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www.chulavistaca.gov/goto/softball

SOFTBALL – SPRING 2012

REGISTRATION DATE

*WALK-IN

January 9th, 2012; 1:00pm – 6:00pm

Mt San Miguel Park

2335 Paseo Veracruz, CV, 91914

Payment by cash, check, VISA, Mastercard, or American Express

NEED A VALID EMAIL ADDRESS

ONLINE

24 hours per day beginning January 9th, 2012 at 1:00pm

Payment by VISA, Mastercard, or American Express

<http://www.chulavistaca.gov/goto/sports/>

NEED A VALID EMAIL ADDRESS

*Any walk-in registrations after 6:00pm on January 9th, 2012 must be done by appointment, **or** during programmed activities at Mt San Miguel Park. Walk-in registration **will no longer be taken at Monteville** or any facility other than Mt San Miguel Park.

FEES

\$434 reg. fee + \$26 forfeit bond = **\$460/team**

Each team will be required to pay **\$12 cash** at the pre-game meeting each game to cover the umpire fees. If a team does not have the **\$12**, the game will be declared a forfeit.

*Forfeit bond will be refunded in full if team does not forfeit. If a team forfeits, the entire \$26 forfeit bond will be used to pay for the umpire. The forfeiting team must repay the \$26 forfeit bond, within 2 business days or will be dropped from the league.

The forfeit fee will be refunded once every league has been completed. It should take 30 days to process after the last league has finished.

***Anticipated increase of \$60 per team for maintenance fees BEGINNING Summer 2012 is being proposed. For more info, please contact the Athletics Office.**

WOOD BAT LEAGUES

There will be some leagues that are Wood Bat only. All Wood Bat only leagues have unlimited home runs and play with a COR .52 / 300 lbs Compression ball.

For Coed Wood bat leagues, the Men only will need to hit with Wood Bats while the Women will still be able to hit with ASA & USSSA approved bats.

Wood Bat leagues will play under the same timing guidelines; however, games may be played up to 9 innings.

LEAGUE START DATE

The **SPRING 2012** league is scheduled to begin the week of February 6th.

DISCIPLINARY & EVALUATION COMMITTEE

NEW A committee of 3-4 members will be established each season to act upon disciplinary measures for violators of acceptable conduct set forth in this rules packet, **as well as assist in the evaluation of players to ensure safe and balanced competition**. The committee will consist of the City of Chula Vista Athletic Director, 1 or 2 players/managers who were nominated or delegated, and a representative from the official's organization.

AVAILABLE FIELDS

Below is an **anticipated** matrix of fields and divisions available.

	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY
Mt San Miguel	Men's B Men's C Coed C	Men's B Men's Wood Coed Wood	Men's A/B Men's B Men's C	Coed A/B Men's B/C Coed C	Coed A/B Coed B/C Coed C
Monteville				Men's A	Men's A
Veteran's				Men's B/C	Men's B/C
Eucalyptus				Men's Wood	

The Athletics Section reserves the right to modify any rule without notice, move a team from one field to another with notice, and make the final decision on all rulings not associated with the actual game play, in which case, the umpire has full authority, unless there is a call that is validly protested.

GENERAL INFO

Each manager will be responsible for informing his/her players of the content of this rules packet and may be responsible for the conduct of his/her teams players, and spectators.

INSURANCE

Players are responsible for providing their own insurance. Teams or players looking to buy insurance may contact the Athletics office for more information.

ROSTERS

1. Initial rosters must be turned in or completed online by the first game. All rosters filled out on a handwritten roster and turned in at Mt San Miguel will be entered online by Recreation staff and the printed roster will be available to pick up, or print online, within 1 week of dropping off the roster. Handwritten rosters **will not** be considered official at the games.
3. Rosters will be available online for managers to complete immediately after registering their team and creating a login. A valid email address is required for this feature.
4. At Mt San Miguel, rosters that are completed online, or turned into the Athletics Office, will be available in the office. For all other fields, teams **must** keep their rosters with them at every game.
5. Rosters will have a maximum of 20 players.
6. **ALL PLAYERS** must be on our waiver list before they play, or have signed the waiver on the handwritten roster (League administration will follow up and this is not enforceable by the umpire or through an appeal).
<http://www.chulavistaca.gov/goto/sports/> - click on Liability Waiver. A waiver form will also be available at the office at Mt San Miguel.
7. The waiver list will reset as of January 1, 2012 so everybody will need to complete the waiver if not already completed this calendar year.
8. Any additions made to the roster before the roster cut-off date needs to be done online or during league play at Mt San Miguel 6-10pm.
9. No additions will be made to the roster after the roster cut-off date of **March 16th**, with the following exception:
 - a. Any team that chooses to add a player(s) to their roster after **March 16th** will forfeit their right to advance in the playoffs.
10. It is **FULLY** the manager's responsibility to make sure all players on his/her team have completed the waiver and are officially entered onto the roster. If the Athletics staff finds players who are not on the roster, or have not filled out a waiver, those players may be ejected from the game.

