

City of Long Beach Parks, Recreation & Marine

Youth Sports Program

Dodgers Dreamteam Rulebook



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Dodgers Dreamteam Tball & Coach Pitch

The Youth Sports Program's T-ball and Coach Pitch divisions are designed to introduce the fundamentals of baseball, in a non-competitive recreational setting.

Coaching Objectives for the T-ball & Coach Pitch Division

1. Teach the fundamental skills of batting, base running, and fielding.
2. Teach participants to apply the skills in a game-like atmosphere, further developing fundamentals.
3. Teach and emphasize teamwork and sportsmanship.
4. Develop motor skills and abilities, the overall health & wellness of the participant, including muscular strength and endurance.
5. Help participants learn the basic positions on a field: offense/defense positions.

Division Specifications

T-ball

Age Requirement

Ages 5 & 6

Bat Size

25-27

Field Dimensions

50 ft between each base
38 ft from mound to home plate

Ball Size

Soft Core Baseball

Coach Pitch

Age Requirement

Ages 7 & 8

Bat Size

25-27

Field Dimensions

50 ft between each base
38 ft from mound to home plate

Ball Size

Soft Core Baseball

Dodgers Dreamteam Tball & Coach Pitch Division Game Rules

GAME STRUCTURE

Start of Game

The away team will always bat first, and the home team will begin the game on defense.

Home team will occupy the 3rd base dugout.

Equipment

Home team will wear **blue** jerseys

Away team will wear **grey** jerseys

Both teams must bring softcore baseballs, a tee, and helmets to EVERY game.

Once game time:

- Home team will supply the game balls
- Away team will supply the game tee

Game Clock & Forfeit Rules

The game clock will begin at the scheduled time if both teams have the minimum required number of players present.

If one or both teams do not have enough players present, the clock will begin at:

- 10 minutes after the scheduled game time, or
- When the 8th player arrives

whichever occurs first.

A game will be declared a scrimmage 10 minutes after the scheduled start time if a team has not met the minimum player requirement.

Score

Score is not kept in the Tball and Coach Pitch divisions.

TEAM & PLAYER RULES

Batting Lineup

Coaches must prepare a batting lineup before each game & sign their players in on the scorecard in the lineup order. All players present at the game must be included in lineup established before the game begins. The batting order will be continuous and cannot change during the game.

Offense (Batting)

All players will get a chance to bat in every inning that is played. Each coach will go through their entire lineup. Once all players on your team bat 1 time in a consecutive order, you will switch to defense. After each player takes their at-bat, coaches are responsible for clearing home plate of any bats or other equipment.

Official will be placed near the dugout of the offensive team to assist the coach who is pitching or setting up the tee with their team in the dugout.

Defense (Fielding)

On defense, ALL players will be on the field at the same time. Coaches MUST be on the field with their team the entire time.

Coach Pitch: A catcher is required on defense unless the team has fewer than 8 players. The catcher should be positioned safely behind the batter and instructed to retrieve and return the ball to their coach.

Dugout and Safety

Only the batter and the on-deck hitter may be outside the dugout. Any offensive player outside the dugout must wear a helmet. All bats must be cleared from the playing area before the next batter steps in. All players that are not batting, on base or on deck MUST remain in their dugout.

On-Deck Batter

The on-deck batter is the next player in the batting order who is scheduled to bat after the current batter. The on-deck batter must remain in a designated safe area near their team's dugout.

On-Deck Batter continued

The on-deck batter may:

- Warm up with a bat
- Prepare for their turn at the plate
- Clear the bat
- Enter the batter's box only after the previous play has ended and the official has called "time."

Only one on-deck batter is allowed at a time.

Inning Structure

Each inning consists of a top half, where the away team bats, and a bottom half, where the home team bats. Each half-inning ends once all players on that team have hit.

BATTING RULES

Batting

T-ball: Each batter will hit off of a batting tee and advance one base at a time. The player will be allowed a total of **4** swings at the ball off of the tee. During this time, their coach should assist with stance, tee height, etc. After four attempts, if the player has not hit the ball into play, their coach should help them swing so the player can move to first base.

The last batter in a lineup will hit a "homerun" clearing the bases of any runners before the teams change sides.

