

Lineup Cards

Batter

Batter Runner



3-1-3 Lineup Cards



THE LINEUP CARD

- The DP is the offensive player and must remain in same batting position for entire game.
- The name of player for whom the DP is batting (FLEX) will be placed in the No.10 position in lineup.

NO.		PLAYER	RE	POS.
19	1	B. HARRIS		6
		SUB.		
17	2	S. ABLE		4
		SUB.		
20	3	C. THOMAS		8
		SUB.		
24	4	D. JONES		7
		SUB.		
15	5	R. ALEXANDER		3
		SUB.		
22	6	B. MOORE		2
		SUB.		
25	7	A. COOPER		DP
		SUB.		
7	8	K. MORRIS		5
		SUB.		
3	9	E. RODGERS		9
		SUB.		
18	10	M. GREEN (FLEX)		1
		SUB.		
NO.		SUBSTITUTES		POS.
10		S. HOWELL		
4		B. BAKER		
6		C. SMITH		
55		D. BROWN		

Lineup Cards

- Becomes official once exchanged at home plate
- If a change is made (names, numbers, or additional players added) a warning is given to head coach
- Additional changes results in coach being restricted to the dugout for the remaining of the game
- Included site administration

Rule 7 - Batter

- Must bat in the order that is on the lineup card submitted at the pregame conference
- Must bat in this order the entire game
- A batter is in proper order if she follows the preceding player in the lineup, even if the the preceding player batted out of order
- An improper batter is considered at bat as soon as she enter the batter's box and 1 pitch has been thrown (legal or illegal)

Rule 7 - Batter

If the improper batter is discovered while still at bat then the correct batter takes her place in the batter's box and assumes the current ball and strike count.

Rule 7 - Batter

After the 1st inning, the first batter each inning is the player who follows the last batter who **COMPLETED** her time at bat during the previous inning.

Rule 7 - Batter

Penalty 1-2

- Improper batter is discovered after completing her turn at bat and:
- Before a pitch (legal or illegal) to another batter or before the pitcher and all infielders have vacated their fielding positions.

Penalty 2

- Person who should have batted is ruled out.
- Any advancement of runners due to the incorrect batter completing their turn at bat is nullified.
- Any advancement of runners not a result of the incorrect batter completing their turn at bat will stand.
- Any outs on play stand.
- Next batter is the player in lineup following the batter declared out for not batting.

Rule 7 - Batter

Rule 7-1, Penalty 3

Improper batter is discovered after completing their turn at bat and:

After a pitch (legal or illegal) to another batter or after the pitcher and all infielders have vacated their fielding positions.

Penalty:

Improper batter becomes legal.

All action on the play stands (runs scored, runner advancement, or outs made).

Rule 7 - Batter

Rule 7-1, Penalty 4-5

When the proper batter is called out because she has failed to bat in turn. The next batter shall be the batter whose name follows that of the proper batter who was called out.

When an improper batter becomes a proper batter because no appeal is properly made as above. The next batter shall be the batter whose name follows that of such legalized improper batter. The instant an improper batter's actions are legalized, the batting order picks up with the name following that of the legalized improper batter.

** In this case, it is possible for a player(s) to get skipped and not bat. It is up to the defensive to appeal after the batter completes her time at bat

