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BATTING PRACTICE DURING A GAME

Taking batting practice near the field during a game is prohibited. This shall not be allowed by participants in the game or by another group or individuals not involved in the contest.

Rationale: The sounds of bats striking a ball, even whiffle balls, simulates the sounds of the game. It can confuse or distract players in the game. This is a safety issue and must be followed.

ON DECK HITTERS

During the pitcher's preliminary warm up pitches, the offensive team is allowed two batters in the on deck area. While the game is in progress only one on deck batter is to be allowed in the on deck area. The plate umpire will monitor the players and dug outs and not allow other players to be out of the dug out during the pitcher's warm ups. The plate umpire will position himself between innings with a view of the offensive team's dug out, on deck area and monitor the pitcher completing his warm up pitches.

LINE UP CARDS

There have been reported instances this season where coaches are presenting line up cards at the plate conference that do not meet the requirements of the NFHS Rules. The coach is to present duplicate copies of the line up card to the umpire in chief for inspection at the plate conference. Drawing lines and arrows on the line up card is discouraged. It is recommended that the coach prepare a proper line up card for the contest. A designated hitter and the player for whom he is batting are locked into the batting order. The DH will be listed on the line up card directly below or to the side of the defensive player for which he bats.

Coaches are encouraged to list all substitutes at the bottom of the line up card to help speed up recording substitutions during the course of the contest.

Review and become familiar with NFHS Rules 3-1-1, 3-1-4 (DH), 4-1-3, 7-1-1.

Recommended line up cards are available for purchase through the Baseball page of the OSAA website.

[Click for example of line-up card](#)

Case play: 3-1-4 SITUATION: F4, for whom the DH is batting, pinch hits or pinch runs for the DH. **Ruling:** The DH position is eliminated for the remainder of the game. However, the starting DH could re-enter as a player but not in the role of DH. If he does re-enter, he must re-enter in the same position in the batting order, replacing F4.

NON-WOOD PRODUCT BATS

Some questions have come up regarding bats that differ from the wording in the NFHS Baseball Rules Book. Please keep this in mind as you inspect bats and helmets prior to the game.

Rule 1-3-2. The bat which may be a wood or non-wood product shall be a smooth cylindrical implement with a knob that is permanently and securely fastened. All non-wood bats shall meet the Ball Exit Speed Ratio (BESR) performance standard, and such bats shall be labeled with a silkscreen or other permanent certification mark. No BESR label, sticker or decal will be accepted on any non-wood bat. There shall be no devices, attachments or wrappings that cause the handle to become flush with the knob. Molded grips are illegal.

A bat that has not been altered or damaged and has a BESR certification mark shall be considered legal. There are bats that have a non-cylindrical shape between the barrel and handle. As ruled on last year by the NFHS and OSAA, these bats are to be allowed for play: DeMarini Vendetta, Nike Aero Fuse and Reebok Vector O.

INTERFERENCE WITH THE CATCHER BY THE BATTER

Rule 7-3-5 A BATTER SHALL NOT INTERFERE WITH THE CATCHER'S FIELDING OR THROWING BY:

- a. leaning over home plate,
- b. stepping out of the batter's box,
- c. making any movement which hinders actions at home plate or the catcher's attempt to play on a runner, or
- d. failing to make a reasonable effort to vacate a congested area when there is a throw to home plate and there is time for the batter to move away.

PENALTY: When there are two outs, the batter is out. When there are not two outs and the runner is advancing to home plate, if the runner is tagged out, the ball remains alive and interference is ignored. Otherwise, the ball is dead and the runner is called out and all runners must return to bases occupied at the time of the pitch. If the pitch is a third strike and in the umpire's judgement interference prevents a possible double play (additional outs), two may be rules out (8-4-2g).

Case play: 7-3-5 Situation: With R1 on third, one out and two strikes on B, B3 swings and misses the pitch. The ball bounces off F2's glove into the air, where it is hit by B3's follow-through. The ball rolls to the backstop. B3 reaches first base safely and R1 scores. **Ruling:** The ball is dead immediately. B3 is out for interference and R1 returns to third base. A batter is entitled to an uninterrupted opportunity to hit the ball, just as the catcher is entitled to an uninterrupted opportunity to field the ball. Once the batter swings, he is responsible for his follow-through.

Case play: 7-3-5 Situation: With one out and R1 on first base, B3 swings and misses for strike two and interferes with F2's throw to second base in an effort to put out advancing R1.

FIELD MARKINGS

A point of emphasis: The batter's boxes, catcher's box, coach's boxes, 45' runners lane and foul lines must be on the field for a game to take place. Encourage coaches to have all the lines and markings on the field for the game. If possible have them mark the field prior to the start of the game. If this is impossible play the game. Report the situation to your commissioner and have him notify the school's administration.

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