Coach Pitch: Each batter will be given **3** pitches from their coach. If they do not hit any of the three pitches into fair territory, the tee will be brought out. They then have two attempts to hit off of the tee. If the ball is not hit into play, the player will be out and should return to their dugout.

The last batter in a lineup will hit a "homerun" clearing the bases of any runners before the teams change sides.

Foul Balls, Fair Balls

A Foul Ball is a batted ball that:

- Lands outside the foul lines before reaching first or third base, or
- First touches the ground or an object in foul territory before passing first or third base, or
- Touches a player, official, or object in foul territory at any time

A Fair Ball is a batted ball that lands on or inside the foul lines, or touches a base before going into foul territory
A fair ball is live, and runners may advance at their own risk.

BASERUNNING

Base Running

T-ball: After a t-ball player hits the ball they should run to first base. In the T-ball division, players may only advance one base at a time. (Except the last person at bat who runs all bases to signify the switch to defense.)

Coach Pitch: In the coach pitch division, players can advance multiple bases after a hit but, must always stay behind the base runner in front of them. They must stop running when the official or coaches call the play dead. (Depending on where the player is, they may be sent back to their previous base.)

Outs

T-ball: There will be no outs in the t-ball division. If the defense tags the base before the runner, the runner will not be out.

Coach Pitch: In the coach pitch division, the runner must be on the base in order to be SAFE. If the ball gets to the base first or if the defense tags the runner, the runner is out and should return to their dugout. (We are not playing three outs so, both teams must still bat through their entire lineup and then switch)

Coaches and officials will work together to call outs.

Sliding & Contact

A runner who slides must try to avoid contact on close plays. Unsafe slides (including rolling slides or slides with a raised leg) may result in the runner being called out.
Runners may slide headfirst into any base as long as they do so safely.

Baseline Rule

A runner may not deviate more than three feet from their direct path to a base to avoid a tag.
Violation results in an out.

First Base Run-Through vs. Advance

At first base, the runner is allowed to run through the base on a close play without being tagged out, provided they do not attempt to advance to second base.

- If the runner runs straight through first base and veers off left, making no attempt toward second, they may return safely to first base.
- If the runner makes an attempt to advance to second base (even a turn indicating intent), they are considered a runner and may be tagged out.
- Once the runner attempts to advance, they must return to first base before being tagged to remain safe.

Tip: Have your runners run through the base into foul territory.

Tagging Up

Runners must remain on their base until a caught fly ball is first touched by a defensive player.

Leaving early may result in an appeal out.

Force vs. Tag Outs

A force out occurs when a runner is required to advance and the defense records the out by touching the base.

A tag out occurs when a runner is not forced and must be tagged with the ball.

BALL STATUS

Dead Ball

The ball is considered dead when the pitcher has control of the ball in the pitching area and the umpire calls "Time." No runners may advance once time is called.

Ball Contact Situations

If a live ball accidentally hits a player or coach, the ball remains live and play continues.

If a player or coach intentionally interferes with a live ball or a defensive play, the umpire may call the runner out and declare the ball dead.

Interference occurs when an offensive player or coach impedes, hinders, or disrupts a defensive player attempting to make a play.

- The ball is typically dead
- The runner is usually called out
- Other runners may be returned to their last base

Batted Ball Hits Runner

If a fair batted ball hits a runner in fair territory, the runner is out and the ball is dead.

Pitching Rules

In coach pitch the coach must pitch the ball overhand to their team.

