowed to bring a clock malfunction or misapplication of the protocol to the umpire's attention.

V. LOCATION OF THE CLOCK

While only one (1) visible clock is required, two or more (2+) allow for greater visibility. Clocks shall ideally be located on the outfield scoreboard or atop the outfield fence in either left- or right-centerfield as well as behind home plate. The clock should be as readily visible to the pitcher, catcher, batter and home plate umpire as possible.

Below are placement options based on the number of clocks being used. The first option listed has an emphasis on visibility for the pitcher, catcher, batter and home plate umpire.

Note: This list is not comprehensive to all locations that the clock may be placed. The identified locations consider access to power and staffing personnel to operate the clock.

a. One (1) clock:
   - Outfield fence in either left or right-centerfield.
   - Located on the outfield scoreboard.
   - Behind home plate offset to the left or right.

b. Two or More (2+) Clocks:
   - One (1) clock on the outfield fence in either left or right-centerfield and one (1) behind home plate offset to the left or right.
   - One (1) located on the outfield scoreboard and one (1) behind home plate offset to the left or right.

c. Three of More (3+) Clocks:
   - One (1) on the outfield fence in either left or right-centerfield and two (2) behind home plate offset to the left and right.

- Two (2) on the outfield fence in left- and right-centerfield and one (1) behind home plate offset to the left or right.

VI. PERSONNEL TO OPERATE THE CLOCK

Each conference is responsible for developing guidelines for training qualified individuals to operate the clock during games.

VII. MALFUNCTION OF THE VISIBLE CLOCK

If the visible clock malfunctions, time will be kept on the field by the third base umpire in a three-umpire, four-umpire or six-umpire crew and the base umpire in a two-umpire crew.

VIII. USE OF ALTERNATE COMPETITION SITES

Institutions that regularly schedule games at noninstitutionally owned facilities shall plan to facilitate the use of a visible action/between innings clock. If the alternate site is identified with a reasonable amount of time, a portable clock is certainly an option. If the site is identified last minute and there is no other option, the umpires should/must be prepared to keep the clock on the field–similar to if the clock fails or stops functioning.

Appendix G

Bat Testing Protocols

For Division I, the NCAA Baseball Rules require that all nonwood bats used during competition be reviewed by baseball bat testing conducted prior to the start of play on each date of competition. For Divisions II and III, the rules require that all nonwood bats used during competition be reviewed by baseball bat testing conducted prior to the start of play for each series or single date of competition. A bat must satisfy all sections of the bat testing process to be compliant for competition. Bats failing any section of the testing protocol shall be surrendered to game management and be retained for the duration of the game, series or tournament for being unacceptable for play. The purpose of this testing is to ensure that legal equipment is used in competition. Rule 4-4-c requires that coaches confirm that their team is playing with legal equipment.

All bats used during competition must appear on the NCAA Approved Bat List, pass the barrel ring test and barrel compression testing. Bat testing is required for all NCAA competition.

Note: Failure to bat test shall result in a no contest.

I. BAT TESTING PROCEDURE

Bat testing consists of three parts:

a. Visual Inspection of the Bat – The bat shall be visually inspected to ensure the following:
   1) Ensure that the bat model appears on the NCAA approved bat list.
   2) Ensure the bat does not have flat spots.
   3) Ensure the bat does not have audible rattle.
   4) Ensure the bat does not have a cracked or loose knob or end cap, or attachments.
   5) Ensure the bat does not have a foreign substance on the surface of the bat beyond 18 inches from the end of the handle.
   6) Ensure that the hitting surface has not been altered.

b. Ring Test – The bat shall pass through an approved ring to verify that the bat does not exceed the maximum diameter and that the barrel is not misshapen. To conduct the ring test, the following steps shall be followed:
   1) Place the bat end cap on the ground and place the bat ring over the knob letting it fall.
   2) If the ring passes over the bat from gravity alone (without force), the diameter passes.
   3) If the bat passes through the ring, it proceeds to barrel compression testing.
   4) If the ring does not pass over the bat, the bat is unacceptable for play and is surrendered for the duration of the game/series.

c. Barrel Compression Test Procedure – The bat shall be compressed by an approved barrel compression fixture. The compression device shall be calibrated prior to beginning testing for the series or game.

