

# CUA Rules Review

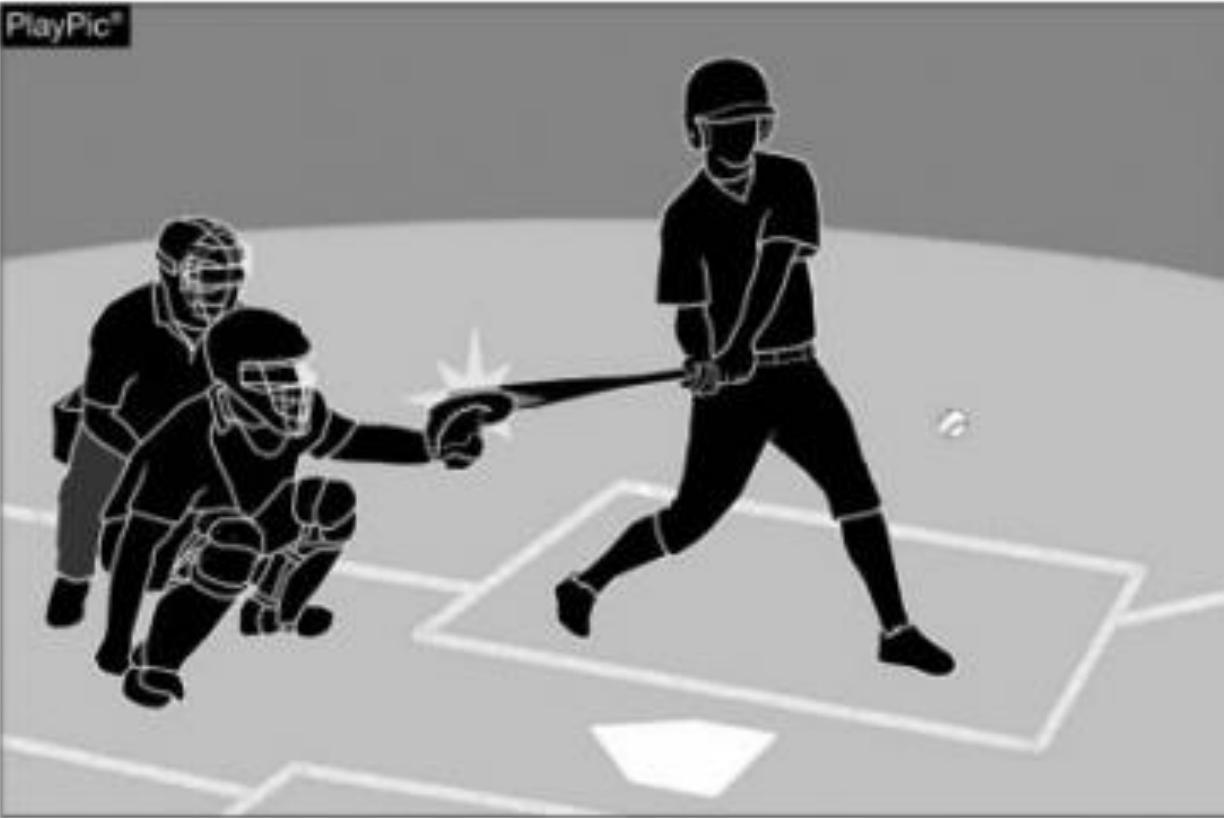
Rule 8-Baserunning

PlayPic®



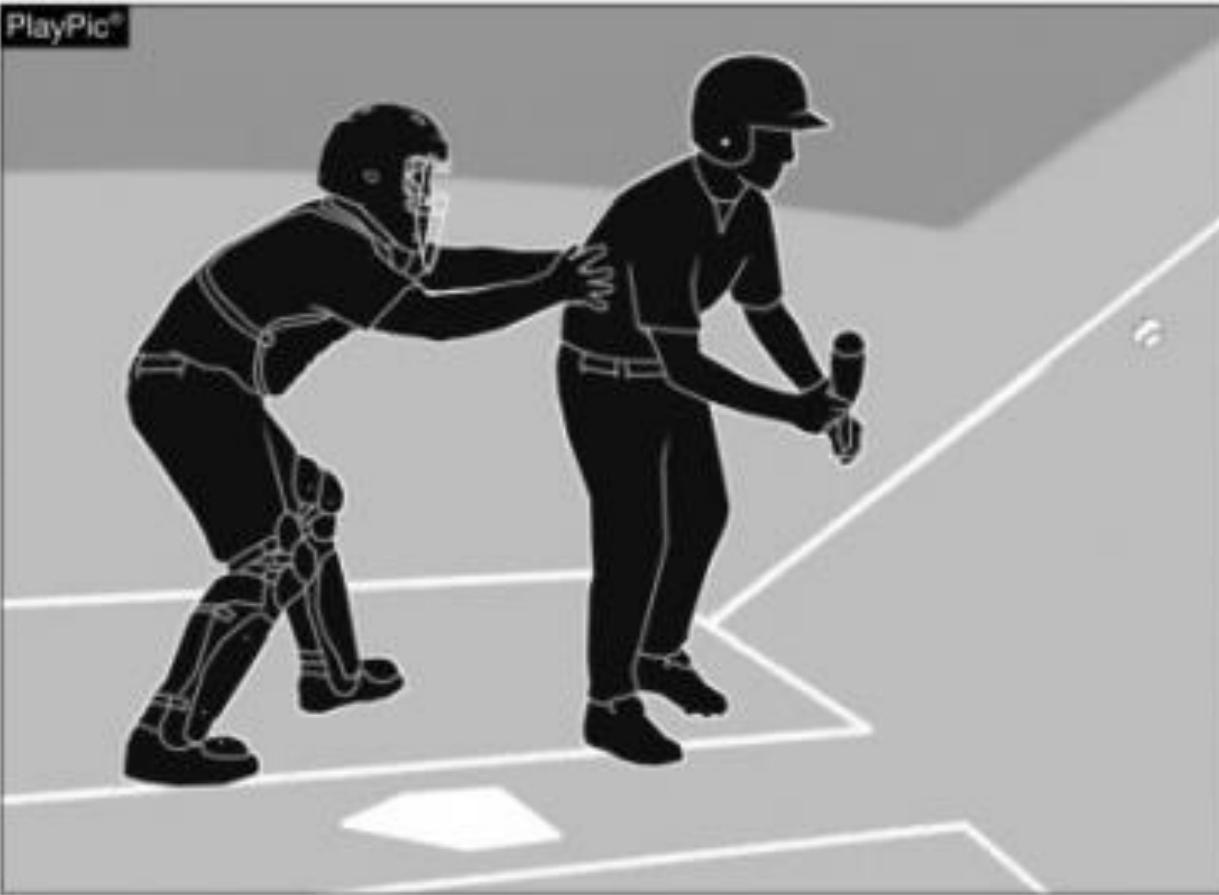
**8-1-1d** A batter may not permit himself to be touched by a pitched ball. It is irrelevant whether the batter attempted to move out of the path of the pitch, but he is required by rule not to allow the ball to touch him.

PlayPic®



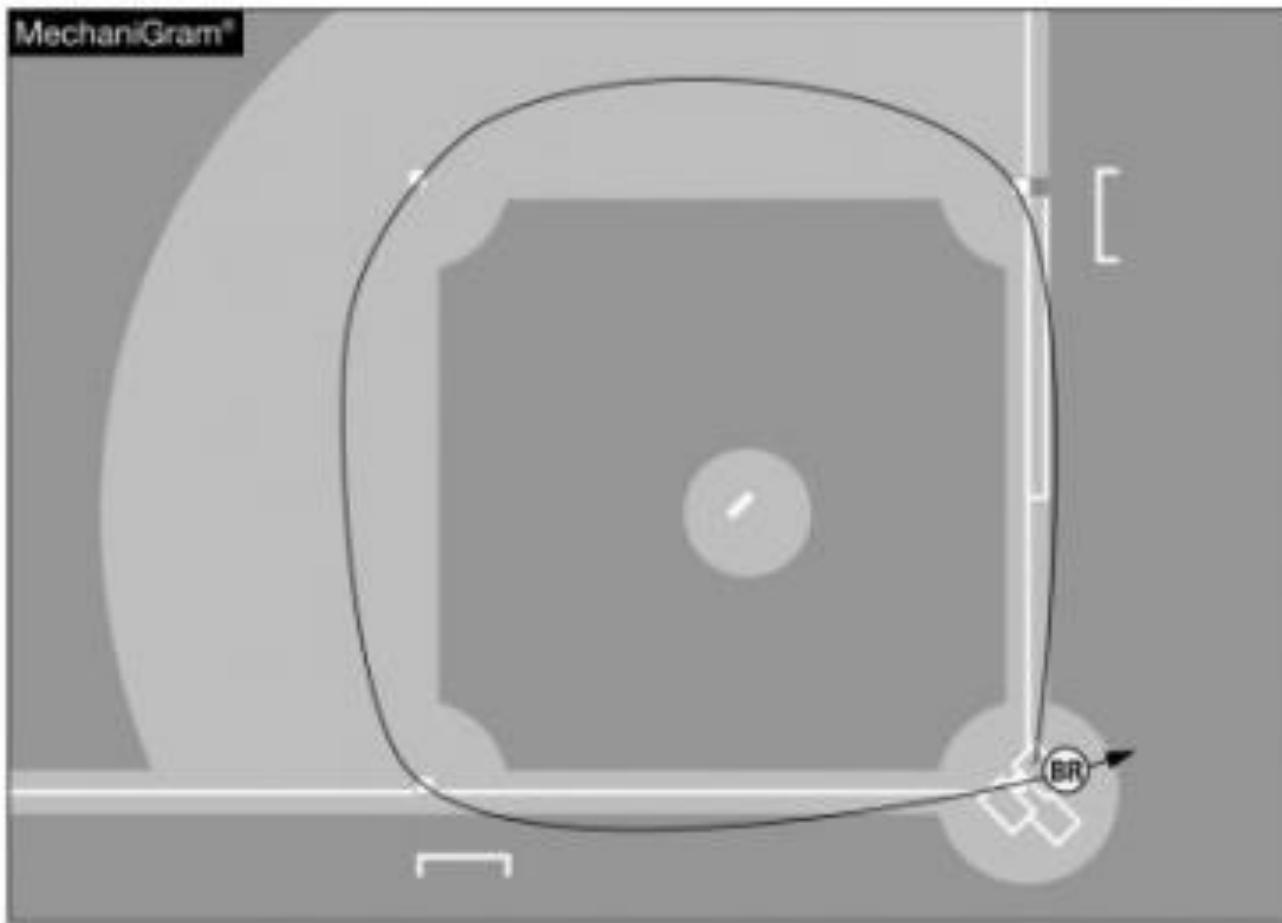
**8-1-1e** The batter's swing is obstructed by the catcher. The batter shall be awarded first base unless the coach chooses to take the result of the play. Obstruction is ignored if the batter and all other runners advance one base on the play.

