

and that runner will be out and the ball is dead. Only one out will occur however

2.0 (i) **RUNNER FALLS:** If a runner falls and IS INJURED while attempting to advance or retreat to a base and is tagged out, the umpire will make a JUDGEMENT call as to whether that runner would have safely made it to the base if he hadn't fallen and award him the base.

2.0 (j) **STEP- OFF RULE:** For safety reasons, a runner on 1st or 3rd base may notify the umpire that he will be moving off the bag into foul territory so as to avoid being hit by a line drive, but must retouch the base before advancing.

2.0 (k) **OBSTRUCTIONS:**

(1.) If a fielder uses a FAKE TAG on a runner and the runner slows down, then OBSTRUCTION (SSUSA RULE 1.24 AND 8.4 (10) (4) will be called and the runner gets the base or bases that in the umpire's judgement the runner would have made.

(2.) If an opposing player calls " INFIELD FLY" when there is none, then the batter-runner gets first base and all other runners advance one base. (SSUSA RULE 6.1)

3.0 **BATTING AND PITCHING:**

3.0 (a) **BATTER-RUNNER:** A batter-runner can't be thrown out at 1st base by an outfielder, but can be thrown out at 1st base by an infielder who goes onto the grass to field a ground ball or a fly ball that has fallen in.

3.0 (b) **COURTESY FOUL:** A courtesy foul is allowed a batter after having 2 strikes, but then any subsequent foul or called strike will result in an out.

3.0 (c) **STRIKE PLATE:** A WOODEN STRIKE PLATE will be used in the batters- box area.

3.0 (d) **FOUL TIP:** A foul tip that goes higher than the batter's head and is caught by the catcher will be an out. A catcher-caught 3rd strike of any height will be an out.

3.0 (e) **PITCHING SCREEN (PLACED 26 FEET FROM THE FRONT OF THE STRIKE PLATE)**

(1) A batted ball that touches any part of the pitching screen will be a dead ball.

(2) A thrown ball that touches any part of the pitching screen is in play.