



DET NSW School Sports Unit

Baseball

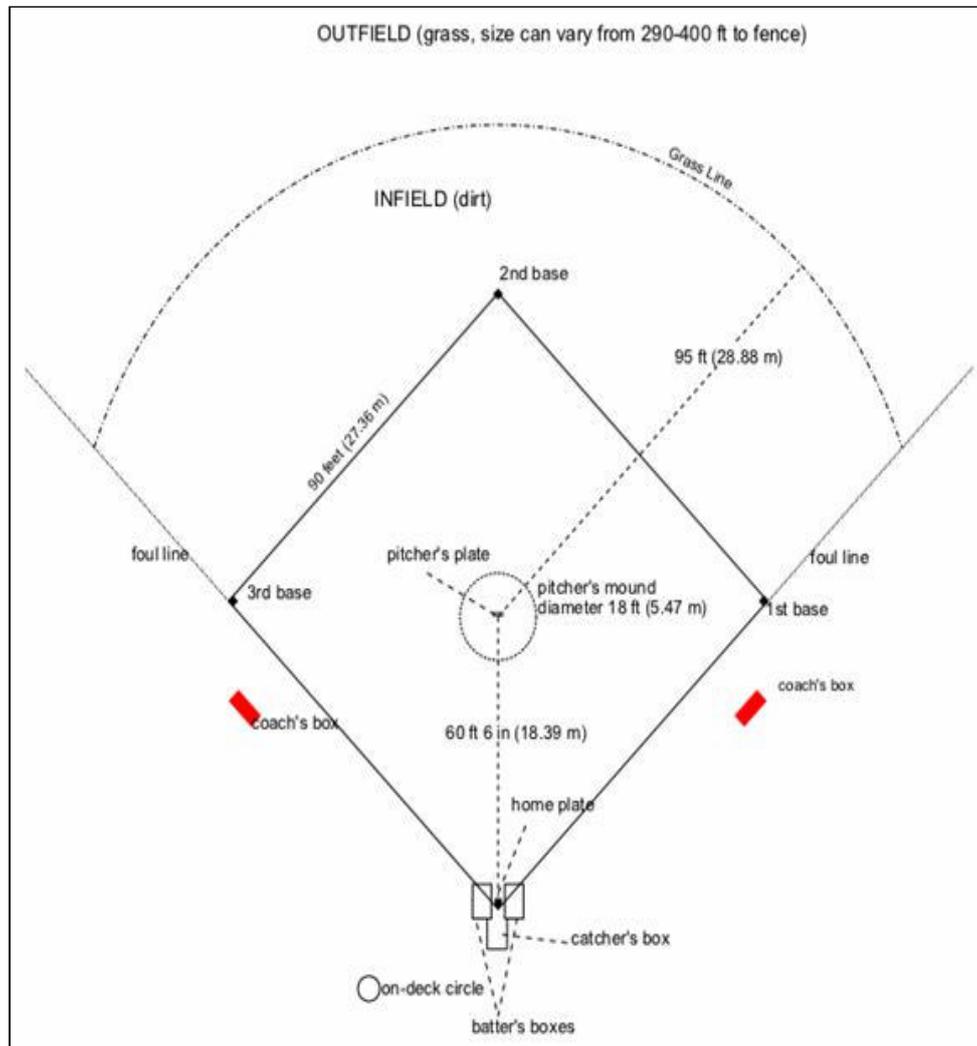
THE TEAM

1. A team consists of 9 players (however a game can commence with only 7 available with a penalty of one out for each missing player when they should have batted).
2. Batting order must be established on the official score sheet prior to the start of the game and cannot change except for substitutes. A substitute player shall bat in the replaced player's position in the batting order. A player once removed from the game shall not re-enter the game
3. Players are identified by fielding position numbers:

1	Pitcher
2	Catcher
3	First base
4	Second base
5	Third base
6	Short stop
7	Left field
8	Centre field
9	Right field

THE FIELD

1. The diamond measures 27.3 m between bases. The distance between the pitcher's plate and home plate is 18.4 m.
2. A pass ball line (boundary line) shall be 20m where possible but will vary according to the grounds. Both coaches must agree prior to commencement of match.



THE GAME

1. If a full nine inning game is not possible, then coaches of both teams are to decide on a finishing time (on one designated watch) before the game commences. "Time and Game" is to be called by the plate umpire at this time and a play in progress can be completed.
2. A result shall be decided on even innings for both teams. In the case of uneven innings a count-back to even innings shall apply except when:
 - a. the team second in bat has equalled the score of the other team and the game shall be declared a draw.
 - b. the team second in bat has overtaken the score of the other team when "Time and Game" is called. The incomplete innings and the result stands
3. The following rules apply to the **pitcher** in a game:
 - a. The pitcher may have one foot off the rubber strip. He may deliver the ball to the batter, or step and throw to a fielder in an attempt to pick off a runner who is trying to steal bases.
 - b. Balking is not allowed. Once committed to a pitch the pitcher must deliver the ball to the batter. If the umpire declares a balk each runner shall be promoted one base.
 - c. The pitcher may change to another position only once during an innings and cannot resume as a pitcher again in the game.
 - d. A pitcher can be changed at any time in the game provided he/she is not in the middle of pitching to a batter.
4. The following rules and terms apply to the **batting team**:

- a. When batting players must stand in the batter's box adjacent to the home plate. A batting helmet must be worn.
- b. The umpire calls the delivery of the pitches to the batter as "balls" or "strikes". If the ball is struck then the hit is deemed "fair" or "foul".

