

Terms Definitions

(All definitions in Rule 2.00 are listed alphabetically.)

ADJUDGED is a judgment decision by the umpire.

An **APPEAL** is the act of a fielder in claiming violation of the rules by the offensive team.

A **BALK** is an illegal act by the pitcher with a runner or runners on base, entitling all runners to advance one base.

A **BALL** is a pitch which does not enter the strike zone in flight and is not struck at by the batter. If the pitch touches the ground and bounces through the strike zone it is a "ball." If such a pitch touches the batter, he shall be awarded first base. If the batter swings at such a pitch after two strikes, the ball cannot be caught, for the purposes of Rule 6.05 (c) and 6.09 (b). If the batter hits such a pitch, the ensuing action shall be the same as if he hit the ball in flight.

A **BASE** is one of four points which must be touched by a runner in order to score a run; more usually applied to the canvas bags and the rubber plate which mark the base points.

A **BASE COACH** is a team member in uniform who is stationed in the coach's box at first or third base to direct the batter and the runners.

A **BASE ON BALLS** is an award of first base granted to a batter who, during his time at bat, receives four pitches outside the strike zone.

A **BATTER** is an offensive player who takes his position in the batter's box.

BATTER RUNNER is a term that identifies the offensive player who has just finished his time at bat until he is put out or until the play on which he became a runner ends.

The **BATTER'S BOX** is the area within which the batter shall stand during his time at bat.

The **BATTERY** is the pitcher and catcher.

BENCH OR DUGOUT is the seating facilities reserved for players, substitutes and other team members in uniform when they are not actively engaged on the playing field.

A **BUNT** is a batted ball not swung at, but intentionally met with the bat and tapped slowly within the infield.

A **CALLED GAME** is one in which, for any reason, the umpire in chief terminates play.

A **CATCH** is the act of a fielder in getting secure possession in his hand or glove of a ball in flight and firmly holding it; providing he does not use his cap, protector, pocket or any other part of his uniform in getting possession. It is not a catch, however, if simultaneously or immediately following his contact with the ball, he collides with a player, or with a wall, or if he falls down, and as a result of such collision or falling, drops the ball. It is not a catch if a fielder touches a fly ball which then hits a member of the offensive team or an umpire and then is caught by another defensive player. If the fielder has made the catch and drops the ball while in the act of making a throw following the catch, the ball shall be adjudged to have been caught. In establishing the validity of the catch, the fielder shall hold the ball long enough to prove that he has complete control of the ball and that his release of the ball is voluntary and intentional. A catch is legal if the ball is finally held by any fielder, even though juggled, or held by another fielder before it touches

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the ground. Runners may leave their bases the instant the first fielder touches the ball. A fielder may reach over a fence, railing, rope or other line of demarcation to make a catch. He may jump on top of a railing, or canvas that may be in foul ground. No interference should be allowed when a fielder reaches over a fence, railing, rope or into a stand to catch a ball. He does so at his own risk. If a fielder, attempting a catch at the edge of the dugout, is "held up" and kept from an apparent fall by a player or players of either team and the catch is made, it shall be allowed.

The **CATCHER** is the fielder who takes his position back of the home base.

The **CATCHER'S BOX** is that area within which the catcher shall stand until the pitcher delivers the ball.

The **CLUB** is a person or group of persons responsible for assembling the team personnel, providing the playing field and required facilities, and representing the team in relations with the league.

A **COACH** is a team member in uniform appointed by the manager to perform such duties as the manager may designate, such as but not limited to acting as base coach.

A **DEAD BALL** is a ball out of play because of a legally created temporary suspension of play.

The **DEFENSE** (or **DEFENSIVE**) is the team, or any player of the team, in the field.

A **DOUBLE HEADER** is two regularly scheduled or rescheduled games, played in immediate succession.

A **DOUBLE PLAY** is a play by the defense in which two offensive players are put out as a result of continuous action, providing there is no error between putouts.

(a) A force double play is one in which both putouts are force plays.

(b) A reverse force double play is one in which the first out is a force play and the second out is made on a runner for whom the force is removed by reason of the first out. Examples of reverse force plays: runner on first, one out; batter grounds to first baseman, who steps on first base (one out) and throws to second baseman or shortstop for the second out (a tag play). Another example: bases loaded, none out; batter grounds to third baseman, who steps on third base (one out); then throws to catcher for the second out (tag play).

