

**Mooresville Parks and Recreation Department/SIAA/LYAA/SCAA Mustang Baseball
Rules (Ages 9-10)**

PONY Baseball and National Federation of State High School (NFHS) rules apply with the following exceptions developed for the Mooresville Parks and Recreation Department.

Regular Season:

1. All leagues will follow time limits set per league.
2. Ties will be allowed in the regular season. If teams are tied at the time limit, then the game will end.

Game Length:

1. A full game will be 6 innings in length. **At the 1 hour and 30-minute mark, the game will be completed. Due to complaints of late nights, all games will be drop-dead.**
2. **No regular season Mustang (9-10) game will exceed 1 hour and 30 minutes. No new inning after the 1 hr and 15 min mark. At this point, the game will end and the score of the last full completed inning will be recognized as the final score. During tournament games only, at the 1 hour 40 minute mark, the inning must be completed unless the home team is winning.**
3. **Mercy Rule – 15 runs after 3, 12 after 4, 10 after 5.**
4. Regular season games may end in a tie. Tournament games will be played until a winner is decided.
5. In the case a game goes into extra innings, regular season or tournament game, International Tie Break Rules will be followed. Each half inning, the batting team will place their last batted out on second base to begin the team's at-bat. At that point, all other playing rules will be followed.
6. In case of inclement weather, the losing team must have had at least 3 full at bats to be considered a complete game. If the losing team has not had at least 3 full at bats, the Mooresville Parks and Recreation Department staff may reschedule the game. MRD staff will evaluate the situation to determine if the game in progress needs to be rescheduled. The umpire will decide when and if a game in progress should be called for inclement weather.
7. If a game is called due to inclement weather and the three inning minimum has been reached, the game will be decided based on results from the last full completed inning.

Field Dimensions:

1. Bases are 60 ft. in length.
2. The pitcher's plate will be **46 feet** from home plate.

Pitching:

- A pitcher may pitch no more than 9 innings in a calendar week. **(Monday – Sunday)** 🏠 A pitcher may not pitch more than 3 innings in 1 game.

- The starting pitcher only may return to the game, but still only allowed to pitch 3 innings a game.
- If a pitcher warms up between innings on the mound, he must enter the game and pitch. If a pitcher throws one pitch in an inning, he is credited with 1 inning pitched.
- For the pitcher's safety, no pitcher is allowed to throw a curve ball or slider of any type. If, in the umpire's opinion, the pitcher is throwing an illegal pitch, he will be warned for the 1st offense. If the pitcher continues to throw illegal pitches, he must be removed from the game and may not return.
- **Each coach is granted one (1) uncharged mound visit per pitcher per inning. If the coach visits the same pitcher twice in the same inning, that pitcher must be removed from the pitcher's position.** If you visit the mound the first time and remove your pitcher, that is not a charged visit and you have one more visit to the next pitcher before you have to remove him. The below still stands true that a visit to the mound will not be charged:
 - a. Time granted for an obviously incapacitated player shall not constitute a charged conference.
 - b. A conference is not charged when the pitcher is removed as the pitcher.

Batting:

1. All players shall bat during a game. When a manager makes out his/her line-up, he/she should list all eligible participants present at the game. The manager shall then allow the players to bat in that order. This rule is void if a player shows up after the 2nd inning. If a player shows up after the 2nd inning and the coach allows him to play, he should be inserted at the bottom of the lineup.
2. There will be a limit of 6 runs scored or 3 outs, whichever comes first, in each of the first 4 innings of play. The inning will end immediately after the 6th run is scored. The 5th and 6th innings, will continue until the defense makes 3 outs.
3. A coach is allowed only 1 offensive conference per inning to talk to a batter.
4. A batter may NOT bunt in the Mustang league.

1.1. Batter

1.1.1. Batter Box

The batter should remain in the batter's box once he/she has taken his position. The umpire may only call time for the batter before the pitcher has begun the pitching motion. The umpire should not be lenient in calling time at the batter's request unless there is a legitimate reason. If a batter does not get in the box after the request from the umpire, the umpire shall command the pitcher to pitch and the pitch shall be called a strike. The batter is out if he/she hits the ball while any foot is completely out of the batter's box. The batter is out if he steps on the plate while hitting.

