

FOX VALLEY ATHLETICS, LLC

LOCAL RULES AND PROCEDURES (2025)

Note: The current edition of the USA Softball Playing Rules will be the official rulebook for this program. Local rules and procedures will supersede where applicable. Two competing teams or managers may not agree to alter any rules, except the use of additional courtesy runners in the case of an injury.

I. Facility Policies

- A. Participants and spectators may not carry-in alcoholic beverages at any time.
 - i. This policy shall be enforced by the umpires; the Fox Valley Athletics, LLC Director; or the designated field supervisor.
 - ii. If participants violate Section I-A, they may be suspended from participation, or their team may be removed from the league.
- B. Music will be allowed in the dugout and at the facility.
 - i. The volume of the music played must be reasonable and subject to change depending on the discretion of the Fox Valley Athletics, LLC Director; designated field supervisor; or umpires.
 - ii. The music must be in good taste and appropriate for a park setting with children and families in attendance.
 - iii. If the opposing team objects to the music in the dugout, the team captain must inform the umpires, and the umpires will require the music to be turned off.

II. Equipment

- A. Metal spikes are not allowed. Players must remove to participate; refusal to do so results in disqualification from game.
- B. Only official softball bats as outlined by USA Rule will be allowed. See <https://www.usasoftball.com/certified-equipment/>.
 - i. An umpire or the opposing team may challenge whether a bat is approved.
 - ii. If an illegal bat is discovered, the offending team will be instructed to remove it from play. Failure to comply may result in forfeiture of the game.
- C. Teams must provide their own 52/300 12-inch ball that is ASA/USA certified.
 - i. If the umpire determines that a ball is defective or unsafe for play, the team may be required to provide a replacement ball.
 - ii. Balls must be yellow in color except during the month of October where they may be pink to support Breast Cancer Awareness.
- D. It is the responsibility of the opposing team to ensure that the ball meets the above requirements.

III. Players and Substitutes

- A. Batting Order:
 - i. Teams may begin and play a game with only 8 players. If a team playing with 8 players has a player ejected or if a player leaves the game for any reason, that team will forfeit the game if they have less than 8 players.
 - ii. The 8 players must occupy the first 8 spots in the batting order.
 - iii. If additional players arrive late, they may be added to the bottom of the lineup at any time.

- iv. If a player is injured or must leave the game with no eligible substitute available, their position in the batting order is left vacant and no penalty is assessed. The player may not return to the game.
- v. If a player is ejected, an out will be assessed each time that player was to bat after the ejection.

B. Substitutions:

- i. Players may be substituted at any time with a pinch runner, pinch hitter, or defensive replacement, provided the substitute has not yet participated in the game.
- ii. A starting player may re-enter the game once, as long as they return to their original spot in the batting order.

C. Courtesy Runner:

- i. Teams will be awarded 1 courtesy runner per inning. If the same player comes up twice in the same inning, they will be permitted a second courtesy runner.
- ii. The courtesy runner must be a player in the batting order and is the player who made the last out. In the case of a fielder's choice, the recorded out determines the courtesy runner. In coed play, courtesy runners must match gender (male for male, female for female).
- iii. If a courtesy runner situation arises in the first inning and no outs have been recorded, the courtesy runner may be the last batter listed in the batting order.
- iv. A courtesy runner may be used at any base and may be used for the runner starting on second under the Tie Breaker rule (Section IV-U). In the case of a Tie Breaker, the courtesy runner would be the player who made the second to last out.
- v. If the player serving as the courtesy runner comes up to bat while on the bases, they will be out on the bases. If there are less than two outs at the time, they will still be able to bat.

D. Fielding Positions:

- i. There will be total free substitution of players in the field on defense. However, there can never be more than 10 players playing in the field at any one time.
- ii. There are no restrictions regarding where male and female players have to play on defense in coed.
 - 1. In coed, all outfielders must have both feet behind the outfield coed line until the ball is hit when a female player is up to bat.
 - 2. In coed, teams may not play a 5-person infield.