DUGOUT (See definition of **BENCH**)

A **FAIR BALL** is a batted ball that settles on fair ground between home and first base, or between home and third base, or that is on or over fair territory when bounding to the outfield past first or third base, or that touches first, second or third base, or that first falls on fair territory on or beyond first base or third base, or that, while on or over fair territory touches the person of an umpire or player, or that, while over fair territory, passes out of the playing field in flight. A fair fly shall be judged according to the relative position of the ball and the foul line, including the foul pole, and not as to whether the fielder is on fair or foul territory at the time he touches the ball. If a fly ball lands in the infield between home and first base, or home and third base, and then bounces to foul territory without touching a player or umpire and before passing first or third base, it is a foul ball; or if the ball settles on foul territory or is touched by a player on foul territory, it is a foul ball. If a fly ball lands on or beyond first or third base and then bounces to foul territory, it is a fair hit. Clubs, increasingly, are erecting tall foul poles at the fence line with a wire netting

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extending along the side of the pole on fair territory above the fence to enable the umpires more accurately to judge fair and foul balls.

FAIR TERRITORY is that part of the playing field within, and including the first base and third base lines, from home base to the bottom of the playing field fence and perpendicularly upwards. All foul lines are in fair territory.

A **FIELDER** is any defensive player.

FIELDER'S CHOICE is the act of a fielder who handles a fair grounder and, instead of throwing to first base to put out the batter runner, throws to another base in an attempt to put out a preceding runner. The term is also used by scorers

(a) to account for the advance of the batter runner who takes one or more extra bases when the fielder who handles his safe hit attempts to put out a preceding runner;

(b) to account for the advance of a runner (other than by stolen base or error) while a fielder is attempting to put out another runner; and

(c) to account for the advance of a runner made solely because of the defensive team's indifference (undefended steal).

A **FLY BALL** is a batted ball that goes high in the air in flight.

A **FORCE PLAY** is a play in which a runner legally loses his right to occupy a base by reason of the batter becoming a runner. Confusion regarding this play is removed by remembering that frequently the "force" situation is removed during the play. Example: Man on first, one out, ball hit sharply to first baseman who touches the bag and batter runner is out. The force is removed at that moment and runner advancing to second must be tagged. If there had been a runner on third or second, and either of these runners scored before the tag out at second, the run counts. Had the first baseman thrown to second and the ball then had been returned to first, the play at second was a force out, making two outs, and the return throw to first ahead of the runner would have made three outs. In that case, no run would score. Example: Not a force out. One out. Runner on first and third. Batter flies out. Two out. Runner on third tags up and scores. Runner on first tries to retouch before throw from fielder reaches first baseman, but does not get back in time and is out. Three outs. If, in umpire's judgment, the runner from third touched home before the ball was held at first base, the run counts.

A **FORFEITED GAME** is a game declared ended by the umpire in chief in favor of the offended team by the score of 9 to 0, for violation of the rules.

A **FOUL BALL** is a batted ball that settles on foul territory between home and first base, or between home and third base, or that bounds past first or third base on or over foul territory, or that first falls on foul territory beyond first or third base, or that, while on or over foul territory, touches the person of an umpire or player, or any object foreign to the natural ground. A foul fly shall be judged according to the relative position of the ball and the foul line, including the foul pole, and not as to whether the infielder is on foul or fair territory at the time he touches the ball. A batted ball not touched by a fielder, which hits the pitcher's rubber and rebounds into foul territory, between home and first, or between home and third base is a foul ball.

FOUL TERRITORY is that part of the playing field outside the first and third base lines extended to the fence and perpendicularly upwards.

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A **FOUL TIP** is a batted ball that goes sharp and direct from the bat to the catcher's hands and is legally caught. It is not a foul tip unless caught and any foul tip that is caught is a strike, and the ball is in play. It is not a catch if it is a rebound, unless the ball has first touched the catcher's glove or hand.

A **GROUND BALL** is a batted ball that rolls or bounces close to the ground.

The **HOME TEAM** is the team on whose grounds the game is played, or if the game is played on neutral grounds, the home team shall be designated by mutual agreement.

ILLEGAL (or **ILLEGALLY**) is contrary to these rules.

