# **Roster Rules:**

1. **The coaching staff for all EABL franchises will consist of the following & a max of 5-8 support staff:**
   1. A head coach/manager (who may also double as their team's respective general manager)
   2. 1-2 bullpen catcher coaches/managers
   3. A first base coach/manager.
   4. A bullpen coach/manager.
   5. A bench coach/manager.
   6. A hitting coach/manager.
   7. A third base coach/manager.
   8. A pitching coach/manager.
2. All teams must require both the pitcher & a Designated Extra Hitter (DEH) to bat (i.e. using a 10-man batting order).
3. **Designated Extra Hitter (DEH) Rules:**
   1. *The DEH must be declared on the starting lineup:*
      1. A DEH cannot be added to the lineup after lineups become official at the plate meeting. The DEH role may not be eliminated during the game.
      2. Once you start with a DEH, you must keep the DEH for the entire game. The only exception is if your team drops to only 9 players due to injury, sickness, ejections, or players leaving early due to strategic substitutions.
   2. *The DEH may bat in any spot in the batting order. However, the DEH spot in the batting order may not change during the game:*
      1. That is, if you have the DEH in the three-hole at the start of the game, the DEH remains in the three-hole for the entire game, irrespective of substitutions into and out of the DEH slot.
   3. *The DEH is eligible for substitution and re-entry into the game:*
      1. Whatever substitution and re-entry rules are in effect for the league and level, these rules apply equally to the DEH. This means you can sub in a new DEH during the game, and in most cases re-enter the original DEH later in the game
   4. *The DEH may be entered into the game defensively:*
      1. Combined with the free re-entry rule, this means that a manager can make defensive moves that include the EH, including swapping a defensive player for the DEH, whereupon the defensive player that was just swapped out becomes the new DEH.
      2. In short, the manager can shuffle his ten players in the batting order among the 9 defensive positions. These are defensive swaps, not substitutions.
   5. *Using a DEH is required for all EABL & MiLB teams, and the DEH role may not be eliminated during the game:*
      1. Once you start with a DEH, you must keep the DEH for the entire game. The only exception is if your team drops to only nine players for any medical reason.
4. **Substitution Rules:**
   1. *The 10 players in the batting order can be rotated among the 9 defensive positions at the discretion of the manager, and all are eligible for re- entry under the re-entry rule:*
      1. For example, a manager can move the DEH into LF, and the LF now becomes the DEH.
   2. All starting players may be removed and re‐enter the game once (except in cases of injury), but must re‐enter in their original position in the batting order.
   3. Non‐starters are not allowed to re‐enter unless an injury occurs.
   4. When a starter re‐enters, the player in the starter’s batting position in the batting order must be removed from the game and is ineligible for the remainder of the game unless an injury occurs.
5. **All EABL teams are required to have a 26-man roster for each game and a 41-man total roster for the season to add an extra player to the roster who will serve as either a pitcher, catcher, infielder, outfielder, or a Designated Extra Hitter (DEH):**
   * 1. When a team is scheduled to play a day-night doubleheader, it is allowed to carry 27 players on the active roster for those days only.
     2. All EABL teams can only have 12 pitchers on their roster until the September callups; MiLB teams don’t have this restriction.
6. **Special Rules for after the September call-ups:**
   1. Each club must designate 26 players as active before every series (not every game).
   2. In the event of an injury during the series, just as in the postseason, a player can be replaced, but he then becomes ineligible for the next series.

# **Salary Rules:**

1. **All EABL Teams will have 2019 USD$206 million hard salary cap for all players per season:**
   1. *A hard salary cap means that all contracts which cause a team to violate a hard cap are subject to major sanctions, including any of the following while breaching salary cap rules:*
      1. 1st offense = reduction of $10 million in their salary cap for the next season.
      2. 2nd offense = reduction of another $15 million in their salary cap for the next season in addition to the previous reduction.
      3. 3rd offense = reduction of another $15 million in their salary cap for the next season in addition to the previous reductions & the voiding of violating contracts.
      4. 4th offense = reduction of another $20 million in their salary cap for the next season in addition to the previous reductions, the voiding of violating contracts, & the stripping of championships won.
   2. *Signing bonuses for drafted players is guaranteed money that's given regardless of whether the player stays or not (i.e. gets cut):*
      1. Example Contract = a baseball player right out of college signs a deal to play minor league baseball over 4 years, plus a $2 million signing bonus. To minimize the impact on the salary cap, the team spreads the bonus over the life of the contract, in this case, $500,000 each year.
      2. However, all of the bonus money that was being prorated throughout the length of the contract still has to be paid if the player quits, is released, traded or waived.
      3. *Limits for signing bonuses (per player):*
         1. 1st -3rd Rounds = $2 million.
         2. 4th-7th Rounds = $1.5 million.
         3. 8th-12th Rounds = $1 million.
         4. 13th-18th Rounds = $750,000.
         5. 19th-22nd Rounds = $500,000.
         6. 23rd-30th Rounds = $250,000.
         7. 31st-40th Rounds = $150,000.
   3. All EABL players & MiLB players with a “Major League” contract must earn at least $480,000 per season, but no more than 25% of the team’s salary cap.
   4. This rate must be adjusted for inflation annually.

