

Situation	Penalty or Award
<b>Miscellaneous</b>	
<p><b>8-Players:</b> Playing with eight (8) players  Note: Must start the game with at least nine (9) players</p>	<ul style="list-style-type: none"> <li>▪ Call an out each time that spot in the batting order comes to bat.</li> <li>▪ If the coach substitutes for the offensive player after reaching base, the most recent batter not on base runs for that player.</li> </ul>
<p><b>Loose equipment:</b> Loose equipment interferes with play</p>	<p>May call an out(s), award bases, or return runners, based on judgment and the circumstances concerning the play.</p>
<p><b>Proper equipment:</b> Proper equipment not worn</p>	<p>If a player fails to wear proper equipment after an umpire orders them to, eject the player.</p>
<p><b>Pre-Game Conference:</b> Head coach refuses to attend the pregame conference</p>	<p>Restrict the coach to the dugout for the remainder of the game.</p>
<p><b>Warnings/Ejections:</b> A coach, player, substitute, etc. shall not:</p> <ol style="list-style-type: none"> <li>a. leave the dugout during a live ball for an unauthorized purpose</li> <li>b. fake a tag without the ball</li> <li>c. carelessly throw a bat</li> <li>d. wear jewelry (players participating in the game) or wear bandannas</li> <li>e. hit the ball to players on defense after the game has started</li> </ol>	<p>At the end of playing action,</p> <ul style="list-style-type: none"> <li>▪ First offense: Team Warning.</li> <li>▪ Subsequent violation: Ejection.</li> </ul> <p>Note: If fake a tag without the ball, it is also obstruction.</p>
<p><b>Warnings/Ejections:</b> A coach, player, substitute, etc. shall not:</p> <ol style="list-style-type: none"> <li>f. <b>commit any unsportsmanlike act</b> to include, but not limited to <ol style="list-style-type: none"> <li>1. use of words or actions to incite or attempt to incite spectators - demonstrations</li> <li>2. use of profanity, intimidation tactics, remarks reflecting unfavorably upon any other person or taunting or baiting. The NFHS disapproves of any form of taunting</li> <li>3. use of any language intended to intimidate</li> <li>4. behavior in any manner not in accordance with the spirit of fair play</li> <li>5. being in live ball territory (excluding team's bullpen area) during the opponent's infield practice prior to the start of the game</li> </ol> </li> <li>6. <b>any member of the coaching staff who is not the head coach (or designee) leaving the vicinity of the dugout or coaching box to dispute a judgment call by an umpire</b></li> <li>7. Confronting or directing unsportsmanlike conduct to the umpires after the game has concluded and until the umpires have departed the game site</li> <li>g. enter the area behind the catcher while the opposing pitcher and catcher are in their positions</li> <li>h. use of any object in his possession in the coach's box other than a stopwatch, rule book (hard copy), scorebook</li> <li>i. be outside the designated dugout (bench) or bullpen area if not a batter, runner, on-deck batter, in the coach's box or one of the nine players on defense</li> </ol>	<ul style="list-style-type: none"> <li>▪ Warn the offender; Any offense judged to be major in nature shall result in an immediate ejection.</li> <li>▪ For coaches who violate f (1-5), g, h, i, j or k, issue a warning or eject the offender.</li> <li>▪ For violation of f(6) both the head coach and offending coach shall receive a written warning or ejection.</li> <li>▪ In f(7), the state association shall determine appropriate action.</li> </ul>