PlayPic®



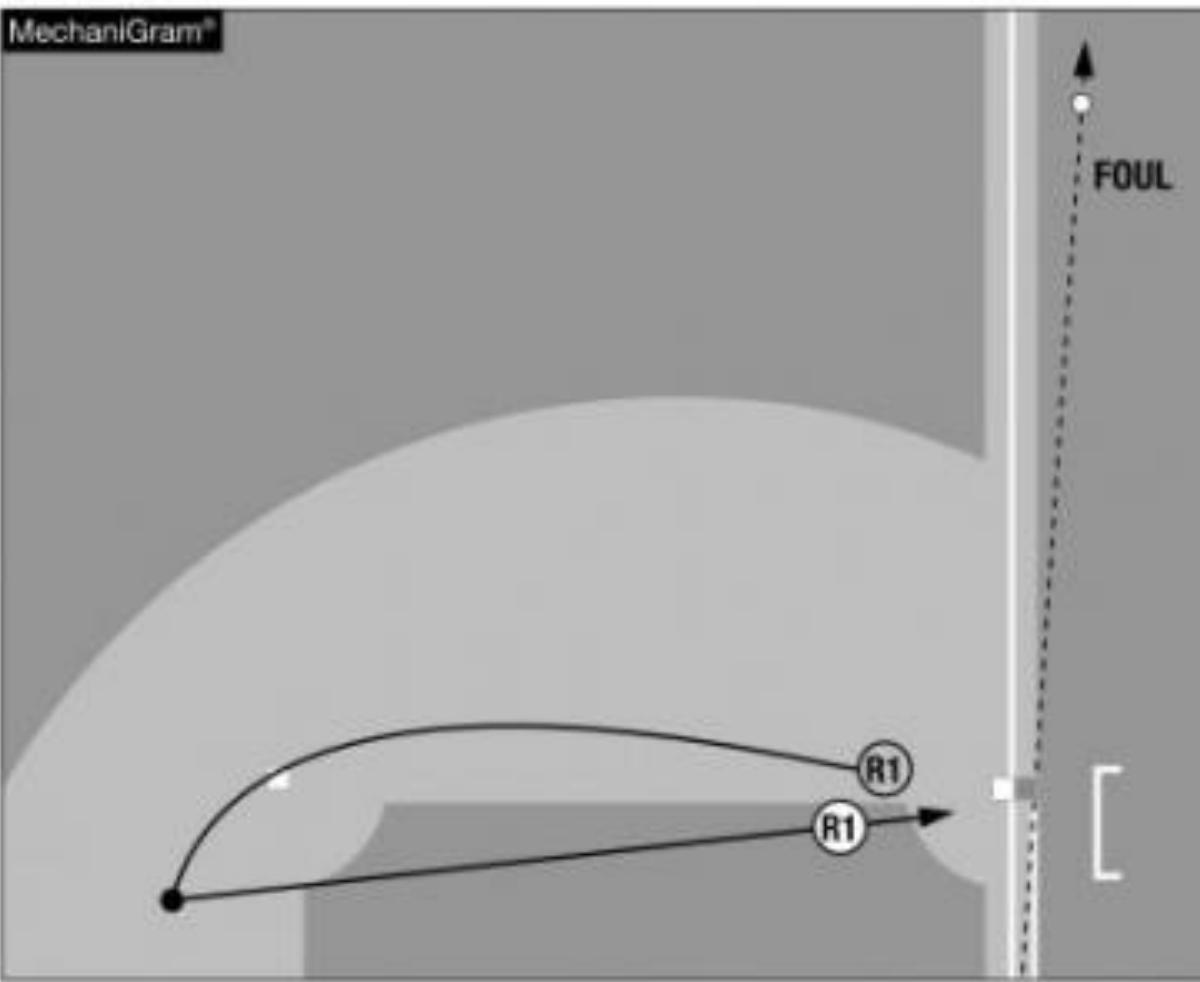
**8-1-1e** The catcher may not obstruct or impede the batter. The batter is awarded first base, and any runner attempting to advance (i.e. steal or squeeze) shall be awarded the base he is attempting.

MechaniGram®



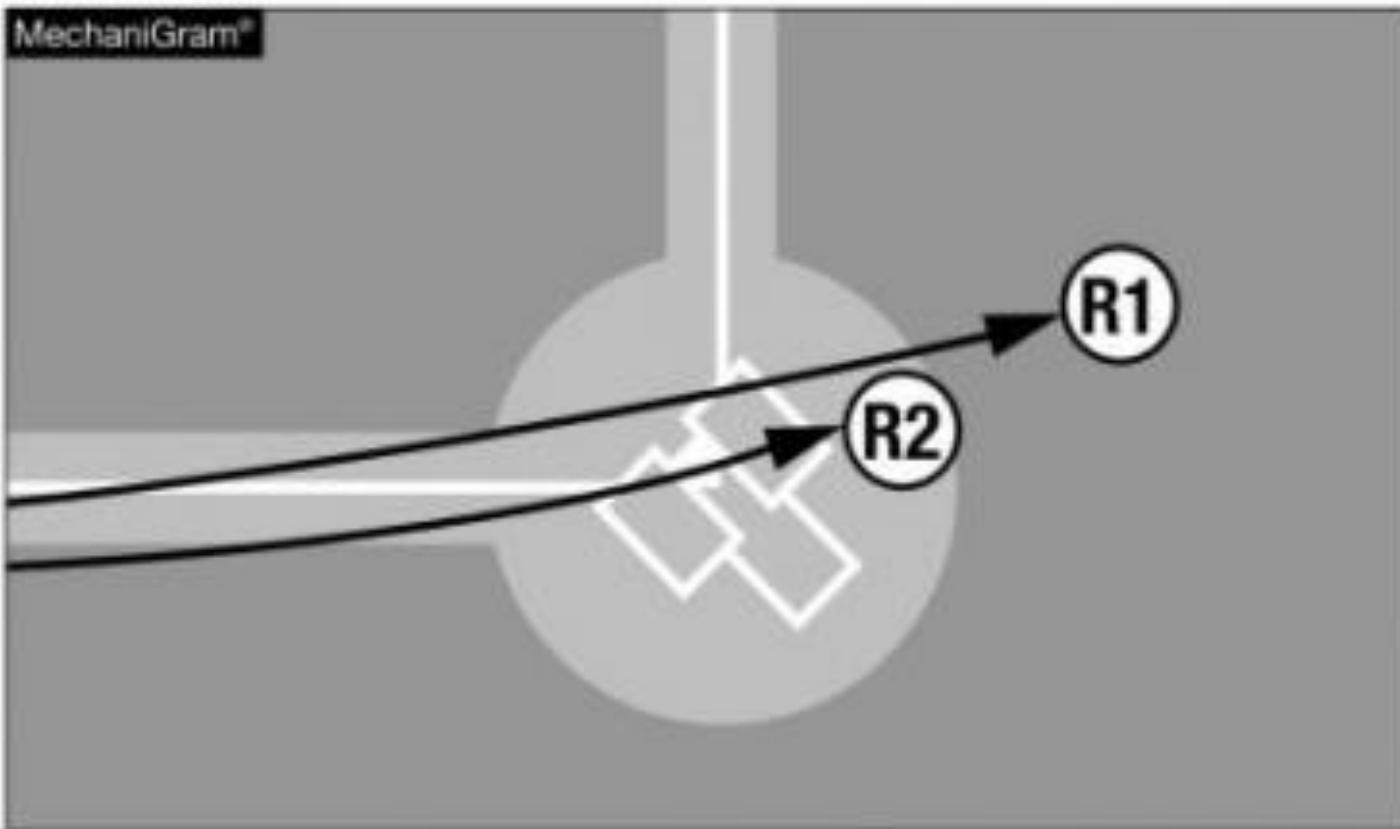
**8-2-1** An advancing runner shall touch first, second, third and then the plate in order, including awarded bases.

MechaniGram®



**8-2-2** When returning to his base after an uncaught foul, it is not necessary for a returning runner to retouch intervening bases. The umpire will not make the ball live until the runner returns to the appropriate base.

MechaniGram®



**8-2-3** R1 advances past, but does not touch, the plate. R2 then scores by touching the plate. At that point, R1 may not legally return to touch the plate and shall be called out after a proper appeal.



**8-2-4** Before advancing on a batted ball that is legally caught, the runner must touch his base after the ball has touched a fielder. If the runner fails to do so, he may be called out on proper appeal.

PlayPic®



**8-2-5** Once a runner misses any base (including the plate) or leaves a base too early, he must return to touch the base immediately. If the ball becomes dead and the runner is on or beyond a succeeding base, he cannot return to the missed base and, therefore, is subject to being declared out upon proper appeal.

PlayPic®



PlayPic®



**8-2-6b** An appeal may be made during a live ball by any fielder in possession of the ball by touching the base in question or by tagging the runner who committed the violation, if the runner is still on the field.

PlayPic®



**8-2-6c** The fielder does not need the ball to make a dead-ball appeal.



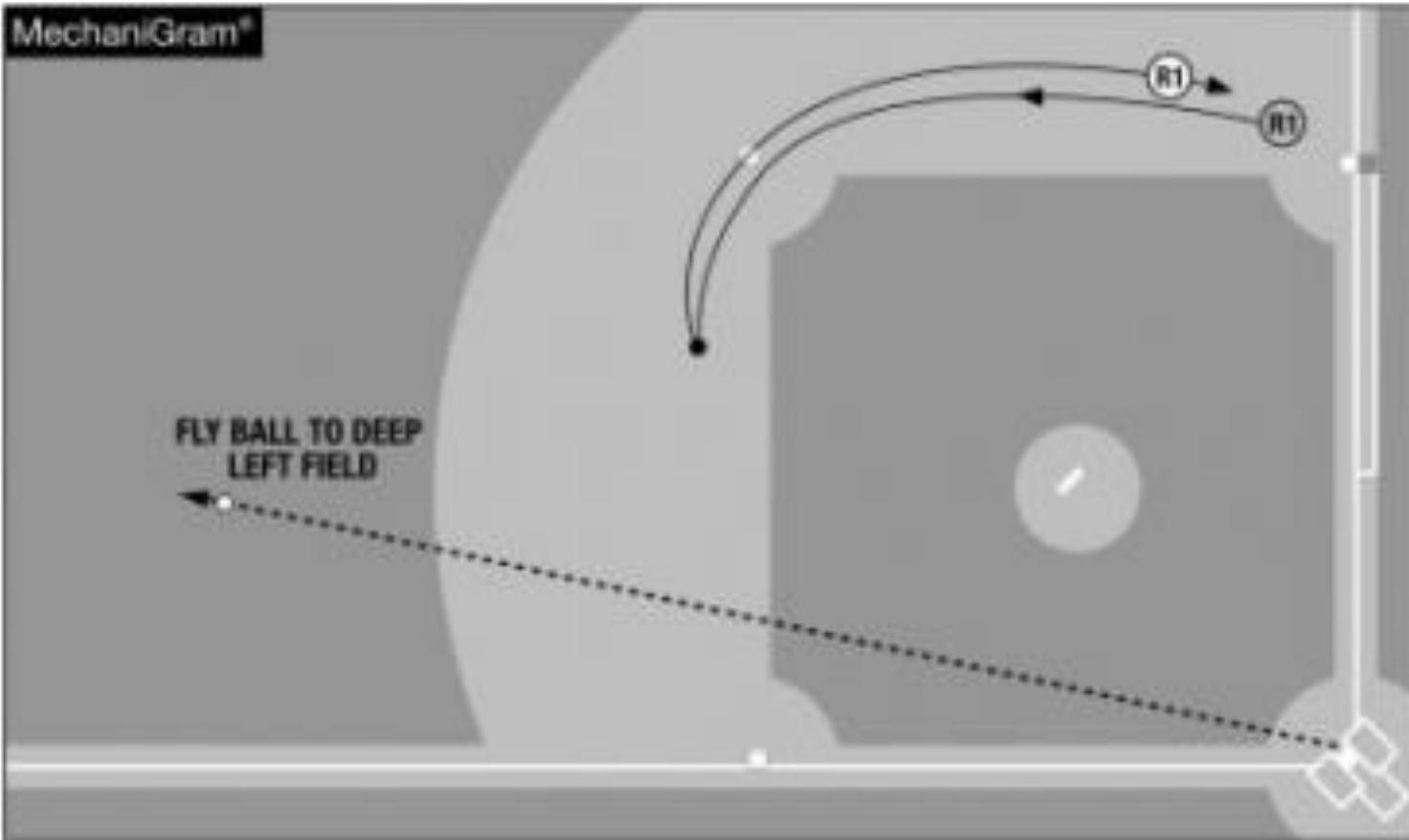
**8-2-6h** If a runner leaves a base too soon on a caught fly ball and returns in an attempt to retag (PlayPic 1), this is a time play and not a force out. If the appeal is the third out, all runs scored by runners in advance of the appealed runner and scored ahead of the legal appeal would count (PlayPic 2).

