

Umpiring Rules 101: The Big Eleven

Obstruction: 7.06 (a) and 7.06 (b)

The act of a fielder who, while not in possession of a ball and not in the act of fielding a ball, impedes the progress of any runner.

If a play is being made on the obstructed runner, or if the batter runner is obstructed before reaching First Base, the ball is dead and all runners shall advance without the liability of being put out, to the bases they would have reached, if there had not been obstruction.

If no play is being made on the obstructed runner, the ball stays live and the play continues until there is no further action. The umpire shall then call "Time" and assess the bases to nullify the obstruction

Note: A fake tag is obstruction. If a defender blocks the base (or plate) clearly without the ball in possession, this is obstruction.

Interference: 5.09 (f)

Offensive team hinders the Defensive Team from making a defensive play or increases their chances of advancing. The ball is dead; the runner that committed the infraction is out; the Umpire returns all runners to the last legally touched base. If the batter is not the offensive player who commits the interference, the batter/runner is awarded First base.

Infield Fly Rule: 6.05 (k)

A Fair Fly Ball with Runners on First and Second or First, Second, and Third with less than 2 outs that can be caught with ordinary effort.

Batter is out; runners advance at their peril.

Fair / Foul: 6.09 (a-h)

The part of the field within and including the First and Third Base lines extending to the bottom of the fence. All Bases and Home Plate are in Fair Territory.

3rd Strike Bunt: 6.05C

A batter who bunts a Third Strike foul is out, the ball is dead, no runners may advance.

Catch – No Catch: 2.00

The fielder must control the ball and release must be voluntary and intentional.

Illegal Pitch: 8.01D

The Pitcher drops the ball while in contact with the Pitcher's Plate or starts to Pitch and then stops or does not Pitch the ball. Umpire calls "Illegal Pitch" and counts the action as a "Ball" on the hitter; the act counts against the Pitch Count.

Slide or Avoid: 7.08A

There is no mandatory slide rule. Runners must slide or attempt to avoid contact ; if the runner does not slide or try to avoid contact, the ball is "dead", and the violating runner is OUT, all other Runners are returned to their last legally touched base.

Foul Tip: 2.00

A Hitter who swings and tips a ball that goes sharply into the catcher's mitt is ruled a Strike. The ball stays "live." If this is the Third Strike, the batter is OUT.

Out of Baseline: 7.08A

Runners may leave the Baseline; however, if a fielder, while in possession of the ball, is trying to make a tag on the runner, the runner must run in a Direct Line to the base; if the runner does not run in a Straight Line, while out of the base path, the runner is ruled out.

Strike Zone: 2.00

The Umpire shall determine the Strike Zone when the Hitter takes a swing with his natural stance. The Strike Zone is the space over the Plate between the Hitter's armpits and the knee.

Unruly Spectators: 9.01F

Umpires may order both teams into their dugouts and suspend play until such time that League official (or Coaches) deal with unruly spectators. If unruly spectators are not dealt with properly, the Umpire may suspend the game until a later date or eject the unruly spectators.

Unsportsmanlike Players and Coaches: 9.01D

All Umpires have the authority at their discretion to disqualify any player, coach, or manager for objecting to the decisions, or for unsportsmanlike conduct, or language and to eject such disqualified persons from the playing field and the ballpark.