E. Men's:

- i. **Male players may only play on one men's team per night.**

F. Coed (Willie Beamons and Sheboygan):

- i. Teams shall have 6 male and 4 female players in the field, although a team may play with less than 6 males and more than 4 females.
 - 1. Teams may field 10 players (minimum 4 females), 9 players (minimum 4 females), or 8 players (minimum 3 females). If a team fields more than 10 players, they are only allowed to bat two more males than females.
 - a. **Male players may only play on one coed team per night.**
 - b. **Female players may sub as often as needed.**

- ii. When batting, males and females do not have to alternate positions in the batting lineup.
- iii. If a male batter is walked and a female batter is up next, the male batter goes to second base. If there are two outs, then the female batter can choose to hit or take an automatic walk.
- iv. Female batters cannot be forced out at first base on a throw directly from an outfielder.

G. Coed (Appleton):

- i. Teams shall have 5 male and 5 female players in the field. You are permitted to have more females than males, but never more than five male players in the field. Teams must have 8 players to start a game (at least 4 females).
 - 1. Male players may only play on one coed team per night.**
 - 2. Female players may sub as often as needed.**
- ii. Batting orders must strictly alternate between male and female players, regardless of the total number of players or the gender ratio. If a team has more players of one gender, those players will rotate through the alternating spots in the lineup and will not always bat after the same teammate.
- iii. If a male batter is walked and a female batter is up next, the male batter goes to second base. If there are two outs, then the female batter can choose to hit or take an automatic walk.
- iv. Female batters cannot be forced out at first base on a throw directly from an outfielder.

H. Conduct:

- i. Any player, manager, coach, or spectator resorting to unsportsmanlike conduct may result in possible ejection and suspension from league play. Unsportsmanlike conduct includes but is not limited to: threatening or physically assaulting another person; vulgar, demeaning, or disrespectful behavior toward an umpire, player, manager, coach, or spectator; excessive profanity; and throwing bats.
- ii. Any player, manager, or coach ejected from a game will be automatically suspended from the program for a minimum of three weeks. Before being considered for reinstatement, the individual may be required to umpire a specified number of nights, as determined by the Fox Valley Athletics, LLC Director.
 - 1. The final decision will be made by the Fox Valley Athletics, LLC Director.
 - 2. The suspension applies to all Fox Valley Athletics teams the individual participates in, not just the team involved in the ejection.
 - 3. The suspension could be carried over to the following season, if applicable.
- iii. The umpire, Fox Valley Athletics, LLC Director, or designated field supervisor have the discretion to direct the ejected participant to exit the playing facility.
 - 1. The manager of the team affected shall be responsible for the removal of an ejected participant directed to exit the playing facility. The Fox Valley Athletics, LLC Director or designated field supervisor will assist in this removal, if necessary.

2. If the offender fails to leave within three minutes of being directed to exit the playing facility, the umpire will award a victory by forfeit to the opposing team.
- iv. It is the manager's responsibility to enforce this suspension and upon proven violation, both manager and player are subject to additional suspension.

IV. The Game

A. Weather Cancellations:

- i. Willie Beamons, Menasha, and Sheboygan:
 1. The moment that the fields are deemed to be unplayable, the Fox Valley Athletics, LLC Director will post notice on the "Fox Valley Athletics & Apparel" and/or "Sheboygan Softball Program – Adult Slow Pitch" Facebook pages.
- ii. Appleton Memorial:
 1. The Appleton Parks and Recreation Department makes all weather cancellation decisions prior to 5:00 p.m. Once a decision is communicated to the Fox Valley Athletics, LLC Director, participants will be notified on the "Fox Valley Athletics & Apparel" Facebook page.
 2. If weather conditions require cancellation after 5:00 p.m., the Fox Valley Athletics, LLC Director or designated field supervisor will make the decision. The Fox Valley Athletics, LLC Director will post notice on the "Fox Valley Athletics & Apparel" Facebook page.
- iii. Managers and players are encouraged to like and follow the "Fox Valley Athletics & Apparel" and/or "Sheboygan Softball Program – Adult Slow Pitch" Facebook pages to receive all league updates.

B. Games will begin at the scheduled starting time.

- i. **Exception – If a team is scheduled to have a doubleheader or if a men's or coed team has players finishing up another coed or men's game at their scheduled starting time, then the scheduled starting time shall be delayed.**
- ii. Teams should warm up prior to the start of their game.

C. A coin flip will determine the home team.

- i. Once the game begins, teams may not "flip" who is home and away.

D. Games will last 7 innings or 55 minutes, whichever comes first. No new inning will begin after the time limit unless the game is tied.

