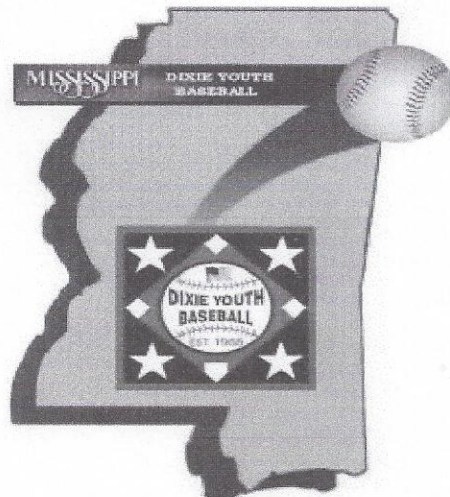
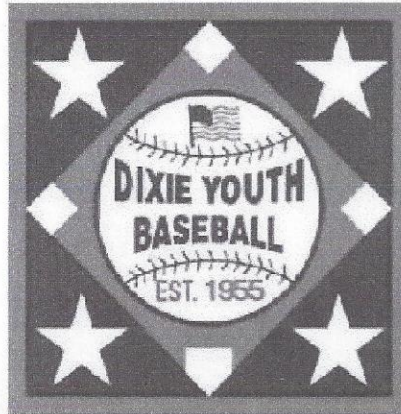


MISSISSIPPI DIXIE YOUTH BASEBALL

UMPIRE MANUAL



This umpire manual is provided as a tool for MS Dixie Youth Umpires. The intent of this manual is to improve the quality of Dixie Youth Umpires across the state and to improve the consistency of regular season and tournament games. The manual addresses dress code, basic mechanics, and game management and rule interpretations.

To be eligible to officiate in any MS Dixie Youth State Tournament, an umpire must attend an MS DYB Umpire Certification Clinic offered during the year; there is a \$20.00 certification fee. The umpire must also have the recommendation of a local League President and District Director. Umpires cannot umpire any other youth baseball organization in direct competition with DYB, such as Little League, Cal Ripken, Dizzy Dean, etc, in the regular season or tournament games to be eligible to umpire DYB State Tournaments. It is also recommended that all local leagues use properly Certified Officials during regular season play.

UMPIRE DRESS CODE & EQUIPMENT

The MSDYB Umpire Dress Code defines a consistent standard of dress for umpires officiating in District and State DYB Tournaments. Umpires utilized in District and State Tournaments will be required to adhere to these standards without exception. Local Leagues are encouraged to adopt these standards during regular season play as well. It is imperative that we present a neat, professional appearance and image.

PANTS	Long pants only, heather gray in color, properly fitted and pressed with belt.
SHIRT	Navy, powder blue, red, black or cream, properly fitted with only DYB insignia allowed. Umpire crew shall wear the same color during a game.
T-SHIRT	T-Shirts are to be worn under the uniform shirt. Red with navy or black shirt, navy with powder blue, red or cream shirts, sleeves may not hang out of the uniform shirt. Crew shall wear the same color during a game.
BELT	Black only, at least 1 ½ inches wide.
SHOES	Black or black/white official or turf shoes, no metal cleats. Must be properly polished. DO NOT go on to the field with dirty unpolished shoes.
SOCKS	Black and navy ONLY, no white socks.
HAT	Navy or black, fitted preferred and clean. No insignia other than DYB. Mandatory for for plate and base umpires (unless using a hockey type mask). Must worn with the bill forward AT ALL TIMES.
BALL BAG	Black, navy or heather gray, plate umpire ONLY. If using two, they must match in color.
MASK	Must wear a throat protector attached to the mask, even if it has an extended frame.
CHEST PROTECTOR	Worn inside shirt, bicep pads should not hang out of uniform sleeves.
LEG GUARDS	Must be worn inside under the pants leg.
PROTECTIVE CUP	All male umpires will wear a protective cup, no exceptions. Female umpires should wear sufficient padding.
INDICATOR	All umpires must carry a ball/strike/out indicator.
PLATE BRUSH	The plate umpire will carry a proper plate brush.
FLAGS	Base umpires should carry a red or yellow flag, tucked in and unseen in the pocket.
SUNGLASSES	Permitted during day games if necessary.
RULE BOOK	Under no circumstances DO NOT carry a rule book on to the field of play.

