

“RUN-BY” RULE

The Run-By Rule is to provide a SAFE, no-contact game.

In all cases, the maximum distance for running by shall be 3 feet inside or outside of the base path with the exception of home plate where a base runner must keep as far away from home plate as possible.

When a ball is hit to the infield or outfield and a runner is advancing:

Runner advancing from 1st base to 2nd base:

If the runner does not intend to advance to 3rd base during the play, the runner will run by (not touching) 2nd base, on the opposite side of the base from the ball in play, so as not to come between the ball in play and the defensive player. Neither the base runner nor the defensive player shall interfere with each other. The runner must make every attempt to avoid interfering with defensive player attempting a throw to 1st base in the event a double play is being attempted. The runner will then return to 2nd base and await the next play.

Runner advancing from 1st base to 2nd base with intent to advance:

If the runner decides to advance to 3rd base while running to 2nd base during the play as it is obvious a play at 2nd base is not likely, he must tag the base on his way by as per normal rules. Neither the base runner nor the defensive player shall interfere with each other.

Runner advancing from 1st base to 2nd base with intent to advance after run-by:

If the runner decides to advance to 3rd base after he has already run by 2nd base then the runner must return to and touch 2nd base before proceeding to 3rd base. Neither the base runner nor the defensive player shall interfere with each other.

Runner advancing from 2nd base to 3rd base:

If the runner does not intend to advance to home during the play, the runner will run by (not touching) 3rd base on the opposite side of the base from the ball in play, so as not to come between the ball in play and the defensive player. Neither the base runner nor the defensive player shall interfere with each other. The runner will then return to 3rd base and await the next play.

Runner advancing from 2nd base to 3rd base with intent to advance:

If the runner decides to advance home while running to 3rd base during the play as it is obvious a play at 3rd base is not likely, he must tag the base on his way by as per normal rules. Neither the base runner nor the defensive player shall interfere with each other.

Runner advancing from 2nd base to 3rd base with intent to advance after run-by:

If the runner decides to advance to home plate after he has already run by 3rd base, then the runner must return to and touch 3rd base before proceeding home. Neither the base runner nor the defensive player shall interfere with each other.

Runner advancing from 3rd base to home:

The runner will run by and not touch home plate. The runner is to run by home plate on the right side of the plate so as to keep clear of the back catcher and the ball in play.

Sliding into bases or home:

Sliding is not allowed unless returning to a base to avoid being tagged out.

Consequences for violations:

If the base runner does interfere with the defensive player, he will be called out. If the defensive player interferes with the base runner, the base runner will be awarded one base. Infractions are a judgment call on the part of the umpire.

If the umpire does not observe the infraction, he will so indicate and play will continue with no consequence.

In all cases, the judgment of the umpire will be final.