PlayPic®

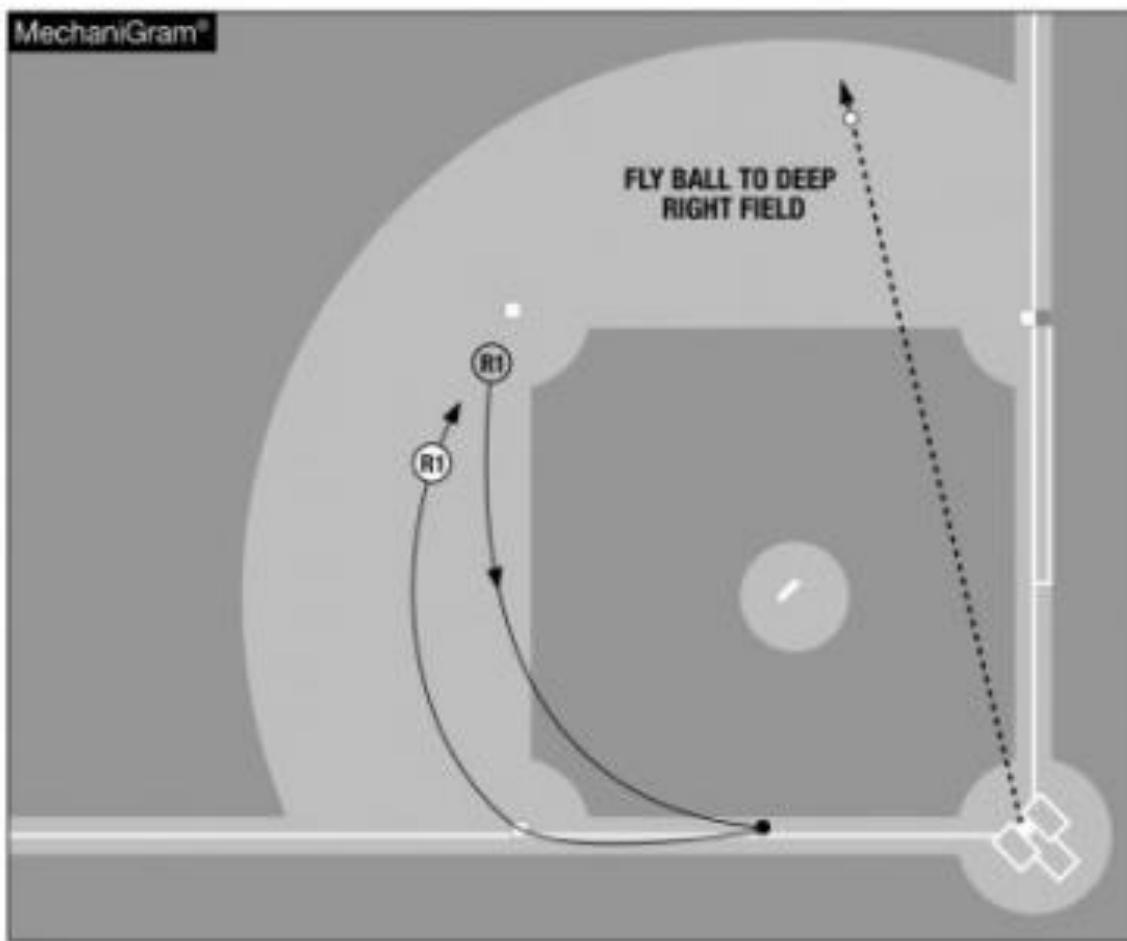


**8-2-6j** If any situation arises which could lead to an appeal by the defense on the last play of the game, the appeal must be made while an umpire is still on the field of play.

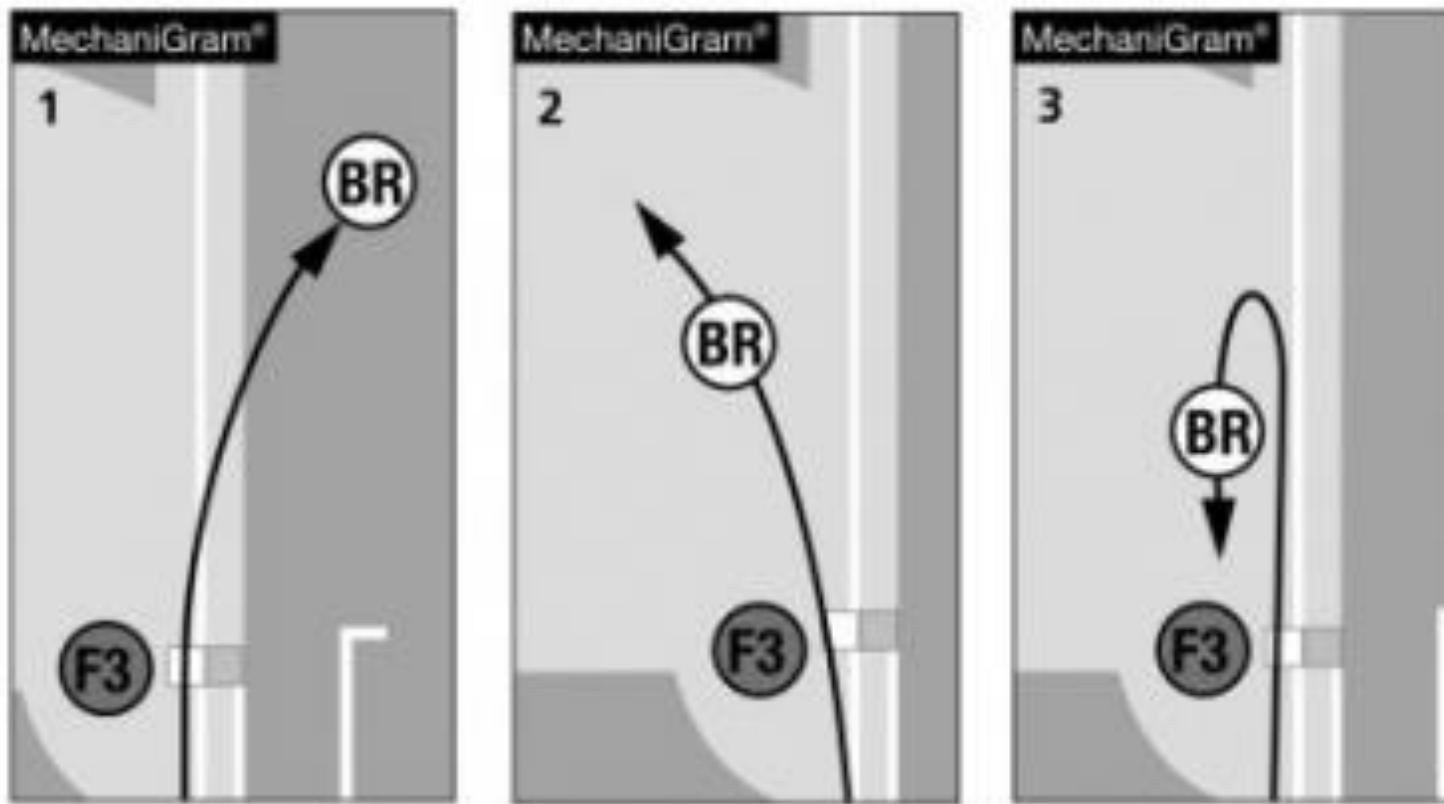
MechaniGram®



**8-2-61** A player who touches a base on the last time by cannot be called out on appeal. In the above MechaniGram, R1 misses second while advancing, but touches it while returning once the fly ball is caught. R1 is not subject to being called out by appeal.



**8-2-61** R1 intentionally tries to circumvent the "last time by" rule by cutting off a large margin around third base. Even though he touched it on his "last time by," he is subject to being called out on appeal for his unsporting act.



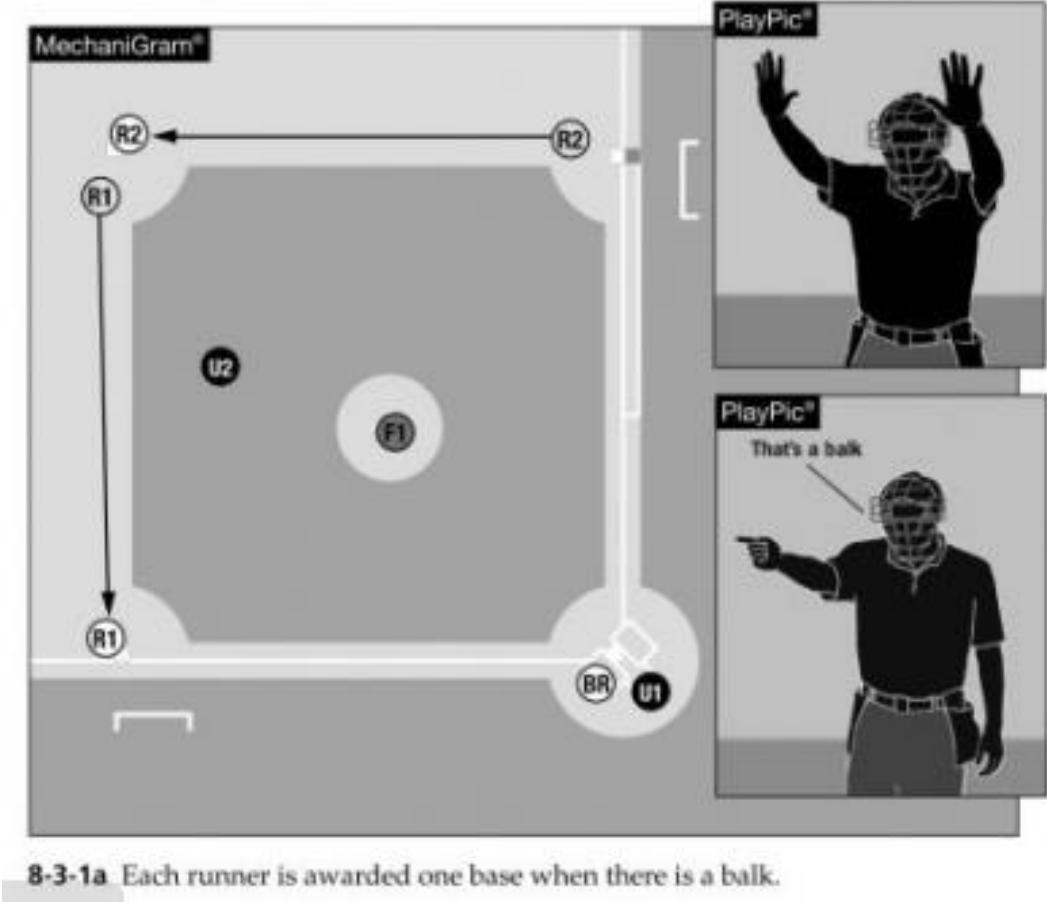
**8-2-7** A batter-runner who reaches first base safely and then overruns or overslides may immediately return without liability of being put out provided he does not attempt or feint an advance to second. The runner in MechaniGram 1 is not liable to be put out, while the runner in MechaniGram 2 would be in jeopardy. Turning around while in fair territory (MechaniGram 3) is not an attempt or feint.