PRE-GAME UMPIRE CONFERENCE

- Introductions – if a new partner
- Fair/Foul coverage – who has what and where
- Tag ups/touches
- Fly balls to the outfield
- Fly balls to the infield
- Coverage of third base
- Putting ball back into play
- Batted ball hits batter – in box or out of box
- Check swings
- Umpire positioning
- Signals

PRE-GAME INSPECTIONS AND PLATE CONFERENCE

- Introductions to managers and/or coaches
- Inspect equipment in both dugouts each game
 - ✓ Bats – DYB approved only.
 - ✓ Helmets – with chin straps, NOCSAE seal and face guard, no cracks or breaks.
- Ask coaches:
 - ✓ Are all your players legally and properly equipped according to the rules of DYB.
 - ✓ Is all your equipment legal according to the rules of DYB.
 - ✓ Stress sportsmanship for players and coaches.
 - ✓ Remind Manager/Head Coach that he is the only coach with whom you will discuss calls and only after an umpire has called time out.

ABSOLUTE RULES OF MS DIXIE YOUTH BASEBALL

These rules of DYB will be enforced WITHOUT exception:

- No tobacco products are allowed within the confines of the field. Coaches cannot leave the field for a smoke or dip/chew. No profanity will be allowed by players, coaches or fans.
- Sportsmanship is a requirement of all participants.
- A player warming up a pitcher must wear a catcher's mask attached to a helmet with a throat protector.
- Coaches are not allowed to warm up pitchers.
- No cell phones or other electronic communications equipment are allowed in the dugout or the playing field, excluding those carried by those required to do so by their profession

UMPIRE COMMUNICATION DURING GAMES

It is critical that umpires clearly communicate with each other throughout the course of a game. This is accomplished with verbal calls and hand signals.

CALLS

These communicate what is happening during a game and are intended for everyone to see. Some calls are verbal only, some are signal with no voice and some are both verbal and signal combined.

- | | |
|---------------------|--------------------------|
| • Play | Foul |
| • Strikes | Foul Tip |
| • Balls | No catch |
| • Time | Catch |
| • Out | Infield fly |
| • Out on the tag | Interference |
| • Safe | Obstruction |
| • Safe, off the bag | Runner leaves base early |
| • Fair | Home Run |

UMPIRE TO UMPIRE SIGNALS

- | | |
|-------------------------|--|
| • Infield fly situation | The count is |
| • Number of outs | Plate umpire will cover 3 rd Base |
| • Timing play situation | Plate umpire will stay at home plate |
| • What is the count | Check swing |