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j. charge an umpire k. use amplifiers or bullhorns for coaching purposes during the course of the game	
<b>Warnings/Ejections:</b> A coach, player, substitute, etc. shall not: l. deliberately throw a bat, helmet, etc. m. initiate malicious contact on offense or defense n. call "Time" or use any command or commit any act for the purpose of causing a balk o. use tobacco or tobacco-like products within the confines of the field p. leave their positions or bench area during a fight or physical confrontation q. have physical contact, spit, kick dirt or engage in any other physical action directed toward an umpire	<ul style="list-style-type: none"> <li>▪ Eject the offender.</li> <li>▪ Failure to comply shall result in a forfeit.</li> <li>▪ In (m), the ball is immediately dead, if on offense, eject the player and declare him out, unless he has already scored. If the defense commits the malicious contact, eject the player; the umpire shall rule either safe or out on the play and award the runner(s) the appropriate base(s) he felt they would have obtained if the malicious contact had not occurred.</li> </ul>
Umpire handles a live ball or calls time to inspect ball or for other reason, or umpire inadvertently declares "Foul"	Runners return to bases they had reached or passed when ball becomes dead.
<b>Defensive</b>	
A fielder (except catcher) with <b>no feet touching fair ground</b>	Illegal pitch (No runners on base = ball to batter; runners on base = balk).
<b>Illegal pitch:</b> Illegal pitch (no runner)	Rule the pitch a ball.
Illegal substitute on defense	Player restricted to the dugout for the duration of the game. If involved in a play, the team on offense has the option to let the play stand or to allow the batter to bat again.
<b>Conferences:</b> After three (3) charged conferences in a seven-inning game, or for any charged conference in excess of one in each extra inning	Pitcher removed as pitcher for duration of the game.
The <b>starting pitcher</b> does not face one batter	He may play another position, but not return to pitch.
<b>Illegal acts [by a pitcher]:</b> Illegal acts [by a pitcher] include: a. applying a foreign substance to the ball b. spitting on the ball or glove c. rubbing the ball on the glove, clothing, or person if the act defaces the ball d. discoloring the ball with dirt e. <u>bringing the pitching hand in contact with the mouth without distinctly wiping off the pitching hand before it touches the ball</u> f. wearing any items on the hands, wrists or arms that may be distracting to the batter g. wearing or placing tape, bandages, or other foreign material (other than rosin) on the fingers or palm of his pitching hand that could come in contact with the ball h. wearing a glove/mitt that includes the colors white or gray i. wearing exposed undershirt sleeves that are white or gray	<ul style="list-style-type: none"> <li>▪ For defacing the ball (a-d), the ball is dead immediately. The umpire may eject the pitcher. If the pitcher pitches such defaced ball and then the umpire detects it, the pitch is illegal.</li> <li>▪ <u>For infraction (e), award a ball each time a pitcher violates this rule and subsequently engages the pitching plate.</u></li> <li>▪ For infraction (f-i), correct the infraction before the next pitch. In (f), the umpire has sole authority to judge whether an item is distracting and shall have that item removed.</li> </ul>
<b>Brush Back Pitch:</b> Pitcher intentionally pitches close to a batter.	Eject the pitcher if an umpire judges the act to be intentional. In case of doubt, an umpire may first warn the pitcher.

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<b>Delay of Game (Pitcher):</b> Throwing to any player other than the catcher, when the batter is in the batter's box, unless it is an attempt to retire a runner	<ul style="list-style-type: none"> <li>▪ First offense: Warning</li> <li>▪ Subsequent violation: Ejection</li> </ul>
<b>Delay of Game (Pitcher):</b> Failing to pitch or make or attempt a play, including a legal feint, within 20 seconds after he has received the ball.	Award batter one ball.
<b>Delay of Game (Coach):</b> Delay of the game includes consuming time as the result of the coach or his representative conferring with a defensive player or players after the umpire has charged the team with three conferences	Replace the current pitcher as pitcher for the duration of the game.
<b>Intentionally dropped ball:</b> Infielder intentionally drops a fair fly, fair line drive, or fair bunt in flight with at least first base occupied and with less than two outs	Batter is out and all runners return to base occupied at time of pitch
<b>Offensive</b>	
<b>Batting Helmet:</b> When the ball is live, on-deck batters, batters, runners, retired runners, players/students in the coach's boxes, as well as non-adult bat/ball shaggers, deliberately not wearing a legal batting helmet	<ul style="list-style-type: none"> <li>▪ Delayed Dead Ball.</li> <li>▪ First offense: Team Warning.</li> <li>▪ Subsequent violation: Ejection.</li> </ul>
<b>Batting Helmet:</b> Deliberately removing batting helmet in live ball territory while ball is alive	<ul style="list-style-type: none"> <li>▪ Delayed Dead Ball.</li> <li>▪ First offense: Team Warning.</li> <li>▪ Subsequent violation: Ejection.</li> </ul>
<b>Illegal substitute:</b> Illegal substitute on offense	<ul style="list-style-type: none"> <li>▪ Call the player out and restrict him to the bench/dugout for the duration of the game.</li> <li>▪ If the illegal substitute should score a run, advance, or cause a play that allows another runner(s) to advance, any out(s) made on the play stands and all other runners return to the base(s) occupied at the time of the pitch.</li> </ul>
<b>Batter failure to appear:</b> Batting out of order	<ul style="list-style-type: none"> <li>▪ Call the batter out, on appeal, when he fails to bat in his proper turn and another batter completes a time at bat in his place ("failure to appear").</li> <li>▪ When an improper batter becomes a runner or is put out and the <u>defensive team appeals to the umpire before the first legal or illegal pitch</u>, or play, or attempted play, or prior to an intentional base on balls, or before the infielders leave the diamond if a half-inning is ending, the umpire shall declare the proper batter out and return all runners to the base occupied at the time of the pitch.</li> <li>▪ When an improper batter becomes a runner or is put out and <u>a legal pitch or illegal pitch has been delivered</u> to the succeeding batter, or an intentional base on balls has occurred, or all infielders have left the diamond if a half inning is ending, and <u>before an appeal is made</u>, the improper batter becomes the proper batter and the results of his time at bat become legal.</li> <li>▪ When calling the proper batter out because he has failed to bat in turn, the next batter shall be the batter whose name follows that of the proper batter thus called out.</li> </ul>