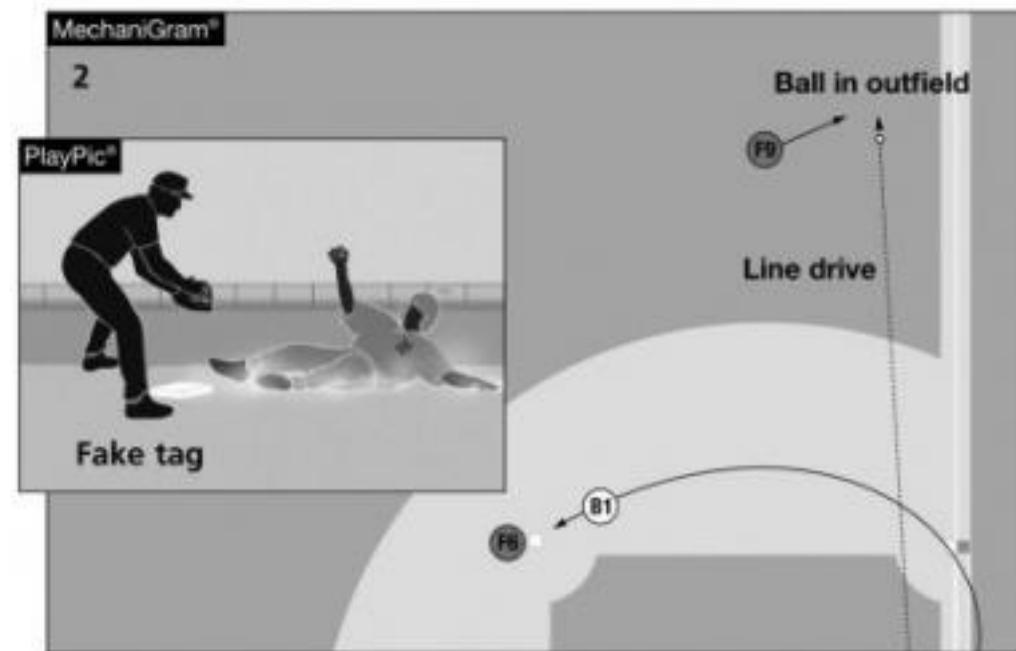
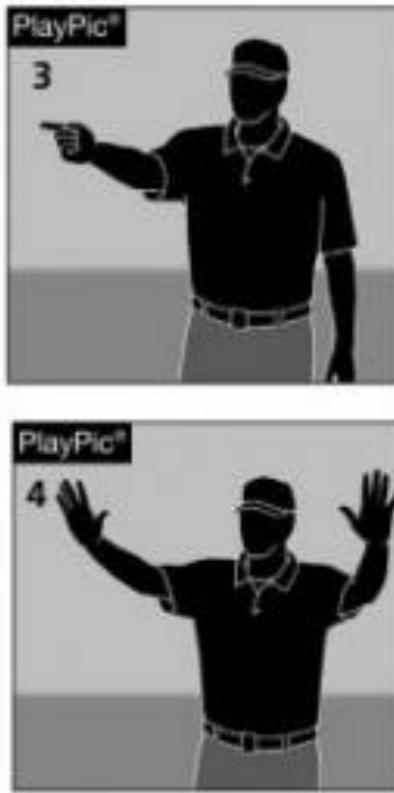
**8-2-7** A batter-runner who reached first base safety and then overruns or overslides may immediately return without liability of being put out provided he does not attempt or feint an advance to second. This now applies to a player who is awarded first base on a base on balls.



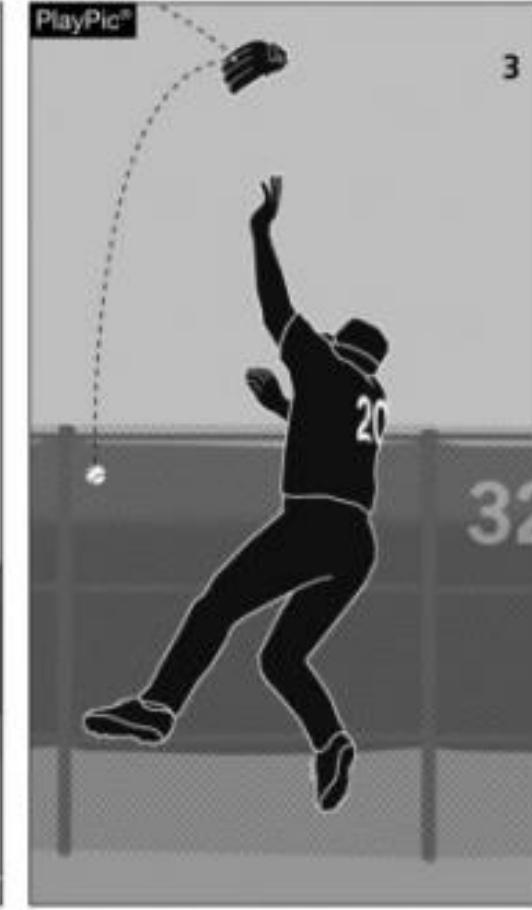
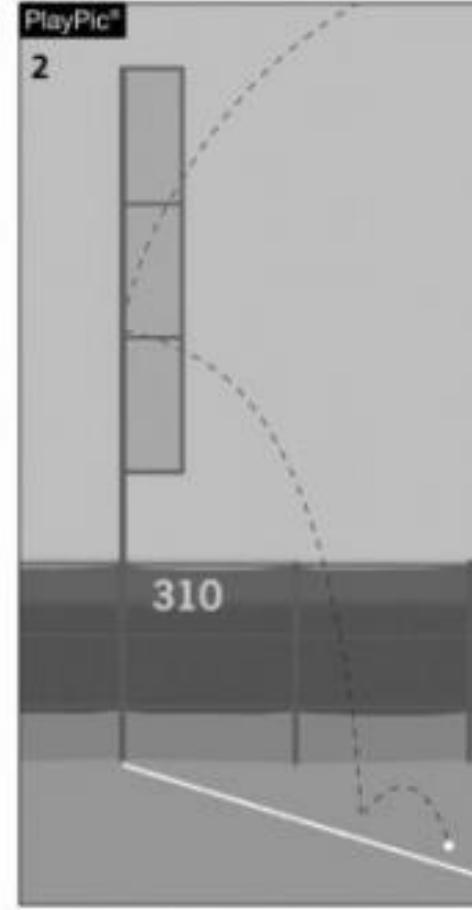
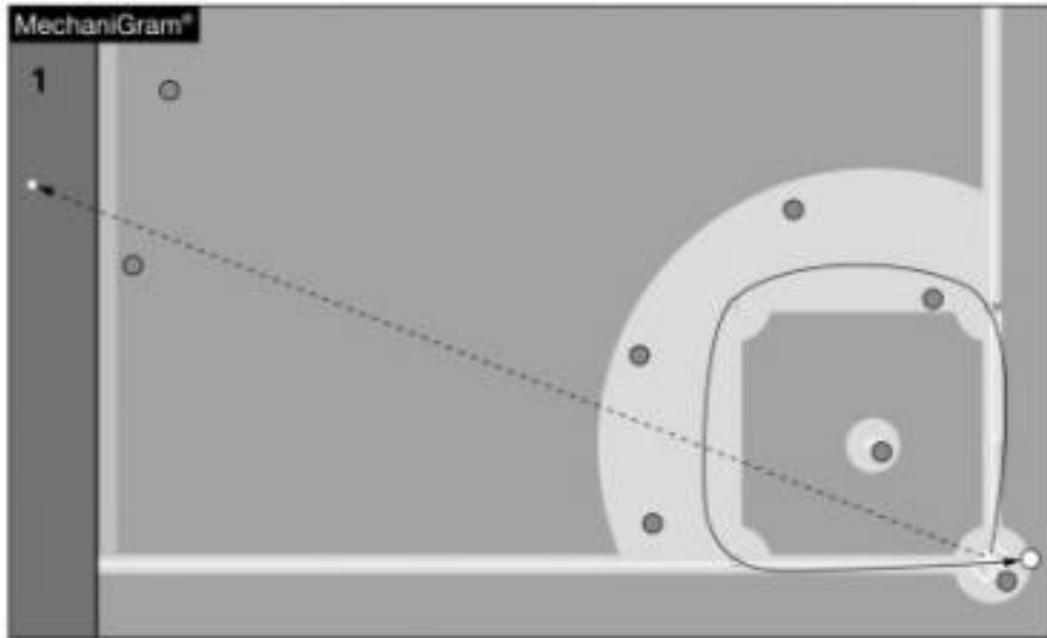
**8-2-8** A runner does not have to vacate his base to permit a fielder to catch a fly ball in the infield, but he may not interfere (PlayPic 1). By being off the bag, the runner in PlayPic 2 has definitely interfered with the fielder.



8-3-1a Each runner is awarded one base when there is a balk.



8-3-2 When a runner is obstructed by a fielder without the ball (PlayPic 1) or by a fielder without the ball faking a tag (MechaniGram 2), the umpire shall call obstruction (PlayPic 3) which is a delayed-dead ball (PlayPic 4). An obstructed runner and all other runners affected are awarded the bases they would have reached, in the umpire's opinion, had there been no obstruction. If the runner achieves the base he was attempting to acquire, then the obstruction is ignored. The obstructed runner is awarded a minimum of one base beyond his position on base when the obstruction occurred.

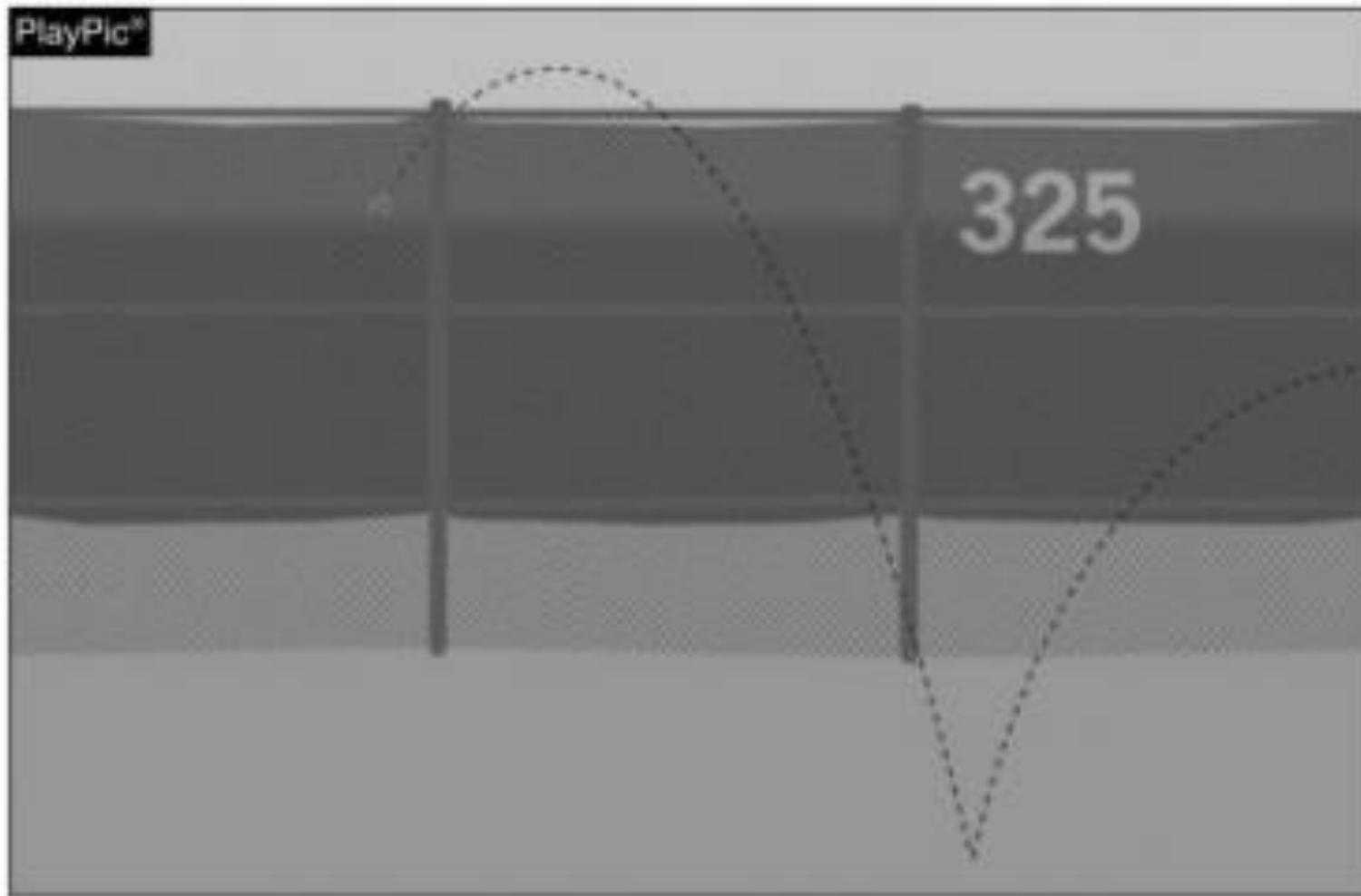


**8-3-3a** The batter's fair batted ball goes out of the park in flight (MechaniGram 1), hits a foul pole above the fence (PlayPic 2), or is prevented from going over by being touched by detached player equipment which is thrown, tossed, kicked or held by a fielder (PlayPic 3). In each case, the batter and all runners are awarded four bases.