UMPIRE DO'S AND DON'TS

- Arrive 30 minutes before scheduled game time.
- Do not talk to spectators between innings. It is important to remember that there is two teams playing and that both want to win. Fraternizing with one team or their fans will lead the opposing team or fans that the official is showing favoritism. Be cordial to both teams but do not get involved with lengthy conversations with either team.
- Officials should exit the field together immediately when the game is over, preferably you should exit out the winners gate.
- Do not rush your call.
- Never touch an injured player, stay with the injured player till the coach or medical personnel gets there to attend to the injured player.
- An umpire should never overrule his/her partner.
- Under no circumstance should an umpire correct a player. You should call time, tell the coach what the problem is and have him address his player or players.
- Never allow jewelry to be worn by the players, with the exception of medical alert jewelry or break away necklaces.
- The pitchers glove may not be white or grey but may be of contrasting colors. The pitcher may not wear long white sleeves, sweat bands or a batting glove on his glove hand.
- Catcher's mask must be attached to the catcher's helmet. Catcher's mask must have a throat protector attached to the mask unless it is a hockey type elongated mask and no throat protector is required.
- Three (3) defensive time outs per pitcher per inning results in the removal of that pitcher from the mound. Once a pitcher is removed from the mound that pitcher cannot return to the mound in the same game.
- One (1) offensive time out per batter in the same inning. Requesting a second time out to talk to the batter and the time out is granted shall result in the coach being removed from the coach's box and placed in the dugout for the remainder of that game.
- There will be a fifteen (15) run and the ten (10) run that is in effect for all tournament games.
- Regular season pitching rules vs tournament pitching rules.
- Free substitution on defense. Any defense changes must be made at the start of an inning or during a pitching change or injury.
- An illegal may be protested at any time during a game.
- Coaches are allowed to give signals to either the catcher or pitcher. No spectators from the stands are allowed to give signals.
- No courtesy runners are allowed except in case of an injury and the runner is unable to continue.
- Base runners must keep helmets on at all times while on the playing field.

- A batter who walks on four (4) balls is not out if they walk or over run first base as long as it is not an attempt to advance.
- A runner that slides head first while advancing to the next base will be called out. If a runner is returning to a base and slides head first or dives back then the runner is not out.
- A coach may not physically assist a runner to or from a base, the runner will be out.
- If a runner leaves a base before the ball reaches the plate, the umpire will drop a flag but play continues till the play ends. The defensive team will have the option to take all, part, or any of the play. **EXCEPTION:** A home run over the fence, ground rule double or the batter being hit by a pitch.
- An appeal may be made while the ball is in play. If the ball is ruled dead or time has been called, the ball must be first put back into play before an appeal can be made. Remember that any appeal that is made after the ball has been put back into play is a live ball situation.
- Any runner that passes another runner in the baseline will be out, this is a live ball.

GAME MANAGEMENT FOR THE BASEBALL UMPIRE

(Using these tips will make you a better umpire)

- Create a positive first impression. Arrive on time and in proper uniform.
- Be professional when dealing with players and coaches. Keep your cool. Be a communicator, not an arguer.
- Establish a good working relationship with the catchers. They can make your job more pleasurable or a torment.
- **CALL STRIKES!** A consistent, liberal strike zone makes a youth league game move more smoothly.
- Hustle and be in position. No one wants or intends to miss a call and one is less likely to miss a call with good positioning. Sacrifice distance for a good angle if necessary.
- Keep the game moving. One minute between innings. One minute for conferences.
- Know when to sell a call.
- **TIMING...TIMING...TIMING.** Good timing is the difference in good and bad calls. Remember: **PAUSE, READ, REACT.** See the play. Make your decision. Make the call.
- Expect the unexpected and be prepared to handle it. Never assume anything.
- Allow the coaches to deal with player attitude problems. Do not coach.
- Do not threaten a coach or player with voice or gesture.
- Use common sense in handling situations. Know the spirit of the rules as well as the letter of the rules.
- Do not socialize with fans, players, or coaches before during or after games. Be courteous and approachable.
- Position between innings: Base – right field just off infield, Plate – halfway down baseline on side of team taking field.
- Work with, and not against, your partner. He/she will likely be the only friend you have while you are on the field.
- Keep learning, be willing to give and accept constructive criticism.
- Relax, enjoy the experience, and be willing to laugh at yourself.
- Promote sportsmanship among coaches and players.

GENERAL UMPIRING MECHANICS

Plate Umpire

- Signal strikes with right hand, Signal balls with left hand
- Stay down on ball call
- Rise up and voice strike call
- No voice call needed on swinging strike
- Remove mask with left hand
- Never voice a fair ball – point
- Follow bunted balls down the foul lines
- On foul balls – Use hand signal to kill all play – then voice foul ball
- Foul tip – NO VOICE CALL – Hand signal only – Remember foul call stops all play and a foul tip is NOT a dead ball!