11. **AFTER March 16th, a team that doesn't have enough players to avoid a forfeit** may elect to play the game with players not on their roster, as long as the **opposing manager agrees**, and the following criteria is met:

- a. The team using the players not on the official roster must not have more than 10 players in their lineup.
- b. The player must sign a waiver that will be available at the field.
- e. Any non-rostered players must be removed from the game when there are 10 rostered players available.

12. All players must have a valid California ID, driver's license, current student ID (with semester validation) or military ID in case of "roster check"

13. Forfeits will no longer be declared for illegal players. Players will be ejected if deemed "illegal". However, if a team drops below 8 players due to illegal players, the team will forfeit the game.

PROTESTS

The following procedure **must** be followed in order to have a protest considered:

1. The manager of the protesting team must notify the following people **immediately** (before next pitch, or before the game is called by the umpire)
 - a. Umpire
 - b. Opposing Manager
2. Protest forms will be available at Mt San Miguel Park or can be emailed if requested.
3. The full protest must be completed and submitted (or emailed) to the Athletics Office at Mt San Miguel Park within 2 business days of the game, accompanied by \$20, refunded only if the protest is judged valid. **(PHONE CALL PROTESTS WILL NOT BE CONSIDERED)**
4. Protests may be considered valid but not enforced.
5. Protest will not be considered if it is a judgment call.
6. Make-up protest games may be played on different night than originally scheduled night

ROSTER CHECKS

1. The Athletics staff will randomly select teams each week and check rosters. No notice will be given. Players will be ejected from the game if not on the roster.
2. "Roster Checks" will be handled immediately on the field. If a team suspects an illegal player, the manager from the protesting team will inform the umpire and the opposing manager of a roster check. The team in question must provide the printed roster and show ID from the player(s) in question, and the umpire will verify the information provided by the manager and player(s) in question. If the player(s) in question are not on the roster, the illegal players will be ejected from the game and play can continue. The next at-bat only for the ejected player(s) will result in an out, then the name will be scratched from the line-up. If the manager fails to provide a valid roster, the player(s) in question will automatically be ejected. If players in question are ejected prior to the start of the game, the lineup may be altered to avoid any automatic outs for the offending team. If the ejected players cause the team to drop below 8 players, the game will be forfeited.

BAT PROTEST

Managers may elect to have a bat protested if they feel it is illegal (exceeds 1.20 bpf or is altered). The following procedure must be followed in order to have a bat protest considered:

1. The manager of the protesting team must notify the umpire and player using the protested bat immediately, before the bat leaves the field.
2. The bat protest form must be completed and signed before the next pitch. Once the protest form is completed and signed, the protesting team agrees to pay \$100 to the City of Chula Vista for the protest within the next business day (cash, check, or credit card), refundable if the bat is deemed illegal. The protesting team also agrees to cover any damage to the bat caused by manufacturer's testing, not limited to the purchase of a new bat of equal value for the accused owner, if the bat is deemed legal through testing. Most manufacturers may be able to test without damaging the bat.
3. The owner of the bat may elect to turn over the bat to the umpire to be sent in to the manufacturer by the Athletic Department, or the player will be ejected from the game immediately and serve a 2-year suspension. If the bat is protested, and the bat is taken out of sight of the umpire, the owner will be suspended. If the owner turns over the bat, it will be held along the backstop until staff arrives to clean up (applies to Eucalyptus, Veteran's and Monteville). The staff will take it to the Athletic's Administrative Office to be shipped

to the manufacturer. Bats turned in at Mt. San Miguel will be given to the office staff immediately and be locked in a storage room until shipped off to the manufacturer to be tested.

4. If the bat comes back as an altered bat, the player will be suspended for 2 years and his/her name will be reported to all local league and tournament directors as an owner of altered bat used in competition.

5. If the owner of the bat does not step forward, the manager will make the decision to turn over the bat or serve the 2-year suspension.

CODE OF CONDUCT

1. The team manager may be responsible for his/her own fans and players. If the team manager cannot control an unruly fan or player, the team could forfeit its game. The umpire will warn the manager first before forfeiting the game.

2. Trash talk, taunting, and foul language will not be tolerated, and is subject to ejection for unsportsmanlike conduct.

ALCOHOL

1. Any player determined by the umpire to be drinking alcohol during the game will be ejected.

2. Any player determined by the umpire to be intoxicated will not be allowed to play. If the umpire makes the determination that a player is intoxicated during the course of the game, the player will be ejected from the game.

3. Teams must abide by the "Good Neighbor Policy". Multiple infractions will result in a possible team suspension.

4. **ABSOLUTELY NO GLASS CONTAINERS.** Will be subject to fine(s) if caught by Park Ranger.