An **ILLEGAL PITCH** is (1) a pitch delivered to the batter when the pitcher does not have his pivot foot in contact with the pitcher's plate; (2) a quick return pitch. An illegal pitch when runners are on base is a balk.

An **INFIELDER** is a fielder who occupies a position in the infield.

An **INFIELD FLY** is a fair fly ball (not including a line drive nor an attempted bunt) which can be caught by an infielder with ordinary effort, when first and second, or first, second and third bases are occupied, before two are out. The pitcher, catcher and any outfielder who stations himself in the infield on the play shall be considered infielders for the purpose of this rule. When it seems apparent that a batted ball will be an Infield Fly, the umpire shall immediately declare "Infield Fly" for the benefit of the runners. If the ball is near the baselines, the umpire shall declare "Infield Fly, if Fair." The ball is alive and runners may advance at the risk of the ball being caught, or retouch and advance after the ball is touched, the same as on any fly ball. If the hit becomes a foul ball, it is treated the same as any foul. If a declared Infield Fly is allowed to fall untouched to the ground, and bounces foul before passing first or third base, it is a foul ball. If a declared Infield Fly falls untouched to the ground outside the baseline, and bounces fair before passing first or third base, it is an Infield Fly. On the infield fly rule the umpire is to rule whether the ball could ordinarily have been handled by an infielder—not by some arbitrary limitation such as the grass, or the base lines. The umpire must rule also that a ball is an infield fly, even if handled by an outfielder, if, in the umpire's judgment, the ball could have been as easily handled by an infielder. The infield fly is in no sense to be considered an appeal play. The umpire's judgment must govern, and the decision should be made immediately. When an infield fly rule is called, runners may advance at their own risk. If on an infield fly rule, the infielder intentionally drops a fair ball, the ball remains in play despite the provisions of Rule 6.05 (L). The infield fly rule takes precedence.

IN FLIGHT describes a batted, thrown, or pitched ball which has not yet touched the ground or some object other than a fielder.

IN JEOPARDY is a term indicating that the ball is in play and an offensive player may be put out.

An **INNING** is that portion of a game within which the teams alternate on offense and defense and in which there are three putouts for each team. Each team's time at bat is a half inning.

INTERFERENCE

(a) Offensive interference is an act by the team at bat which interferes with, obstructs, impedes, hinders or confuses any fielder attempting to make a play. If the umpire declares the batter, batter runner, or a runner out for interference, all other runners shall return to the last base that was in the judgment of the umpire, legally touched at the time of the interference, unless otherwise

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provided by these rules. In the event the batter runner has not reached first base, all runners shall return to the base last occupied at the time of the pitch.

(b) Defensive interference is an act by a fielder which hinders or prevents a batter from hitting a pitch.

(c) Umpire's interference occurs (1) When an umpire hinders, impedes or prevents a catcher's throw attempting to prevent a stolen base, or (2) When a fair ball touches an umpire on fair territory before passing a fielder.

(d) Spectator interference occurs when a spectator reaches out of the stands, or goes on the playing field, and touches a live ball.

On any interference the ball is dead.

THE LEAGUE is a group of clubs whose teams play each other in a pre arranged schedule under these rules for the league championship.

THE LEAGUE PRESIDENT shall enforce the official rules, resolve any disputes involving the rules, and determine any protested games. The league president may fine or suspend any player, coach, manager or umpire for violation of these rules, at his discretion.

LEGAL (or **LEGALLY**) is in accordance with these rules.

A **LIVE BALL** is a ball which is in play.

A **LINE DRIVE** is a batted ball that goes sharp and direct from the bat to a fielder without touching the ground.

The **MANAGER** is a person appointed by the club to be responsible for the team's actions on the field, and to represent the team in communications with the umpire and the opposing team. A player may be appointed manager.

(a) The club shall designate the manager to the league president or the umpire in chief not less than thirty minutes before the scheduled starting time of the game.

(b) The manager may advise the umpire that he has delegated specific duties prescribed by the rules to a player or coach, and any action of such designated representative shall be official. The manager shall always be responsible for his team's conduct, observance of the official rules, and deference to the umpires.