# **Preseason Structure:**

1. **The EABL Drafts:**
   1. *The First-Year Player Draft:*
      1. The draft begins 3 days before the EABL All-Star Game.
      2. *The draft lasts 25 rounds, plus compensatory picks:*
         1. All rounds are for both college players & high school players.
         2. Teams can earn compensatory picks in the draft based on departing free agents who reject a Qualifying Offer from their respective team. A qualifying offer is defined as a one-year contract worth the average value of the top 120 player contracts for that year:
         3. The general draft order is the reverse order of the previous year's standings. If two teams finish with identical records, the previous year's standings of the two teams is the tiebreaker, with the team having a worse record receiving the higher pick.
         4. The deadline for signing a drafted player is July 15:
            1. A selected player who enters a junior college cannot be signed until the conclusion of the school's baseball season.
            2. A player who is drafted and does not sign with the club that selected him may be drafted again at a future year's draft, so long as the player is eligible for that year's draft.
            3. A club may not select a player again in a subsequent year, unless the player has consented to the re-selection.
         5. Teams can no longer offer major league contracts to their draft choices - only minor league contracts are available. The only exceptions are the following (who can be only offered “split contracts”):
            1. 1st-5th round draft picks.
            2. Players that have been drafted in another sport.
            3. Drafted players who have been offered college scholarships and/or played at the collegiate level in another sport in addition to playing baseball in college.
            4. However, any player who accepts a split contract isn’t eligible for a signing bonus.
         6. A player who is eligible to be selected and is passed over by every club becomes a free agent and may sign with any club, up until one week before the next draft, or until the player enters, or returns to, a four-year college full-time or enters, or returns to, a junior college. In the one-week period before any draft, which is called the "closed period", the general rule is that no club may sign a new player.
      3. All EABL & affiliated development teams will have an off day on the day of the Draft.
      4. The first round of the draft is broadcast on EABL Network live and in prime time from its studios
      5. All players drafted & signed right out of high school must play in Level-Rookie for at least 1 season.
      6. All players who haven’t been drafted can sign with any independent team.
      7. All high school & college players who declare for the draft and are not drafted remain eligible for college baseball unless & until they sign a professional contract.
      8. All players drafted & signed out of college are eligible to play at any level for their 1st season in the East Asian baseball pyramid.
      9. Depending on how players play in the EABL and/or any affiliated development teams, they can be moved up or down to different tiers.
2. **Winter Training for both EABL & minor league players begins on February 1st:**
   1. Minor league players participate in spring training following a telescoped schedule that generally lasts from March 1–31.
   2. All games during Spring Training must begin on March 1 and end on March 30.
   3. All EABL teams will play 26 games (13h/13a) during spring training.
3. **The 3 national teams will play at least three 3-game exhibition series against any other national team(s) beginning on March 1 with a 1-day break in between each series every year the World Baseball Classic (WBC) is not held:**
   1. All of the national teams can play in All EABL stadiums.
   2. All of the national team players will complete winter training with their EABL teams & then report to their national team’s first stadium at least 3 days in advance.
   3. All of the national team players must be paid during the preseason while they are playing with their national team.
   4. *All tickets for the exhibition games for all of the national teams must not exceed the following in 2017 US$ (must be annually adjusted for inflation):*
      1. $50 = lower levels; $25 = higher levels
4. **An EABL player is eligible to participate on a National Team during the preseason if at least one of the following criteria used by the World Baseball Softball Confederation for the WBC is met:**
   1. The player is a citizen of the nation the team represents.
   2. The player is a permanent legal resident of the nation or territory the team represents.
   3. The player was born in the nation or territory the team represents.
   4. The player has at least one parent who is, or if deceased was, a citizen of the nation the team represents.
   5. The player has at least one parent who was born in the nation or territory the team represents.
   6. If the player is on the country’s protected player list.
   7. *The player is qualified for citizenship or to hold a passport under the laws of a nation represented by a team, but has not been granted citizenship or been issued a passport:*
      1. In this case, the player may be made eligible by EABL upon petition by the player or team.
   8. There can be no more than 28 players on any national team roster.