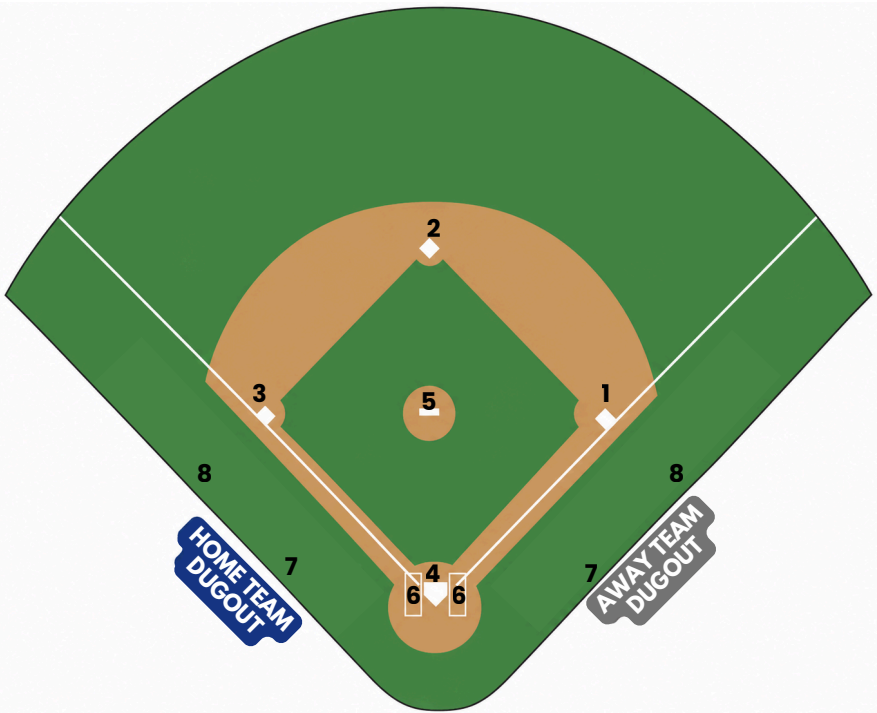
End of Game

At the end of every game, each team should meet with their coach and cheer for the other team:

"Good Game _____ Park"

Teams will then line up to high-five each other.

Dodgers Dreamteam Tball & Coach Pitch Field Element Diagram



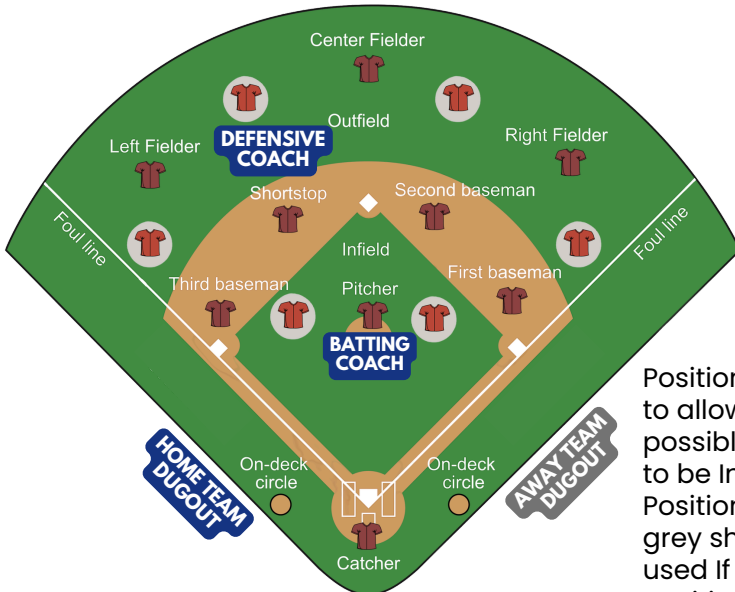
KEY:

- | | |
|------------------------|-------------------|
| 1 1st Base | 5 Pitchers Mound |
| 2 2 nd Base | 6 Batters Box |
| 3 3rd base | 7 On Deck Circles |
| 4 Home plate | 8 Dugouts |

T-ball Defensive Positions



Coach Pitch Defensive Positions



Positions shown are to allow for all possible 15 players to be in a position. Positions circled in grey should only be used if all other positions are already filled.

Dodgers Dreamteam Minor – Junior Baseball & Minor – Senior Softball

The Youth Sports Program's Minor through Senior divisions are designed to build upon fundamental skills in a more structured and competitive game environment. These divisions focus on continued player development, game awareness, and applying skills in real game situations while maintaining a strong emphasis on sportsmanship.

Coaching Objectives – Minor to Senior Divisions

Coaches are expected to focus on the following objectives:

1. Reinforce and advance the fundamental skills of batting, base running, pitching, and fielding
2. Teach players to apply skills in live game situations, including decision-making and situational awareness
3. Emphasize teamwork, sportsmanship, and respect for players, coaches, and officials
4. Continue developing athletic ability, coordination, strength, and overall health and wellness
5. Teach positional responsibilities, game strategy, and a deeper understanding of offense and defense



Dodgers Dreamteam Minor Division

Baseball

Age Requirement
Ages 9 & 10

Field Dimensions
60ft basepath
46ft pitching distance

Ball Size
Softcore
Baseballs

Bat Requirements
USA stamped bats only

Game Length
No New Inning:
45 minutes
Drop Dead:
60 minutes

No walk-offs (inning
must finish)