(c) If a manager leaves the field, he shall designate a player or coach as his substitute, and such substitute manager shall have the duties, rights and responsibilities of the manager. If the manager fails or refuses to designate his substitute before leaving, the umpire in chief shall designate a team member as substitute manager.

OBSTRUCTION is the act of a fielder who, while not in possession of the ball and not in the act of fielding the ball, impedes the progress of any runner. If a fielder is about to receive a thrown ball and if the ball is in flight directly toward and near enough to the fielder so he must occupy his position to receive the ball he may be considered "in the act of fielding a ball." It is entirely up to the judgment of the umpire as to whether a fielder is in the act of fielding a ball. After a fielder has made an attempt to field a ball and missed, he can no longer be in the "act of fielding" the ball.

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For example: an infielder dives at a ground ball and the ball passes him and he continues to lie on the ground and delays the progress of the runner, he very likely has obstructed the runner.

OFFENSE is the team, or any player of the team, at bat.

OFFICIAL SCORER. See Rule 10.00.

An **OUT** is one of the three required retirements of an offensive team during its time at bat.

An **OUTFIELDER** is a fielder who occupies a position in the outfield, which is the area of the playing field most distant from home base.

OVERSLIDE (or **OVERSLIDING**) is the act of an offensive player when his slide to a base, other than when advancing from home to first base, is with such momentum that he loses contact with the base.

A **PENALTY** is the application of these rules following an illegal act.

The **PERSON** of a player or an umpire is any part of his body, his clothing or his equipment.

A **PITCH** is a ball delivered to the batter by the pitcher. All other deliveries of the ball by one player to another are thrown balls.

A **PITCHER** is the fielder designated to deliver the pitch to the batter.

The **PITCHER'S PIVOT FOOT** is that foot which is in contact with the pitcher's plate as he delivers the pitch.

"PLAY" is the umpire's order to start the game or to resume action following any dead ball.

A **QUICK RETURN** pitch is one made with obvious intent to catch a batter off balance. It is an illegal pitch.

REGULATION GAME. See Rules 4.10 and 4.11.

A **RETOUCH** is the act of a runner in returning to a base as legally required.

A **RUN** (or **SCORE**) is the score made by an offensive player who advances from batter to runner and touches first, second, third and home bases in that order.

A **RUN DOWN** is the act of the defense in an attempt to put out a runner between bases.

A **RUNNER** is an offensive player who is advancing toward, or touching, or returning to any base.

"SAFE" is a declaration by the umpire that a runner is entitled to the base for which he was trying.

SET POSITION is one of the two legal pitching positions.

SQUEEZE PLAY is a term to designate a play when a team, with a runner on third base, attempts to score that runner by means of a bunt.

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A **STRIKE** is a legal pitch when so called by the umpire, which_

- (a) Is struck at by the batter and is missed;
- (b) Is not struck at, if any part of the ball passes through any part of the strike zone;
- (c) Is fouled by the batter when he has less than two strikes;
- (d) Is bunted foul;
- (e) Touches the batter as he strikes at it;
- (f) Touches the batter in flight in the strike zone; or
- (g) Becomes a foul tip.

The **STRIKE ZONE** is that area over home plate the upper limit of which is a horizontal line at the midpoint between the top of the shoulders and the top of the uniform pants, and the lower level is a line at the hollow beneath the knee cap. The Strike Zone shall be determined from the batter's stance as the batter is prepared to swing at a pitched ball.

A **SUSPENDED GAME** is a called game which is to be completed at a later date.

A **TAG** is the action of a fielder in touching a base with his body while holding the ball securely and firmly in his hand or glove; or touching a runner with the ball, or with his hand or glove holding the ball, while holding the ball securely and firmly in his hand or glove.

A **THROW** is the act of propelling the ball with the hand and arm to a given objective and is to be distinguished, always, from the pitch.

A **TIE GAME** is a regulation game which is called when each team has the same number of runs.

"TIME" is the announcement by an umpire of a legal interruption of play, during which the ball is dead.

TOUCH. To touch a player or umpire is to touch any part of his body, his clothing or his equipment.

A **TRIPLE PLAY** is a play by the defense in which three offensive players are put out as a result of continuous action, providing there is no error between putouts.

A **WILD PITCH** is one so high, so low, or so wide of the plate that it cannot be handled with ordinary effort by the catcher.

WIND UP POSITION is one of the two legal pitching positions.