Base Umpire

- Use hands-on-knees set and be ready to move on the play
- Always signal partner(s) in an infield fly situation and when a two out time play is possible
- Exhibit proper posture at all times. Do not stand with your arms crossed. Do not cross your legs or slouch on one leg. Position between innings is just beyond infield in right field.
- Watch the batter, you may be asked for help on check swings.

All Umpires

- Priority is THE BALL – know where it is at all times
- Concentrate on proper timing – PAUSE – READ – REACT
- Be sure it is foul when you call it. This is one you can't take back.
- Always use common sense and fair play
- Call what you see
- Never show up your partner in front of coaches and/or players
- Encourage players to hustle on and off the field between half innings.
- Hustle yourself...don't be lazy. This sin will catch up to you.
- Make every game an opportunity to learn
- HAVE FUN!!!

DIXIE YOUTH AAA & MAJORS

TWO MAN UMPIRE MECHANICS

The following two man umpiring mechanics are a general guideline for use during regular season play. Veteran umpires may cover some plays differently than described in this text, but these are a good start for umpires who are not as experienced or not familiar with proper mechanics. All umpiring crews should have a pre-game with each other to make sure they are on the "same page" during the game.

BASIC RESPONSIBILITIES – *NO RUNNERS ON BASE*

PLATE UMPIRE (U1)

Fair/Foul

- Any batted ball that settles or is touched before reaching the 1st base bag
- Any slow roller up the 1st base line
- All batted balls down the 3rd base line

Catch/No Catch

- All fly balls to outfield that U2 does not go out on
- All pop-ups to infield that U2 does not go out on
- All line drives to infield except those fielded by 1st or 2nd baseman coming straight in or to his left

Touching Bases/Play Coverage

- Batter-runner at all bases when U2 goes out
- Batter-runner when tagged before reaching 45 ft line

Batter-Runner's Lane

- Responsible for all interference calls
- Help on swipe tag near first ONLY if asked by U2

Out of Play

- Responsible for any ball going out of play in the outfield when U2 has not gone out
- Responsible for any errant throw back into the infield that goes out of play

BASE UMPIRE (U2)

- Any batted ball that breaks the front plane extended of the 1st base bag
- Any batted ball that touches the 1st base bag (except slow roller)
- Any line drive that touches ground or is touched near line beyond 1st base bag
- Any fly ball that may be close to the right field foul line
- Any fly ball near the right field foul pole

- Any fly ball to center, right-center, or right U2 goes out on
- Any pop-up on the line directly over head or beyond
- Any line drive to 1st or 2nd baseman coming straight in or to his left

- Batter-runner at 1st, 2nd, and 3rd bases when U2 does not go out
- Batter-runner at home plate *if possible* after he has gone out and returned
- Batter-runner when enroute to 1st after he has reached 45 ft. line

- Alert at all times for batter-runner interference. Call ONLY if U1 fails to do so.
- Full responsibility for swipe tag near 1st

- Responsible only for ball out of play when he goes out

BASIC RESPONSIBILITIES – RUNNERS ON BASE

PLATE UMPIRE (U1)

BASE UMPIRE (U2)

Fair/Foul

- ALL fair/foul decisions

- No fair/foul decisions from inside diamond

Catch/No Catch

- All fly balls to catcher
- All fly balls to pitcher or in front of mound
- Any fly ball which takes right or left fielder toward his respective line
- Any fly ball to infield which takes 1st or 3rd baseman toward line

- Any fly ball from right fielder straight in to left fielder straight in
- All fly balls to infield except those that take 1st or 3rd baseman toward line

Touching Bases

- All runners touching 3rd except batter-runner
- No responsibilities for runners touching 1st or 2nd