1) Calibrate fixture – To check the calibration of the device, insert the calibration cylinder (provided with the tester) just as you would a bat. Be sure to center the cylinder under the anvil. Turn the gauge until it reads "0 lbs." and pull the cam level. The compression should meet the tolerance engraved on the cylinder. If the device is not calibrated, contact the LV Sports customer service line with any questions.
2) All nonwood bats shall be tested approximately six (6) inches from the end of the barrel. The bat will then be rotated 90 degrees and tested again.
3) Bats will be tested a maximum of three times, until it receives two passing results or two failing results, whichever comes first.
4) If after tests:
    a. The bat has two passing results, the bat will be considered approved for competition.
    b. The bat has one passing result and one failing result, the bat will be removed from the machine and be visually inspected for cracks. If no cracks are found, the bat will be tested a third time for a final result.
    c. The bat has two failing results, the bat will be considered unacceptable for play and is surrendered for the duration of the game/series.
    d. If the compliance or non-compliance of a bat is questioned, game management will request final review by the umpire Crew Chief or umpire crew prior to a team's first game at a neutral site venue or tournament.

Note: If there is a difference of opinion between the two teams' representatives during the bat testing process about the legality of a bat due to the condition of the hitting surface, the umpires may be consulted prior to the start of the game for a final decision on the bat's legality.

II. IDENTIFYING APPROVED BATS

Bats passing bat testing shall be identified as approved with a tamper-proof sticker at the taper area of the bat. The taper area is the area at the bottom of the barrel, just above the handle. The bat testing sticker used for that day of competition shall be placed on the lineup card given to the umpire. For Division I, bats are required to be tested each day of competition.

a. Series at campus location – Bats shall be tested prior to the first game of the series. Bats shall be identified as passing by placing the opposing team's tamper-proof sticker on the bat.
b. Single date of competition at campus or neutral location – Bats shall be tested prior to all single dates of competition at a campus or neutral site location. Bats shall be identified as passing by placing the opposing team's tamper-proof sticker on the bat.
c. Tournament or neutral site events – Bats shall be tested prior to the first contest during a tournament or neutral site event. Bats shall be identified as passing with a tournament or event tamper-proof sticker provided by the host institution or entity.
d. The tamper-proof sticker shall be applied to the same location on the bat to allow a single tamper-proof sticker for the applicable game, series or tournament shall be the prominently visible sticker to identify the bat a compliant.

III. LOCATION AND TIME OF TESTING

The location of bat testing shall be identified to the participating teams no less than 24 hours prior to the scheduled start of competition.

a. Single game, doubleheader or single opponent series.
   1) Testing should occur prior to each team's practice time or at an agreed upon time by mutual agreement of the participating schools. Conferences can establish a designated testing time for conference games.
   2) Testing must be conducted with representatives from both teams and a game management present.
   3) Coaches or team designee will bring all bats to the testing location.
   4) Testing should be conducted away from public view.

b. Tournament or multi-team event.
   1) Testing should occur at an agreed upon time with the tournament host prior to the team's first competition.
   2) Testing must be conducted by the host with the team representative present.
   3) Coaches or team designee will bring all bats to the testing location.
   4) Testing should be conducted away from public view.

IV. PROCEDURE FOR FAILED BATS

Bats that fail any part of the bat testing protocol shall be surrendered to game management and be retained for the duration of the game, series or tournament for being unacceptable for play.

V. BARREL COMPRESSION TESTING EQUIPMENT

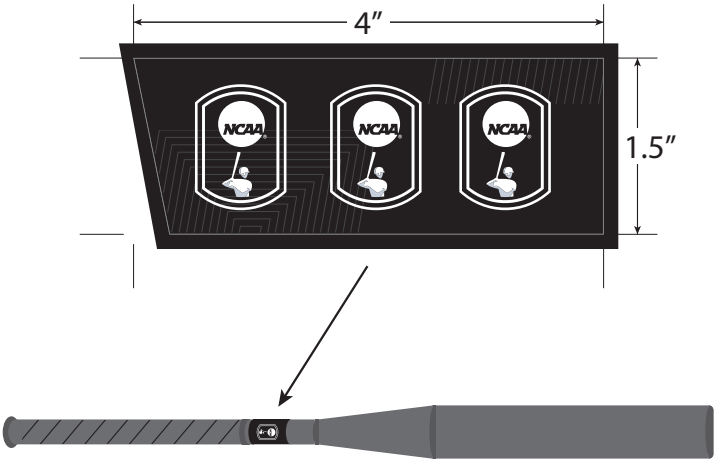
Barrel compression testing equipment is required to conduct barrel compression testing.