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	<ul style="list-style-type: none"> <li>▪ When an improper batter becomes a proper batter because the defense has not made a proper appeal, the next batter shall be the batter whose name follows that of such legalized improper batter. The instant an improper batter's actions are legalized, the batting order picks up with the name following that of the legalized improper batter.</li> </ul>
<p><b>Delay of Game:</b> Batter delays game</p>	<ul style="list-style-type: none"> <li>▪ For failure of the batter to be ready within 20 seconds after the ball has been returned to the pitcher, the umpire shall call a strike.</li> <li>▪ If the batter leaves the batter's box, delays the game, and none of the defined exceptions (to leave the batter's box) apply, the plate umpire shall charge a strike to the batter.</li> <li>▪ The pitcher need not pitch, and the ball remains live.</li> </ul>
<p><b>On-deck Batter:</b> Players loosening up to bat not remaining in the area of their team's on-deck circle while the pitcher is warming up</p>	<ul style="list-style-type: none"> <li>▪ First offense: Team Warning.</li> <li>▪ Subsequent violation: Ejection.</li> </ul>
<p><b>Illegal Bat:</b> Entering the batter's box with an illegal bat</p>	<ul style="list-style-type: none"> <li>▪ First offense: Penalty for an illegal bat (i.e., batter out or result of play) and restrict the head coach to the dugout for the remainder of the game.</li> <li>▪ Second violation: Penalty for an illegal bat and eject the head coach.</li> <li>▪ Subsequent violation: Penalty for an illegal bat and eject the designated head coach.</li> </ul>
<p><b>Illegally batted ball</b></p>	<ul style="list-style-type: none"> <li>▪ Batter is out. Runners return.</li> </ul>
<p><b>Batter out of box:</b> Batter hits the ball while either foot or knee is touching the ground completely outside the lines of the batter's box or touching home plate.</p>	<ul style="list-style-type: none"> <li>▪ Ball becomes dead immediately.</li> <li>▪ Batter is out.</li> </ul>
<p><b>Batter switching boxes:</b> Batter disconcerts the pitcher by stepping from the box on one side of home plate to the box on the other side while the pitcher is in position ready to pitch.</p>	<ul style="list-style-type: none"> <li>▪ Ball becomes dead immediately.</li> <li>▪ Batter is out.</li> </ul>
<p><b>Hit Batter:</b> <u>Batter permits a pitched ball to touch him.</u></p>	<p>The batter remains at bat (pitch is a ball or strike) unless pitch was a third strike or ball four.</p>
<p><b>Intentionally hitting ball second time</b></p>	<ul style="list-style-type: none"> <li>▪ Batter is out.</li> <li>▪ Runners return.</li> </ul>
<p><b>Backswing Interference (batter):</b> Batter contacts the catcher or his equipment prior to the time of the pitch</p>	<ul style="list-style-type: none"> <li>▪ Ball becomes dead immediately.</li> <li>▪ No penalty.</li> </ul>
<p><b>Interference (batter):</b> Batter interferes with the catcher's fielding or throwing by:</p> <ol style="list-style-type: none"> <li>a. leaning over home plate</li> <li>b. stepping out of the batter's box</li> <li>c. making any other movement, including follow-through interference, which hinders actions at home plate or the catcher's attempt to play on a runner</li> <li>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</li> </ol>	<ul style="list-style-type: none"> <li>▪ Interference called - Delayed Dead Ball.</li> <li>▪ When there are two outs, the batter is out.</li> <li>▪ When there are not two outs and the runner is advancing to home plate, if the defense tags the runner out, the ball remains live, and ignore the interference. Otherwise, the ball is dead, and call the runner out.</li> <li>▪ When an attempt to put out a runner at any other base is unsuccessful, the batter is out, and all runners must return to bases occupied at the time of the pitch.</li> </ul>