1.1.2. Illegal Bat

A batter using an illegal bat shall be called out as soon as the bat is deemed illegal. The pitcher, catcher, or opposing coach can request to have a bat checked. If the bat is deemed illegal the batter shall be out. If the batter has hit the ball all runners shall return to their previous positions. If an illegal bat is seen by the umpire the batter shall be called out as soon as they step into the batter's box. If a bat is deemed illegal the head coach shall be warned. Upon receiving a second warning for an illegal bat, the coach shall be ejected from the game. The Umpire shall note warnings and forward all warnings to the league. If a coach is warned/ ejected in 3 games for illegal bat usage the coach shall be suspended one game by the league.

1.1.3. Throwing Bat (Local Rule)

A batter maybe called out for throwing a bat only after his/her team has had a warning by the umpire. The ball is dead, and runners may not advance.

1.1.4. Batter Interference and Catcher Interference

A batter may be called out for interfering with the catcher or any defensive player attempting to make a play. This does not include "catcher's interference" for the catcher's glove hitting the batter's bat on a swing (not a back- swing). In this case the play continues if the batter hits the ball fair. No interference is called if the batter reaches first base and no out was made on the play. If an out was made or if the batter did not get to first base, then the umpire calls catcher's interference, and the batter is awarded first base and any runners forced are advanced.

1.1.5. Batting Out of Turn

If a batter bats out of turn and the mistake is questioned by the defensive team while the batter is still at the plate, then the proper batter simply takes the batting spot with the count on the wrong batter becoming the count on the proper batter. If the defensive team appeals after the batter reaches base and before another pitch is thrown to the next batter, the proper batter is called out and the wrong batter is taken off the base. Runners who advanced on the play are also returned.

The next proper batter is the batter listed on the batting order directly after the proper batter who was called out. If one pitch is thrown to the next batter in the lineup, after the improper batter reaches base, the batter is considered to have batted properly and the correct batting order is established after his name in the scorebook.

Example: Baker bats in Abel position and hits a double. (A)The defensive team appeals before the next pitch: Abel is out, Baker is the proper batter. (B)The defense team appeals after a pitch is thrown: Baker is safe on second and Charles is the proper batter.

1.1.6. Bunting

No Bunting is allowed. Any batter who intentionally attempts to bunt a ball shall have a strike called. If the bunt attempt is made on the third strike the strike shall be called even if it is the third strike of the at bat regardless of if the ball is struck or not.

Fielding:

1. Each player shall play in the field at least every other inning. It is up to the coach to decide playing time for a player that shows up after the 2nd inning. If the coach chooses to use the player, he shall add that player at the end of the batting line up and use him/her in the field as he/she sees fit.
2. A coach must use 4 players to occupy the outfield positions. These outfielders must be stationed in the outfield grass until the ball is pitched.
3. There must be 2 fielders on each side of second base. There can only be 6 fielders in the infield.

Base Running:

1. The runner must stay in contact with the bag until the ball is hit, crosses home plate, or gets by the catcher.
2. A runner may steal any base (including home) when the ball crosses home plate or it gets by the catcher.
3. A batter may NOT advance to 1st base on a 3rd strike if the catcher mishandles the ball.
4. **A base runner may not steal any base on the throw from the catcher to the pitcher. As soon as the ball leaves the catcher's hand, it will be treated as a dead ball.**
5. Catchers MAY be substituted with the last batted out when there are 2 outs in the inning to help speed up play but are not required to.

Miscellaneous:

1. The infield fly rule will NOT apply.
2. No intentional walks allowed.
3. Each team must have 8 eligible players to start a game. If a team starts a game with less than 9 players, an out will be called each time the 9th spot in the lineup comes around. A team may finish a game with 8 players, if for injury, illness, or ejection a player has to leave the game. An out will be called each time this player's spot occurs in the batting order.
4. A team that starts with 10 or more players but loses one player due to injury, illness, or ejection, will skip that spot in the lineup without being charged an out. Only when you drop below 9 players will you be charged an out at that individual's place in the order.
5. If a team drops below 8 players, a forfeit will be called.
6. No metal spikes allowed.
7. Hats are not mandatory, but if worn, must all be alike.
8. There is no "must slide" rule in place. A base runner must make every attempt to avoid malicious contact but is not required to slide at any base.

2. Equipment

2.1. Bat

All bats must be USA Baseball approved.

2.2. Gloves

First baseman mitts are only allowed to be worn by player playing first. The catcher may wear a regular glove.

2.3. Cleats (Local Rule)

Shoes with metal cleats or sharp spikes are not allowed.