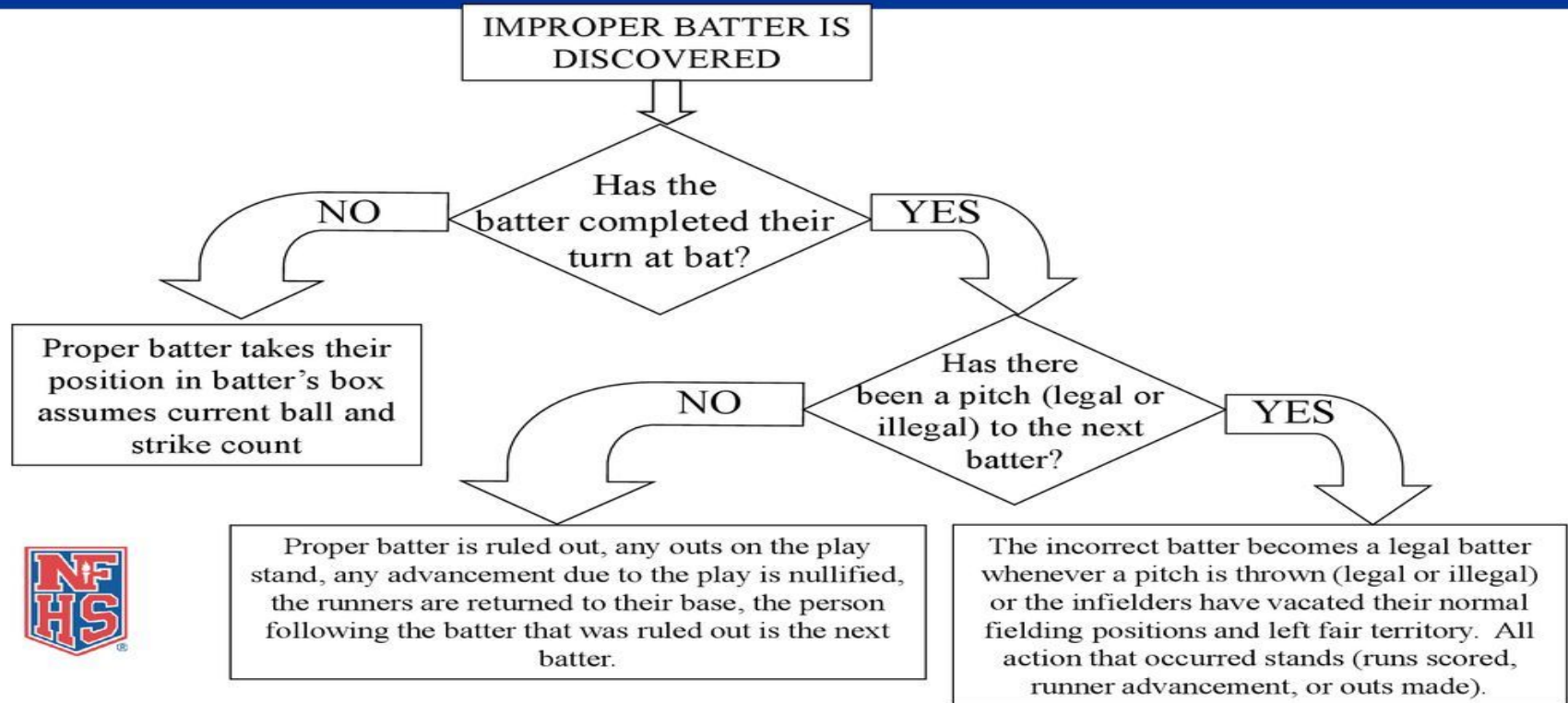
Rule 7 - Batter

Rule 7-1, Penalty 6

When several batters bat out of order, a runner will not be removed from a base to assume their proper batting position.

If a player is on base when their position in the batting order is reached, she will miss her turn at bat with no penalty.

Batting Out of Order Flowchart



Section 2 Strikes, Balls, & Hits

A strike is charged to the batter when:

- a. a pitched ball enters any part of the strike zone in flight and the batter does not swing.
- b. a pitched ball is swung at and missed.
- c. a pitched ball becomes a foul when the batter has less than two strikes.
- d. a pitched ball becomes a foul tip (even on a third strike) or a foul from an attempted bunt (F.P.).

Note - DO NOT CALL A FOUL TIP A FOUL BALL...IT IS NOT!!!!!! It does however confuse folks. On a foul tip, runners can advance and the defense can make plays. On a foul ball, none of this can take place. Make sure you give the correct signal as well. If you mess it up, eat it.

Section 2 Strikes, Balls, & Hits

- A ball that hits the batter in the strike zone is a strike. (Dead Ball - Strike)
- A ball that hits a batter when she is swinging at the ball is a strike (Dead Ball - Strike)
- A ball that is intentionally prevented from entering the strike zone is a strike (Dead Ball - Strike)

Rule 7-3-1

A batter shall not delay the game by failing to promptly take her position in the batter's box within 10 seconds after the ball is returned to the pitcher to prepare for the next pitch, or by stepping out of the box when the pitcher is on the pitcher's plate.