VI. STICKERS

Bat stickers shall made of a destructible material, so that the sticker is not transferrable from one bat to another. Bats that pass the testing process shall be identified with the opposing team's sticker for the single game, doubleheader or single opponent series throughout the season. Bats that pass the testing process shall be identified with the tournament/event or conference's sticker at for tournament or multi-team events. The sticker shall remain visible during the contest, series or tournament.

The sticker shall be placed at the taper, the area at the bottom of the barrel, just above the handle. The bat testing sticker used for that day of competition shall be placed on the lineup card given to the umpire.

VII. RECOMMENDED BAT STICKER SIZE AND LOCATION



Appendix H
Concussions

REVISED MAY 2025

Sport-related concussion is a traumatic brain injury caused by a direct blow to the head, neck or body resulting in an impulsive force being transmitted to the brain that occurs in sports and exercise-related activities. Signs and symptoms may present immediately or evolve over minutes or hours.

Game officials are often in the best position to observe student-athletes after they have had a blow to the head or body, and may be the first to notice the behaviors that indicate a concussion may be present. An official may observe the following behaviors by a student-athlete with a suspected concussion:

- Appears dazed or stunned.
- Appears confused or incoherent.
- Shakes head.
- Stumbles; has to be physically supported by teammates.
- Moves clumsily or awkwardly.
- Shows behavior or personality changes.

Student-athletes with a suspected concussion must be removed from competition so that a medical examination can be conducted by the primary athletics healthcare provider (i.e., athletic trainer or team physician).

Importantly, a game official is not expected to evaluate a student-athlete. Instead, if an official notices any behavior that suggests a concussion, the official should stop play immediately and call an injury timeout so that an appropriate medical examination can be conducted. A simple guide to the official's role is: "When in doubt, call an injury timeout."

A student-athlete who exhibits signs, symptoms or behaviors consistent with a concussion, must be removed from practice or competition and may not return to sport activity on that day. The athlete must undergo medical evaluation and follow a return-to-learn/return-to-sport protocol under the supervision of the team physician, and may not return to sport until cleared by an appropriate health care professional. Sports have injury timeouts and player substitutions so that student-athletes can receive appropriate medical evaluation.

IF A CONCUSSION IS SUSPECTED:

1. **Remove the student-athlete from play.** Look for the signs and symptoms of concussion if the student-athlete has experienced a blow to the head. Do not allow the student-athlete to just "shake it off." Each student-athlete will respond to concussions differently.
2. **Ensure that the student-athlete is evaluated immediately by an appropriate health care professional.** Do not try to judge the severity of the injury. Call

an injury timeout to ensure that the student-athlete is evaluated by one of the primary athletics healthcare providers.

3. **Allow the student-athlete to return to play only if the primary athletics healthcare provider has determined that the student-athlete did not suffer a concussion.** Allow athletics medical staff to rely on their clinical skills and protocols in evaluating the student-athlete to establish the appropriate management.

Additional information and details regarding concussions can be found at **ncaa.org/sports/health-safety**.

Appendix I

Accommodations for Student-Athletes with Disabilities

The NCAA encourages participation by student-athletes with disabilities (physical or mental) in intercollegiate athletics and physical activities to the full extent of their interests and abilities. An NCAA member institution will have the right to seek, on behalf of any student-athlete with a disability participating on the member's team, a reasonable modification or accommodation of a playing rule, provided that the modification or accommodation would not:

1. Compromise the safety of, or increase the risk of injury to, the student-athlete with a disability or any other student-athlete;
2. Change an essential element that would fundamentally alter the nature of the game; or
3. Provide the student-athlete an unfair advantage over the other competitors.

