



Softball Glossary

Altered Bat:

- a. A bat is altered when the physical structure of a legal bat has been changed. Examples of altering a bat are: replacing the handle of a metal bat with a wooden or other type handle, inserting material inside the bat, applying excessive tape (more than two layers) to the bat grip, or painting a bat at the top or bottom for other than identification purposes. Replacing the grip with another legal grip is not considered altering the bat. A "flare" or "cone" grip attached to the bat is considered an altered bat.
- b. Engraved identification "ID" marking on the knob end only of a metal bat is not considered an altered bat. Engraved "ID" marking on the barrel end of a metal bat is considered an altered bat. Laser marking for "ID" purposes anywhere on the bat is not considered an altered bat.

Appeal Play:

A live or dead ball appeal is a play or situation on which an umpire cannot make a decision unless requested by a manager, coach or player of the non-offending team. A coach or manager may only make a dead ball appeal and only after stepping onto the playing field.

If made by a fielder, the fielder must be in the infield when making the appeal. The appeal may not be made after anyone of the following has occurred.

- a. A legal pitch has been thrown or an illegal pitch has been called.

Exception:

1. An appeal for the use of an Illegal Substitute, Illegal Re-entry, a Replacement Player or Withdrawn Player (either leaving or returning to the line-up under the Replacement Player Rule) and not reporting to the umpire can be made anytime while such player is still in the game.
2. An appeal for runners switching positions on the bases they occupied may be made at any time until all such runners are in the dugout or the half-inning is over.
- b. The pitcher and all defensive players have left fair territory; or
- c. The umpires have left the field of play following the last play of the game.

These are the types of appeals:

1. Missing a base
2. Leaving a base on a caught fly ball before the ball is first touched
3. Batting out-of-order
4. Attempting to advance to second base after making a turn at first base
5. Illegal substitutions
6. The use of unannounced players under the Replacement Player Rule
7. Illegal re-entry
8. Runners switching positions on the bases they occupied.

Ball Compression:

Ball Compression is the "Load force" in kilograms (pounds) required to compress a softball 6.5mm (0.25 inches) when measured in accordance with the ASTM (American Society for Testing Measurements) test method for measuring compression-displacement of softballs.

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Ball Cor.:

The Coefficient of Restitution of a softball when measured with the ASTM (American Society for Testing Measurements) test method for measuring the Coefficient of Restitution of softballs.

Base Line:

A Base Line is a direct line between bases.

Base on Balls:

A base on balls occurs when four pitches are judged by the plate umpire to be balls, including illegal pitches. The batter is awarded first base. This is sometimes referred to as a Walk. Effect: The ball is dead.

Base Path:

A base path is a direct line between a base and the runner's position at the time a defensive player is attempting (or about to attempt) to tag a runner.

Batted Ball:

A batted ball is any ball that hits the bat, or is hit by the bat, and lands either in fair or foul territory. No intention to hit the ball is necessary.

Batter:

A batter is an offensive player who enters the batter's box with the intention of aiding his team to score runs. He continues to be a batter until he is either declared out by the umpire or he becomes a batter-runner.

Batter's Box:

The batter's box is the area to which the batter is restricted while in position with the intention of helping his team to obtain runs. The lines are considered as being within the batter's box.

Batter-Runner:

A batter-runner is a player who has finished a turn at bat but has not yet been put out or touched first base.

Batting Order:

The batting order is the official listing of offensive players in the order in which members of that team must come to bat. When the line-up card is submitted, it shall also include each player's position.

Blocked Ball:

A blocked ball is a batted, thrown or pitched ball that:

1. Becomes lodged in the fencing, or
2. Is touched, stopped or handled by a person not engaged in the game, or
3. Touches any object that is not part of the official equipment or playing area, or
4. Is a ground ball that is touched by a defensive player who is in contact with the ground that is not part of the playing area.

Bunt:

A bunt is a batted ball not swung at, but intentionally met with the bat and tapped slowly within the infield.



Catch:

A catch is a legally caught ball, which occurs when the fielder catches a batted or thrown ball with his hand(s) or glove.