# **Regular-Season Structure:**

## Both Options:

1. All EABL players must be given two Mondays off in April, two in May, two in June, one in July and one in August.
2. **Each team will receive bonus/premier points for entry into the postseason:**
   1. Points are now used to determine which teams will advance into the postseason. Points are being implemented in order to encourage attacking play throughout a game and to reward teams for "coming close" in losing efforts.
   2. 3 points for a win by at least 6 points.
   3. 2 points for a win by either 1) 5 points or less or 2) in extra innings (i.e. overtime).
   4. 1.5 points for a draw/tie.
   5. 1 "bonus" point for scoring at least 1 grand slam.
   6. 1 "bonus" point for losing by either 1) 5 points or less or 2) in extra innings (i.e. overtime).
   7. 1 "bonus" point for scoring at least 10 more points than the opponent.
   8. 0 points for a loss by at least 6 points.
   9. All teams can only have a max of 2 bonus points per game.
   10. *At the end of the regular-season, the team with the best regular-season record (i.e. highest point total) regardless of what league they participate in is awarded the EABL Supporter’s Trophy:*
       1. For those who don't know, it echoes the practice of the top European soccer leagues in which the team with the best record is the champion, similar to the Supporter’s Shield in MLS.
       2. The EABL Supporter’s Trophy winner is guaranteed home-field advantage in all rounds of the playoffs they compete in, including the World Series.
   11. *Tiebreaker criteria when competitors are level on points:*
       1. The team that won the head-to-head match (if applicable) is ranked first.
       2. If this game was a draw, then the team with the more wins is ranked first
       3. Point difference (PD) = is the number of goals (or points) scored in all league matches minus the number of points conceded.
       4. Points for (PF) = is the total number of points scored by a team over the course of the regular-season.
       5. Points against (PA) = is the number of goals scored against them by their opponents over the course of the regular-season.
       6. Fewest disciplinary actions.
       7. Strength of schedule = two-third (66 2/3%) for the opponent's record and one-third (33 1/3%) for the opponents' opponents record.
       8. Total number of points scored on the road.
       9. Road point difference.
       10. Total number of points scored @ home.
       11. Home point difference.
       12. If still identical, a play-off is required.
       13. Coin toss (2 teams) or drawing of lots (at least 3 teams).
3. **The 144-game EABL regular season starts in the 1st week of April and ends after the last Sunday in September:**
   1. Japan League = Each team plays 12 games (6h/6a) against the other 11 teams in the league, & 12 games (6h/6a) against 1 team from other division based on the final regular season standings from the prior season (i.e., central #1 plays pacific #1, etc.).
   2. Korea League = Each team plays 16 games (8h/8a) against the other 9 teams in the league.
   3. Taiwan League = Each team plays 28 games (24h/14a) against the other 5 teams in the league, & 4 games (2h/2a) against 1 team based on the final regular season standings from the prior season (i.e., #1 plays #6, etc.).

# **EABL Post-Season Format:**

1. **6-team double round robin tournament:**
   1. There must be a 3-day break in-between the end of the regular-season and the start of the postseason.
   2. *The teams selected to enter the playoffs are the top 2 teams in each league:*
      1. Japan = 1 team from the central division, & 1 team from the pacific division
      2. Korea = 1 team from the north division, & 1 team from the south division
      3. Taiwan = the top 2 teams in the league
      4. Teams will be seeded based on the number of bonus points that they have.
   3. The 6 teams will play the 5 other teams twice.
   4. The team that wins the most games will be crowned the EABL champion.
   5. The 2 host teams will play all 10 of their games at their home stadium, but the other 4 teams must play in neutral-site games.
   6. *The postseason will be rotated among the 3 countries in the following order:*
      1. Japan
      2. Korea
      3. Taiwan