- i. The game clock shall not start until the first pitch has been released.
- ii. If there is any time left on the clock (e.g., 1 second) when the third out is made to end an inning, the next inning will be played.
 1. The umpire/scorekeeper shall have the horn function engaged on the scoreboard or timer to signify when time has expired.
 2. A team may opt to take outs without sending a batter to the plate; however, those outs apply to the next hitters who are scheduled to bat, and those hitters will not bat to start the following inning.
- iii. If the home team is batting and leading in score when the time limit expires, the game is over.
- iv. Any time the score is tied and the time limit has expired, the next inning will begin using the Tie Breaker rule (Section IV-U).

- E. The run rules are as follows:
 - i. 20 runs after 4 innings.
 - ii. 15 runs after 5 innings.
 - iii. 10 runs after 6 innings.
- F. The home run limit shall be 3 home runs per game, per team. Home runs hit after the limit has been reached shall be outs.
- G. There is no designated batter's box. However, if, at the time of contact with a fair or foul ball, any part of either foot is on or across the plate or mat, in front of the plate (crossing over it), or directly behind the mat, the ball will be dead, and the batter will be called out. The umpire may issue a warning for this violation at their discretion.
 - i. The batter is out and the ball is dead if at the time of contact the batter's foot is 1 bat length in front of home plate. The umpire does not have the discretion to issue a warning for this violation.
- H. No courtesy step on a swing and miss. A runner who leaves the base on a swing is out.
- I. Over the fence home runs do not need to be run out; the batter and base runners may leave the field without establishing the next base.
- J. Three balls will constitute a walk. A strike-out will consist of any combination of two strikes:
 - i. Two called.
 - ii. One called - one swing and a miss.
 - iii. One called - one fouled.
 - iv. Two fouled balls.
 - v. One swing and a miss and one foul ball.
 - vi. Two swinging misses.
- K. Foul Ball/Foul Tip - The reference to the "height of the batter's head" as it relates to a foul ball and foul tip no longer applies. This change allows more opportunity for the catcher to obtain "outs" by catching foul batted balls the same as the first and third base person.
- L. Home plate and the mat will be used in determining balls and strikes. If any part of the pitched ball lands on any part of the plate, including the black perimeter, or mat, it shall be a strike.
- M. The minimum arc for all pitches is 6 feet, with no maximum height – except in "limited arc" leagues, where the maximum is 12 feet. In coed leagues, female batters will only face pitches with a maximum arc of 12 feet.
 - i. In "limited arc" leagues, pitchers may position themselves up to 6 feet behind and within the pitcher's rubber to start their pitch.
 - ii. In all other leagues, the pitcher's foot must remain in contact with the pitching rubber during the delivery. In "unlimited arc" leagues, a pitcher may jump as part of the pitch release.
- N. On a play at home plate, the runner may touch the white home plate or the mat, and the defensive player must touch the white home plate on force outs. Runners can be tagged out at plays at home plate. If there is no play at the plate or the runner is trying to avoid contact, the runner may touch either the mat or the white home plate.
 - i. If the mat becomes displaced during a play (e.g., a preceding runner slides and the mat is kicked out into the left-handed batter's box), a runner must touch the white home plate on a force out or non-force out play.
- O. No Fake Tags. Anyone caught fake tagging will be given 1 team warning. A second violation may result in an ejection.