- All runners touching 1st and 2nd bases
- Batter-runner touching 1st, 2nd, and 3rd

Tag-Ups

- All tag-ups at 3rd

- All tag-ups at 1st and 2nd

Steals

- Steal of home only

- All steals at 2nd and 3rd

Rundowns

- May advance into position to take half of rundown at 1st or 3rd, if possible
- At times, may take full rundown between home and 3rd

- Total responsibility except when U1 assumes half at either 1st or 3rd or full responsibility between 3rd and home

Play Coverage

- Limited responsibility at 3rd when no play is possible at home:
 - Runner at 1st only, U1 takes play at 3rd on batted ball
 - Runners on 1st and 3rd, U1 takes play at 3rd on base hit
 - Runners on 1st and 2nd with less than 2 outs when runner from 2nd is tagging up, U1 takes play at 3rd
 - U1 never leaves plate area with possibility of a Time Play

- All plays on the bases with the following exceptions:
 - U1 covers 3rd in specified situations
 - U1 assists in rundowns, if possible

PLATE UMPIRE (U1)

BASE UMPIRE (U2)

**Batter-
Runner's Lane**

- Responsible for all interference calls
- Help on swipe tag near first ONLY if asked by U2
- Responsible for tag of batter-runner before 45' line

- Alert at all times for batter-runner interference. Call ONLY if U1 fails to do so.
- Responsible for any tag once batter-runner reaches 45' line
- Full responsibility for swipe tag near 1st

Out of Play

- Responsible for any ball going out of play in the outfield when U2 has not gone out
- Responsible for any errant throw back into the infield that goes out of play

- Responsible only for ball out of play when he goes out
- Initiates out of play call in the infield area only when U1 fails to