# **Minimum Ticket Pricing Standards:**

The prices for all minors aged 17 & under & seniors aged 65 & up are ½ of the ones listed below.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Type: | Individual | Quarter-Season (19 games) | Half-Season (38 Games) | Full-Season (77 games) |
| Upper Sections | $7 per person | $120 per person | $226 per person | $426 per person |
| Middle Sections | $15 per person | $242 per person | $486 per person | $632 per person |
| Lower Sections | $35 per person | $365 per person | $524 per person | $840 per person |
| Club & Suites | $75 per person | $700 per person | $930 per person | $1,155 per person |

# **Gameplay Rules:**

## Batting Order:

1. The away team gets the pick for the coin toss.
2. The team that wins the coin toss has the choice of batting first or last.
3. All teams must have a 10-man batting order in which both the DEH and the pitcher must bat.
4. The batting order is predetermined by each team's manager.
5. **The team batting order alternates each day:**
   1. Example: Day #1 = home team bats first, Day #2 = away team bats first, etc.

## Number of Innings:

1. **Each team has 3 innings per game in which all 10 players in the batting order must bat:**
   1. All doubleheaders (DH) will be 2 innings each.
   2. The 7th inning stretch will become the 2nd inning stretch.
   3. An inning ends when all 10 players are either dismissed or stranded on base.
2. **Mercy Rules** - **Games are called if one team is ahead by at least:**
   1. At least 30 runs by the end of the 1st inning.
   2. At least 25 runs by the end of the 2nd inning.
3. **All overtime innings will revert to the traditional inning format (i.e. 3 outs per team)**
   1. All overtimes can only have a max of 3 innings (except for postseason games).
   2. For all extra innings, each team will start with a runner on both 1st & 2nd base.
   3. Teams are able to bat whoever they want.
4. **Between-inning Breaks:**
   1. *A timer will count down between innings for the following type of games:*
      1. Non-televised games = 1:45
      2. Locally televised games = 2:05
      3. Nationally televised EABL/WBC games =2:25
      4. Tiebreaker and postseason EABL/WBC games = 2:55

## Scoring System:

1. **A player scores 1 point for every base reached after hitting the ball in addition to completing the circuit of all the bases:**
   1. Example: ground rule double = 2 pts.
   2. However, they will not subsequently score when moving around the bases on another player's hit unless they manage to steal a base or reach home plate.
   3. 1 point will also be awarded for walks.
   4. *Batters are now allowed to steal first base on a pitch not caught cleanly, similar to a dropped third strike:*
      1. "Any pitched ball not caught by the catcher shall be subject to the same baserunning rules for the batter as an uncaught third strike, with the exception of the first base occupied with less than two out exclusion."
      2. A successful attempt will award 1 point to the baserunner
   5. Batters & baserunners can attempt to steal a base a max of 4 times per game
2. **A home run scores 4 points + the number of players on base (if any):**
   1. Example: grand slam = 4 points + 3 base runners for a total of 7 points.
3. **Example from MLB (Cincinnati Reds vs Chicago Cubs on August 10, 2019; still using 9-inning format):**

|  |  |
| --- | --- |
| * 1. *Reds:*      1. VanMeter doubled to deep left center (2), Votto scored (RBI-1) (3).      2. Aquino homered to left (4)      3. Senzel homered to left (4).      4. Aquino homered to left (4).      5. Barnhart singled to center (1)      6. Peraza singled to right center, Barnhart to second. (1)      7. Senzel singled to right center, Senzel safe at second on error by center fielder Almora Jr..(2)      8. Barnhart singled to right center (1), Senzel scored (RBI-1) (2).      9. Peraza hit a ground rule double to deep center, Barnhart to third (2)      10. Gray singled to right (1), Barnhart scored and Peraza scored (RBI-2) (3).      11. Winker doubled to left, Gray to third (2).      12. Suárez homered to center (4).      13. Aquino homered to left center (4).      14. Winker walked (1)      15. Farmer homered to left (4).      16. Aquino walked (1)      17. Senzel grounded into fielder’s choice at first, Aquino out at second (1).      18. Barnhart walked, Senzel to second (1)      19. Peraza hit by pitch, Barnhart to second, Senzel to third (1)      20. Ogrady singled to left (1).      21. Peraza singled to left (1). | * 1. *Cubs:*      1. Rizzo hit by pitch (1).      2. Bote Walked (1).      3. Rizzo Walked (1).      4. Lucroy walked (1).      5. Schwarber singled to right, Lucroy to second (1).      6. Caratini walked (1)      7. Kemp singled to right, Caratini to second (1).      8. Castellanos grounded into fielder's choice to third, Mills out at second (1).      9. Bote doubled to deep center (2).      10. Mills singled to right, Bote to third (1).      11. Kemp doubled to deep right (2).      12. Schwarber homered into center (4).      13. Bote singled to right (1).   2. *Total:*      1. Reds = 47.      2. Cubs =18. |