To request any such modification or accommodation, the member's director of athletics, or their designee, must submit a rule waiver request, in writing, to the secretary-rules editor. Such written request should describe:

a. The playing rule from which relief is sought;
b. The proposed modification or accommodation;
c. The anticipated duration of the requested modification or accommodation;
d. Any modification or accommodation the student-athlete has received from the university or college and/or any sports governing body;
e. Current, signed documentation of diagnosis/condition (including relevant test data and recommended treatment) from the treating professional (e.g., medical doctor, clinical psychologist, or another qualified individual);
f. The original date of diagnosis of condition/disability;
g. Modification or accommodation being recommended and rationale for this recommendation;
h. Clarification if this is a temporary issue/injury or a permanent condition/disability; and
i. A written statement from the school's healthcare provider (e.g., team physician) indicating that the student-athlete has been cleared to participate in competition. Please specify the date of this medical clearance.

Upon receipt of a complete waiver request, the NCAA staff liaison will consult with other NCAA staff, sport governing bodies, and/or external subject matter experts, to conduct an individual inquiry as to whether the requested modification or accommodation can be made. In making this assessment, the NCAA may

request additional information from the member institution. The information will then be forwarded to the applicable sports committee, who will make a final decision. A member of the NCAA staff will communicate the decision in writing (which may be via email) to the requesting member institution. If the request is granted, the member school should be prepared to provide the written decision to the head official and tournament director (if applicable) for each competition in which the student-athlete will participate. NCAA members are directed to consult Guideline 1L of the NCAA Sports Medicine Handbook for further considerations regarding participation by student-athletes with disabilities.

Please allow a minimum of two weeks following submission for this process to be completed.

Index to Rules

Term	Page
A	
Abandonment	23
Appeal	
Definition	23
Multiple	90
Runners out on	90
Applying the suspension rule	39
Assist	111
B	
Balk	
Definition	23
Examples	101
Illegal pitch	33
Ball	
Definition of a	23
Definition of the	16
Illegally batted	75
Illegal pitch	33
Pitched	74
Base	
Definition	23
Double first base	14
First, second and third	14
Base beyond	92
Base coach	23
Base hit	
Extra	108
Game-ending	108
Scoring	107
Base on balls	23
Base runner	
Entitled to bases	82
Legal order of bases	80
When batter becomes	80
When out	87
Bat	
Bat barrel color	17
Bat testing	18
Bat testing protocols	151
Illegal	33
Illegally batted ball	75
Leather grip	18
Nonwood bat	17
Types	17
Wood bat	17
Bat Barrel Compression Testing	49
Bat sticker	153
Failure to bat test	18, 50
Bat certification	17
Batter	
Definition	23
First each inning	73
Hit by a pitch	80
In the box	71
Substitute	109
When out	76
Batter-runner	
Definition	24
When out	76
Batter's box	
Definition	24
Dimensions	12
Battery	24
Batting	
Cage	48
Order	48
Out of order	107
Record	106
Bench	24
Box score	
Proving	115
Bullpen	24
Bunt	
Definition	24
Foul strike	75
Sacrifice	108
C	
Called game	
Definition	24
Recording of	115
Catch	24
Catcher	25
Catcher's box	
Definition	25
Dimensions	12
Coach	
Assistant	41
Base	41
Head	41
Misconduct	61
Coaches' boxes	12
Collision rule	94
Complete game	113
Conferences	70
Defensive Conference	70
Offensive Conferences	70
Crowd control	49
Cumulative Performance Records	116
D	
Dead ball	
Definition	26
Delayed	68
Immediate	67
Play suspended	69
Runners advance	69
When play resumes	70
Defense	
Definition	26
Team positions	52
Designated hitter	
Definition	26
Requirements and conditions	71
Determining Percentages	116
Disqualified player	26
Double forfeit	26
Doubleheader	
Definition	26
Format	55
Double play	
Definition	26
Scoring	111