Softball

Age Requirement
Ages 9 & 10

Field Dimensions
60ft basepath
35 ft Pitching Distance

Ball Size
11 Inch
Softballs

Bat Requirements
USSSA stamped bats
only

Game Length
No New Inning:
45 minutes
Drop Dead:
60 minutes

No walk-offs (inning
must finish)

Dodgers Dreamteam Major Division

Baseball

Age Requirement
Ages 11 & 12

Field Dimensions
70ft basepath
50ft pitching distance

Ball Size
Hard Baseball

Bat Requirements
USA stamped bats only

Game Length
No New Inning:
60 minutes
Drop Dead:
75 minutes

No walk-offs (inning
must finish)

Softball

Age Requirement
Ages 11 & 12

Field Dimensions
60ft basepath
40 ft Pitching Distance

Ball Size
11 Inch
Softballs

Bat Requirements
USSSA stamped bats
only

Game Length
No New Inning:
60 minutes
Drop Dead:
75 minutes

No walk-offs (inning
must finish)

Dodgers Dreamteam

Junior Baseball

Age Requirement
Ages 13 - 15

Field Dimensions
90ft basepath
60ft pitching distance

Ball Size
Hard Baseball

Bat Requirements
USA stamped bats only

Game Length
No New Inning:
75 minutes
Drop Dead:
90 minutes

No walk-offs (inning
must finish)

Senior Softball

Age Requirement
Ages 13 - 18

Field Dimensions
60ft basepath
45ft Pitching Distance

Ball Size
12 Inch
Softballs

Bat Requirements
USSSA stamped bats
only

Game Length
No New Inning:
75 minutes
Drop Dead:
90 minutes

No walk-offs (inning
must finish)

Dodgers Dreamteam

Minor – Senior Division Game Rules

GAME STRUCTURE

Start of Game

The away team will always bat first, and the home team will begin the game on defense.

Home team will occupy the 3rd base dugout.

Equipment

Home team will wear **blue** jerseys

Away team will wear **grey** jerseys

The home team is responsible for providing 4 playable game balls to the umpire before the start of the game.

Coaches must have the following equipment available at every game:

- Approved Bats
- Warm-Up Balls
- Helmets for Offensive Players

Game Clock & Forfeit Rules

The game clock will begin immediately following the umpire and coaches meeting if both teams have the minimum required number of players present.

If one or both teams do not have enough players present, the clock will begin at:

- 10 minutes after the scheduled game time, or
- When the 8th player arrives,

whichever occurs first.

A game will be declared a scrimmage 10 minutes after the scheduled start time if a team has not met the minimum player requirement.

Score/Scorekeeping

A sports office scorekeeper will track the score. If the drop-dead time is reached during an inning, the final score will revert to the last fully completed inning.

Calling Time

Coaches: A coach may request time by:

Verbally calling "Time!" to the umpire

Making eye contact with umpire and signal (hand raise)

Batters: A batter may request time by:

Raising a hand or verbally asking for "Time".

If granted by umpire, batter may step out of the batter's box (with control, not abruptly)

The request should be made before the pitcher begins their motion

Key to Remember.

Only the umpire can officially stop play.

Players and coaches are requesting time, not calling it themselves

End of Game

At the end of every game, each team should meet with their coach and cheer for the other team:

"Good Game _____ Park"

Teams will then line up to high-five each other.

TEAM & PLAYER RULES

Batting Lineup

Coaches must prepare a batting lineup before each game & sign their players in on the scorecard in the lineup order. All players present at the game must be included in lineup established before the game begins. The batting order will be continuous and cannot change during the game.

If a player leaves the game, their position in the lineup will be skipped without penalty.

Defensive Play

A maximum of nine players may play defense at one time. All players must play defensively throughout the game, and NO player may sit out for two consecutive innings.

Dugout and Safety

Only the batter and the on-deck hitter may be outside the dugout.

Any offensive player outside the dugout must wear a helmet.

All bats must be cleared from the playing area before the next batter steps in.

On-Deck Batter

The on-deck batter is the next player in the batting order who is scheduled to bat after the current batter. The on-deck batter must remain in a designated safe area near their team's dugout.