All offensive players in the playing area must wear a double ear flap batting helmet. This includes the batter on deck. The catcher must wear an approved catcher's mask with throat protector. This includes anyone warming up the pitcher from a squad position. Male catchers are also recommended to wear a cup. Bat boys/girls (under 16) must wear an approved batting helmet when in the playing area

2.4. Baseballs

Baseballs shall be provided by both teams to the umpire prior to the start of the game. Game balls shall be provided by each association and shall be appropriate for the age division. (i.e.. Tballs are only allowed for Tball)

3. Field Dimensions

3.1.

10 u - The field dimensions for 10u games will be 60 ft bases and 46 ft pitching mound. The distance of the pitching mound should be measured from the apex of home plate to the front edge of the pitching rubber.

4. Interference

The following are rules about interference

a) Runner hit by batted ball - A base runner is out if a batted ball (in which a defensive player other than the pitcher has not yet had the opportunity to make a play on) contacts the runner while off the base and in fair territory. The ball is dead.

b) Runner interferes with a fielder attempting to field a batted ball - A runner who is judged to have interfered with a fielder who is attempting to make a play on a batted ball is out whether intentional or

not. For interference the runner is out and the ball is dead. Runners may not advance, except the batter who goes to first.

c) Batted ball contacts batter (or bat) in fair territory - The batter/runner is out and the ball is dead if he/she contacts a batted ball in fair territory before a defensive player other than the pitcher has had the opportunity to make a play on it. This includes hitting the ball with the bat a second time. If the ball rolls into a dropped bat in fair territory or the head of a broken bat hits the ball and in the umpire's judgment there was no intention to interfere the ball is live.

d) Player/coach interference - If in the umpire's judgment another offense player (other than standing on a base) or coach interferes in any way with a defensive player attempting to make a defensive play, the batter/runner in jeopardy is out and the ball is dead. The base coach has the responsibility to try to move out of a fielder way, failure to do so in the umpire's judgment can be called interference. If a thrown ball hits a coach or player who is not officially in the field of play area, or passes through an open gate, which should be closed, the ball is dead and all umpire judgments and ruling should be in favor of the other team.

e) Breaking up a double play - If in the umpire's judgment a base runner willfully interferes with a fielder with the intent to break up a double play, both base runners are out, the ball is dead, and other runners may not advance.

f) Base Coach Interference - If in the umpire's judgment a base coach assists a base runner by touching him/her (this includes catching, pushing, helping up or holding a runner), the runner is out and the ball is dead. If the base coach leaves his coaching box area in any manner (running along with the runner) that could be considered to be an attempt to draw a throw, the umpire may call interference, call runner out, and declare a dead ball.

5. Substitutions

A substitute is considered to have entered the game when:

a) He/she is announced to the opposing scorekeeper or home plate umpire.

b) If a pitcher, when he/she takes his/her position on the pitcher's rubber.

c) If a batter, when he/she takes his/her place in the batter box.

d) If a fielder, when he/she reaches the usual position occupied by the fielder he/she is replacing.

Note: The substitute pitcher must pitch to one batter.

6. Weather Conditions/Darkness

6.1. Stoppage of Play

At the field the umpires are in charge of delaying, stopping, resuming, or calling off any games due to weather conditions, darkness (including light failure) or for any other reason the game has been stopped by the head umpire. The umpire should always make safety the main priority, not playing the game. Coaches have the right not to put their players on the field if they feel it is a dangerous situation but not to delay or call the game. Teams should not leave the park until the umpire has officially cancelled the game; doing so will constitute a forfeit if conditions improve to the point the game could be played. The area director or field director may cancel or delay games but cannot overrun the umpire in forcing a game to be played. At the first sign of lightning in the area, players and fans should be gotten off the field and to their cars. A mandatory 15-minute wait is required after the last lighting or thunder.

7. Protests

7.1. Protests

A protest may only be filed in a case that a manager/coach feels the umpire made a decision in violation of the official rules of the league. It should be remembered that Local Rules do override the "official rule book." Protests may never be based on an umpire's judgment call. The notification of protest must be made to the umpire in charge before the next pitch to a live batter is made. The umpire shall have both scorekeepers to note the situation at that time. The umpire (if he wishes) may call the league director for clarification of the rule at that time, or the game may continue under protest. If the game is finished, the protesting coach has 24 hours to file a complaint with the league director. The league director will convene a protest committee. Rulings of this committee are final. If the protest is approved by the committee, and if the protesting team's chance of winning the game were (in the director's opinion) adversely affected, then game will be played over from the point of protest. If the protest is not approved, the final score will stand as recorded. Protests for game suspensions of players/coaches/spectators must be filed within 24 hours of the ejection with the same procedure.

