

# Rule 7.13:

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# Little League Baseball

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Rule 7.13

In Little League Baseball

Base Runners Leaving Early



# Rule 7.13: Little League (Majors) & Minor Baseball

- When a pitcher is in contact with the pitcher's plate and in possession of the ball and the catcher is in the catcher's box ready to receive delivery of the ball, base runners shall not leave their bases until the ball has been delivered and has reached the batter.



# Rule 7.13: Little League (Majors) & Minor Baseball

- Note: In tee ball, base runners must stay in contact with the base until the ball is hit. When players have advanced as far as possible without being put out or having been retired, the umpire shall call “time” and place the ball on the tee.



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- The violation by one base runner shall affect all other base runners:
- (a) when a base runner leaves the base before the pitched ball has reached the batter and the batter does not hit the ball, the runner is permitted to continue. If a play is made on the runner and the runner is out, the out stands. If said runner reaches safely the base to which the runner is advancing, that runner must be returned to the base occupied before the pitch was made, and no out results



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- The violation by one base runner shall affect all other base runners:
- (b) when a base runner leaves the base before the pitched ball has reached the batter and the batter hits the ball, the base runner or runners are permitted to continue. If a play is made and the runner or runners are put out, the out or outs will stand. If not put out, the runner or runners must return to the original base or bases or to the unoccupied base nearest the one that was left



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- In no event shall the batter advance beyond first base on a single or error, second base on a double or third base on a triple. The umpire-in-chief shall determine the base value of the hit ball.



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- The violation by one base runner shall affect all other base runners:
- (c) when any base runner leaves the base before the pitched ball has reached the batter and the batter bunts, hits a ball within the infield or advances on an uncaught third strike, no run shall be allowed to score. If three runners were on the bases and the batter reaches first base safely, each runner shall advance to the base beyond the one they occupied at the start of the play except the runner who occupied third base, that runner shall be removed from the base without a run being scored.



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- Note: See exceptions following this rule.
- Exception: If at the conclusion of the play, there is an open base, paragraphs (a) and (b) will apply.
- Note 1: When an umpire detects a base runner leaving the base too soon, that umpire shall drop a signal flag or handkerchief immediately to indicate the violation.





# Rule 7.13: Little League (Majors) & Minor Baseball

- Let's clarify the terms of this rule:
- 1. The pitcher must have possession of the ball on the rubber, not just the mound.
- Remember this: A batter can run all the way to second base following a base on balls even when the pitcher has possession of the ball on the rubber, providing the runner does not stop at any time during the advance.



# Rule 7.13: Little League (Majors) & Minor Baseball

- Let's clarify the terms of this rule:
- 2. The catcher “ready to receive” means that the catcher must have his equipment on, including his helmet, and be in the catcher's box facing the pitcher. He does not have to be squatting. The batter does not have to be in the batter's box. The catcher does not have to squat at any time.



# Rule 7.13: Little League (Majors) & Minor Baseball

- Let's clarify the terms of this rule:
- 3. The pitch reaching the batter means exactly that. If the batter is standing in the front of the batters box, the pitch reaches him at a different time than when the batter is standing in the back of the batters box. It is not when the pitch crosses the plate, which is the most common misinterpretation.



# Rule 7.13: Little League (Majors) & Minor Baseball

- Basic keys to simplify this rule:
- 1. If one runner leaves early, they are all considered to have left early.



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- Basic keys to simplify this rule:
- 2. Move the batter-runner back to where the umpire-in-chief judges the value of the clean hit. Any advance made by the batter-runner, beyond his scored hit, is nullified.



# Rule 7.13: Little League (Majors) & Minor Baseball

- Basic keys to simplify this rule:
- 3. Place all runners back on their original bases when ever possible. Put them as close as possible to the batter-runner after placing the batter-runner at the base judged to be the clean hit.



# Rule 7.13: Little League (Majors) & Minor Baseball

- Basic keys to simplify this rule:
- 4. If any bases become empty due to any runner or the batter-runner being put out, return the runners to those original bases.



# Rule 7.13: Little League (Majors) & Minor Baseball

- Basic keys to simplify this rule:
- 5. On the uncaught third strike:
- A. With two outs and the bases loaded, if any runner leaves early and if the batter-runner safely reaches first base and all other runners advance one base, revert to 7.13(c) when the runner that occupied third base is removed from the base without a run being scored or an out recorded.





# Rule 7.13: Little League (Majors) & Minor Baseball

- Basic keys to simplify this rule:
- 5. On the uncaught third strike:
- B. With less than two outs and first base unoccupied, if any runner leaves early, proceed with the play. If no outs are recorded, at the end of the play, place the batter-runner on first base and return all other runners to their original bases prior to the pitch, no matter how many bases the batter-runner or runners have advanced.



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- Basic keys to simplify this rule:
- 6. When the pitcher has possession of the ball on the rubber and the catcher is in the catcher's box ready to receive, base runners shall not leave their bases until the ball has been delivered and has reached the batter.
- There is no requirement in the rule for a pitch to be delivered for there to be a violation of the rule.



# Rule 7.13: Little League (Majors) & Minor Baseball

- Basic keys to simplify this rule:
- Example: When the pitcher has possession of the ball on the rubber and the catcher is in the catcher's box ready to receive, the runner or runners are **REQUIRED** to maintain contact with the base “until the ball has been delivered and has reached the batter.



# Rule 7.13: Little League (Majors) & Minor Baseball

- Basic keys to simplify this rule:
- Example ( continued ): If a runner breaks contact with the base at any time while the two basic elements are in place ( pitcher on rubber, catcher ready ) the runner has violated Rule 7.13 and the umpire should drop the violation flag. On the ensuing play: whether it involves a pitch or the pitcher stepping back from the rubber with his/her pivot foot and makes a play is permitted to continue. The umpire then applies whichever penalty ( if any ) called for under the circumstances prescribed in the rule.



# Rule 7.13: Little League (Majors) & Minor Baseball

- Basic keys to simplify this rule:
- 7. Approved ruling: On the uncaught third strike with runner(s) on base and one or more leave early, after the play is over, send the batter back to first base, no matter how far he/she advanced and return all runners to the bases they occupied for the start of the play. NOTE: Any outs recorded on this play will stand and no runs shall score, refer back to 7.13 ( c ).