The on-deck batter may:

- Warm up with a bat
- Prepare for their turn at the plate
- Clear the bat
- Enter the batter's box only after the previous play has ended and the umpire has called "time."

Only one on-deck batter is allowed at a time.

Courtesy Runner

A courtesy runner is a temporary runner used only for the catcher or pitcher to help keep the game moving.

A courtesy runner may be used when the catcher or pitcher reaches base, allowing them time to prepare for the next inning.

Who Can Be the Courtesy Runner

- The last recorded out
- If no previous out: the last available batter who made an out

How It Works

- Coach requests to call time "time - runner"
- The courtesy runner replaces the catcher or pitcher on base
- The original player leaves to prepare for defense
- Play resumes

INNINGS & SCORING

Inning Structure

Each inning consists of a top half, where the away team bats, and a bottom half, where the home team bats. Each half-inning ends when three outs are recorded or when the applicable mercy run rule is reached.

Mercy Run Rules

Minor & Major Divisions: A team may score a maximum of five runs per inning. Once the fifth run scores, the half-inning ends immediately.

Mercy Run Rules continued

Junior Baseball & Senior Softball: If a team leads by ten or more runs, that team is limited to five runs per inning. If the lead drops below ten runs, the limitation is removed.

BATTING RULES

Balls, Strikes, Walks, and Strikeouts

A batter is out after receiving three strikes.

A Strike is called when:

- The batter swings and misses the pitch
- The batter hits a foul ball (unless they already have two strikes)
- The pitch passes through the strike zone and the batter does not swing

Strike Zone: This is the area over home plate where a pitched ball must pass to be called a strike when the batter does not swing.

A Ball is a pitch that:

- Does not pass through the strike zone, and
- The batter does not swing

Walks: A batter is awarded first base (a walk) after receiving four balls.

- The batter goes to first base
 - Runners advance only if they are forced to move Example: A runner on first base must move to second

Minor Division uses special pitching rules that may affect the outcome of a walk. Please see Minor Division Special Rules (Page 23) for full details.

Special Batting Rules

Check Swing

A check swing is ruled a strike if the bat crosses the front edge of home plate or if the umpire determines the batter made an attempt to swing.

Foul Balls, Fair Balls & Foul Tips

A Foul Ball is a batted ball that:

- Lands outside the foul lines before reaching first or third base, or
- First touches the ground or an object in foul territory before passing first or third base, or
- Touches a player, umpire, or object in foul territory at any time

A foul ball counts as a strike unless the batter already has two strikes.

A Foul Bunt with two strikes results in a strikeout.

If a foul ball is caught in the air, the batter is out.

A Fair Ball is a batted ball that lands on or inside the foul lines, or touches a base before going into foul territory

A fair ball is live, and runners may advance at their own risk.

A Foul Tip is a ball that is slightly deflected by the bat, and goes directly into the catcher's glove and is caught cleanly

A foul tip:

- Counts as a strike
- Remains a live ball

If it is strike three, the batter is out.

Hit by Pitch

A batter is awarded first base if they are hit by a pitch (including in the Minor division)

If the batter is hit by a pitch while leaning into the strike zone, the batter is not awarded first base.

BASERUNNING RULES

Leading Off

Minor Baseball and Minor-Senior Softball: Leading off is not permitted. In these divisions, runners may leave the base only after the pitch has been released.

Major and Junior Baseball: Leading off is permitted

Stealing Bases

Minor Division: Stealing is not allowed. A runner may only attempt to advance to the next base when the ball is put into play by the batter. If player attempts to steal, they will be told to go back to their original base.

Stealing Bases continued

Major Baseball and Softball: Runners may only steal second and third base if the catcher fails to control the pitch or the ball gets past the catcher. Home plate is closed, a runner may only attempt to advance to home when the ball is put into play by the batter. If player attempts to steal home, they will be told to go back to 3rd base.

Junior Baseball: Stealing is allowed. Home plate is closed in all situations except as noted below. If player attempts to steal home in any other situation, they will be told to go back to 3rd base. A runner on base may attempt to advance to home only when a defensive player makes an active play on a runner at any base during a non-batted ball.