7.2. Protest Committee

The protest committee will be made up of the two area directors and chaired by the league President. If any committee member is unavailable or has a conflict of interest in the protest, the League President will appoint one of the two alternates to take his place. The protest committee will be made up of the baseball directors of all 3 associations. If any member is unavailable the President of the association not represented will take their place.

7.3. Disciplinary Protocol for Ejected Individuals

It is the game umpire's responsibility within 24 hours of an ejection of Coach, Player, or Parent to provide an email summary of the events that led to the ejection decision. This email must be forwarded to the Lead Baseball Director and the President of LAYAC. The designated LAYAC Conflict Resolution Board may at their discretion, interview the coach/parent involved and potentially others in attendance to determine the severity of infraction and determine if future actions are deemed necessary by the board. Unless the Dispute Resolution Committee and/or the President of LAYAC, upon review of a protest if filed by the ejected individual in writing, overrules the field decision of the umpire, the two game suspensions is mandatory. Penalties can be more severe at board discretion based on the particulars of the incident once reviewed. The ejected individual will not be allowed to attend (be at the facility or anywhere on the grounds) for the two games following the game of which that individual was ejected. If such an ejection occurs at the final game of a particular season, the suspension will carry to the following season. In the unfortunate event, an individual receives two ejections within any 12-month period; the LAYAC Baseball Committee will meet, review the incidents and have the authority to ban the multi offender for a period not less than one year. All suspensions are reviewable by the LAYAC Exec Board. Final decisions are made for the betterment of the individuals involved and the league as a whole.

8. Calling Time

Only the umpire may call time. Players, including the batter or coach may ask for time, but only the umpire can call time. The ball is alive until the umpire calls time. Coaches are not allowed to go into fair territory until time is called by the umpire.

9. The Scorebook (Local Rules)

9.1. Official Book

For regular league play the home team scorebook is official, unless at any point the umpire feels the home scorekeeper is not doing the job properly, at which time the umpire may assign the visiting team scorebook as the official scorebook. The umpire will announce this change to both coaches. It is the visiting coach's responsibility to have their scorekeeper to keep a check on the official book and bring any discrepancies to the attention of the umpires as soon as they are noticed. If a team is playing with only eight players, the ninth batting position is considered an out. If a team using the bat-around rule has a player leave, for any reason, his position in the batting order is skipped with no penalty. A team not using the bat-around rule must have a legal substitute for the vacated spot in the batting order, unless caused by an injury, or the vacated spot will be called out at its time to bat. If caused by injury, any player left on the bench may replace the injured player in the lineup. If no other player is available, the position in the batting order will be skipped with no penalty.

9.2. Lineups for Scorebook

The coach or scorekeeper must present their lineup to the opposing coach before 10 minutes of the scheduled starting time. Names and numbers should be correct. Players arriving late are to be added to the bottom of the lineup when they arrive. If a coach has a no show listed in his official batting order turned in to the other scorekeeper, the no-show will be called out if he/she has not arrived when it is his/her time to bat. (In other words, if a player is not physically, there don't put them in the line-up.) If a team is batting all its players and a player leaves early or can no longer play, his/her position will be skipped in the batting order without being called out. If the team is batting only 9 or 10 (EH), they may substitute any players not currently in the lineup. If a team is out of players, the position will be skipped without an out being called. (Regular season and county tournament only)

10 Pitcher (Local Rules for Regular Season and Local Tournament Only)

10.1. Innings Pitched (Local Rule)

Our local rules only allow three (3) innings per game for a pitcher and no more than nine (9) innings per calendar week. Coaches are responsible for keeping up with the innings pitched. Coaches may request to view the other team's scorebook regarding innings pitched that week.

A starting pitcher properly removed on a single visit or between innings may return to the pitching position one time during the game. All other pitchers may not return as a pitcher once removed, even

if between innings. Remind them one pitch to a batter is considered an inning pitched. (Note substitution rule). A game in which an ineligible pitcher has been used shall be declared forfeited.

10.2. Coach's Visits

A pitcher must be removed from pitching on a coach's second visit in an inning to the mound, he may stay in the game at another position. (If a coach goes over the white line during a timeout or the coach goes to any player and has them go to the pitcher, it is considered a visit.) A coach cannot visit a pitcher twice while the same batter is at bat. Once the manager leaves the mound from their first visit, the pitcher must finish pitching to that batter before the manager may go to the mound again.

