

HEY, CSLL MANAGERS: Did you know that ALL of these are FALSE?

1. The hands are considered part of the bat.
2. The batter-runner must turn to his right after over-running first base.
3. If the batter breaks his wrists when swinging, it's a strike.
4. If a batted ball hits the plate first it's a foul ball.
5. The batter cannot be called out for interference if he is in the batter's box.
6. On a foul tip, the umpire must announce "Foul", and the ball is dead.
7. The batter may not switch batter's boxes after two strikes.
8. The batter who batted out of order is the person declared out.
9. The batter may not overrun first base when he gets a base-on-balls.
10. A runner is always out if a batted ball hits him.
11. If the batter keeps his bat in the strike zone while in the bunting position, it's an automatic strike.
12. The batter is out if a bunted ball hits the ground, bounces back up and hits the bat again.
13. The batter is out if his foot touches the plate when he hits the ball.
14. The batter-runner is always out if he runs outside the running lane after a bunted ball.
15. A runner is out if he high-fives a coach or other players after he hits a homerun over the fence.
16. Tie goes to the runner.
17. The runner gets the base he's going to, plus one base on a ball thrown out-of-play.
18. In an Infield Fly situation, the umpire must call it anytime the ball is popped up in the infield.
19. Runners may never run the bases in reverse order.
20. The runner must always slide when the play is close.
21. The runner is always safe when hit by a batted ball while touching a base.
22. A runner must physically make contact with a fielder making a play to be called out for interference.
23. It is a force out and no runs can score when a runner is called out for not tagging up on a fly ball.
24. An appeal on a runner who missed a base cannot be a force out.
25. A runner is out if he runs out of the baseline to avoid a fielder who is fielding a batted ball.
26. Runners may not advance when an infield fly is called.
27. An umpire is guilty of interference if he gets in the catcher's way when the catcher is going after a wild pitch or passed ball.
28. A pitch that bounces to the plate cannot be hit.
29. The batter does not get first base if hit by a pitch after it bounces.
30. If a fielder holds a fly ball for 2 seconds, it's a catch.
31. You must tag the base with your foot on a force out or appeal.
32. The ball is always immediately dead on an illegal pitch.
33. If a player's feet are in fair territory when the ball is touched, it is always a fair ball.
34. The ball must always be returned to the pitcher before an appeal can be made.
35. A batter is automatically out if he throws the bat.
36. A fielder must make physical contact with a base runner for obstruction to occur.
37. The pitcher cannot take signs from his manager or coach.
38. If a fielder catches a fly ball and then falls over the fence, it is a homerun.
39. The ball is dead anytime an umpire is hit by the ball.
40. The manager must appeal a bad call to the plate umpire.
41. The manager can visit his pitcher once every inning.
42. The pitcher cannot wear a white T-shirt under his uniform.
43. A fielder cannot fake a catch to decoy a runner into slowing down.
44. A runner is out if he collides with the fielder who is attempting to catch a throw from the outfield.
45. If a runner leaves a base early, he cannot score.
46. If a runner misses home plate, he can always go back and touch it for the run to count.
47. A starter must play six consecutive defensive outs and bat once before a sub can replace him.
48. Players on the bench may yell to distract a fielder from catching a pop fly.
49. A fielder cannot trick a runner into returning to a previous base by telling him a pitch was fouled off.
50. The official scorekeeper must inform the umpire when a team is batting out of order.