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	<ul style="list-style-type: none"> <li>▪ If the pitch is a third strike and in your judgment the interference prevents a possible double play (additional outs), you may rule two players out.</li> </ul>
<p><b>Interference (batter):</b> Batter throws a whole bat and interferes with a defensive player attempting a play</p>	<ul style="list-style-type: none"> <li>▪ Interference called - Ball becomes dead immediately.</li> <li>▪ The batter is out.</li> <li>▪ Runners return.</li> <li>▪ If, in the umpire’s judgment, interference prevented a possible double play, you may rule two players out.</li> </ul>
<p><b>Interference (batter):</b> Interference by batter when attempted put out is on runner other than at home</p>	<ul style="list-style-type: none"> <li>▪ Interference called - Delayed Dead Ball.</li> <li>▪ With two out, batter is out. Otherwise, if attempt on runner is unsuccessful, ball is dead, batter is out, and runners return.</li> <li>▪ If third strike, batter is out, and umpire can call a second out.</li> </ul>
<p><b>Interference (batter):</b> Interference by batter when runner is advancing to home plate (other than hitting a throw from the pitcher, not in contact with pitcher’s plate)</p>	<ul style="list-style-type: none"> <li>▪ Interference called - Delayed Dead Ball.</li> <li>▪ Runner is out unless two are out, then batter is out.</li> <li>▪ If defense puts runner out, ball remains alive.</li> </ul>
<p><b>Interference (batter):</b> Interference by batter who hits throw from the pitcher, not in contact with pitcher’s plate when runner is advancing to home base</p>	<ul style="list-style-type: none"> <li>▪ Interference called - Ball becomes dead immediately.</li> <li>▪ With less than two outs, the runner is out.</li> <li>▪ Otherwise, batter is out.</li> </ul>
<p><b>Interference (runner):</b> Interference by runner or retired runner (including malicious contact)</p>	<ul style="list-style-type: none"> <li>▪ Interference called - Ball becomes dead immediately.</li> <li>▪ Interferer is out, also batter/runner if interference prevented a double play at first base.</li> <li>▪ Interferer is out and so is another runner if interference prevented a double play on the latter. Other runners return.</li> </ul>
<p><b>Interference (runner):</b> Fair ball touches runner before it touches an infielder or after it passes any infielder except the pitcher and another fielder has a play</p>	<ul style="list-style-type: none"> <li>▪ Interference called - Ball becomes dead immediately.</li> <li>▪ Hit runner is out.</li> <li>▪ Batter awarded first base and credited with single.</li> <li>▪ Others return to base occupied at time of interference unless forced by batter-runner</li> </ul>
<p><b>Interference (runner):</b> Interference with fielder by runner attempting to catch foul fly ball</p>	<ul style="list-style-type: none"> <li>▪ Interference called - Ball becomes dead immediately.</li> <li>▪ Runner is out, and another runner is out if interference prevented a possible double play.</li> </ul>
<p><b>Interference (runner):</b> Baserunner does not legally slide and causes illegal contact and/or illegally alters the actions of a fielder in the immediate act of making a play, or on a force play, does not slide in a direct line between the bases;</p>	<ul style="list-style-type: none"> <li>▪ Interference called - Ball becomes dead immediately.</li> <li>▪ The runner is out.</li> <li>▪ On a force-play slide with less than two outs, declare the runner out, as well as the batter-runner. Runners shall return to the bases occupied at the time of the pitch. With two outs, declare the runner out.</li> </ul>
<p><b>Interference (coach):</b> Coach physically assists a runner</p>	<p>Call the runner out immediately.</p>
<p><b>Interference (coach):</b> A coach judged to have interfered <u>intentionally</u> with the thrown ball or interferes in fair territory</p>	<ul style="list-style-type: none"> <li>▪ Interference called - Ball becomes dead immediately.</li> <li>▪ The runner is out.</li> <li>▪ The batter-runner or runner may be out for specific situations.</li> <li>▪ Other runners return.</li> </ul>