BASEBALL SIGNALS

A. DO NOT PITCH



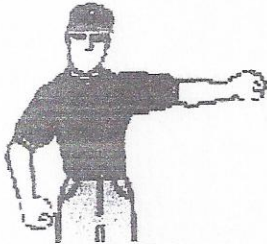
B. PLAY BALL



C. FOULBALL/TIME OUT/DEAD BALL



D. DELAYED DEAD BALL



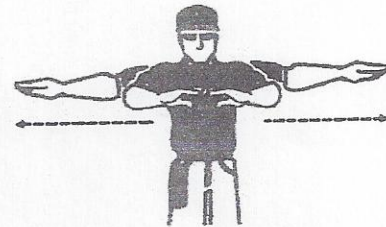
E. STRIKE/OUT



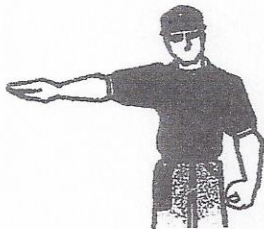
F. INFIELD FLY



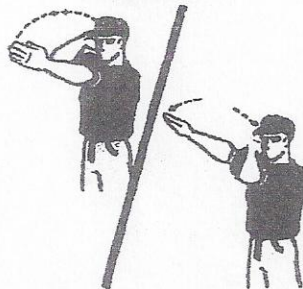
G. SAFE



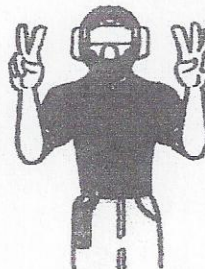
H. FAIR BALL



I. FOUL TIP



J. COUNT



K. TIME PLAY



- A. Right arm straight out front with palm outward and fingers up — signifies do not pitch, the ball is dead.
- B. Pointing with right hand index finger while facing pitcher — signifies play is to start or be resumed and simultaneously umpire calls "Play."
- C. Both hands open above the head — signifies foulball, time-out or ball is dead immediately.
- D. Left fist extended to the side at shoulder height — signifies an infraction for which (1) the penalty may be ignored or (2) bases may be awarded after no further advance is possible.
- E. Fist up and then out away from body. Coordinate, verbal call, "He's out!" or "Strike!", with the hammering action of the closed fist.
- F. Index finger of right hand is held above the head — signifies infield fly.
- G. Coordinate verbal call, "Safe." Signal also used for dropped balls in the outfield and to determine if a batter's checked swing was legal.
- H. Point toward fair ground with open hand. No verbal call.
- I. The palms of the hands glance off each other as they pass above eye level, followed by a strike call.
- J. Left hand indicates balls followed by the number of strikes thrown on the right hand. Verbally give count.
- K. Place two fingers of the right hand on the left wrist, as if on top of a watch. This signal will only be used in two-out situations where a time play involving a potential run is likely.

SOME COMMON BASEBALL MYTHS

Test your knowledge with some easy questions. See the explanations and rule references for more details.

(Hint: All of these are FALSE)

1. The hands are considered part of the bat.
2. The batter-runner must turn to his right after over-running first base.
3. If the batter "breaks his wrists" when swinging, it is a strike.
4. If a batted ball hits the plate first it is a foul ball.
5. The batter cannot be called out for interference if he is in the batter's box.
6. The ball is dead on a foul tip.
7. The batter may not switch batter's boxes after two strikes.
8. The batter who batted out of order is the player declared out.
9. The batter may not overrun first base when he gets a base-on-balls.
10. The batter is out if he starts for the dugout before going to first after a dropped third strike.
11. If the batter does not pull the bat out of the strike zone while in the bunting position, it is an automatic strike.
12. The batter is out if a bunted ball hits the ground and bounces back up and hits the bat while the batter is holding the bat.
13. The batter is out if his foot touches the plate.
14. The batter-runner is always out if he runs outside the running lane after a bunted ball.
15. A runner is out if he slaps hands or high-fives other players after a homerun is hit over the fence.
16. Tie goes to the runner.
17. The runner gets the base he is going to plus one on a ball thrown out of play.
18. Anytime a coach touches a runner, the runner is out.
19. Runners may never run the bases in reverse order.
20. The runner must always slide when the play is close.
21. The runner is always safe when hit by a batted ball while touching a base.
22. A runner may not steal on a foul tip.
23. It is a force out when a runner is called out for not tagging up on a caught fly ball.

24. An appeal on a runner who missed a base cannot be a force out.
25. A runner is out if he runs out of the baseline to avoid a fielder who is fielding a batted ball.
26. Runners may not advance when an infield fly is called.
27. No run can score when a runner is called out for the third out for not tagging up.
28. A pitch that bounces to the plate cannot be hit.
29. The batter does not get first base if hit by a pitch after it bounces.
30. If a fielder holds a fly ball for 2 seconds it is a catch.
31. You must tag the base with your foot on a force out or appeal.
32. If a player's feet are in fair territory when the ball is touched, it is a fair ball.
33. The ball must always be returned to the pitcher before an appeal can be made.
34. If a fielder catches a fly ball and then falls over the fence it is a homerun.
35. The ball is dead anytime an umpire is hit by the ball.
36. The home plate umpire can overrule the other umpires at anytime.