PENALTY:

1. If a pitcher has brought her hands together, the batter leaves the box at the risk of having a strike called while being out of position. For failure of the batter to be ready within 10 seconds after the ball has been returned to the pitcher, the umpire shall call a strike. If it is the third strike, the umpire shall call time and declare the batter out.
2. If the pitcher stops or hesitates in her delivery as a result of the batter stepping out of the box or holding up her hand to request time, **it's not an illegal pitch**. If a pitch is not delivered, a rule has been violated by both the batter and the pitcher. The umpire shall call time, declare **"no-pitch" and begin a new play**. If the umpire judges the batter's action to be a deliberate attempt to create an illegal pitch, the umpire will give a team warning and next offender will be restricted to the dugout. However, if the batter steps out of the box or holds up her hand to request time and the pitcher legally delivers the ball, it shall be **called a strike** and the ball remains live.

Rule 7 - Article 2

A pitched ball that is NOT entirely within the batter's box, not swung at nor called a strike, touches a batter or her clothing. If no attempt is made to avoid being hit, the batter is NOT awarded 1st base unless it is ball four. Dead ball and either a strike or ball, depending on the location. Baserunners do not advance unless forces.

Section 4 Batter Is Out

- A team is playing with one less than the starting number in the batting order and her turn to bat is reached.
- The batter enters the batter's box with an illegal bat or is discovered having used an illegal bat and the infraction is detected before the next legal or illegal pitch (only the umpire or defense may detect an illegal bat).

PENALTY: The ball is dead immediately. All runners must return to the base occupied at the time of the pitch. Runners would not return if they were put out on the play.

- The batter disconcerts the pitcher by stepping out of the box on one side of home plate to the box on the other side while the pitcher is in position ready to pitch.

PENALTY: The ball is dead immediately.

- The batter interferes with the catcher's fielding or throwing by leaning over home plate, by stepping out of the batter's box, by making any movement which hinders action at home after the pitch reaches the catcher or the catcher's attempt to play on a runner, or by failing to make a reasonable effort to vacate congested area when there is a throw to home and there is time for the batter to move away.
- Caught third strike. Dropped 3rd strike with 1st base occupied with less than 2 outs.
- Hits the ball, fair or foul, with 1 foot completely touching the ground outside of the batter's box.
- Bunt goes foul with 2 strikes
- Fly ball that a spectator keeps the defense from catching
- Batter throws her bat and interferes with the defense making a play

On deck batter

- Must stay on her team's side. Do not go behind the batter like in other leagues (Dixie)
- Warm up - no more than 2 official bats, an approved warm up bat, or a combination of the 2 - not to exceed 2 bats in on deck circle
- Can leave the on deck circle to bat or to direct a runner coming home
- Shall not interfere with the defense
- Penalty - If it's a thrown or pitched ball- dead ball and runner closet to home is out - batted ball - the batter is out. It can be a double play if the umpire judges it to be an attempt to prevent a double play.

Becomes a batter-runner when

- Hits a fair ball
- 3rd strike hits the ground - less than 2 outs - 1st base is vacant OR 2 outs - anytime 3rd hits the ground and is not a foul ball
- Intentional base on balls - Dead ball and only forced batters advance - Coach, pitcher, or catcher can make request at anytime - do not have to pitch to her
- Ball 4
- Catcher obstruction (not interference) RIF / FOR - delayed dead ball - batter gets on and all runners advance 1 base - play stands
- Hit by pitch

Batter is awarded 1st base when

- 1) a fair batted ball hits the person, attached equipment, or clothing of an umpire or runner
 - After touching a fielder including the pitcher – ball is in play
 - After passing a fielder (other than the pitcher) and no other fielder had a chance to make an out, ball is in play
 - Ball is dead if it has not passed a fielder – excluding the pitcher or if another player had a play on the ball Runner is also out.
 - Runner is off the base – she is out. If she is on the base and does not interfere with the fielder making a play, she is not out. If the closest fielder is in front of the base – the ball remains alive. If the closest field is behind the base, ball is dead.
- 2) Pitched ball hits the batter or clothing. It can hit the ground first
- 3) Batter is hit anywhere – including the hands- while swinging at the ball and hits the ball fair or foul – It's a dead ball strike. If it's strike 3 – batter is out

Batter-Runner is out – Live ball

- Catcher drops the 3rd strike and touches the batter or throws to 1st, 2nd or 3rd (if forced) when applicable
- Fly ball is caught before hitting the ground
- Infield fly – If not initially called- can be called if brought to ump's attention before the next pitch

Batter-Runner is out – Dead Ball – Runners return to last base touched at the time of the interference