1. In establishing a valid catch, the fielder shall hold the ball long enough to prove the ball is securely held and/or that the release of the ball is voluntary and intentional. If the player drops the ball after reaching into the glove to remove it or while in the act of throwing, it is a valid catch.
2. If the ball is merely held in the fielder's arm(s) or prevented from dropping to the ground by some part of the fielder's body, equipment, or clothing, the catch is not completed until the ball is in the grasp of the fielder's hand(s) or glove.
3. The fielder's feet must be:
 - I. When moving toward the out-of-play line, the feet must either: (a) be within the playing area, (b) touching the 'out-of-play' line or (c) both feet in the air after leaving the playing area, in order to have a valid catch.
 - II. A player, who is in dead ball territory and returns to the playing area, must have both feet touching the playable area. In order to have a legally caught ball
4. It is not a catch, if a fielder (while gaining control), collides with another player, umpire or a fence, or falls to the ground and drops the ball as a result of the collision or falling to the ground.
5. A batted ball striking anything other than a defensive player while it is in flight is ruled the same as if it struck the ground.

Catcher's Box:

The catcher's box is that area within which the catcher must remain until the pitched ball is batted, touches the ground, plate, or batter, or reaches the catcher's box. The lines are to be considered within the catcher's box. The catcher is considered within the box except when touching the ground outside the catcher's box.

Charged Conference:

A charged conference takes place when

1. Offensive Conference: The offensive team requests a suspension of play to allow the manager, or other team representative, to confer with any member of their team.
2. Defensive Conference: The defensive team requests a suspension of play to allow
 - I. A representative of the defensive team to enter the playing field to communicate with any defensive player,
 - II. A fielder leaves his position and goes to the dugout and gives the umpire reason to believe that he received instruction.

Note: It is not a charged conference if the coach/manager notifies the plate umpire of a change of pitchers before or after crossing the foul line.

Chopped Ball:

A chopped hit ball is one at which the batter strikes downward with a chopping motion of the bat so that the ball bounces high into the air.

Coach:

- a. A coach is a person who is responsible for the team's actions on the field and he represents the team in communications with the umpire and opposing team.
- b. For the purpose of these rules, the manager of a team is considered to be the Head Coach.

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Coach's Box:

The area in which the two base coaches (one per box) are restricted to prior to the pitch.

Courtesy Runner:

A courtesy runner is any player who runs for a runner without a charged substitution.

Dead Ball:

A dead ball is one that

1. Touches any object that is not part of the official equipment or official playing area or a player/person not engaged in the game,
2. Lodged in umpire's gear or in an offensive player's clothing, or
3. The umpire has ruled dead.

Defensive Team:

The defensive team is the team in the field.

Delayed Dead Ball:

A Delayed Dead Ball is game situation in which the ball remains alive until the conclusion of a play. When the entire play is completed, the umpire shall rule a dead ball, and enforce the appropriate ruling. (Refer to Rule 9, Sec. 3)

Dislodged Base:

A dislodged base is a base dislodged from its proper position.

Double Play:

A double play is a play by the defense in which two offensive players are legally put out as a result of continuous action.

Dugout:

An area in dead ball territory designated for players, coaches, bat boys or girls, and official representatives of the team only. There shall be no smoking in this area.

Ejection From the Game:

Ejection is the act of any umpire ordering a player, official or any team member to leave the game and the grounds for the duration of the game. An athlete or minor partner is allowed to remain in the dugout ONLY if there is no team representative or delegate to assist them away from the grounds.

Fair Ball:

A fair ball is a legally batted ball which

1. Settles or is touched on or over fair territory between home and first base or between home and third base.



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2. Bounds past first or third base on or over fair territory, regardless of where the ball hits after going over the base.
3. Touches first, second or third base.
4. While on or over fair territory touches the person or clothing of an umpire or player.
5. First falls on fair territory beyond first and third base.
6. While over fair territory, passes out of the playing field beyond the outfield fence.
7. Hits the foul line pole on the fly.

Note:

1. A fair fly shall be judged according to the relative position of the ball and the foul line, including the foul pole, and not as to whether the fielder is on fair or foul territory at the time of touching the ball. It does not matter whether the ball first touches fair or foul territory, as long as it does not touch anything foreign to the natural ground in foul territory and complies with all other aspects of a fair ball.
2. The position of the ball at the time of interference determines whether the ball is fair or foul, regardless if the ball rolls untouched to foul or fair territory.

Fair Territory:

Fair territory is that part of the playing field within, and including, the first and third base foul lines from home base to the bottom of the extreme playing field fence and perpendicularly upwards.