Term	Page
Dugout	
Definition	24
Dimensions	22
E	
Earflap	
Requirement	21
Earned run	113
Ejection	26
Electronic devices	64
Equipment	
Information	16
Protective	21
Error	111
F	
Fair ball	
Definition	31
Examples	74
Fair territory	31
Field	
Authorized personnel	49
Diagrams	11
Fitness	47
Fielder	31
Fielder's choice	
Definition	31
Scoring for	
Batting situations	108
Fielding situations	112
Fielding record	110
Fight rule	
Definition	61
Intentionally throwing at batter	63
Physical abuse of umpires	62
Team leaving position	62
Flagrant Collision	31
Fly ball	31
Force play	
Definition	31
Slide rule	85
Forfeited game	
Definition	32
Examples	59
Recording of	115
Foul ball	
Definition	32
Examples	75
Foul territory	32
Foul tip	
Definition	32
Examples	75
G	
Game	
Administrator	45
Control of offensive team	51
Definition	10
Forfeited	59
Halted	58
Misconduct	61
No contest	60
No game	59
Object of	55
Protested	60
Regulation	56
Starting	51
Summary	114
Tie	59
Gloves	18
Ground ball	32
Ground rules	48
H	
Half swing	32
Halted game	
Definition	32
Examples	58
Helmet	
Batting	21
Catcher's	21
Hidden-ball play	101
Hit by pitch	80
Home plate	14
Home team	
Definition	33
First in field	49
I	
Illegal	
Bat	
Definition	33
Penalty	17
Pitch	
Definition	33
Penalty	96
Illegally batted ball	
Definition	33
Examples and penalty	75
Penalty exception	17
Infield	
Area	33
Definition	33
Dimensions	10
Fly	33
Infielder	34
In flight	33
Inning	34
Intentional movement	74
Intentional walk	23
Interference	
Definition	34
Force-play-slide rule	85
Nongame personnel	49
Team offensive	52
L	
Last time by	35
Live Ball	35
Live-Ball	66
M	
Medical personnel	45
Misconduct	
Definition	35
Game	61
Mitts	18
N	
New fields	13
No contest	
Definition	60
Recording of	115

Term	Page
O	
Obstruction	
Definition	35
Entitled to bases	82
Offense [offensive]	
Definition	35
Meetings	69
Team position	51
Official scorer	
Definition	42
Duties	106
Official warning	35
On-deck batter	51
Out	36
Outfield dimensions	10
Outfielder	36
Overslide	36
P	
Passed ball	112
Percentages	116
Personnel	
Authorized on field	49
Pickoff	36
Pinch hitter	
Definition	36
For designated hitter	71
Pinch runner	36
Pitch	
Definition	36
Time of the	40
Pitcher	
Ambidextrous	98
Definition	36
Removing	103
Winning, losing	114
Pitcher's	
Mound	15
Pivot foot	36
Plate	15
Record	113
Pitching	
Mound, diagram	11
Position	96
Record	113
Screen	48
Set definition	37
Violations	98
Windup definition	40
Play	36
Players' benches	22
Playing field	
Diagram	11
Dimensions	10
Fitness of	47
New construction	13
Surface drainage	13
Playing surface	
Commercial or nonprofit trademarks/logos	22
Postparticipation Ejection	26
Pregame	
Meeting	48
Practice	48
Protective equipment	21
Putout	110

Term	Page
Q	
Quick pitch	37
R	
Reentry	54
Review	
Without the use of video review	123
With the use of video review	125
Run batted in	109
Rundown	37
Runner	
Definition	37
When out	87
S	
Sacrifice	108
Safe	37
Save	115
Scoreboard	
General	22
Scorer	
Definition	42
Duties	106
Set	97
Sight and sound	42
Slide rule	
Diagram	86
Force-play	85
Squeeze play	37
Stolen base	
Caught stealing	109
Definition	109
Strike	
Definition	37
Pitched	73
Strikeout	
Credited to catcher	114
Strike zone	
Definition	37
Diagram	23
Substitutions	52
Surface drainage	13
Suspension	38
T	
Tag	39
Team manager	42
Team offensive interference	52
Ten-run rule	
Definition	40
Mutual consent	56
Throat guard	21
Throw	40
Time	40
Tobacco rule	46
Touch	40
Triple play	
Definition	40
Scoring	111
U	
Umpires	
Chief	44
Field	45
Physical abuse of	62
Pregame duties	47

Term	Page
Uniforms	
Commercial or nonprofit trademarks/logos	19
Logos	19
Memorial patches	20
Unsportsmanlike Conduct	63
V	
Verbal abuse	63
Video Replay Review	127
Challenging and reviewing calls	127
Correcting an incorrect call	135
Placement of runners	135
Regulations	141
Reviewable calls	136
Standard for changing a call	134
Technology and personnel	140
Visible Action Clock	145
No visible clock available or malfunction	150
Recommended locations	149
Use of alternate competition sites	150
W	
Wild pitch	113
Windup	96



BA28

NCAA is a trademark of the National Collegiate Athletic Association.