



Rules that Cause the Most Grief



Rule	Reference
Strikes and Balls: The strike zone is the space over home plate between the batters armpits and top of the knees when the batter assumes natural batting stance. The strike zone includes the diameter of the ball so any part of the ball passing through any part of the zone can be a strike.	1.89
Mite Specific Rules: Home Run Line – a hit past the Home Run Line, on the ground or in the air is a Home Run. No Walks – after the pitcher has thrown 4 balls, the coach or designate will pitch the remaining pitches until 3 strikes are thrown. All adult pitches are strikes.	CMSA Handbook
Basic Pitching Rules: Start with both feet on the rubber. Orthodox (Slingshot) and Windmill are both permitted. Must start with hands apart and pause for at least 1 second after the hands come together (no more than 10 seconds).	6.1 - 6.2
Leadoffs and Pitcher's Circle: Once the pitcher is in control of the ball in the 16 foot diameter pitching circle, base-runners must immediately return to their base or advance.	1.72; 8.4(a)
Hit by a Pitch: When a batter is hit by a pitch, they are awarded 1 st base. There is no rule about how many batters a pitcher can hit before being removed from the game. Not attempting to move out of the way of the pitch is a judgement call.	8.1(f)
Bunting: Bunting is allowed at all levels. The bat does not have to be drawn back; it can be held in the strike zone.	1.3; 7.6(g)
Failing to Touch a Base While Running Bases: This is an appeal play – the umpire will only call the runner out if it is properly appealed by the opposing team and the umpire has seen it. Keep in mind that the umpire will probably only be watching the lead runner.	8.9(g)
Double Base at 1ST and Over Running 1st: Runner can turn either way after touching first base; they can be put out if the umpire thinks there is an intention to go to second. If there is a play at first, the runner must touch orange and the fielder must use the white bag. After the initial play the orange bag no longer exists.	2.4, 1.68

<p>Award of Bases When Ball Goes Out of Play:</p> <p>Thrown Ball – the next base the batter-runner and/or runner would have advanced to at the time of the throw plus one (called a two base award).</p> <p>Pitched Ball – the next base the batter and/or runner would have advanced to at the time of the pitch.</p> <p>Note: If a runner is returning to a base at the time of the throw they are still awarded the same bases as if they were advancing. When there are multiple runners the umpire may make the award for all runners off the position of the lead runner.</p>	<p>8.7</p>
<p>Two Runners on a Base:</p> <p>The runner who ‘owned’ the base first is entitled to it; the second runner must return to the preceding base. No one is out just for 2 people standing on the same base. The second runner must be tagged.</p> <p>If the lead runner is forced but stays on the bag they are out if tagged; solution is to tag them both.</p>	<p>8.4</p>
<p>Overtaking Another Runner:</p> <p>If a base runner passes the runner in front of them the passing runner is out; but only if the ball stays alive (this is a delayed dead ball).</p>	<p>8.9(e)</p>
<p>Defence Playing on the Base Path and Blocking a Base:</p> <p>The defence can play on the base path until there is a runner but if the defence is in the act of receiving a batted or thrown ball they can stay there.</p>	<p>8.7(b)1</p>
<p>Tag Up on a Fly Ball:</p> <p>This is an appeal play – the player is only out if they fail to go back and tag up after the ball has been caught and a play is made at the base they left. The runner can leave when the ball is first touched; as when the fielder bobbles the ball.</p>	<p>8.4.1</p>
<p>Foul Tip:</p> <p>This is a strike if it goes off the bat, directly into the catcher’s glove or hand. It can also be a foul tip if the hit touches the catcher’s glove or hand first then their body and then caught. On third strike the batter is out.</p>	<p>1.36</p>
<p>Interference:</p> <p>An offensive player (usually running the bases) interferes with the defensive player in the field making a play on the ball will generally result in an out. Examples are getting hit by a hit ball before an infielder, or an outfielder if they have a play, has had a chance to play the ball. The ball is dead and runners return to last base touched before the call.</p>	<p>Multiple References</p>

<p>Obstruction:</p> <p>A defensive player obstructs the offense (usually the base runner) from advancing. Most common is a baseman 'blocking' the base when there is no play. The runner then gets the base that in the umpire's judgement they would have made if not interfered on (this can include a base they are going back to); if they go beyond that base they can be liable to be put out.</p>	<p>Multiple References</p>
<p>Batting Out of Order:</p> <p>Catch player at bat during at bat – then replace with proper batter in and they assume balls and strikes count.</p> <p>Batter following incorrect batter – one pitch is thrown before an appeal is made, then the legal batter is up and the order carries on from there.</p> <p>If the out of order batter is appealed before the pitch to next batter - then correct batter who should have been up is out, any outs that occurred as a result of a hit by the incorrect batter stand. All runners returned to last occupied base. Next batter is player in the line-up following the player who should have batted.</p> <p>If the out of order batter is appealed after the next pitch – all plays stand and next batter is the player who follows the incorrect batter in the line-up; skip over all other batters.</p> <p>Note: The appeal can only be made by player, coach or manager; NOT the scorekeeper.</p>	<p>7.2</p>
<p>Dropped Third Strike:</p> <p>If the catcher drops or fails to catch the third strike, and there are less than 2 out, and first base is unoccupied – the batter-runner can attempt to reach first base.</p> <p>If there are 2 out, first can be occupied or not – the batter-runner can attempt to reach first base (applies only to Peewee and up).</p>	<p>7.6(l)</p>
<p>Infield Fly:</p> <p>With 1st and 2nd, or 1st, 2nd and 3rd occupied; a fair fly ball (not a line drive or a loopy hit) that could be caught with reasonable effort by an infielder (doesn't have to be on the shale) - the batter is out (this takes away the force play, i.e. the runners are not required to advance if the hit is not caught). If the runners do advance they have to tag up just as in any other fly ball and are liable to be put out.</p>	<p>8.2; 9.2</p>
<p>Open Inning:</p> <p>A complete game is one where the minimum number of innings has been played, or the time limit has been reached. For the divisions noted of the final inning to be open, i.e. unlimited runs, the start of the final inning shall be declared by the umpire, based on judgement of how long the preceding innings have taken. Once the open inning has been declared, it is the final inning, even if the time limit is not reached. If an open inning has not been declared, and the time limit is passed, the game is complete with no additional open inning.</p>	<p>CMSA Handbook</p>

<p>Note: The beginning of an inning is the time of the 3rd out in the previous inning.</p>	
<p>Hands are Part of the Bat:</p> <p>When a pitch that is not swung at and isn't in the strike zone hits the batter in the hands it is a dead ball. If the ball hits the bat and the hands at simultaneously it is considered to have hit the hands first.</p>	<p>8.1(f)</p>
<p>Sliding:</p> <p>There is no rule that a runner must slide into a base; including home.</p>	<p>n/a</p>
<p>Established Base Path:</p> <p>This is an imaginary line three feet (an arms length is considered to be three feet) either side of a defensive player who has possession of the ball. The base path is established from the position the runner is in at the time the defensive player, in possession of the ball, is between the runner and the base (this applies to going forward to a base or back to a base).</p> <p>Note: The runner does not have to follow a direct line from base to base to base.</p>	<p>1.6</p>