

Introduction

- This module covers a number of less common plays for the batter and the runners, including obstruction and interference.
- Some of these plays are not straight forward and may be questioned by the manager(s), so wait for the umpire to finalise their call of the play.
- Check which bases the runners are on as they may be given an extra base or return to the base they were last on.
- You may never see some of these plays, or you may have forgotten the scoring symbol when you do. If you are not sure, use the / or X with the fielder position number(s) and write a quick description of what happened so you can follow up later.

Batting Out of the Box

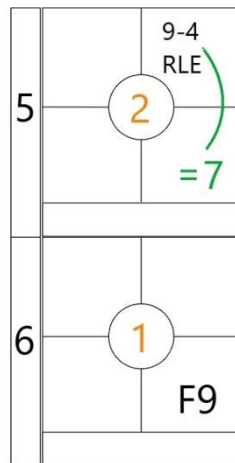
- When the batter hits the ball with at least one foot outside the batters box, they will be called out.

- write BOB2 in the 1st base box



Runner Left Early

- After a fielder catches the ball on the full (in fair or foul territory) the ball is live and runners may advance.
- Before attempting to advance, runners must 'tag up' – they must either stand on the base and wait for the catch to be completed or re-touch the base.
- A runner can be called out for failing to tag up correctly. A fielder must receive the ball, stand on the base the runner did not tag up on and appeal to the umpire before the next pitch is thrown. The umpire will then call the runner out or safe.
 - if the runner is called out, write RLE after the play that occurred

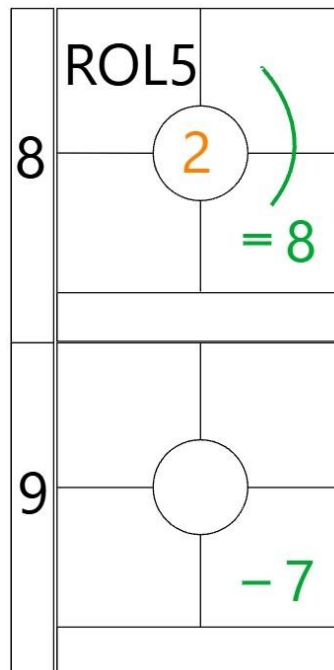


- runner on 2nd
- batter 6 hits the ball to right field who catches the ball and the runner goes from 2nd to 3rd base
- right field throws the ball to second base who stands on 2nd base and appeals
- runner called out at 2nd base

- *If your competition rules do not allow a runner to take a lead: if a runner leaves a base before the pitch has crossed the plate, this is also classed as 'runner left early'. However, there is no out – the runner returns to the base they were on if they were not forced by the batter. If a run scores, check with the umpire to see if it stands or not.*

Running Off the Line

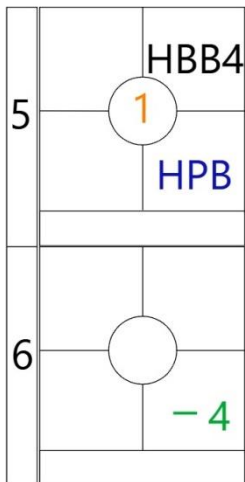
- When a batter or runner runs far enough off the baseline to avoid being tagged, they may be called out. If they are called out, use the fielder position number of the closest fielder.
 - write ROL followed by the fielder position number in the base box they were going to



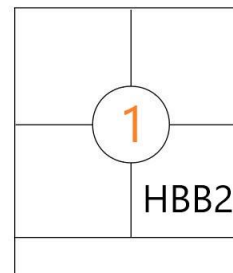
- runner on 2nd
- batter9 hits the ball to left field who throws it to third base
- runner going from 2nd to 3rd called out for trying to avoid the tag by third base

Hit by a Batted Ball

- When a runner is touched by a batted ball, they may be called out.
- If the runner is called out, the batter reaches 1st base safely on a hit. Use the fielder position number of the closest fielder for the runner and the batter.
- A batter can also be called out by “hit by batted ball” – use a fielder position number of 2 (for the catcher).
 - write HBB followed by the fielder position number in the base box they were going to



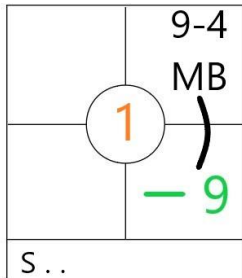
- runner on 1st
- batter6 hits the ball between 1st and 2nd base
- runner going from 1st to 2nd is touched by the ball and called out



- batter hits the ball, is touched by the ball and called out

Missed Base

- A batter or runner can be called out for failing to touch a base.
- A fielder must receive the ball, stand on the base the runner missed and appeal to the umpire before the next pitch is thrown. The umpire will then call the runner out or safe.
 - if the runner is called out, write MB after the play that occurred



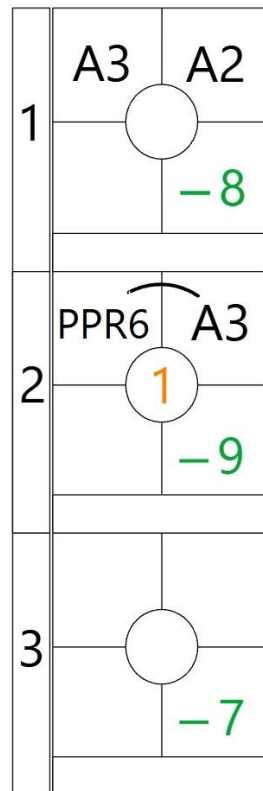
- batter hits the ball to right field and reaches 3rd base
- second base calls for the ball, stands on 2nd base and appeals
- batter called out at 2nd base



