

## HBP - When They Go Down and When Don't They?

Rule reference: 7-3-4 and 8-1-1-d

Any and all instances when the pitch hits the batter, the ball is dead and runners cannot advance, unless forced to by the batter being awarded first base.

Any pitch that is a strike is called a strike, ball is dead and runner stays at the plate. No runners can advance. On a strike three, batter is out and no advances can be made.

If the batter swings at the pitch and is hit by the pitch, the strike is recorded and the ball is dead, No runners, including the B/R, may advance. On the 3<sup>rd</sup> strike, the batter would be called out immediately.

If the pitch is over the plate, but high or low and the batter is hit, call the pitch a ball and keep the batter at the plate.

If the pitch is a ball, but not inside the vertical lines of the batter's box, the batter must make an attempt to get out of the way of the ball. It does not have to be early or successful, but an attempt must be made.

If the pitch is within the vertical lines of the batter's box, the pitcher has made a mistake and the bulk of the problem has now been caused by the pitcher. In this situation the batter will be awarded first, unless he has the opportunity to attempt to get out of the way and refuses to do so (i.e. a slow curve that he watches hit him). If the batter is frozen by a pitch he should be awarded first. If in doubt, award him first.

More and more batters are moving into the pitch to be awarded first.

- Moving elbow into the ball
- Moving knee into the ball
- Rolling shoulder into the ball