Explanations and Rule References

1. The hands are part of a person's body. If a pitch hits the batter's hands the ball is dead; if he swung at the pitch, a strike is called (NOT a foul). If he was avoiding the pitch, he is awarded first base. Rules: 2.00 PERSON, TOUCH, STRIKE (e) and 6.05(f) Official Baseball Rules
2. The batter-runner may turn left or right, provided that if he turns left he does not make an attempt to advance. An attempt is a judgment made by the umpire. The requirement is that the runner must immediately return to first after overrunning or over sliding it. Rule: 7.08(c and j) Official Baseball Rules
3. A strike is a judgment by the umpire as to whether the batter attempted to strike the ball. Breaking the wrists, or the barrel of the bat crossing the plate are simply guides to making the judgment of an attempt, these are not rules. Rule: 2.00 STRIKE Official Baseball Rules
4. The plate is in fair territory. There is nothing special about it. If a batted ball hits it, it is treated like any other batted ball.
5. The batter's box is not a safety zone. A batter could be called out for interference if the umpire judges that interference could or should have been avoided. Rules: 2.00 INTERFERENCE, 6.06(c) Official Baseball Rules
6. There is nothing foul about a foul tip. If the ball nicks the bat and goes sharp and direct to the catcher's hand or glove and is caught, this is a foul tip by definition. A foul tip is a strike and the ball is in play. It is the same as a swing-and-miss. If the ball is not caught, it is a foul ball. If the nicked pitch first hits the catcher somewhere other than the hand or glove, it is not a foul tip, it is a foul ball. Rules: 2.00 FOUL TIP, STRIKE Official Baseball Rules
7. The batter can switch boxes at any time, provided he does not do it after the pitcher is ready to pitch. Rule: 6.06(b) Official Baseball Rules
8. The PROPER batter is the one called out. Any hit or advance made by the batter or runners due to the hit, walk, error, or other reason is nullified. The next batter is the one who follows the proper batter who was called out. Rule: 6.07(b, 1) Official Baseball Rules
9. Rule 7.08(c and j) simply states that a batter-runner must immediately return after overrunning first base. It doesn't state any exceptions as to how the player became a runner. It could be a hit, walk, error or dropped third strike.
10. The batter may attempt first base any time prior to entering the dugout or a dead ball area. Rule: 6.05©, 6.09(b) Casebook interpretation Official Baseball Rules
11. A strike is an attempt to hit the ball. Simply holding the bat over the plate is not an attempt. This is umpire judgment. Rule 2.00 STRIKE Official Baseball Rules
12. The rule says the BAT cannot hit the ball a second. When the BALL hits the bat, it is not an out. Rules: 6.05(h) and 7.09(b) Official Baseball Rules
13. To be out the batter's foot must be ENTIRELY outside the box when he contacts the pitch. There is no statement about touching the plate. The toe could be on the plate and the heel could be touching the line of the box, which means the foot is not entirely outside the box. Rule: 6.06(a) Official Baseball Rules
14. The runner must be out of the box AND cause interference. He is not out simply for being outside the lane. He could be called for interference even while in the lane. This is a judgment call. Rules: 2.00 INTERFERENCE,