PlayPic®

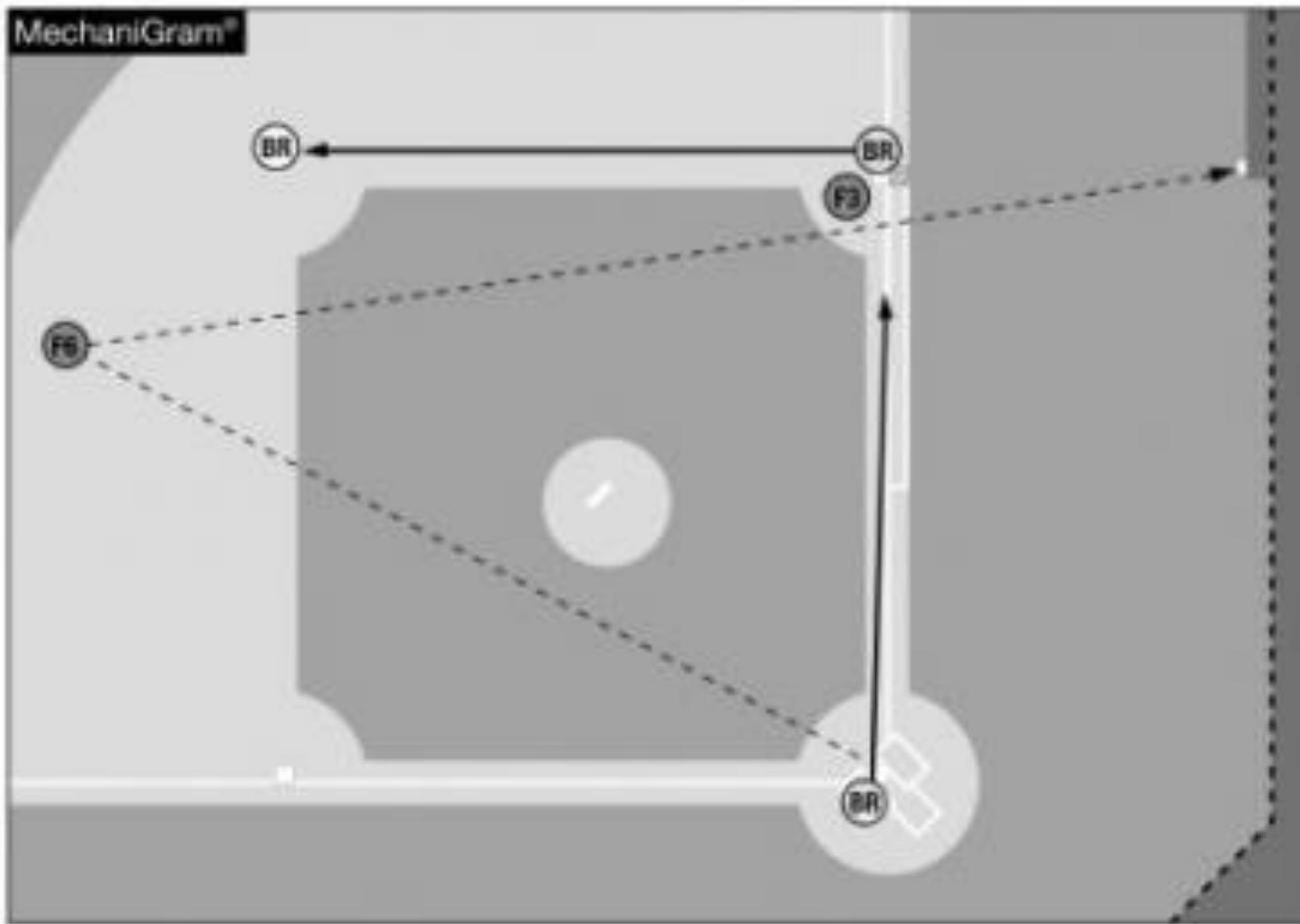


**8-3-3b** When a fielder throws his glove at and hits a fair batted ball or a batted ball that has a chance to become fair, each runner, including the batter-runner, is awarded three bases from the time of the infraction. That is a delayed dead-ball situation and the batter-runner is liable to be put out if he attempts to score on the play.



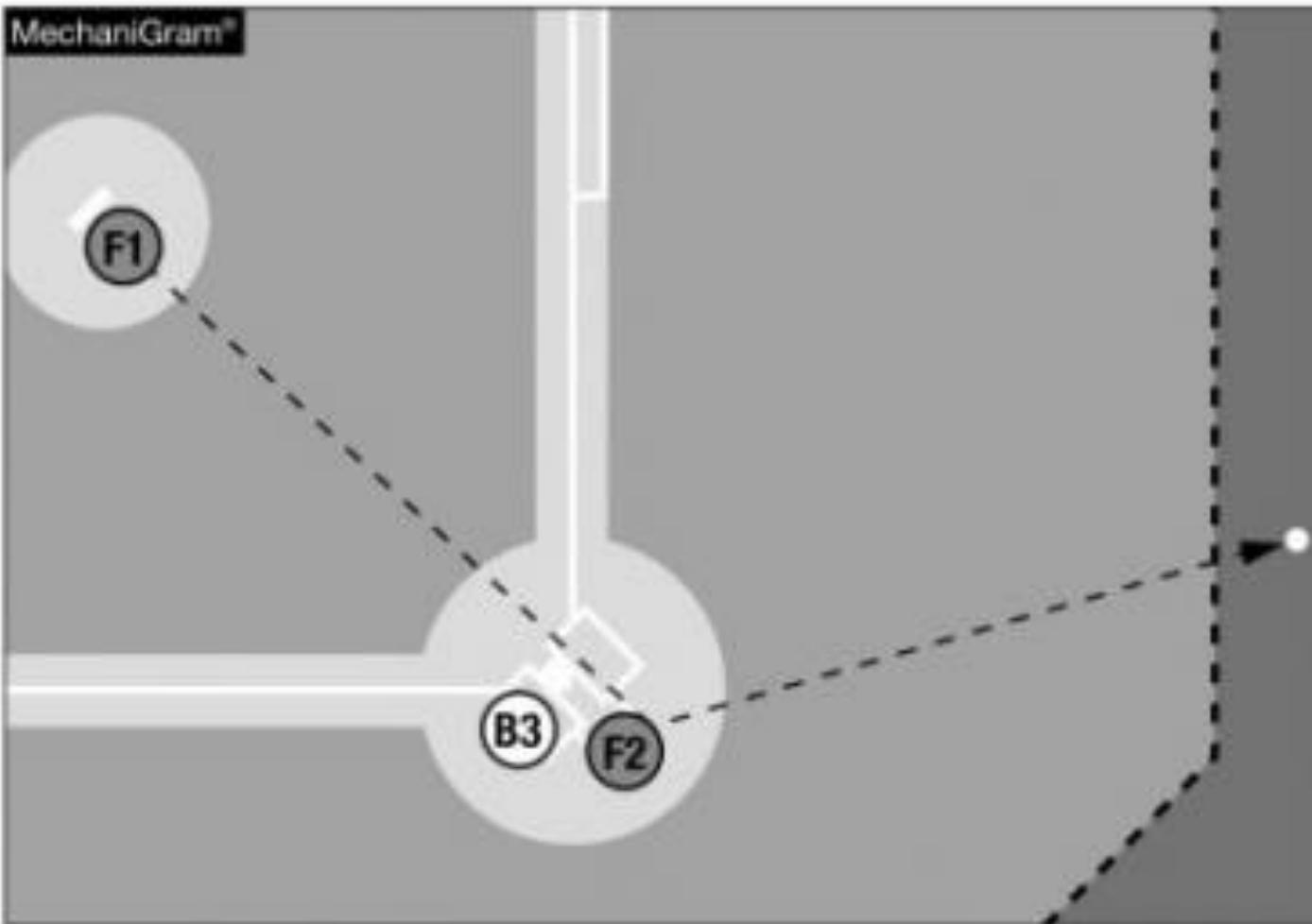
**8-3-3c** Each runner is awarded two bases if a fair batted ball bounces over or passes through a fence.





**8-3-3c** Each runner is awarded two bases if a live thrown ball goes into a stand for spectators, dugout or player's bench or over or through or lodges in a fence and it is not thrown by a pitcher from his plate. On this play, the batter-runner would be awarded second base.

MechaniGram®

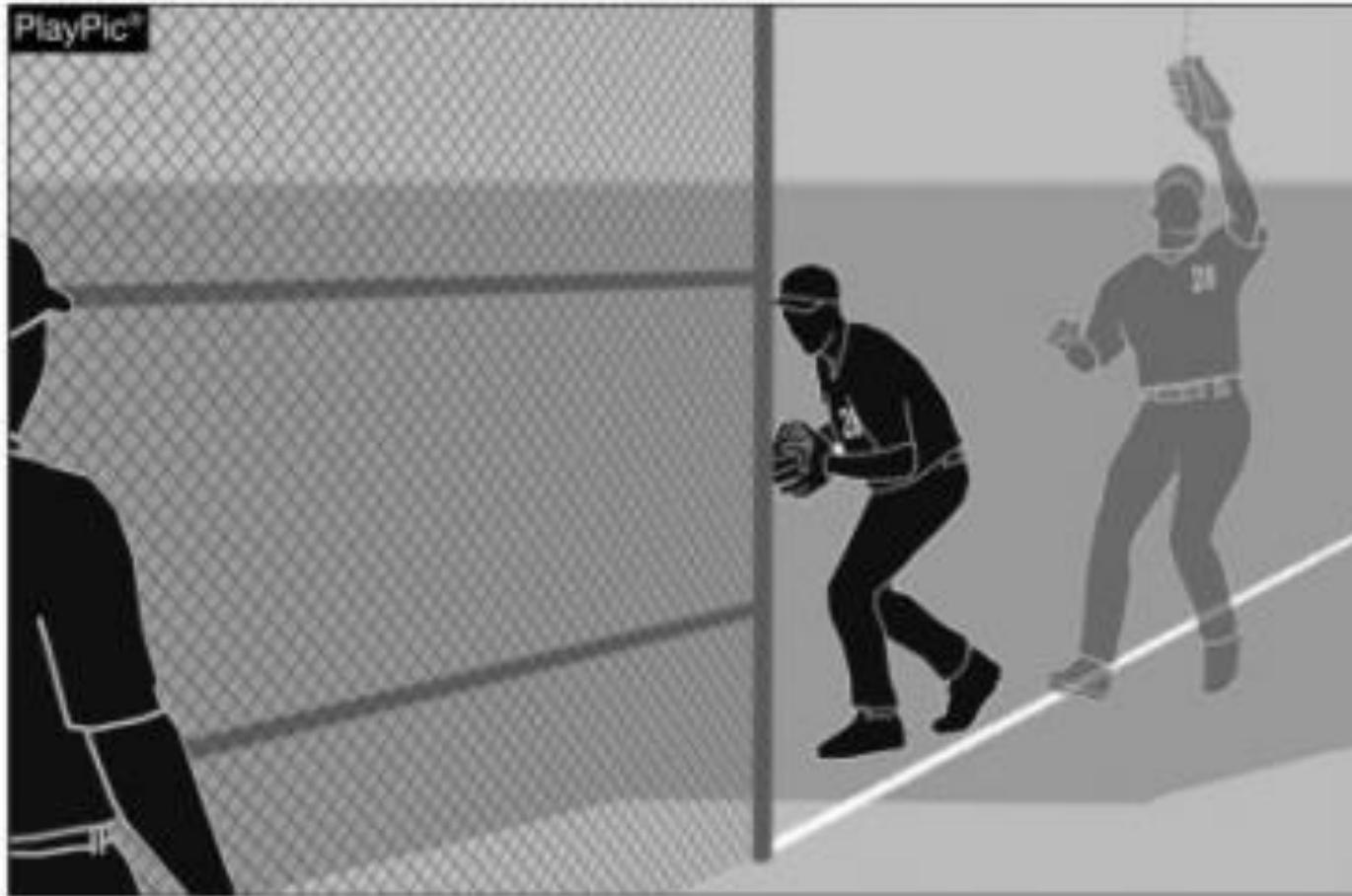


**8-3-3d** Each runner is awarded one base if a pitch or any throw by the pitcher from his pitching position on his plate goes into dead-ball territory.