Fake Tag:

A 'fake tag' is a form of obstruction on a runner, while advancing or returning to a base, by a fielder who is not in possession of the ball, and that impedes the progress of the runner. The runner does not have to stop or slide. Merely slowing down when a fake tag is simulated would constitute obstruction.

Fielder:

A fielder is any defensive player of the team on the field.

Fly Ball:

A fly ball is any ball batted into the air.



Force Out:

A force-out is an out which can be made only when a runner loses the right to the base which he is occupying because the batter becomes a batter-runner, and before the batter-runner or a succeeding runner has been put out. On an appeal play the force out is determined at the time the appeal is made; not at the time of the infraction.

Forfeit:

A forfeit is the act of the plate umpire ruling that the game is over by declaring the non-offending team the winner.

Foul Ball:

A foul ball is a legally batted ball which:

1. Settles on foul territory between home and first base or between home and third base.
2. Bounds past first or third on or over foul territory.
3. First touches on foul territory beyond first or third base.
4. While on or over foul territory touches the person, attached or detached equipment or clothing of an umpire or player, or any object foreign to the natural ground.
5. Touches the batter or the bat in the batter's hand(s) a second time while the batter is within the batter's box.
6. Goes directly from the bat, not higher than the batter's head, to any part of the catcher's body or equipment and is caught by another fielder.
7. Hits the pitcher's plate and rolls untouched to foul territory before reaching first or third base.

Note:

1. A foul fly shall be judged according to the relative position of the ball and the foul line, including the foul pole, and not as to whether the fielder is on fair or foul territory at the time of touching the ball.
2. The position of the ball at the time of interference determines whether the ball is fair or foul, regardless if the ball rolls untouched to foul or fair territory.

Foul Territory:

Foul territory is any part of the playing field that is not included in fair territory.



Foul Tip:

A foul tip is a batted ball which

1. Goes directly from the bat to the catcher's hands.
2. Goes not higher than the batter's head, and
3. Is legally caught by the catcher.

Note: It is not a foul tip unless caught; and any foul tip that is caught is a strike. The ball is dead. It is not a catch if it is a rebound, unless the ball first touched the catcher's hand(s) or glove.

Helmet:

- a. A helmet must have two ear flaps (one on each side) and shall be the type that has safety features equal to or greater than those provided by the full plastic cap with padding on the inside. A liner covering the ears only does not meet the rule specifications.
- b. A helmet worn by a catcher may be the skull type without the earflaps.
- c. A helmet worn by a defensive player, other than the catcher does not need earflaps.
- d. Any helmet that is cracked, broken, dented or altered shall be declared an illegal helmet and removed from the game.

Home Team:

The home team is the team on whose grounds the game is played, or if the game is played on neutral ground, the home team shall be designated by mutual agreement or by a flip of a coin.

Illegal Bat:

An illegal bat is one that does not meet the requirements of Rule 3. Sec. 1. (ISF Official Rules of Softball)

Illegal Extra Player:

An Illegal Extra Player is one who violates any of the provisions of Rule 4, Sec. 6. (ISF Official Rules of Softball)

Illegal Pitcher:

An Illegal Pitcher is a player legally in the game, but one who may not pitch as a result of

1. Being removed from the pitching position, by the umpire or the manager, as a result of the defensive charged conference limit being exceeded, or
2. Being removed from the pitching position by the umpire, as a result of pitching with excessive speed after a warning.

Illegal Player:

An illegal player is a player who takes a position in the line-up, either on offensive or defense, who has not been reported to the plate umpire, including: These are the types of "Illegal Players"

1. A REPLACEMENT PLAYER entering the game (under the Replacement Player rule) without reporting to the plate umpire.
2. A WITHDRAWN PLAYER (under the Replacement Player rule) returning to the game without reporting to the plate umpire.



Illegal Re-Entry:

An Illegal Re-entry occurs when:

1. A starting player returns to the game a second time after twice being substituted.
2. A starting player returns to the game after being substituted but not in his original position in the offensive line-up.
3. A substitute who has legally been in the game returns to the game after being replaced by either the original starting player or another substitute.

Illegal Substitute:

An Illegal Substitute is a player who has entered the game without being announced to the umpire. He may be:

1. A substitute who has not previously been in the game;
2. An Illegal Player;
3. A declared Ineligible Player;
4. An Illegal Re-entry; or
5. An Illegal EP.
6. A replacement player who remains in the game as an unannounced substitute for a withdrawn player who has not returned to the game within the time permitted under the provisions of the replacement player rule.

