

Situations

If a runner leaves a base illegally, play can be made on that runner. If the runner is put out, the out stands; but if the runner reaches base that runner is advancing to in safety, that runner shall be returned to the base left. Leaving base too soon by any runner affects all the runners who may be on base at that time. Time will be called and no play can be made during the return to bases. However, should a runner leave a base too soon and the batter hit the pitched ball safely, then the only advance allowed all runners is to the nearest base beyond the one occupied by the batter through that batter's clean hit. (Note – A runner on first base leaves too soon, the batter hits a single and the runner goes to third base on the hit. The runner must return to second base as a penalty for having left too soon. Second base is the nearest base beyond the base the batter has reached.)

If more than one base is occupied and any one of the runners leaves too soon, such illegal action shall prevent the advance of all runners except those forced to advance by a batter becoming a base runner.

When a base runner has left a base too soon and the batter hits the ball and advances beyond the first base as the result of a play being made on another runner; the batter shall be entitled only to as many bases as it credited to that batter for a **clean** hit, no error involved, and each base runner shall be returned to the unoccupied base nearest the one each left.

When an umpire detects a base runner illegally in motion, that umpire shall drop a signal flag (or handkerchief) immediately to indicate the violation. When the play has been concluded the penalty shall be invoked, provided the runner has not been put out, in accordance with the following:

Examples

1. Runner on 1st leaves too soon, batter reaches 1st **Safely**, runner goes to second.
2. Runner on 2nd leaves too soon, batter reaches 1st **Safely**, runner returns to second.
3. Runner on 3rd leaves too soon, batter reaches 1st **Safely**, runner returns to third.
4. Runner on 1st leaves too soon, batter hits **Clean** double, runner goes to third only.
5. Runner on 2nd leaves too soon, batter hits **Clean** double, runner goes to third only.
6. Runner on 3rd leaves too soon, batter hits **Clean** double, runner returns to third.
7. All runners on base will be allowed to score when the batter hits a triple or home run.
8. Runners on 1st and 2nd, either leaves too soon, batter reaches 1st **Safely**, runners go to 2nd and 3rd.
9. Runners on 1st and 2nd, either leaves too soon, batter hits a **Clean** double, runner on 1st goes to 3rd.
10. Runners on 1st and 3rd, either leaves too soon, batter reaches 1st **Safely**, runner on 1st goes to second, runner on third remains there.
11. Runners on 1st and 3rd, either leaves too soon, batter hits a **Clean** double, runner on 1st goes to third, runner on third scores.
12. Runners on 2nd and 3rd, either leaves too soon, batter reaches 1st **Safely**, neither runner can advance.
13. Runners on 2nd and 3rd, either leaves too soon, batter hits a **Clean** double, runner on third scores, runner on 2nd goes to 3rd.
14. Runners on 1st, 2nd and 3rd, any runner leaves too soon, batter hits **Clean** double, runners on 2nd and 3rd score, runner on 1st goes to third.

15. Bases full, any runner leaves too soon, batter reaches first **Safely** on any ball bunted or hit within the infield, all runners advance one base except runner advancing from third. Runner advancing from third is removed, no run is scored and no out charged. If on the play, a putout at any base results in an open base, runner who occupied third base returns to third base.
16. Bases full, any runner leaves too soon, batter received a base on balls or is hit by a pitch, or gets a safe hit into the outfield untouched by an infielder, each runner will advance one base and a run will score.

The following rules also differ from those used in conventional baseball.

No batter can go to first base under any circumstances following a third strike unless there be interference on the part of the catcher. (Note – A tipped bat by the catcher constitutes such interference.)

Should a pitcher occupy the mound at any time during a game and be moved to another position but not leave the game, that player cannot be returned as a pitcher again during the progress of the game.

Several things can happen which must be called a balk. There must be runners on base to invoke the balk rule:

1. If the pitcher gets in position on the rubber and does not have possession of the ball.
2. If the pitcher starts the windup and the ball slips from the hand so as to cause an incomplete delivery.
3. If the pitcher is standing on the pitcher's rubber and drops the ball.
4. If the pitcher should begin the windup and stop.
5. If the pitcher delivers a pitch to the batter while the catcher is not in the catcher's box.
6. If the pitcher delivers the ball to the batter with the pivot foot not in contact with the pitcher's rubber.