- This typically occurs on a pickoff attempt by the pitcher or a throw by the catcher
- Once the defense makes a play toward third base, the runner at third may attempt to score at their own risk

Senior Softball: Stealing is allowed. Home plate is closed in all situations except as noted below. If player attempts to steal home in any other situation, they will be told to go back to 3rd base. A runner on base may attempt to advance to home only when the catcher makes an active play on a runner at any base during a non-batted ball.

- This typically occurs on a throw by the catcher
- Once the catcher makes a play toward third base, the runner at third may attempt to score at their own risk

Obstruction occurs when a defensive player impedes a runner without possession of the ball and without actively fielding a batted ball.

- The ball usually remains live
- The umpire may award bases to the obstructed runner

Sliding & Contact

A runner who slides must try to avoid contact on close plays.

Unsafe slides including: rolling slides, or slides with a raised leg, may result in the runner being called out.

Runners may slide head first into any base so long as they do so safely.

Baseline Rule

A runner may not deviate more than three feet from their direct path to a base to avoid a tag. Violation results in an out.

First Base Run-Through vs. Advance

At first base, the runner is allowed to run through the base on a close play without being tagged out, provided they do not attempt to advance to second base.

- If the runner runs straight through first base and veers off left, making no attempt toward second, they may return safely to first base.
- If the runner makes an attempt to advance to second base (even a turn indicating intent), they are considered a runner and may be tagged out.
- Once the runner attempts to advance, they must return to first base before being tagged to remain safe.

Tip: Have your runners run through the base into foul territory.

BALL STATUS

Dead Ball

The ball is considered dead when the pitcher has control of the ball in the pitching area and the umpire calls "Time." No runners may advance once time is called.

Ball Contact Situations

If a live ball accidentally hits a player or coach, the ball remains live and play continues.

If a player or coach intentionally interferes with a live ball or a defensive play, the umpire may call the runner out and declare the ball dead.

Interference occurs when an offensive player or coach impedes, hinders, or disrupts a defensive player attempting to make a play.

- The ball is typically dead
- The runner involved is usually called out
- Other runners may be returned to their last base

Batted Ball Hits Runner

If a fair batted ball hits a runner in fair territory, the runner is out and the ball is dead.

PITCHING RULES

General

All pitchers must begin their motion from the pitching rubber. Player pitching is required in all divisions.

Pitching Limits

Inning limits are set in place to protect player health and ensure fair usage.

Minor Division: Pitchers may pitch a maximum of two innings per game.

Major, Junior, and Senior Divisions: Pitchers may pitch a maximum of three innings per game.

Any appearance in an inning, including one pitch, counts as a full inning.

Baseball Pitching

Baseball pitchers must throw overhand or sidearm. The pitcher must begin with at least one foot touching the pitching rubber and deliver the pitch in one continuous motion toward home plate. Once removed as a pitcher, a player may not return to pitch later in the game.

Balks

Balks will not be enforced as penalties in this league. However, balk situations may be identified by umpires or coaches to help teach proper pitching mechanics and base running awareness.

Pitchers should: Come to a complete stop when required Deliver the pitch in one continuous motion Step directly toward a base when making a throw Avoid deceptive or misleading movements To promote proper pitching mechanics, pitchers should avoid the following movements:

- No sudden shoulder flinches or jerks while set
- No starting and stopping the pitching motion once it begins
- No fake throws or fake pitches without stepping toward a base
- No stepping toward home plate without delivering the pitch
- No dropping the hands and restarting the motion
- No turning or spinning without stepping toward a base on a throw

Softball Pitching

Softball pitchers must deliver the ball using an underhand windmill motion, releasing the ball at or below the hip. Both feet must start touching the pitching rubber, and the pitcher must pause for at least one second before delivering the pitch.

A softball pitcher IS allowed to re-enter the game as a pitcher as long as they have not yet met the inning limit.

Minor Division Special Rule

If a pitcher records at least one strike during the at-bat:

- A batter is awarded first base on a walk. (with at least one strike in the count)
- No coach pitch will be used in this situation.

If a pitcher throws four consecutive balls (no strikes), the batter will receive up to three pitches from their coach.

- In baseball, coaches must throw overhand.
- In softball, coaches must throw underhand.

If the batter does not put the ball in play after the three coach pitches, the batter is out. including the 3rd ball being fouled off.

Intentional Walks

An intentional walk occurs when a team deliberately avoids pitching to a batter in order to put them on first base.

Intentional walks are not permitted in this league.