10.3. Pitcher's Equipment on the Mound

The pitcher may not have anything sticking out of his back pockets, batting gloves on, a fielding glove with the color white or grey on it, or white undergarments showing while pitching. The pitcher's glove should be uniform in color. Sunglasses with reflective lenses are not allowed while pitching.

10.4. Balks

There are no penalties for "balks" in 10u, but the defensive team should not be allowed to gain an advantage because of a balk. Balks will be called in 12u. A balk is usually considered an attempt by the pitcher to deceive a base runner.

The rule book says: "After assuming set position, any natural motion associated with his delivery of the ball to the batter commits him to the pitch without alteration or interruption." Any alteration or interruption of this motion or conceived attempt by the pitcher to deceive the runner will be considered a balk.

Some of the basic and most common causes of a balk call are:

- The pitcher delivers the pitch from the set position without coming to a complete stop.
- The pitcher, while on the rubber, makes any motion naturally associated with his pitch and fails to make the throw. (RH Pitcher's front foot moves toward home, while right foot on rubber, and pitcher does not make throw home)
- The pitcher, while on the rubber, feints a throw to first base and does not complete the throw. (Turns shoulder or moves foot toward first)
- The pitcher, while on the rubber, fails to step directly toward a base before throwing to the base. (Pitcher may fake a throw to second or third, but not first)
- The pitcher makes any motion naturally associated with his pitch while not touching the rubber.
- The pitcher without the ball stands on or astride the rubber.
- The pitcher, after coming to a legal pitching position, removes his hand from the baseball without throwing it.

10.5. Quick Pitch

A pitcher must come set before pitching the ball. A set position is considered to be: the pitcher is not in motion on the mound, both hands come together with the ball in glove or in hand, and the pitcher looks at the catcher. If the umpire deems a quick pitch a no pitch call shall be made. The pitcher and coach shall be advised of why the call was made.

10.6. Maximum Runs per Inning

In 10U maximum number of runs that a team may score in an inning is 6., except the last two innings are unlimited. Even if a hit by the last batter scores more runs than the maximum number of runs only maximum number of runs for that league will be scored

10.7. Foul Ball While Bunting on Third Strike

A fouled bunt attempt on a third strike will result in a strikeout.

10.8. Caught Foul Tip

A caught foul tip (below the batter's head) is considered a strike for all situations. A player may steal on a caught foul tip; a batter may strike out on a caught foul tip etc.

11. Base Runners

11.1. Baseline

Base runners must run in the baseline and not vary more than three (3) feet from the baseline to avoid a tag. The runner sets the baseline after rounding a bag. It is considered a straight line to first and from the runner's rounding point to the next base at the other bases. All running attempts straight from one base to the next are considered straight lines. A base runner that varies more than 3 feet to avoid a tag shall be called out. A batter-runner may not run to the field side (left) of the first baseline with the intent to interfere with a throw to first base. In this case if in the umpire's judgment there was interference by either the thrown ball hitting the runner or forcing a wild throw to first base the umpire may call interference and the runner would be out.

11.2. Interference

The following are rules about interference

a) Runner hit by batted ball - A base runner is out if a batted ball (in which a defensive player other than the pitcher has not yet had the opportunity to make a play on) contacts the runner while off the base and in fair territory. The ball is dead.

b) Runner interferes with a fielder attempting to field a batted ball - A runner who is judged to have interfered with a fielder who is attempting to make a play on a batted ball is out whether intentional or

not. For interference the runner is out and the ball is dead. Runners may not advance, except the batter who goes to first.

- c) Batted ball contacts batter (or bat) in fair territory - The batter/runner is out and the ball is dead if he/she contacts a batted ball in fair territory before a defensive player other than the pitcher has had the opportunity to make a play on it. This includes hitting the ball with the bat a second time. If the ball rolls into a dropped bat in fair territory or the head of a broken bat hits the ball and in the umpire's judgment there was no intention to interfere the ball is live.
- d) Player/coach interference - If in the umpire's judgment another offense player (other than standing on a base) or coach interferes in any way with a defensive player attempting to make a defensive play, the batter/runner in jeopardy is out and the ball is dead. The base coach has the responsibility to try to move out of a fielder's way, failure to do so in the umpire's judgment can be called interference. If a thrown ball hits a coach or player who is not officially in the field of play area, or passes through an open gate, which should be closed, the ball is dead and all umpire judgments and ruling should be in favor of the other team.
- e) Breaking up a double play - If in the umpire's judgment a base runner willfully interferes with a fielder with the intent to break up a double play, both base runners are out, the ball is dead, and other runners may not advance.
- f) Base Coach Interference - If in the umpire's judgment a base coach assists a base runner by touching him/her (this includes catching, pushing, helping up or holding a runner), the runner is out and the ball is dead. If the base coach leaves his coaching box area in any manner (running along with the runner) that could be considered to be an attempt to draw a throw, the umpire may call interference, call runner out, and declare a dead ball.