6.05(k), 7.09(k) Official Baseball Rules

15. The ball is dead on a homerun over the fence. You can't be put out while the ball is dead except when you pass another runner. Rules: 5.02, 7.05(a) Official Baseball Rules
16. There is no such thing in the world of umpiring. The runner is either out or safe.
17. When a field other than the pitcher throws the ball into dead ball area, the award is 2 bases. The award is from where the runners were at the time of the pitch if it is the first play by an infielder before all runners have advanced or from where each runner was physically positioned at the time the ball left the thrower's hand on all other plays. Rule: 7.05(g) Official Baseball Rules
18. Rule 7.09(I) says the runner is out if the coach PHYSICALLY ASSISTS the runner. Hand slaps, back pats or simple touches are not physical assists.
19. In order to correct a base running mistake, the runner MUST retrace his steps and retouch the bases in reverse order. The only time a runner is out for running in reverse, is when he is making a travesty of the game or tries to confuse the defense. Rules: 7.08(I), 7.10(b) Official Baseball Rules
20. There is no "must slide" rule. When the fielder has the ball in possession, the runner has two choices; slide OR attempt to get around the fielder. He may NOT deliberately or maliciously contact the fielder, but he is NOT required to slide. Rule: 7.08(a, 3) [This rule does not apply to professional baseball]
21. The bases are in fair territory. A runner is out when hit by a fair batted ball, except an infield fly. Rules: 5.09(f), 7.08(f) Official Baseball Rules
22. There is nothing foul about a foul tip. If the ball nicks the bat and goes to the catcher's glove and is caught, this is a foul tip by definition. A foul tip is a strike and the ball is alive. It is the same as a swing-and-miss. If the ball is not caught, it is a foul ball. Rule: 2.00 FOUL TIP, STRIKE Official Baseball Rules
23. A force play is when a runner is forced to advance because the batter became a runner. When the batter is out on a caught fly, all forces are removed. An out on a failure to tag-up, is NOT a force out. Any runs that cross the plate before this out will count. Rules: 2.00 FORCE PLAY, 4.09 Official Baseball Rules
24. A runner must touch all the bases. If the runner misses a base to which he was forced because the batter became a runner and is put out before touching that base, the out is still a force play. If this is the third out, no runs may score. The base can be touched or the runner can be touched, either way it is a force out. Rules: 2.00 FORCE PLAY, TAG, 7.08(e), 7.10(b) Official Baseball Rules
25. The runner MUST avoid a fielder attempting to field a BATTED ball. A runner is out for running out of the baseline only when attempting to avoid a tag. Rules: 7.08(a), 7.09(L) Official Baseball Rules
26. An Infield fly is no different than any other fly ball in regard to the runners. The only difference is that they are never forced to advance because the batter is out whether the ball is caught or not. Rules: 2.00 INFIELD FLY, 6.05(e), 7.10(a) Official Baseball Rules
27. Yes it can. This is not a force play. A force play is when a runner is forced to advance because the batter became a runner. When the batter is out on a caught fly, all forces are removed. An out on a failure to tag up, is NOT a force out. Any runs that cross the plate before this out will count. Rules: 2.00 FORCE PLAY, 4.09, 7.10(a) Official Baseball Rules
28. A pitch is a ball delivered to the batter by the pitcher. It doesn't matter how it gets to the batter. The batter may hit any pitch that is thrown. Rule: 2.00 PITCH.

29. A pitch is a ball delivered to the batter by the pitcher. It doesn't matter how it gets to the batter. If the batter is hit by a pitch while attempting to avoid it, he is awarded first base. Rules: 2.00 PITCH, 6.08(b).
30. A catch is legal when the umpire judges that the fielder has COMPLETE control of the ball. The release of the ball must be voluntary and intentional. Rule: 2.00 CATCH Official Baseball Rules
31. You can tag a base with ANY part of the body. Rules: 2.00 FORCE PLAY, PERSON, TAG, &.08(e) Official Baseball Rules
32. The position of the player's feet or any other part of the body is irrelevant. A ball is judged fair or foul based on the relationship between the ball and the ground at the time the ball is touched. Rule: 2.00 FAIR, FOUL Official Baseball Rules
33. An appeal may be made anytime the ball is alive. The only time the ball must go to the pitcher, is when time is out. The ball cannot be made live until the pitcher has the ball while on the rubber and the umpire says "Play". If time is not out, the appeal can be made immediately. Rule: 2.00 APPEAL, 5.11, 7.10 Official Baseball Rules
34. As long as the fielder is not touching the ground in dead ball territory when he catches the ball, it is a legal catch if he holds onto the ball and meets the definition of a catch. If the catch is not the third out and the fielder falls down in dead ball territory, all runners are awarded one base. If the fielder remains on his feet in dead ball territory after the catch, the ball is alive and he may make a play. Rules: 2.00 CATCH, 6.05(a), 7.04(c) Official Baseball Rules
35. If an umpire is hit by a batted ball before it passes a fielder, the ball is dead. On any other batted or thrown ball, the ball is alive when the umpire is hit with the ball. Umpire interference also occurs when the plate umpire interferes with the catcher's attempt to prevent a stolen base. Rules: 2.00 INTERFERENCE, 5.09(b), 5.09(f) Official Baseball Rules
36. The umpire who made a call or ruling may ask for help if he wishes. No umpire may overrule another umpire's call. Rules: 9.02(b, c) Official Baseball Rules