**8-3-3d** When the ball lodges in a catcher's equipment, the ball is dead and each runner is awarded one base.

PlayPic®



**8-3-3d** When a fielder with the ball leaves the field of play by stepping with both feet into dead-ball territory, each runner is awarded one base. If the fielder's catch is the third out, no award is made.

PlayPic®



**8-3-3f** When the ball becomes lodged in an offensive player's uniform, each runner is awarded one base beyond his last legally acquired base, if in the umpire's judgment the runner was attempting to advance at the time.



**8-3-6** When the plate umpire hinders, impedes or prevents a catcher's throw attempting to prevent a stolen base or to retire a runner on a pickoff play, if an out is not made at the end of the catcher's initial throw, the ball shall be dead and all runners shall return to the bases occupied at the time of the interference.

PlayPic®



PlayPic®



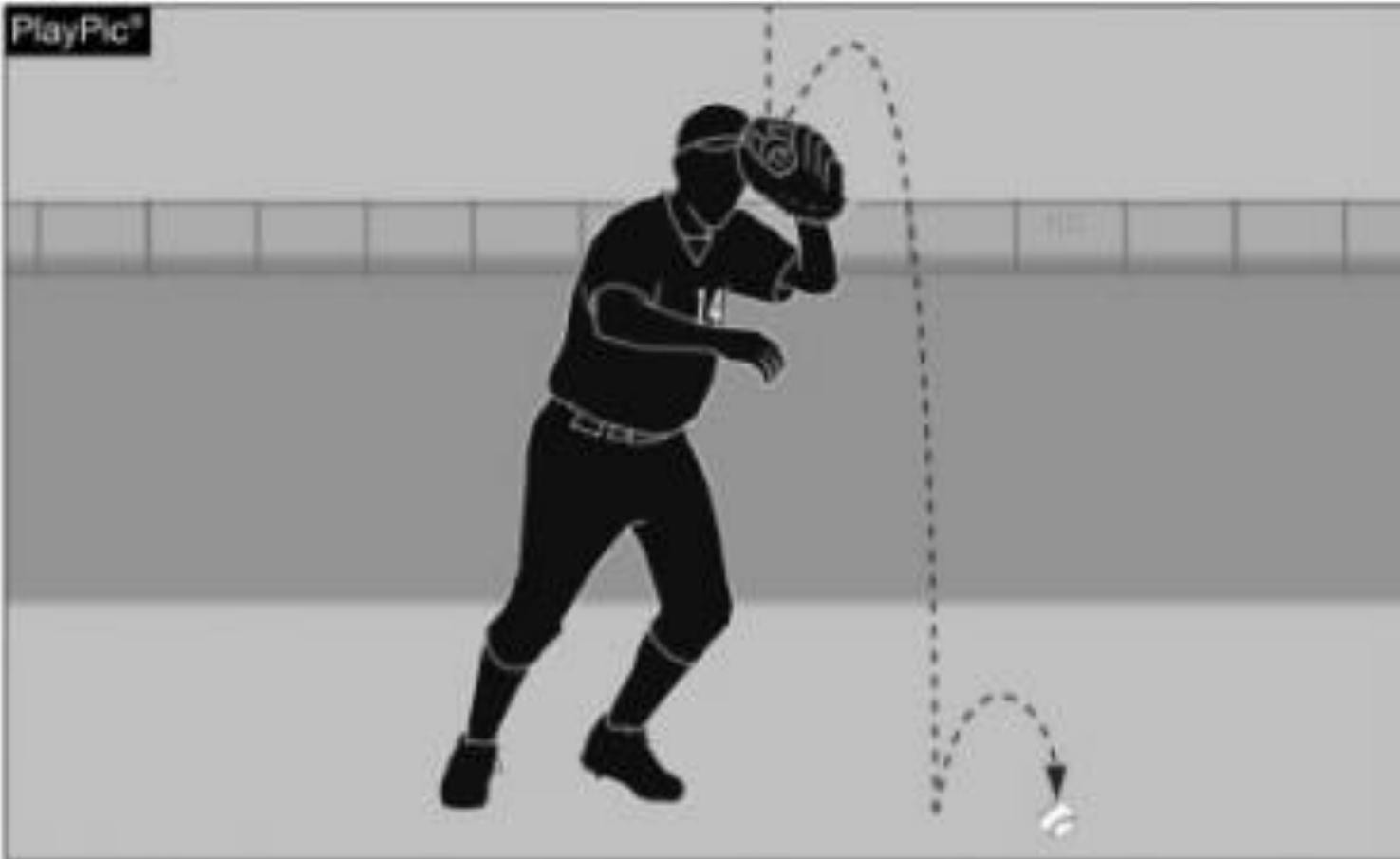
**8-4-1a** The batter-runner is out when he intentionally interferes with the catcher's attempt to field the ball after a third strike.

PlayPic®



**8-4-1b** The batter-runner is out when his fair hit or foul is caught by a fielder.

PlayPic®

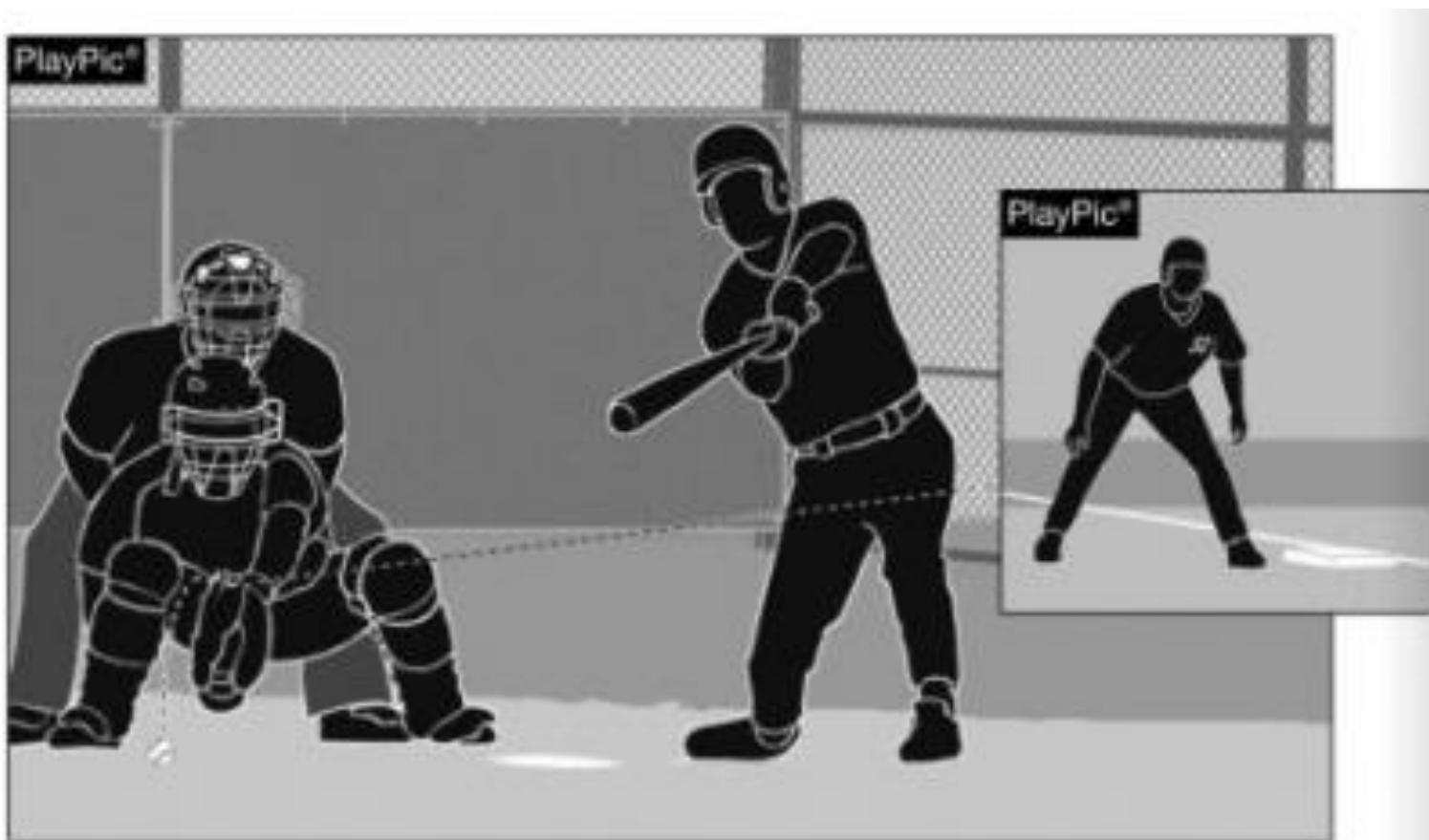


**8-4-1c** The batter-runner is out when his fair fly is intentionally dropped by an infielder with at least first base occupied and before there are two outs. The ball is dead and the runner or runners shall return to their respective base(s).

PlayPic®



**8-4-1d** The batter-runner is out when he intentionally contacts the ball with the bat a second time in fair territory. The ball is dead and no runner(s) advance. Exception: If the bat and ball accidentally come in contact with each other a second time while the batter is holding the bat in the batter's box, it is a foul ball.



**8-4-1e** The batter is out if the third strike is not caught with first base occupied and less than two outs.



**8-4-1i** When the third strike on a batter is dropped, the batter is out when he gives up by entering the bench or dugout area.