- P. Collisions – deliberately crashing into a fielder with the ball:
- i. If a defensive player has possession of the ball and a runner deliberately crashes into them while remaining on their feet, the runner is out, the ball is declared dead, and all other runners must return to the last base they touched at the time of the collision. If a batter-runner has not yet reached first base and did not cause the collision, they will be awarded first base.
 - ii. If the act is determined by the umpire(s) to be flagrant, the offender shall be ejected.
 - iii. In order to prevent a deliberate crash ruling, the runner can give up, slide, go around the defender within the baseline, or return to the previous base touched.
 1. Simply running and advancing to the base needed to be safe is not an act of interference.
 2. **While there is no mandatory slide or veer rule, runners are encouraged to slide or get out of the way on a double play.**
 - iv. This rule will be strictly enforced in order to prevent injury and protect the defensive player who has possession of the ball.
 - v. Fielders shall not block the base without possession of the ball (that is obstruction), they shall stand to the side of the base, catch the ball, then apply the tag.
 - vi. If a defensive player is fielding a thrown ball and the flight of the ball draws the fielder into the path of the runner, this would not be a deliberate crash.
 - vii. If the ball, runner, and the defensive player all arrive at the same time and contact is made, the umpire should not invoke the crash rule or obstruction – this is merely incidental contact.
- Q. Double First Base:
- i. A double first base is used at all facilities.
 - ii. A batted ball hitting the white portion is fair and a batted ball hitting the colored portion is foul.
 - iii. Whenever a play (ball must be thrown to first base in an attempt to record an out) is being made on the batter-runner, the defense must use the white portion and the batter-runner must touch the colored portion. If the batter-runner uses the white portion, the batter-runner is out (see exceptions below):
 1. If a play is made at first base, but the ball is overthrown or the fielder is pulled off the base by an errant or missed throw, the batter-runner is allowed to use the white base if trying to advance to second base.
 2. On a play attempt on the batter-runner from the foul side of first base, or by an errant throw pulling the fielder off the base into foul ground, the batter-runner and the fielder can use either white or colored portions of the base.
 3. On extra base hits or balls hit to the outfield when there is no play being made at the double base, the batter-runner may touch the white or colored portion.
 4. The batter-runner is allowed to legally return to either color base after he or she has touched or missed first base.
 - iv. Once the batter-runner has touched the colored portion of the base on their first attempt at first base, they must then use the white portion of the base:
 1. When taking their position prior to the next pitch.

2. When tagging up on a fly ball.

R. Overrunning a Base:

- i. The batter-runner is not out if they overrun first base and turn *either way* unless they make an attempt to advance to second base (subject to umpire discretion) and are touched with the ball while off base. All other runners are out if they overrun a base and are tagged with the ball while off the base.

S. Base Path:

- i. The base path is three feet to either side of a direct line from one base to another. The runner does not need to run in the base path unless a play is being made on him/her. In running the bases, a runner establishes the base path (e.g., batter-runner rounds first base on the way to second, the base path is on an arc). The ball remains in play if a baserunner is called out for running outside the base path to avoid a tag.

T. Dead Ball Area:

- i. Ball Carried Into Dead Ball Area (Catch and Carry Rule) – When a live ball is unintentionally carried by a fielder from playable territory into dead ball territory, the ball becomes dead and all baserunners are awarded one base from the last base touched at the time he/she entered dead ball territory.
- ii. Catching Ball in Dead Ball Area – When an imaginary line is used for the dead ball area, it is not a catch if either foot is entirely across the line on the ground when the catch is made.

U. Tie Breaker:

- i. If a score is tied after 7 complete innings, the 8th inning will begin using the tie-breaker rule. If a score is tied and the time limit has expired before 7 complete innings have been played, the tie breaker rule will be used to begin the next inning.
 1. The visiting team will place a runner (the last out from the previous inning) on second base. If available, a legal substitute may be used.
 2. The visiting team has 3 outs with which to score as many runs as possible.
 3. After 3 outs are made, the home team will follow the same procedure as outlined in 1. and 2.
 4. The team that scores the most runs is declared the winner. If the score is still tied at the completion of each additional inning, the procedure will be repeated.

V. Umpire

- A. Umpires are representatives of Fox Valley Athletics, LLC and are officially in charge of each game.
- B. All calls are appealable to either umpire.
- C. Umpires will discuss rule interpretations only with the managers of the two teams.
- D. Umpires are empowered to eject players and managers from games for violations of official rules and regulations or unsportsmanlike conduct.

VI. Any circumstances arising that are not covered by the rule book or local rules will be left to the discretion of the Fox Valley Athletics, LLC Director or designated field supervisor. If you have any questions or concerns regarding the rules, please contact the Fox Valley Athletics, LLC Director.



FVA RULES Q&A (2025)

1. What is obstruction?

Obstruction is the act of a fielder (1) not in possession of the ball or (2) not in the act of fielding a batted ball, which impedes the progress of a batter-runner or runner who is legally running the bases.

- In past years, players would block the base, catch the ball, and make the tag. Now defensive players must catch the ball, block the base, and then make the tag.
- Whenever obstruction occurs, whether or not a play is being made on a runner, the umpire should declare obstruction and signal a delayed dead ball. The ball remains live.
 - If the obstructed runner is put out prior to reaching the base they would have reached had obstruction not occurred, a dead ball is called and the obstructed runner, and all other runners affected by the obstruction, shall be awarded the base(s) they would have reached, in the umpire's judgment, had obstruction not occurred.
 - When an obstructed runner is awarded a base that they would have reached had obstruction not occurred and a preceding runner is on that base, the obstructed runner shall be awarded that base and the runner occupying it is entitled to the next base without liability to be put out.
 - When an obstructed runner safely obtains the base they would have been awarded, in the umpire's judgment, had obstruction not occurred and there is a subsequent play on a different runner, the obstructed runner is no longer protected between the two bases where they were obstructed. That runner may now be put out anywhere on the base paths.