- runner on 1st
- batter 6 hits the ball to right field and the runner goes from 1st to 3rd base
- the ball returns to the pitcher. Shortstop calls for the ball, stands on 2nd base and appeals
- runner called out at 2nd base

Passing a Preceding Runner

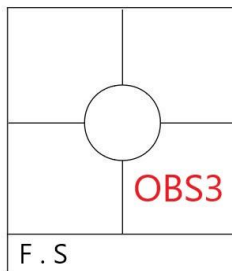
- When a runner passes another runner that is ahead of them, they will be called out. Use the fielder position number of the closest fielder.
 - write PPR followed by the fielder position number in the base box after the last base they reached safely



- runners on 1st and 2nd
- batter3 hits the ball
 - runner going from 2nd to 3rd base waits for the ball to pass by or runs slowly
 - runner going from 1st base advances to 2nd base safely, but passes the other runner near the short stop

Obstruction

- The umpire may call this play interference. If the batter or runner involved is not out then it is scored as obstruction.
- When a fielder who does not have the ball, is not in the act of fielding the ball or not about to receive a throw:
 - stops the batter reaching 1st base or
 - stops a runner advancing a base or returning to a base they had been safe on
- if the batter was obstructed, write OBS followed by the fielder position number in the 1st base box

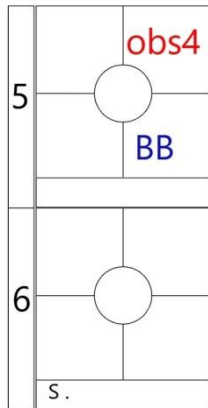


- batter hits the ball to the pitcher who holds the ball and runs towards the batter
- first base knocks the batter before the tag is made by the pitcher

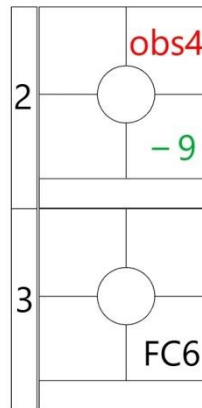
- Obstruction on the batter is a decisive error and if this player scores the run is coloured in red.

Obstruction – cont.

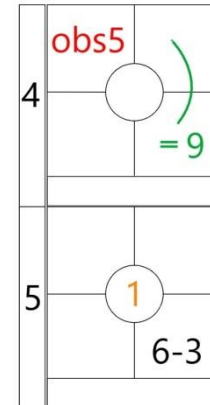
- When the obstruction is on a runner, they will be awarded their next base.
- If the batter had put the ball in play and is:
 - safe - they reach 1st base safely on a fielders choice
 - out – score the out as it happened
- write obs followed by the fielder position number in the base box the runner has been awarded.



- runner on 1st
- runner tries to steal 2nd base but second base bumps into the runner
- runner awarded 2nd base



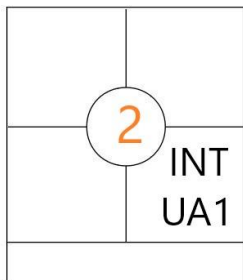
- runner on 1st
- batter hits the ball towards the short stop
- second base bumps into the runner going from 1st to 2nd
- runner awarded 2nd base



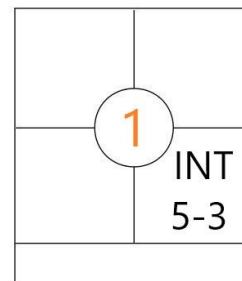
- runner on 2nd
- batter hits the ball towards the short stop – fields the ball and makes the out at 1st
- third base bumps into the runner going from 2nd to 3rd
- runner awarded 3rd base

Interference

- When the batter or a runner stops a fielder from fielding a batted ball, making or catching a throw, they may be called out.
- If a runner is called out on interference, the batter reaches 1st base safely on a fielders choice.
 - if the fielder does not field the ball, score the play as UA followed by the fielder position number
 - if the play involves a throw, score the play as if the throw and catch had been made
 - write INT above the play

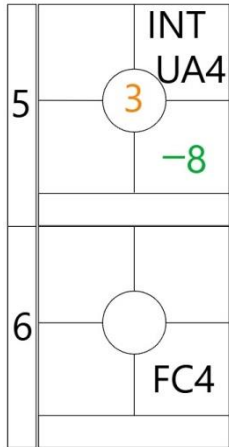


- batter hits the ball and is called out for interfering with the pitcher fielding the ball

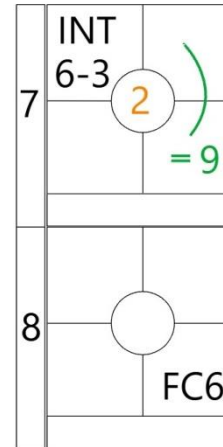


- batter hits the ball to third base who throws it to 1st base
- the batter is called out for interfering with first base trying to catch the throw

Interference – cont.

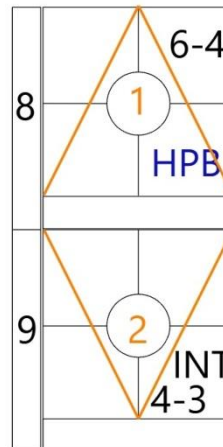


- runner on 1st
- batter hits the ball to second base
- the runner is called out for interfering with second base fielding the ball



- runner on 2nd
- batter hits the ball to shortstop
- the runner is called out for interfering with the shortstop trying to throw the ball to first base

- If a runner deliberately tries to break up a double play, the runner and batter may be called out. Score as if the plays had been made and write INT above any play not actually made.



- runner on 1st
- batter hits the ball to shortstop who throws the ball to second base – runner is out but interferes with the throw to first base
- batter called out on interference