

# Rule 8

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- 1) B1 hits a ball down the right field line. The right fielder tries to make a diving catch and lets the ball get by. The ball then rolls out-of-play. At the time the ball goes out-of-play, B1 is half way to 3<sup>rd</sup> base. The runner should be awarded home.
- 2) R1 on 1<sup>st</sup>, B2 hits a sinking line drive to right field. Thinking the ball will drop, R1 runs on the hit and is around 2<sup>nd</sup> at the time of the catch. F9 makes the catch and makes a throw to 1<sup>st</sup> which goes out-of-play. R1 should be awarded home.
- 3) B1 hits a ball in front of the plate. The fielder's throw to 1<sup>st</sup> hits B1. In which of these would interference be ruled for a 3-foot lane violation (choose all that apply)?
  - a) B1 is straddling the foul line and gets hit in the left shoulder more than half way to 1<sup>st</sup> base.
  - b) B1 is straddling the foul line and gets hit in the right shoulder more than half way to 1<sup>st</sup> base.
  - c) B1 is entirely inside the base line and gets hit before being half way to 1<sup>st</sup> base.
  - d) B1 is entirely inside the base line more than half way to 1<sup>st</sup> base. In making sure not to hit B1 the fielder throws the ball into right field.
- 4) B1 hits a ground ball to F3 who throws to F1 covering the base. F1 takes the throw on the run and steps on the colored portion of the base prior to B1 reaching 1<sup>st</sup>. B1 should be called out.
- 5) B1 hits a ground ball to F3. The ball deflects off of F3's shoulder into foul territory. F3 picks up the ball and runs to the colored portion of the base prior to B1 reaching 1<sup>st</sup>. B1 should be called out.
- 6) R1 on 2<sup>nd</sup>, B2 gets a hit. R1 heads home. Seeing the catcher blocking the plate he swerves to avoid contact. The throw is then caught by the catcher who tags R1 before reaching the plate. At the time of the tag, B2 is 3 steps from 2<sup>nd</sup> base. R1 should be called out on the tag and R2 left at 2<sup>nd</sup>.
- 7) R1 on 2<sup>nd</sup>, B2 hits a slow roller to SS. While advancing to 3<sup>rd</sup>, R1 stops in front of the SS. R1 then jumps to avoid getting hit by the ball which gets by the SS and goes into left field. R1 should be called out for interference and B2 awarded 1<sup>st</sup>.
- 8) R1 on 3<sup>rd</sup>, R2 on 2<sup>nd</sup>, and R3 on 1<sup>st</sup>. B4 hits a line drive down the 1<sup>st</sup> base line. The ball hits R3, who is still on the base, in fair territory. The umpire should call a dead ball, R1 out, R1 sent back to 3<sup>rd</sup>, R2 back to 2<sup>nd</sup>, and B4 awarded 1<sup>st</sup>, if F3 is playing behind the base.
- 9) Same play as 8, except F3 is in front of the base.
- 10) Same play as 8, except the R3 is off the base.
- 11) (Fast Pitch) R1 on 1<sup>st</sup>. On the pitch to B2, R1 attempts to steal 2<sup>nd</sup>. The catcher's arm hits the umpire as she is making her throw to 2<sup>nd</sup>. R2 reaches 2<sup>nd</sup> safely. The umpire should call R2 out because of the umpire's interference.

12) (Slow Pitch) In a 50+ game with R1 on 3<sup>rd</sup> and R2 on 1<sup>st</sup>, B3 hits a ground ball to F6 who throw to F4. After stepping on 2<sup>nd</sup>, F4 throws home. Seeing the throw coming to the plate, R1 returns to 3<sup>rd</sup> after crossing the commit line. The umpire should call a dead ball, R2 out on the force, R1 out for returning to 3<sup>rd</sup> after crossing the commit line, and B3 awarded 1<sup>st</sup>.