## Batting Rules:

1. The Strike Zone is the space over home plate which is between the top of the batter's shoulders and his knees when he assumes his natural stance. The umpire shall determine the Strike Zone according to the batter's usual stance when he swings at a pitch.
2. If a batter gets 3 foul balls after a 2nd strike, then that player must be declared out.
3. **Batters must be in the box and attentive to the pitcher with at least 8 seconds left on the timer.**
   1. If the batter is not ready to hit by the time the clock expires, a strike will be added to the count.
4. **Batters will only get 1 timeout per plate appearance:**
   1. A player, regardless of where he is standing, must indicate to an umpire that he is ready to resume play, at which point the umpire will tell the operator to wind the clock.
5. **The batter must keep at least 1 foot in the batter’s box throughout the at-bat / plate appearance, unless any of the following occurs:**
   1. The batter swings at a pitch
   2. The batter is forced out of the batter’s box by a pitch.
   3. A member of either team requests & is granted “time”.
   4. A defensive player attempts to play a runner at any base.
   5. The batter feints a bunt.
   6. A wild pitch or ball occurs.
   7. The pitcher leaves the dirt area of the pitching mound after receiving the ball.
   8. The catcher leaves the catcher’s box to give defensive signals.
   9. If the bat boy is too slow for whatever reason
   10. However, the batter is still not allowed to leave the dirt area.

## Pitching Rules:

1. **A starting pitcher cannot pitch more than:**
   1. 70 pitches per game in the preseason (including the National Team Exhibitions & World Baseball Classic qualification matches).
   2. 85 pitches per game in the regular-season (& all World Baseball Classic Games except the semifinals/championship).
   3. 100 pitches per game in the postseason (including the World Series & World Baseball Classic Semifinals/Championship).
   4. A pitcher can still finish a batter's plate appearance even if the limit is reached, but must come out after completing the plate appearance.
2. **A pitcher cannot pitch until:**
   1. A minimum of 4 days have passed since he last pitched, if he threw 50 or more pitches when he last pitched.
   2. A minimum of 1 day has passed since he last pitched, if he threw 30 or more pitches when he last pitched.
   3. A minimum of 1 day has passed since any second consecutive day on which the pitcher pitched.
   4. These rules don’t apply during post season & spring training.
3. **All EABL pitchers have pitch clocks in between pitches:**
   1. *All pitchers will have to begin their deliveries within 15 seconds with the bases empty and 20 seconds with runners on base:*
      1. There is a 30-second timer between batters.
      2. The 15/20-second play clock would start once the pitcher steps on the dirt portion of the mound with the baseball.
      3. Pitchers may not come set prior to the batter becoming alert in the box.
      4. If the pitcher does not deliver a pitch, make a pick-off throw to a base or step off the pitcher’s rubber before the clock expires, a ball will be assessed to the count.
      5. *Pitchers are allowed to "disengage" only 3 times during any given at-bat/plate appearance:*
         1. This includes stepping off the rubber, or even attempting to pick off a baserunner.
         2. After a 4th step-off, the pitcher will be charged with a balk, unless at least one offensive player advances a base or an out is made on the ensuing play after the step off.
         3. The disengagements rule resets if a runner or runners advance a base within the same plate appearance.
   2. *Catchers can throw down to any base as much as they want:*
      1. Catchers must be in the box and ready to catch with at least 9 seconds remaining on the clock.
      2. The pitch clock then restarts as soon as the pitcher gets the ball back from an infielder.
      3. *Catchers cannot hold onto the ball longer to give a pitcher more time:*
         1. Any attempt -- or at least repeated attempt -- will result in a warning and/or violation being called. Umpires have discretion here.
   3. Pitchers can ask for a new ball, but they must do so with at least eight seconds remaining on the clock. Repeated asks -- such as five in a row -- will result in a warning.
   4. One clock would be placed in the home plate area, and the other would be located in or behind the outfield wall.
4. **Position players pitching:**
   1. The leading team must be up by at least 10 or more runs in order to pitch a position player.
   2. The trailing team must be down by at least 8 or more runs in order to pitch a position player.
   3. Exceptions will not be made for Injuries as EABL teams will be required to call up any of their MiLB pitcher(s) in order to make up for an injury instead.
5. All pitchers must face at least 3 batters unless they are injured or injure another player as a result of their actions (example = intentionally hitting a batter); However, this doesn’t apply for the preseason/spring training.
6. **The following penalties will occur if any player intentionally hits another player, regardless of the method:**
   1. 1st Offense = fined at least $10,000 and being suspended for at least 20 games.
   2. 2nd Offense = fined at least $20,000 and being suspended for at least 40 games.
   3. 3rd Offense = fined at least $40,000 and being suspended for the rest of the season (this includes the postseason).
   4. If any player gets penalized at least 3 times in at least 2 consecutive seasons, then the player is banned from playing in both EABL & MiLB for the rest of their life.
   5. *A batter cannot make a movement to intentionally be hit by a pitch:*
      1. A player who leans or sticks a portion of his body outside the batter’s box to be hit will have a strike awarded to the count.
7. **Pitchers will no longer be required to throw 4 pitches on intentional walks:** 
   1. Instead, the defensive team can inform the umpire that it is walking the hitter (thus giving up 1 run).
   2. However, the pitcher must have paced at least 2 batters in order to do so.