Illegally Batted Ball:

An illegally batted ball occurs when the batter hits the ball fair or foul:

1. While his entire foot is completely out of the batter's box, on the ground, when he makes contact with the ball.
2. While any part of the batter's foot is touching home plate, when he makes contact with the ball.
3. While contacting the ball with an illegal, non-approved, or altered bat.
4. After he steps with his entire foot out of the batter's box, and returns to contact the ball while inside the batter's box.

Illegally Caught Ball:

An illegally caught ball occurs when a fielder catches a batted, thrown, or pitched ball with his cap, mask, glove, or any part of his uniform while it is detached from its proper place.

Ineligible Player:

An Ineligible Player is a player who may no longer legally participate in the game, because the umpire has removed him.

Ineligible Replacement Player:

An Ineligible Replacement Player is a player who may NOT enter the game to replace a player who must leave the game to attend to an injury that has caused bleeding. An Ineligible Replacement Player is one who:

1. Has been either removed or ejected from the game by the umpire for a violation of the rules.
2. Is in the current line-up.

**In Flight:**

In flight describes any batted, thrown, or pitched ball that has not yet touched the ground or some object other than a fielder.

In Jeopardy:

In jeopardy is a term indicating that the ball is in play and an offensive player may be put out.

Infield:

The infield is that portion of the field in fair territory that includes areas normally covered by infielders.

Infielder:

An infielder is a defensive player, including the pitcher and catcher, who is generally positioned anywhere near or within the lines of the base paths forming fair territory. A player who normally plays in the outfield may be considered an infielder if he moves into the area normally covered by infielders.

Infield Fly:

An Infield Fly is a fair fly ball (not including a line drive or an attempted bunt) that can be caught by an infielder with ordinary effort when first and second, or first, second, and third bases are occupied, before two are out. The pitcher, catcher, and any outfielder that positions himself in the infield on the play shall be considered infielders for the purpose of this rule.

Note: When it seems apparent that a batted ball will be an infield fly, the umpire shall immediately declare, "INFIELD FLY, IF FAIR-THE BATTER IS OUT," for the benefit of the runners. The ball is alive and runners may advance at the risk of the ball being caught, or retouch and advance after the ball is touched, the same as on any fly ball. If the hit becomes a foul ball, it is treated the same as any foul.

If a declared infield fly is allowed to fall untouched to the ground, and bounces foul before passing first or third base, it is a foul ball. If a declared infield fly falls untouched to the ground outside the baseline, and bounces fair before passing first or third base, it is an infield fly.

Inning:

An inning is that portion of a game within which the teams alternate on offense and defense, and in which there are three outs for each team. A new inning begins immediately after the final out of the previous inning.

Intentional Base on Balls:

An intentional base on balls occurs when the defensive team desires to place the batter on first base without the requirement to deliver four pitched balls. This is referred to as an Intentional Walk. The ball is dead.

Intentionally Dropped Fly Ball:

An intentionally dropped fly ball is a fair fly ball, including a line drive or a bunt, with less than two outs and a runner on first base, which can be caught by an infielder with ordinary effort, and the infielder intentionally drops, after it is controlled with a hand or a glove. A trapped ball or a fly ball allowed to bounce shall not be considered as having been intentionally dropped.



Interference:

Interference is the act of:

1. An offensive player or team member that impedes, hinders, or confuses a defensive player attempting to execute a play.
2. An umpire who impedes a catcher's attempt to throw out a runner who is off the base.
3. An umpire being hit with a fair-batted ball prior to it passing an infielder, excluding the pitcher.
4. A spectator who reaches into the playing field and impedes a fielder playing the ball, or makes contact with the ball that a fielder is attempting a play on.

Legal Touch (Tag):

A legal touch (tag) is the action of a fielder in touching (or tagging):

1. A batter-runner or runner who is not in contact with a base, while it is securely held in a fielder's hand or glove. The ball is not considered as having been securely held if it is juggled or dropped by the fielder after touching (tagging) the runner, unless the runner deliberately knocks the ball from the hand of the fielder. The runner must be touched (tagged) with the hand or glove with which the ball is held.
2. A base with the ball securely held in his hand(s) or glove. The base may be touched (tagged) with any part of the body to be a legal touch (tag), (e.g., the fielder could touch (tag) the base with a foot, with a hand, sit on the base, etc.) This would apply on any force out or appeal situation.