- Should the obstructed runner be put out after passing the base they would have reached had obstruction not occurred, the runner is advancing at their own risk and, if tagged, should be called out. The ball remains live and other plays may be made.
- When the runner is obstructed during a rundown, a delayed dead ball is declared and signaled. If the runner is tagged out after being obstructed, a dead ball is called, and the runner is awarded the base they would have made had obstruction not occurred. Should the ball be overthrown after the obstruction, the runner may advance. The runner may not be called out between the two bases where they were obstructed.

2. What is interference?

Interference is the act of an offensive player or team member that impedes, hinders, or confuses a defensive player attempting to execute a play. Interference may be in the form of physical contact, verbal distraction, visual distraction, or any type of distraction that hinders a fielder in the execution of a play. Defensive players must be given the opportunity to field the ball anywhere on the playing field or throw the ball without being hindered.

3. Is there a remedy for a missed call on an obvious infield fly?

Yes. If an obvious infield fly is missed by an umpire, the remedy is to call the batter out and return the runners to their original bases. This ensures fairness and upholds the integrity of the game.

When making this call, umpires should remember that “infield fly” is defined as a fair fly ball, not including a line drive, which can be caught by an infielder, pitcher, or catcher with ordinary effort when first and second or first, second and third bases are occupied with less than two outs.

4. Does a batter have to touch first base on a walk off?

Depends. If the batter fails to advance to first base and enters the team area after a batted fair ball, then the batter is out.

When the walk off is due to a walk (since the FVA does not permit stealing) or a homerun, the ball is dead and runners are not required to run the bases. In those situations, the batter does not have to touch first base. Rule 8, Section 2D.

5. Does it matter which way the runner turns after legally overrunning first base?

No. The runner is protected back to first base regardless of which way they turn so long as they don't make an attempt or feint toward second base (umpire judgment). Merely turning to the left or being in fair territory does not put the runner in jeopardy of being tagged out unless they make an attempt to advance to second base.

6. Is home plate in fair territory?

Yes. Home plate is in fair territory and a ball that first hits the plate is fair or foul based upon where it settles or is first touched, not by where it first hits the ground. See the definitions of "Fair Ball," "Fair Territory," and "Foul Ball" in the rules.

7. May a batter switch batter's boxes after a pitch has already been thrown to them?

Yes. The batter may switch at any time in the count so long as the ball is not live.

8. When a team bats out of order, who should the umpire declare out?

It is the batter who should have been at bat that is the person declared out. For example, Eric, Stacie, and Rob are due up. Stacie bats in the place of Eric and gets a base hit. Rob then comes to the plate. The defense calls timeout and indicates to the umpire that Stacie batted out of turn before the next batter receives a pitch. The umpire should declare Eric out, remove Stacie from the bases, and allow Stacie to bat again. Once Rob receives a pitch, Stacie's time at bat is now legitimized, making Rob the correct batter. Eric will now have to wait until his next time up to get to bat again. This rule can get complicated when you have multiple batters go out of order. Rule 7, Section 2D.

9. How many bases does a runner get on a ball thrown out-of-play?

Two bases from the time the ball left the fielder's hand. For example, a batter singles and has rounded first base where they see the outfielder make a great stop. The runner starts back toward first base when the outfielder uncorks a horrible throw that sails into the bleachers. While some commonly believe that since the batter was heading back to first base, that he or she is awarded the base they were heading to (first base) plus one base, which would result in the runner going to second base. That is incorrect. The proper award would be third base. Rule 8, Section 5G.

Keep in mind that regardless of who made the throw (infielder or outfielder), two bases are awarded from the last base touched at the time the thrown ball was released.

10. May a runner ever run the bases in reverse order?

Yes. A runner is entitled to run the bases in reverse order (and sometimes required) when back tracking to tag up on a caught fly ball. For example, a speedy runner is on first and he or she is off at the crack of the bat. The ball is hit to deep left center and the runner is already past second base when the ball is caught. The runner must now run the bases in reverse order to safely get back to first base. He or she may not cut across the diamond but must retouch the bases in the reverse order he or she touched them advancing. Rule 8, Section 3A.

