

it via a score-book entry then another pinch runner must be used. The challenge must be made before the next pitch is made.

- 2.0 (d) **SLIDING:** Sliding or diving into a base will result in an out and a dead ball. Sliding or diving back into an overrun base is permitted with liability to be put out.
- 2.0 (e) **RUNNING TO 1ST BASE:** A batter running to 1st base must use the flat, orange base that is attached to the white bag if there is a play at the bag, but if no play is expected at the base then either base may be used by the runner. However, if there is a play at first and the throw forces the first baseman into the path of the runner, then the batter-runner must avoid a collision and will be entitled to first base (SSUSA 8.4 (1)).
- 2.0 (f) **SCORING PLATE:** This is a white home plate positioned 9 feet off the 3rd base foul line. Runners attempting to score must touch this plate to score. If the runner touches the wooden STRIKE PLATE, he will be out and the ball is dead. The SCORING PLATE can not be used by a defensive player trying to make an out, if so, the runner will be safe.
- 2.0 (g) **COMMITT LINE:** This is a chalked or scored line 40 feet from 3rd base. A runner attempting to score who passes the COMMITT LINE must continue towards the SCORING PLATE AND NOT RE-CROSS THE COMMITT LINE OR AN OUT WILL OCCUR AND THE BALL IS DEAD. If a "run down" occurs between the COMMITT LINE and SCORING PLATE no tag of the runner is needed, the defense just needs to touch the wooden STRIKE PLATE. If a tag is attempted, interference will be called, the ball is dead, the runner scores. A "run-down" between 3rd base and the commit line is played like a normal run-down.
- 2.0 (h) **VEER- OFF RULE:** A runner advancing on a ground ball with 1st or 1st and 2nd occupied must VEER-OFF to left or right of the base path to avoid interfering with the throw by a fielder attempting a double play. If the ball is bobbled by a fielder or pivotman and no throw is made then the runner who has VEERED-OFF gets the bag without jeopardy of being put out. Interference will be called if the runner does not VEER-OFF