A "ball" is called:

- when the ball is not pitched into the strike zone and is not struck at by the batter.
- for each illegally pitched ball (baserunners may advance one base without liability of getting out.)

A "strike" is called when:-

- the ball is legally pitched into the strike zone (over any part of the plate and between the batter's underarms & knees) and is not hit.
- when the batter swings at the ball and misses, regardless of whether the ball was pitched into the strike zone or not.
- when the batter hits a foul ball (unless the count is already at strike two in which case any more foul balls do not count as strikes).
- a foul tip is held by the catcher. A foul tip is a batted ball which goes directly from the bat, not higher than the batter's head, to the catcher's hands and is legally caught by the catcher.

A "fair" ball is one which:-

- settles on fair ground between home and first base, or between home and 3rd base.
- is on or over fair territory when bounding to the outfield past 1st or 3rd base, or that touches first, second or third base.
- first falls on fair territory on or beyond 1st base or 3rd base.
- while on or over fair territory, touches a player or umpire.

A "foul" ball is one which:-

- settles on foul territory between home and 1st base, or between home and 3rd base.
- bounds past 1st or 3rd base on or over foul territory.
- first falls on foul territory beyond 1st or 3rd base.
- while on or over foul territory, touches a player or an umpire.

The batter is out when:

- his/her fair, foul or fly ball is caught on the full (except for a foul tip).
- a third strike is caught by the catcher.
- a third strike is not caught by the catcher when 1st base is occupied and there are less than two out (**drop third strike rule**).
- *an infield fly ball is declared* when 1st & 2nd base is occupied and there are less than two out and the ball is hit up in the air in the infield or so as an infielder can easily catch it.
- he/she bunts foul on the third strike.
- he/she attempts to hit a third strike and the ball touches him/her.
- a fair ball touches the batter before touching a fielder.
- he/she runs outside the three-foot line on the way to first.
- he/she throws the bat.

The batter receives a 'walk' when:

- four 'balls' have been called by the umpire.
- touched by a pitched ball whilst not attempting to hit unless;
 - The ball is in the strike zone when it touches the batter, **or**

The batter makes no attempt to avoid being touched by the ball.

- the catcher interferes with him.
- a fair ball touches an umpire or a runner on fair territory before touching a fielder.

5. Once a fair ball is hit the batter becomes a **runner** and the following terms and rules apply:

- a. Baserunners may advance at their own risk on a call of “strike” or “ball”.
- b. If the ball once hit is considered “fair” the batter becomes a runner and must attempt to run to first base. If it is called “foul” baserunners who have started to advance must go back to their base without liability of getting out.
- c. A runner may not advance a base on a catch unless he/she tags up the base (touches foot on previous base) after the catch has been taken. The runner may then try to reach the next base.
- d. Runners on bases are considered to be “**forced**” if the next play requires them to vacate their base eg a runner on first must vacate the base if the batter hits a fair ball. Forced runners are put out by fielders having control of the ball and part of their body or glove in contact with the base before the runner gets to the base.
- e. A runner is “**unforced**” when there is no runner on a base behind him/her and he/she elects to leave the base. Unforced baserunners must be tagged out by the use of the fielders’ glove which contains the ball. If the ball is dropped during the tag the runner is safe.
- f. Baserunners may be advanced by the umpire for pitching and fielding interferences.
- g. Baserunners are out when they:
 - run more than 1m from the line drawn between bases in order to avoid the tag, unless he is avoiding interfering with a fielder attempting to field the ball.
 - are tagged while not on a base. *Exception* a batter baserunner cannot be tagged out after overrunning or oversliding 1st base. If the runner turns and begins to go towards 2nd base, then a tag can be made.
 - pass a preceding baserunner before that runner has been put out.
 - are touched by a fair ball in fair territory before the ball has touched or passed an infielder.
 - fail to avoid a fielder who is attempting to field a batted ball or intentionally interferes with a thrown ball
 - intentionally remove their helmet while running or while the ball is in play.

NOTE

If a runner slides into any base & knocks the base out of its original position, he is not required to run after the base in an attempt to remain safe. He should stay where he landed until a call of ‘out’ or ‘safe’ has been made. Play is then temporarily suspended while the base is repositioned again.

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