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<b>Interference (umpire):</b> Fair batted ball touches umpire before it touches a fielder or passes any fielder except the pitcher	<ul style="list-style-type: none"> <li>▪ Interference called - Ball becomes dead immediately.</li> <li>▪ Batter awarded first base and credited with a single.</li> <li>▪ Runners return to bases occupied at time of pitch unless forced by batter-runner.</li> </ul>
<b>Interference (umpire):</b> Interference with catcher by umpire	<ul style="list-style-type: none"> <li>▪ Interference called - Delayed Dead Ball.</li> <li>▪ If the defense does not put the runner out, return runners.</li> </ul>
<b>Interference (other)</b> by others connected with team	<ul style="list-style-type: none"> <li>▪ Interference called - Delayed Dead Ball.</li> <li>▪ Runner is out.</li> <li>▪ Other runners return.</li> </ul>
<b>Interference (attempt to cause balk):</b> Offensive team personnel calls “Time” or uses any other command or commits an act for the purpose of trying to cause opposing pitcher to balk	<ul style="list-style-type: none"> <li>▪ Interference called - Delayed Dead Ball.</li> <li>▪ No runners allowed to advance.</li> <li>▪ Ejection.</li> </ul>
Baserunner does not legally attempt to avoid a fielder in the immediate act of making a play on him;	The runner is out, the ball remains live unless you call interference.
<b>Dive over fielder:</b> Baserunner dives over a fielder	The runner is out, and the ball remains live unless an umpire declares interference.
<b>Failure to touch a base:</b> Missed base or failure to tag-up	<p>For failure to touch a base (advancing and returning), or failure to tag up as soon as a fielder touches a caught fly ball, the runner may be called out if the defensive team makes a proper appeal.</p> <ul style="list-style-type: none"> <li>▪ The defense may appeal during a live ball immediately following the play and before a pitch (legal or illegal), granting an intentional base on balls, or before the next play or attempted play. If the offensive team initiates a play before the next pitch, the defensive team does not lose the right to appeal. A defensive player with the ball in his possession may make a live-ball appeal by tagging the runner or touching the base the runner missed or left too early.</li> <li>▪ A coach or any defensive player with or without the ball may make a dead ball appeal by verbally stating that the runner missed the base or left the base too early.</li> </ul> <p>Appeals must be made (1) before the next legal or illegal pitch; (2) at the end of an inning, before the pitcher and all infielders have left fair territory; (3) before an intentional base on balls is granted; or (4) on the last play of the game, an appeal can be made until the umpire(s) leave the field of play.</p> <p>NOTE: When a play by its very nature is imminent and is obvious to the offense, defense and umpire(s), no verbal appeal is necessary, e.g., runner attempting to retouch a base that he missed, or a failure to tag up and the defense makes a throw to that base or plate while a play is in progress.</p>
<b>Baseline Violation:</b> Baserunner runs more than three feet away from a direct line between bases to avoid a tag or to	The runner is out.

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hinder a fielder while the runner is advancing or returning to a base. Note that this is not an infraction if a fielder attempting to field a batted ball is in the runner's proper path and if the runner runs behind the fielder to avoid interfering with him. When the defense makes a play on a runner or batter-runner, he establishes his baseline as directly between his position and the base toward which he is moving.	
<b>Passes a preceding baserunner:</b> Baserunner passes an unobstructed preceding runner	The runner is out.
<b>Abandonment:</b> Any runner, after reaching first base, who leaves the baseline heading for the dugout or his defensive position believing that there is no further play	The runner is out.
Baserunner deliberately knocks the ball from a fielder's hand.	The runner is out.