PlayPic®



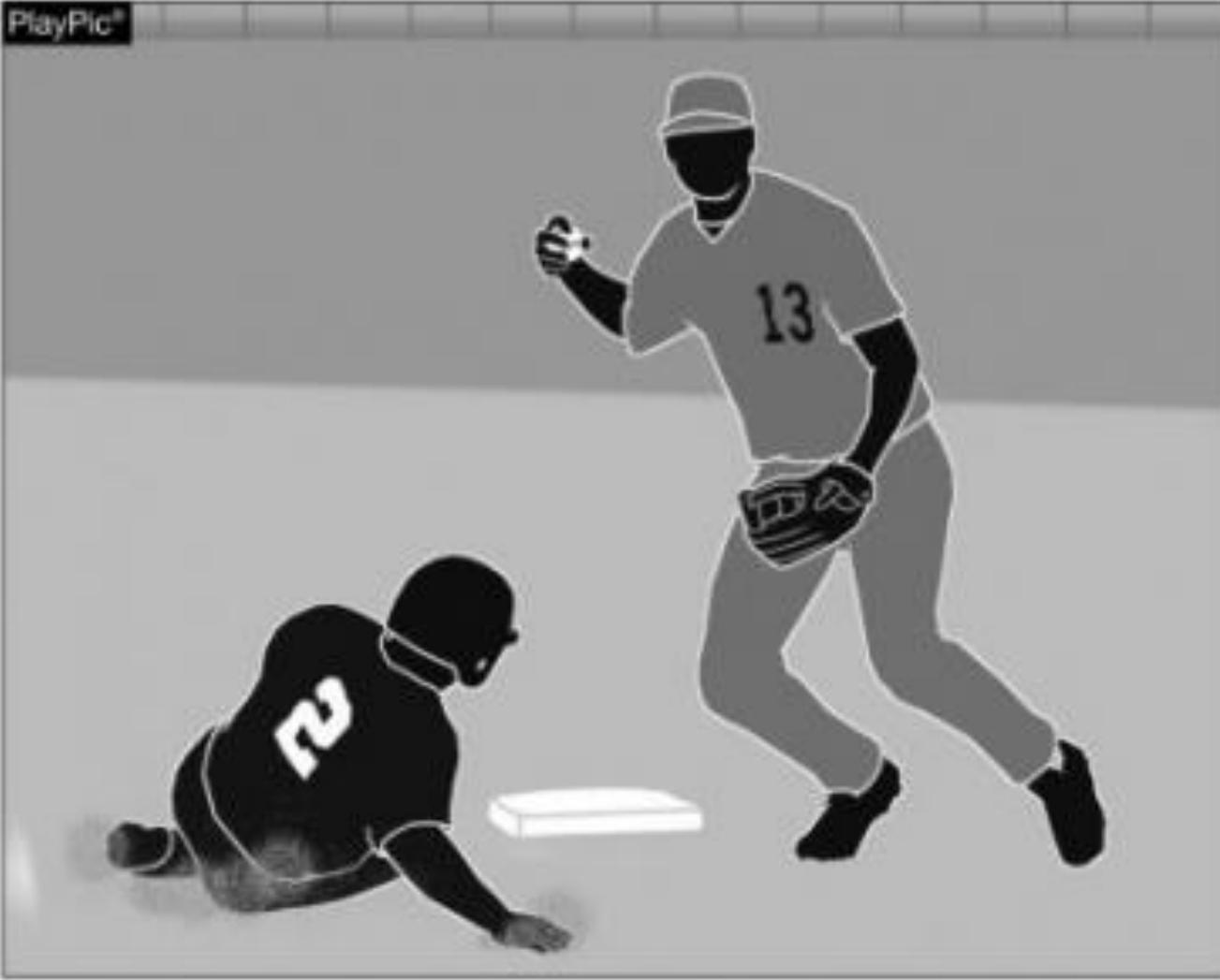
**8-4-2a** The runner is out because he has run more than three feet away from a direct line between bases to avoid a tag.

PlayPic®



**8-4-2b** Any runner is out when he does not legally slide and causes illegal contact and/or illegally alters the actions of a fielder in the immediate act of making a play. This slide is illegal because the runner's leg is higher than the fielder's knee.

PlayPic®



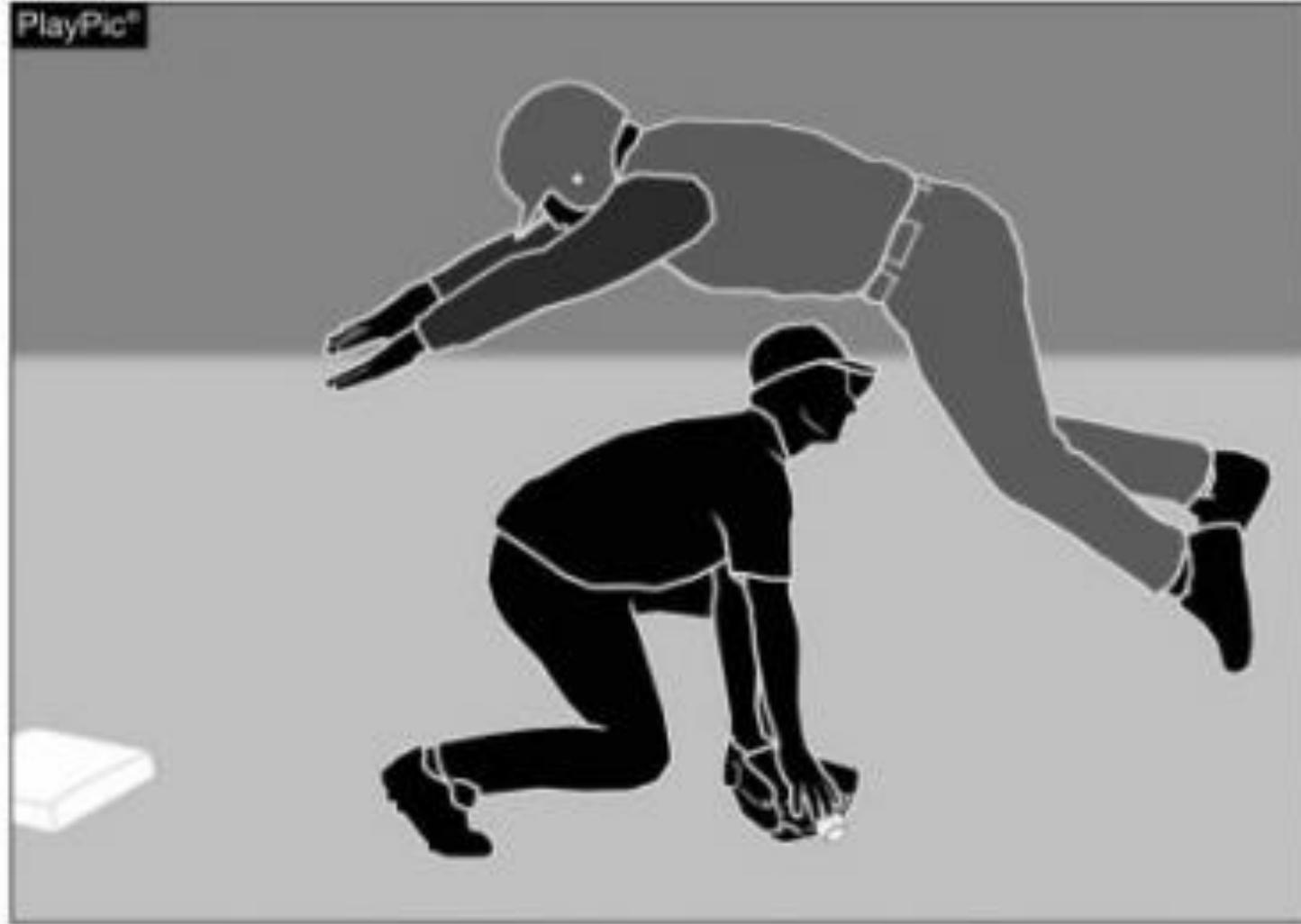
**8-4-2b Exception** A runner may slide in a direction away from the fielder to avoid making contact or altering the play of the fielder.

PlayPic®



**8-4-2c** This runner is out (for interference) because he did not avoid the fielder who is in the immediate act of making a play.

PlayPic®



**8-4-2d** Any runner is out when he dives over a fielder.

PlayPic®



**8-4-2e** Any runner is out when he initiates malicious contact. When malicious contact by the offense occurs, the runner is out (unless he has already scored), the runner is ejected and all other runners return to the last base touched at the time of the malicious contact.

PlayPic®



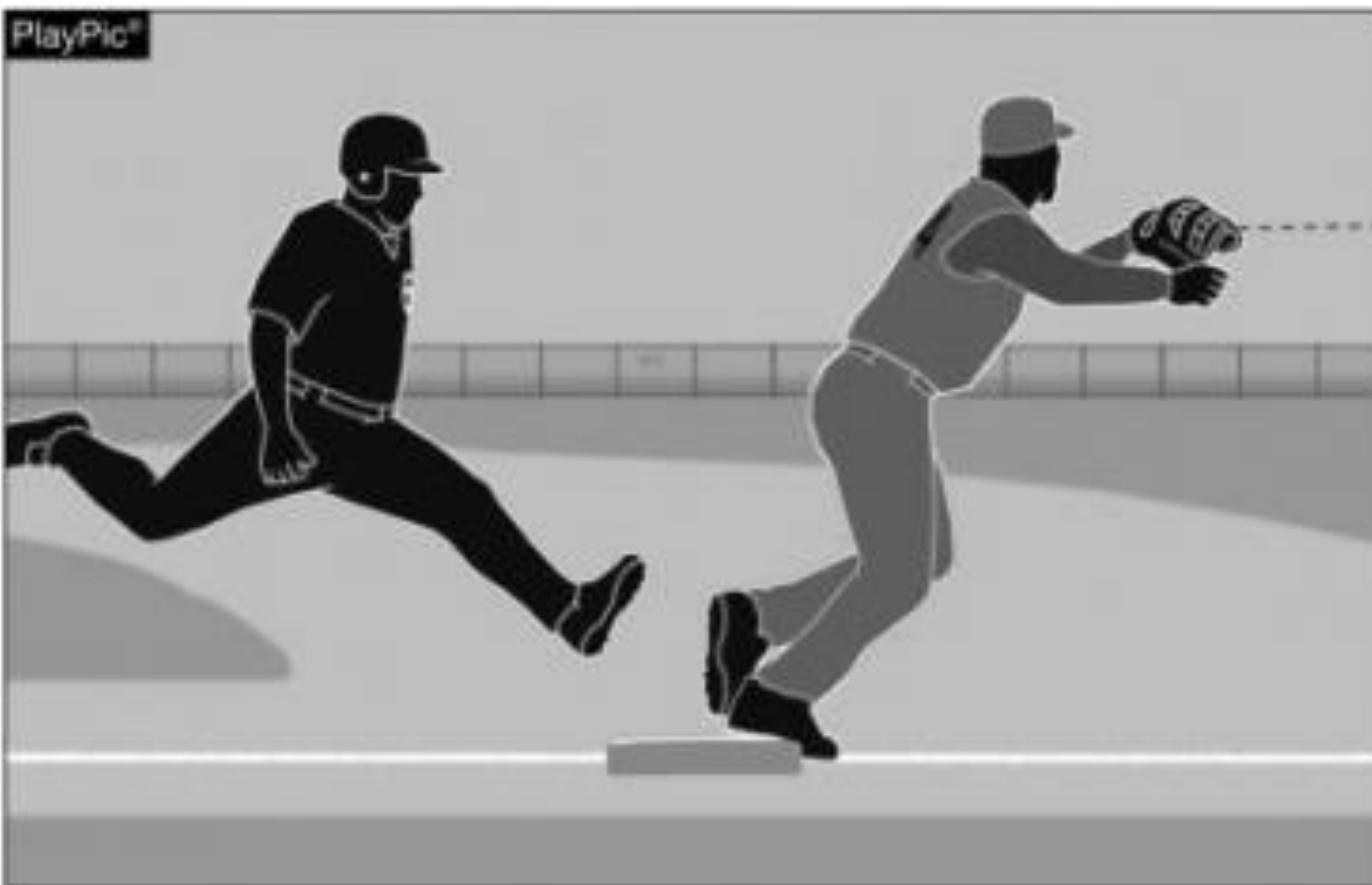
**8-4-2f** This runner is out because he failed to execute a legal slide. This slide is illegal because he slid past the bag and made contact with the fielder.