Legally Caught Ball:

A legally caught ball occurs when a fielder catches a batted, thrown or pitched ball, provided it is not caught in the fielder's cap, helmet, mask, protector, pocket, or other part of his uniform. It must be caught and firmly held in the hand(s) or glove.

Line Drive:

A line drive is a ball in flight that is batted sharply and directly into the playing field.

Line-Up and Line-Up Card:

A line-up (batting order) is the list of players who are currently involved playing offensive and defensive positions in the game, including the EP, if being used. The line-up card will contain

1. The last name, first name, position and uniform number of the starting players in the batting order (line-up), and
2. The last name, first name and uniform number of available substitutes, and
3. The last name and first name of the manager.
4. *(UNIFIED) Alternating Athletes and Partners must be identified with an A (Athlete) or P (Partner).*

Note: If an incorrect uniform number is listed on the line-up card, it may be corrected and the game continued with no penalty. If a player wearing an incorrect number violates any rule, the violation has precedence and must be enforced. If the player remains in the game following the violation, then correct the number and continue to play.



Obstruction:

- a. Obstruction is the act of:
 1. A defensive player or team member that hinders or prevents a batter from striking or hitting a pitched ball.
- b. A fielder who impedes the progress of a runner or batter-runner who is legally running bases while:
 1. not in possession of the ball, or
 2. not in the act of fielding a batted ball, or
 3. Making a fake tag without the ball, or
 4. In possession of the ball and who pushes a runner off a base, or
 5. In possession of the ball, but not in the act of making a play on the runner which intentionally impedes the progress of that runner, while he is legally running the bases.

Offensive Team:

The offensive team is the team at bat.

Official Equipment:

Official Equipment is considered to be any equipment (bats, gloves, helmets, etc.) in current use by the defensive or offensive team in the course of play. Defensive equipment (gloves for example) left on the field by the team playing offense would not be considered as Official Equipment.

On-Deck Batter:

The on-deck batter is the offensive player whose name follows the name of the batter in the batting order.

On-Deck Circle:

The on-deck circle is that area closest to the player's bench where the on-deck batter may warm-up or takes practice swings, while waiting his turn to enter the batter's box.

One Meter (Three Foot) Line:

The One-Meter (Three Foot) Line is the area the last half distance between home and first base where a batter-runner must run to avoid being called out for interfering with a thrown ball from the home plate area, or with a fielder's attempt to take such a throw, while running to first base.

Option Play:

An Option Play is a play in which the offensive coach/manager is given the choice of taking the enforcement of the illegal action or the result of the play. Such options include

1. Catcher obstruction
2. Use of illegal glove
3. Illegal substitution
4. Illegal pitch
5. Illegal pitcher returned to game and pitching

Outfield:

The outfield is that portion of the field that is outside the diamond formed by the baselines or the area not normally covered by an infielder and within the foul lines beyond first and third bases, and boundaries of the grounds.



Over-Slide:

An over-slide is the act of an offensive player when as a runner he over-slides a base he is attempting to reach. It is usually caused when his momentum causes him to lose contact with the base, which then causes him to be in jeopardy. The batter-runner may over-slide first base without being in jeopardy if he immediately returns to that base.

Overthrow:

An overthrow is a play in which a ball is thrown from one fielder to another, resulting in the ball going beyond the boundary lines of the playing field or becoming blocked.

Pitch:

A pitch is the act performed by the pitcher in delivering the ball to the batter.

Note: If the pitch becomes blocked or goes out of play, one base is awarded all runners.

Pivot Foot:

The pivot foot is that foot which, when placed in contact with the pitcher's plate by the pitcher, must remain in contact with the pitcher's plate until the pitched ball is released.

"Play Ball":

- a. "Play ball" is the term used by the plate umpire to indicate that play shall begin or be resumed when the pitcher holds the ball and is on or near the pitcher's plate.
- b. All defensive players, (except the catcher who must be in the catcher's box) must be in fair territory to put the ball in play.

Pre-Game Meeting:

The pre-game meeting is a meeting held at the home plate area, at a pre-determined time, between the umpires and the head coaches/managers or team representatives of the respective teams. This meeting is held to:

1. a. Confirm and approve the line-ups of each team, and to distribute a copy to the opposition, and
2. Review any special ground rules that may be applicable.