- Batter runner fails to go to 1st base when able and enters the dugout (unless injured-dead ball)
- B-R steps back toward home plate to avoid or delay a tag by a fielder
- Running outside the 3ft running lane and interferes **with the throw** to 1st. BR may run outside the running lane to avoid a fielder attempting to make a play. Either foot must be completely outside the lane and in contact with the ground
- BR interferes with fielder making a play, throwing. If it's an attempt to break up a double play, the runner closest to home is called out.
- BR interferes with a play at home – Runner is also out
- Spectator reaches into the field of play and interferes with a fielder's chance to catch a ball

Touching Bases in Legal Order

- 1st, 2nd, 3rd, then home plate
- When returning during a live ball, must touch them in reverse order – May be called out on appeal – Except for a foul ball
- Dislodged base – runners go to where the base should have been not where it is out of position
- 2 runners cannot legally occupy the same base. The 1st runner that legally occupied the base has the right to the base, unless forced to advance. The other runner can be put out if tagged by the ball
- Awarded bases must be touched in legal order

Detached equipment

- Defense intentionally contacts fair batted, thrown, pitched, ball with her hat, helmet, mask, detached glove or any part of the uniform
- Penalty -
 - 3 bases if it's a batted ball from the time of the pitch
 - 2 bases from the time of the throw,
 - 1 base from the time of the pitch if it's a pitched ball

Blocked Ball

Blocked Ball= live ball pitched, batted, or thrown touched by a person not involved in the game or touches an object that is not official equipment or loose equipment

Penalty = 2 base award from where the runners were when the ball left the fielders hand

- **A live ball unintentionally carried into dead ball = 1 base**
- **A live ball intentionally put into dead ball = 2 bases**
- **Ball gets lodged in umpire gear, clothing or offensive players clothing = dead ball and awards are given to runners to where they would have reached**

The runner is OUT: Live Ball

- **Runner physically passes a preceding runner before that runner has been put out. If it's the 3rd out, any runs scored before the out will count. A runner passing an obstructed runner is not out.**
- **Offensive team member other than a runner who physically helps a runner**

The runner is OUT: Appeal play

- Leaving base too early on a caught fly ball
- Failure to touch bases in order (including reverse order) and ball is returned to infield and appeal is made
- BR overruns 1st base and attempts 2nd base and is tagged with the ball
- Misses home plate and an appeal is made

Runner interference – dead ball – BR is awarded 1st – (can be a double play)

- Interferes with fielder making an initial play on fair batted ball
- Interferes with fielder catching foul ball in foul territory
- Interferes with fielder throwing the ball
- Does not legally slide and causes illegal contact alters the action of the fielder. *Runners are never required to slide but if they do, it must be a legal slide
- Does not slide and maliciously crashes into the defense. Malicious contact supersedes obstruction

**Jumping, hurdling, leaping over a player is legal to avoid the fielder if they are laying on the ground

You make the Call!!!

Put your call in the comments box. Billy will monitor these for accuracy.



Look-Back Rule – Billy is doing this at a later time

Runner is NOT out

- Hit by a ball that no fielder had a chance to make a play
- Tagged with the glove if the ball is in the other hand

Courtesy Runner

- May be used for the pitcher / catcher only
- Cannot be the same CR for both pitcher and catcher
- In the top of 1st inning – the CR can only be used for the pitcher / catcher listed on the lineup
- After the top of 1st inning – the CR can only run for the pitcher / catcher that was last in that position – Can't be a “projected” lineup change
- CR can only be un-played substitutes. Once they enter the game for anything other than a CR, they are no longer eligible to be a CR
- CR cannot run for the DP if the DP is batting for the pitcher / catcher
- When CR is used during the half inning, the pitcher / catcher cannot return to run during that inning
- CR cannot run for a CR. If a sub is put in for the CR, the pitcher / catcher has left the game
- CR – must be reported to the home plate umpire

Double first base



- Defense must use the white base and the BR use the colored (orange) when a play is being made on the BR

Penalty – BR only touches the white base and an appeal is made before they return to touch either the while or orange base

-BR is out for interference if they interfere on a force play and BR touches the white base only

-Obstruction if a collision happens and BR is touching the orange base and fielder is on orange base

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Double 1st Base



Either base can be used if

1. Force out attempt from foul ball territory
2. Wild throw pulling defense into foul ball territory
3. BR can use white base if the defense is at the orange base due to ball coming from foul ball territory.
4. No play is being made – ball to the outfield
5. Fly ball – tag up
6. Attempted pick off play
7. Ball 4 / hit by pitch