PlayPic®



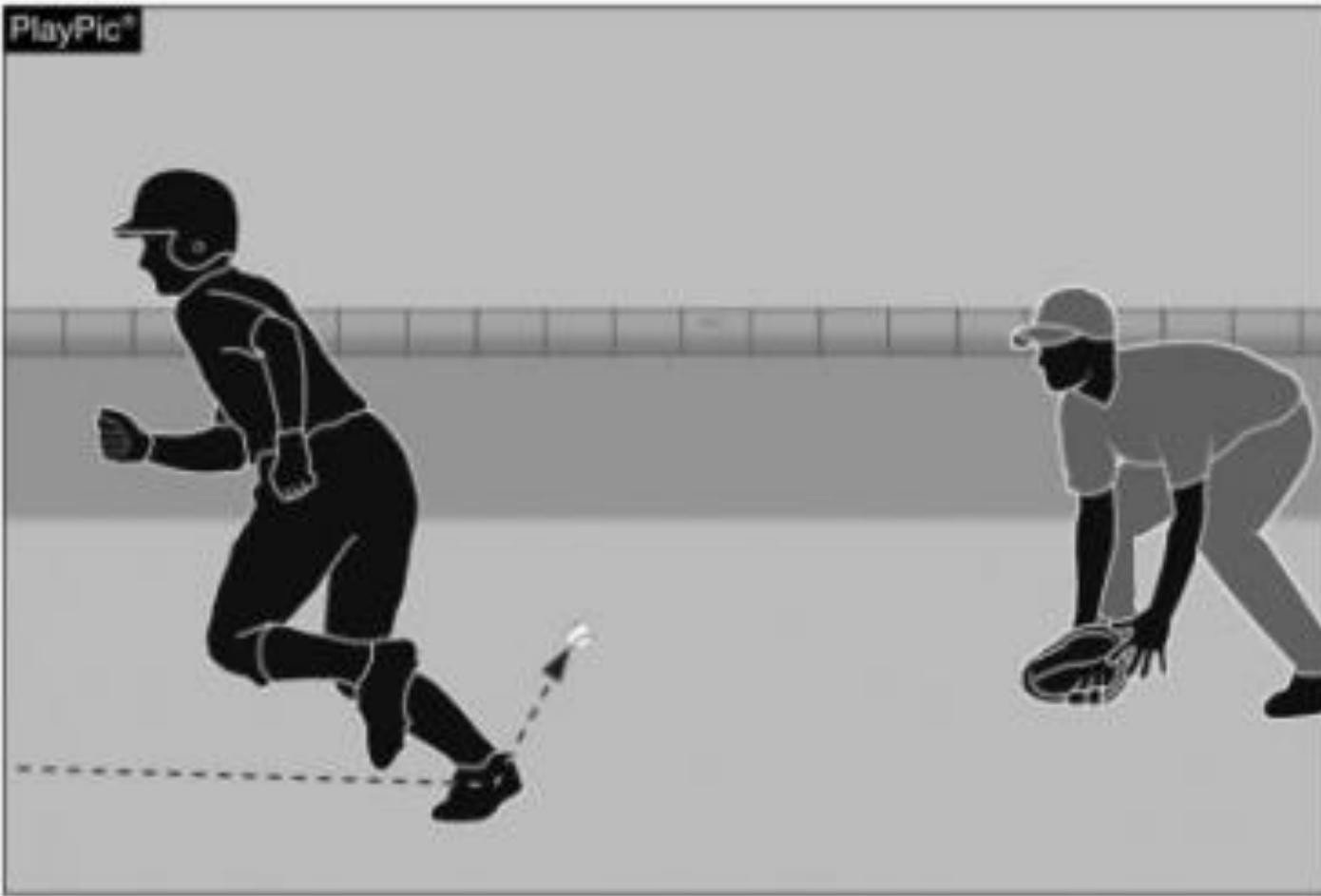
**8-4-2g** Any runner is out when he intentionally interferes with a throw. If, in the judgment of the umpire, the runner's actions prevent a double play, two outs shall be called (the runner who interfered and the other runner involved).

PlayPic®



**8-4-2j** When a fielder has caught the ball while touching the base before a runner has arrived, the runner is out if his advance was forced because the batter became a runner. In this case, the batter-runner is out because the fielder with the ball touched first base before the runner.

PlayPic®



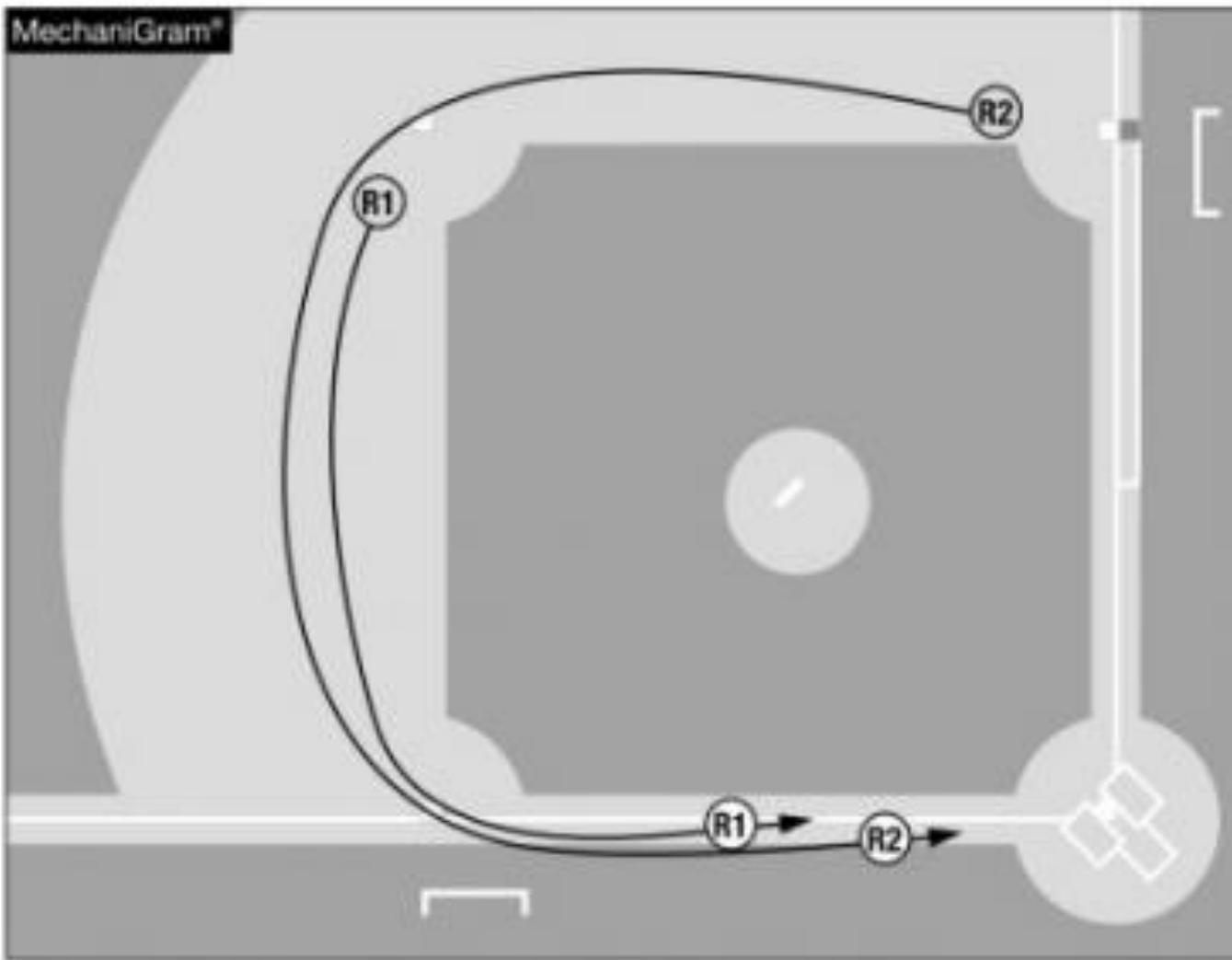
**8-4-2k** This runner is out because he was hit by a fair batted ball before it touched or passed the infielder.

PlayPic®



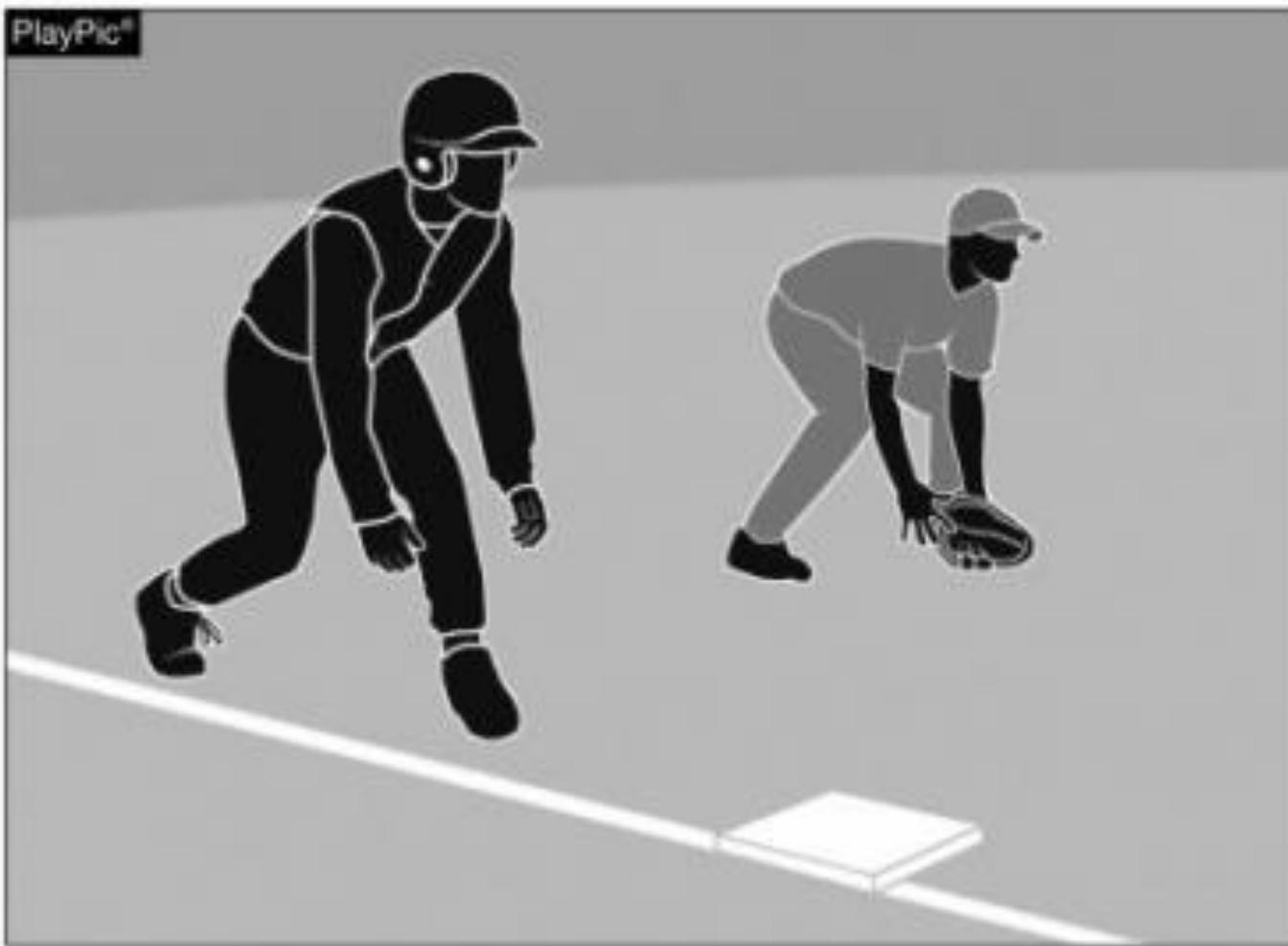
**8-4-2i** With less than two outs, the runner is out when he attempts to advance to home when the batter interferes with the catcher. With two outs, the batter is out and the runner cannot score.

MechaniGram®



**8-4-2m** As long as R1 was not obstructed, R2 is out for passing R1.

PlayPic®



**8-4-2o** Any runner is out when he positions himself behind a base to get a running start.

PlayPic®



**8-4-2r** Any runner is out when he deliberately knocks the ball from a fielder's hand.

PlayPic®



**8-4-2s** A coach congratulating a runner is not physically assisting a runner. There is no violation.