11. Must a runner always slide when the play is close?

No. The runner must avoid a fielder who has the ball when waiting to make a play. He or she does not have to slide. He or she may slide, attempt to run around the fielder (risking being called out for running out of the 3-foot baseline), run back to the last legally held base, or simply give themselves up for an out. If, in the umpire's judgment, the ball, the fielder, and the runner all converge at the same place at the same time, then it is simply a wreck, and there is neither interference nor obstruction so long as the contact is not malicious.

12. Is the runner safe when hit by a batted ball while touching a base?

A good way to answer this question is, a runner is not out when struck by an infield fly or any batted ball if he or she is touching the base unless he or she intentionally interferes with a fielder trying to make a play on the ball.

Whether the ball remains live, or becomes immediately dead, depends on the closest defensive player. When the closest defensive player is in front of the base that the runner is in contact with, the ball remains live. However, when the closest defensive player is behind the base, the ball is dead. Should the ball be ruled dead and the batter awarded a base hit, only runners forced to advance because the batter was placed on first base shall advance one base.

13. Is a runner out if he or she runs out of the baseline to avoid a fielder who is fielding a batted ball?

Depends. A runner is only declared out for running out of the baseline (more than three feet from the established base path) if he or she is avoiding a tag by a fielder with the ball. Rule 8, Section 8A and Section 7A.

14. May a runner advance when an infield fly is called?

Yes. Runners may advance with the risk of being tagged while off their base and being called out on appeal for leaving a base too soon if the infield fly is caught. The runners are not forced to advance if the infield fly is dropped. Rule 8, Section 2I.

15. Do you have to tag the base with your foot on a force out?

No. Any portion of the fielder's body may be used when tagging a base on a force out so long as the fielder has possession of the ball. Even if the fielder has the ball in his or her hand and touches the base with their empty glove. Rule 8, Section 7C.

16. If a player's feet are in fair territory when the ball is touched, is it a fair ball?

Depends. It is the position of the ball which determines whether the ball is fair or foul, not the position of the fielder.

17. If a fielder catches a fly ball and then falls over the fence, is it a homerun?

No. This is just a catch and an out. If the fielder completely enters dead ball territory over the fence, all runners are awarded one base, unless the catch is the third out.

18. Is the ball dead anytime an umpire is hit by the ball?

Depends. The only way interference would be ruled is if the umpire was struck with a batted ball before it passed an infielder (other than the pitcher). Since umpires should be working behind the infield, this scenario is unlikely. If an umpire is hit with a batted ball after it has passed an infielder or struck with any thrown ball, the ball remains live and in play. Rule 8, Section 1E.

19. Can two runners occupy the same base?

Two runners may occupy the same base, but one of them is in jeopardy of being put out. If a runner is forced to advance to the next base, the lead runner would be out if tagged. If the lead runner is not forced, he or she "owns" the base and the trail runner would be out if tagged.

20. In what situations would there be a delayed dead ball?

There are several situations in which a violation of a rule occurs, the umpire recognizes the violation, but the ball remains live until the conclusion of play. These situations include obstruction and when a batted or thrown ball contacts detached equipment. In each situation, once the play is completed, the proper enforcement should be made. Rule 8, Section 5B and Rule 8, Section 5F.

21. What is a four-base award?

Any fair fly ball touched by a defensive player on either side of the fence that clears or has cleared the fence in fair territory, should be declared a four-base award and shall not be included in the total of over-the-fence home runs.

22. What is the rule regarding the dead ball area?

When a fielder carries a live ball into a dead ball area, the ball becomes dead and a base or bases are awarded to all runners. If the act is unintentional, the award is one base. If the act is intentional (umpire's discretion), the award is two bases. The base award is governed from the last base legally touched at the time the ball became dead.

23. What happens when one runner passes another?

Passing a runner may occur while runners are advancing or returning to a base. Normally it occurs when a lead runner stops to see if a ball will be caught and the trail runner, also watching the ball, does not see the lead runner stopped. The trail runner, the runner doing the passing, is called out and the ball remains live. To pass a runner, the trail runner must pass the entire body of the lead runner, not just an arm or leg ahead of the trail runner.