Protests:

A protest (separate from an appeal) is the action of a defensive or offensive team objecting to:

1. The interpretation or application of a playing rule by an umpire, or
2. The eligibility of a team roster member.

Quick Return Pitch:

A quick return pitch is one made by the pitcher with the obvious attempt to catch the batter off balance. This would be before the batter takes his desired position in the batter's box or while he is still off balance as a result of the previous pitch.

Re-Entry:

Re-entry is the act of any of the starting players, returning to the game after being legally or illegally substituted.



Removal from the Game:

Removal is the act of the umpire declaring a player ineligible for further participation in the game as a result of an infraction of the rules, other than ejection.

Note: Any Athlete (or Partner in Unified) so removed may continue to sit on the bench but shall not participate further in the game except as a coach.

Replacement Player:

- a. A Replacement Player is a player required to enter the game for a defined period of time to replace a player who must leave the game to attend to an injury that is causing bleeding.
- b. The Replacement Player may be:
 1. A listed substitute who has not yet been in the game.
 2. A listed substitute who has been in the game but subsequently substituted from the game. Or
 3. A starting player who is no longer in the line-up and who is no longer eligible to re-enter the game
- c. A Replacement Player is not classified as a substitute, but must be reported to the umpire.

Runner:

A runner is a player of the team at bat who has finished a turn at bat, reached first base, and has not yet been put out.

Safety Home Plate:

Shall be placed in foul territory, eight feet from the back tip of home plate on a line extended from first base. A line shall be drawn from third base to the safety home plate.

1. Defensive players can only touch home plate and runners can only touch the safety home plate.
2. Runners must touch the second home plate located adjacent to the right-handed batter's box in order to be safe at home.
3. Runners tagged by a defensive player will not be out.
4. Should a defensive player touch the second home plate and still touch the original home plate before the runner reaches the second home plate, the runner would be out.
5. If the runner touches the original home plate, the runner will be out and the ball will remain live
6. Once a runner passes the commitment line (20 foot marking), from a second home plate, the runner cannot return to third base.

Effect: The runner will be called out if the runner returns, and the ball remains live.

7. If the runner has passed the commitment line, 20 foot marking, and continues to run on the original foul line, and interferes with the fielder taking a throw at, or in contact with the original home plate:

Effect: A dead ball should be declared and the runner is out.

Starting Players:

Starting Players are the players listed on the official line-up given to the Umpire-In-Chief and/or the plate umpire.

Stealing:

Stealing is the act of a runner attempting to advance during or after a pitch to the batter. Stealing is not allowed in Special Olympics play.



Strike Zone:

The strike zone is that space over any part of home plate that is between the batter's back shoulder and his knees when the batter assumes his natural batting stance.

Substitute:

A substitute is a player listed on the official line-up card, who is:

1. A non-starting player who has not been in the game, other than as a Replacement Player.
2. A starting player who has left the game and legally returns to the game.

Note:

1. This is referred to as a re-entry.
2. The player may only return to his previous position in the batting order.

Tagging Up:

Tagging up is the action of a runner returning to his base, or remaining on his base, before he legally advances on a batted fly ball that is first touched by a fielder. Not to be confused with the action of a fielder tagging a base or a runner.

Team Member:

A team member includes any person authorized to sit on the team bench.

Throw:

A throw is the act performed by a fielder when throwing the ball to another fielder.

Note: If the throw becomes blocked or goes out-of-play, two bases are awarded all runners from the last base touched at the time of the throw.

Time:

“Time” is the term used by the umpire to order the suspension of play during which the ball is dead.

Trapped Ball:

A trapped ball is

1. A legally batted fly ball or line drive that hits the ground or a fence prior to being caught.
2. A legally batted fly ball that is caught against a fence with the glove or bare hand.
3. A thrown ball to any base for a force out which is caught with the glove over the ball on the ground rather than under the ball.

Triple Play:

A triple play is a continuous action play by the defense on which three offensive players are put out.

Turn at Bat:

A turn at bat begins when a player first enters the batter's box and continues until the batter is put out or becomes a batter-runner.

Wild Throw:

A wild throw is a play in which a ball is thrown from one fielder to another, and cannot be caught or controlled, is not blocked and remains in play.

Withdrawn Player:

A Withdrawn Player is a player forced to leave the game (line-up) in accordance with the Replacement Player ruling.