11.3. Obstruction

If a defensive player obstructs an advancing or returning runner, the umpire will declare obstruction. If there is no play on the obstructed runner, play continues. After the stoppage of play, the umpire shall call time and allow the advancement of the obstructed runner to the base. In the umpire's judgment, the runner could have safely advanced to if there was no obstruction. If the obstruction accrues on a base runner while the defensive team is making a play on the runner, the umpire shall call time and award the next base to the obstructed runner. (In a pickle, for example) Runners in front of the affected runner may be forced to advance. A catcher, or any defensive player without the ball, has no right to occupy the baseline and may be called for obstruction.

11.4. Free Advancement of Runner

The follow is a list of just a few of the common free advancement situations for base runners. There may be more situations than these.

Situation	# of Bases Awarded
If a defensive player deliberately touches a batted fair ball with any part of his uniform, cap, mask or thrown glove.	3 bases
If a defensive player deliberately touches a thrown ball with any part of his uniform, cap, mask or thrown glove.	2 bases
If a batted ball that goes through, under, or bounces over the outfield fence.	2 bases
For a ball thrown by a defensive player (other than the pitcher on the mound) that goes out of play over under or through the fence or into the dugout area.	2 bases
For a throw from the mound that goes out of play.	1 base
A pitched ball gets stuck in the backstop.	1 base
A player catching a pop fly (fair or foul) falls into a dugout or over a fence.	1 base

11.5. Two Runners on the Same Base or Passing a Runner

When two runners are touching the same base, the trailing runner is out when the defensive player with the ball touches the base. The runner is out if he/she passes the runner in front of him/her before the preceding runner is put out.

11.6. 60 Ft Special Base Running Rule

When a pitcher is in contact with the pitcher’s plate and in possession of the ball and the catcher is in the catcher’s box ready to receive delivery of the ball, base runners shall not leave their bases until the ball has been delivered and has reached home plate. Once the catcher has secured the ball and the runner has stopped his forward progress, the runner must immediately return to the base.

A THROW FROM THE CATCHER TO THE PITCHER IS CONSIDERED A DEAD BALL AND NO STEAL ATTEMPT CAN BE MADE.

In the event of a stolen base and no throw attempt is made by the catcher, the baserunner shall stop at the base. No steals of 2nd and 3rd at the same time without a throw attempt from the catcher.

11.7 Runner Leaving Early for 10u (Local rule)

A runner shall be called out only after the umpire has issue a warning to both teams during the first occurrence during that game for the base runner to leave the base he/she is legally occupying after the pitcher has taken the pitching rubber and before the pitched ball has crossed the front edge of the plate. (This is generally a field umpire’s call, but sometimes the plate umpire will see the movement, especially at second base, and may make the call.) As soon as the runner leaves the base early, the

umpire is to call time. The ball is dead at that point, even if put in play by the batter. The runner is then called out.

11.8. Missed Base

The Coach or Manager of the opposing team must appeal to the Home Plate Umpire on a missed base once the play is over. Once the runner has touched the next base or left the playing field after missing home, he/she is may be out and may not return to touch the base missed once the Home Plate Umpire has been asked to appeal the call. If it was the third out, all runs scored after the players missed the base do not count. Any appeal under this rule must be made before the next pitch, or any play or attempted play. If violation occurs during a play which ends a half-inning, the appeal must be made before the defensive team leaves the field.

11.9. Out By Abandoning Effort

A runner is said to be out if he/she abandons his/her effort to remain on base or advance and begins to return to the dugout, even though they are not out. The exception to this is that a runner may return to touch home plate at any time before he/she steps out of the playing field into the dugout area. It is a judgment call by the umpire as to when a runner has abandoned his/her effort. A player does not have to leave the playing field to be considered abandoning their effort.

11.10. Catcher Relief Runner

If the player playing catcher in the following inning is on base when the second out is made, the player who made the second out is allowed to take the place of the catcher as the base runner.

11.11. Walks

A batter may only advance to first base in the event of a walk. If a ball is thrown to an additional base in the event of a base runner stealing ahead of the batter the ball then becomes live and the runner can advance as normal.