### Baserunning Awards

Number of Bases	Determined at time of:
<b>One Base (runners)</b>	
Balk	Infraction
Throw or pitch from pitcher's plate thrown out of play	Pitch/Throw
Throw from pitcher's plate goes out of play	Throw
Unintentional catch and carry (i.e., fielder steps or falls with both feet from field of play)	Pitch
*Catcher obstruction (if attempting to advance, i.e., stealing)	Pitch – Delayed Dead Ball
Forced (because batter is awarded 1st base)	Pitch
Pitch strikes runner (except when pitch is a strike for third out)	Pitch
Pitch lodges in defensive player's or umpire's uniform or equipment	Pitch
<b>One Base (batter)</b>	
Walk	Pitch
Pitch thrown out of play on ball four	Pitch
*Defense obstructs batter	Pitch – Delayed Dead Ball
Hit by pitch (except when he permits the ball to touch him, or pitch is a strike)	Pitch
Runner interference (unintentional)	Pitch
Umpire interference (hit by batted ball)	Pitch
Pitch lodges in defensive player's or umpire's uniform or equipment on ball four	Pitch
<b>Two Bases (batter and runners)</b>	
Fair batted ball bounces over, through, goes under, lodges in, or under fence	Pitch
#Fair batted ball or thrown ball lodges in defensive player's or umpire's uniform or equipment (except ball lodged in glove)	Pitch
*#Live thrown ball or pitch touched by illegal glove or mitt	Infraction (Delayed Dead Ball)
*#Live thrown ball or pitch touched by detached player equipment which is thrown, tossed, kicked or held by fielder	Infraction (Delayed Dead Ball)
First throw by infielder and ball goes out of play or lodged in or under fence	Pitch

For any subsequent play by an infielder or for any throw by an outfielder and ball goes out of play or lodges in or under fence.	Throw
Intentional catch and carry (runners only)	Pitch
A batted, thrown or pitched ball touches a designated media area or anyone or anything that is entirely or partially in the designated media area	Pitch (throw if not first throw from an infielder)
<b>Three Bases (batter and runners)</b>	
Fair batted ball (or over foul ground which might become fair) contacted with detached player equipment or illegal glove/mitt	Infraction (Delayed Dead Ball)
<b>Four Bases (batter and runners)</b>	
Fair batted ball over fence in flight or prevented by spectator or player's detached equipment	Pitch
Fair batted ball hits foul pole above fence in flight	Pitch
<b>Umpire Judgement</b>	
Spectator interference	Infraction
*Runner(s) obstruction (minimum of one base). If obstructed runner and all other runners hindered by the obstruction do not reach bases they otherwise would have reached, award runner or runners such bases.	Infraction (Delayed Dead Ball)
Defensive malicious contact	Infraction
<b>NOTES:</b>	
* Award only if not ignoring infraction (i.e., batter and all runners attempting to steal or who are forced advance to appropriate bases)	Delayed Dead Ball
#Only make an award to the batter-runner on a pitch if he has the right to advance to first base.	

### Balk

A balk is an illegal act committed by the pitcher with a runner(s) on base which entitles each runner to advance one base. Any of the following acts by a pitcher while he is touching the pitcher's plate is a balk:

- a. any feinting toward the batter or first base, or any dropping of the ball (even though accidental) and the ball does not cross a foul line
- b. failing to step with the non-pivot foot directly toward a base (occupied or unoccupied) when throwing or feinting there in an attempt to put out, or drive back a runner; or throwing or feinting to any unoccupied base when it is not an attempt to put out or drive back a runner; "direction and gain distance"
- c. making an illegal pitch from any position
- d. failing to pitch to the batter in a continuous motion immediately after any movement of any part of the body such as he habitually uses in his delivery
  1. If the pitcher, with a runner on base, stops or hesitates in his delivery because the batter steps out of the box (a) with one foot or (b) with both feet, or (c) holds up his hand to request "Time," it shall not be a balk. In (a) and (c), there is no penalty on either the batter or the pitcher. The umpire shall call "Time" and begin play anew. In (b), call a strike on the batter (violation for not keeping at least one foot in the batter's box throughout the time at bat). In (a), (b) and (c), if the pitcher legally delivers the ball, call a strike and the ball remains live. Thus, call two strikes on the batter in (b). If the umpire judges the batter's action to be a deliberate attempt to create a balk, he will eject the player.
- e. taking a hand off the ball while in a set position, unless he pitches to the batter, or throws to a base, or he steps toward and feints a throw to second or third base as in (b)
- f. failing to pitch to the batter when the entire non-pivot foot passes behind the perpendicular plane of the back edge of the pitcher's plate, except when feinting or throwing to second base in an attempt to put out a runner



It is also a balk if a runner or runners are on base and the pitcher, while he is not touching the pitcher's plate, makes any movement naturally associated with his pitch, or he places his feet on or astride the pitcher's plate, or positions himself within approximately five feet of the pitcher's plate without having the ball.