## Defensive Shift Rules:

1. **At the time a pitch is thrown, all 4 infielders are required to be on the infield dirt (or infield grass) with at least 1 player on each side of 2nd base:**
   1. All initial shifts & shift changes must last for at least 3 at-bats / plate appearances.
   2. Teams are still allowed to bring an outfielder in, either onto the infield or into the shallow outfield.
   3. *They are also allowed to employ a four-outfielder alignment by having the DH become an outfielder:*
      1. However, they can only do this once per inning, & it can only last a max of 3 plate appearances per inning.
2. If the hitting team reaches base and runners advance on a ball hit under the violation, the game proceeds without penalties.
3. If the play has any other consequence -- an out, a sacrifice, etc. -- the hitting team can decide either to accept the penalty -- which would add one ball to the hitter's count -- or decline it, and the play would stand.
4. Increasing the size of bases from 15 inches (38 cm) to 18 inches (46 cm)

## Mound Visits:

1. **Mound visits will be limited to 6 per team per 3 regulation innings (i.e. 2 per inning):**
   1. Teams will receive an additional visit for every extra inning played.
   2. Any manager, coach or player visit to the mound will count as a mound visit.
   3. Visits to the mound to clean cleats in rainy weather, to check on an injury or potential injury or after the announcement of an offensive substitution are exempted.
   4. Also, normal communication between player and pitcher that does not require either to vacate their position on the field does not count as a visit.
   5. If a team is out of visits, the umpire will have discretion to grant a visit at the catcher's request if he believes there has been a cross-up between the pitcher and catcher.
   6. Baserunners will not be allowed to leave the bases they are occupying during a defensive conference.

## Coach’s Video Review Challenges:

1. **Coaches have 2 video review challenges per game where the technology is available:**
   1. Coaches have 30 seconds from the end of the play to issue a replay challenge.
   2. *Replay officials have 90 seconds to determine the ruling of any challenged play:*
      1. If they can’t determine an overrule within that time, then the call stands.
2. **The following plays will be reviewable by the crew chief at his discretion or with the use of a coach’s challenge:**
   1. Deciding if a batted ball is fair or foul. The ball must first touch the ground or a fielder beyond the initial position of the first or third baseman.
   2. Deciding if a batted ball is either a ground-rule double or a home run.
   3. Any catch or no-catch ruling in the outfield or foul territory.
   4. A no-catch ruling in the infield in some instances. With runners on base, a no catch within the infield can be changed to a catch only if it results in a third out. With no runners on base, a no catch within the infield can be changed to a catch at any time.
   5. Spectator interference.
   6. Deciding scoring plays at home plate inclusive of collisions (illegal and/or malicious slides) or time plays.
3. **The following plays will be reviewable only by a coach’s challenge or at the crew chief’s discretion beginning in the last 2 innings of regulation and extra innings:**
   1. Force and tag-play calls at any base.
   2. Calls involving whether a base runner passes a preceding runner; determining whether a base runner scored ahead of a third out; and upon an appropriate appeal by the defensive team, determining whether a base runner touched a base.
   3. Plays involving hit by pitch.
   4. Deciding if a runner failed to retouch a base after a fair or foul ball is legally caught.
   5. The umpire’s placement of runners following a boundary call.
   6. Deciding if interference occurred on a runner’s attempt to break up a double play.