If the Sports Office scorekeeper finds a coach or team intentionally walking a batter (including instructing a pitcher to throw balls on purpose), the team will lose one sportsmanship point

This is a fundamentals-based league. Pitchers are expected to pitch to all batters, and teams are expected to compete in a fair and sportsmanlike manner.

Pickoffs (Baseball Only)

A pickoff is a defensive play where the pitcher throws the ball to a base (instead of home plate) in an attempt to get a runner out who is leading off that base.

A pitcher may attempt a pickoff throw to any occupied base but must step directly toward that base before throwing.

Fake throws to first base are not permitted.

ADVANCED RULES

Tagging Up

Runners must remain on their base until a caught fly ball is first touched by a defensive player. Leaving early may result in an appeal out.

Infield Fly Rule

When runners are on first and second or bases are loaded with fewer than two outs, and a fair fly ball can be caught with ordinary effort, the batter is automatically out.

Force vs Tag Outs

A force out occurs when a runner is required to advance and the defense records the out by touching the base. A tag out occurs when a runner is not forced and must be tagged with the ball.

Drop 3rd Strike

Minor and Major Divisions

- No drop 3rd strike
- The batter is automatically out on a third strike, regardless of whether the catcher catches the ball

Junior Baseball and Senior Softball

- Drop 3rd strike is allowed

A dropped third strike occurs when the catcher does not catch the third strike cleanly (the ball hits the ground or is not securely held).

In this situation:

- The batter is not automatically out
- The batter may attempt to run to first base

The dropped third strike rule applies only when:

- First base is unoccupied, or
- There are two outs, regardless of whether first base is occupied

Result

- The batter becomes a runner
- The defense must:
 - Tag the batter, or
 - Throw them out at first base

Dodgers Dreamteam Minor – Senior Defense Positions



Positions shown are typical baseball and softball positions when on defense.

Ways to Get an Out

An out is recorded when the defensive team successfully retires a batter or runner. Each team gets three outs per inning.

1. Strikeout

A batter is out after three strikes.

- A strike can be:
 - A swing and miss
 - A pitch in the strike zone not swung at
 - A foul ball (with less than two strikes)

Important:

- In some divisions, the batter is automatically out on strike three.
- In others, a dropped third strike rule may apply, allowing the batter to run to first base if the catcher does not catch the ball cleanly.

2. Force Out

A force out happens when a runner is required to advance to the next base.

- The defense records the out by:
 - Stepping on the base before the runner arrives, or
 - Tagging the base while holding the ball

Example:

Runner on first → batter hits the ball → runner must go to second → defense throws to second before runner arrives = out.

3. Tag Out

A runner is out when a defensive player tags them with the ball (or glove holding the ball) while they are not on a base.

- Can happen:
 - While advancing
 - While returning to a base
 - After overrunning a base (except first base on a walk or hit)

4. Fly Out

A batter is out when a defensive player catches a batted ball in the air before it hits the ground.

- The fielder must have control of the ball.
- Runners must tag up (return to their base) before advancing after the catch.

5. Ground Out

A batter is out when:

- The ball is hit on the ground, and
- The defense throws to first base before the batter arrives

This is one of the most common outs in the game.

6. Double Play / Multiple Outs

The defense can record two or more outs on one play.

- Example (Double Play):
 - Ground ball → force out at second → throw to first → second out

7. Tagging Up (Runner Leaves Early)

A runner is out if they:

- Leave the base before a fly ball is caught, and
- The defense throws the ball to that base before the runner returns

8. Interference

A runner or batter is out for interfering with a defensive play.

- Examples:
 - Blocking a fielder
 - Intentionally interfering with a throw
 - Batter interfering with catcher's throw

9. Infield Fly Rule (When Applicable)

A batter is automatically out when:

- There are runners on first and second (or bases loaded)
- Fewer than 2 outs
- A fair fly ball can be caught by an infielder with ordinary effort

Purpose: Prevents the defense from intentionally dropping the ball to turn an easy double play.

10. Leaving the Base Path

A runner can be called out if they:

- Run too far out of the baseline to avoid a tag
- (Typically more than 3 feet from their path)

11. Passing a Runner

A runner is out if they pass another runner ahead of them on the bases.

12. Hit by Batted Ball

A runner is out if they are hit by a fair batted ball before it passes a fielder.