EJECTIONS

1. A player ejected from a game shall leave the field immediately. If ejected for unsportsmanlike behavior, the player will be required to leave the bleacher area and the park (out of sight and sound from the umpire), within 3 minutes. Failure to do so may cause the player's team to forfeit the game. The umpire should give a final warning at 2 minutes, 30 seconds.

2. When a player is ejected, their next time up to bat will be an out, and then their name will be scratched from the lineup. If they are currently at bat it will be an out and their following at bat will also be an out.

3. A player ejected from a game for unsportsmanlike behavior will face a minimum of one game suspension that will be enforced the following game.

4. A player who is ejected from a game a second time for unsportsmanlike behavior will be ineligible from further participation for the remainder of the season, and possibly a longer suspension.

5. Any player or fan threatening staff or an umpire will be banned from our league for a minimum of 1 year.

6. Any player involved in a fight before, during, or after one of our games may face a lifetime ban.

PARK REGULATIONS

1. NO GLASS CONTAINERS allowed in any City Park.

2. **Smoking is prohibited in all City Parks.** Players will be subject to ejection if caught smoking in the Park their game is played. **This also includes parking lots and restrooms.**

3. Children may not be left unattended in City Parks. Children are not allowed in the dugouts during the game.

4. Pets may not be left unattended in City Parks and are not allowed in dugouts during the game.

5. No amplified music is allowed in City Parks, including parking lots. **This includes car stereos.**

LINEUPS

1. Teams must complete the line-up on the scorecard that will be present at the field, prior to the start of the game. Player's first and last name should be included on the lineup. Once the lineup is submitted, it is considered "official."

2. Any additions must be made to the bottom of the official lineup. Any players listed on the lineup, and not present at the time of his/her at-bat will be called out and scratched from the lineup.

SCOREKEEPING

*1. We will no longer be having scorekeepers. The umpires will be responsible for keeping score. It is **highly recommended** each team keep track of the score and verify every half inning with the umpire the correct score.

WEATHER

1. In case of bad weather, please check the City website for field conditions (see header on first page).
2. Once the umpire is present, it is the umpire's sole discretion as to the fitness of the field and visibility of the ball in foggy situations. If the umpire determines the game to be playable, the games will be played. Teams may not protest the game on the basis of the conditions of the field or condition of the fog because it is a judgment call by the umpire. If a team feels the conditions to play are not safe, they can elect to forfeit the game.
3. If the umpire cancels the first games of the evening, or any game in progress, due to weather or fog, all successive games will be cancelled.

MAKE-UP GAMES

1. In games that cannot be considered a completed game, the game will be rescheduled and start over from the beginning with a 0-0 score.
2. The umpire should return the money to the teams if the game is not "completed" due to weather or fog.
3. Make-up games are generally scheduled after the last regular season game. Additional make-up games will continue to be scheduled in order of when they were postponed.
4. Make-up games may be played on a different night than originally scheduled night.

STANDINGS

Standings will be posted online and should be available 2 business days after your game.

EQUIPMENT

1. Game balls for all leagues will be COR .52 / 300 lbs Compression.
2. Each manager is responsible for providing an appropriate COR back up ball prior to the start of the game. Failure to provide an appropriate COR back up ball will result in an automatic 3 runs awarded to the opposing team. Balls will be available for sale (limit of 1 ball per team) for \$5 each at Mt San Miguel.
3. Metal cleats **will not** be allowed. Any player caught wearing metal cleats during a game will be ejected.
4. All bats must be either ASA or USSSA approved. Bats must bear the association stamp or the bat will be considered "illegal."
5. Any player using a banned bat will be ejected from the game. Once the next pitch is thrown to another batter, the batter that previously used a banned bat is exempt from ejection for that occurrence. If a banned bat is present in the dugout, the owner will be ejected. If the owner does not step forward, the manager will be ejected.
6. Umpires **will not** check ASA or USSSA legality unless appealed by the opposing manager.
7. Bat Protest – see above

RULES

The Amateur Softball Association rules shall be enforced with the following and preceding "House" rule changes.

RULES ADDITIONS

1. Intentional Walks

- a. Pitches for intentional walks must be delivered

2. Evaluation Appeal for Skilled Players

- a. Teams wishing to appeal a skilled player should send an email to tfarmer@chulavistaca.gov mentioning the team name and the player name of the player in question.

b. The criteria as follows will be evaluated:

- a. Is the player in question on a roster for an advanced division?
- b. Does the player in question cause a safety concern?
- c. Does the player in question cause an unfair advantage for the team he/she is playing on?

GAME TIMING

The game clock will begin at the designated game time, according to the schedule, regardless of if the teams are ready to play. There will be no new inning started after 60 minutes. At this point, the umpire will announce, "5 minutes until kill time." If the inning is not complete at this time, the inning will be completed or **the game will end at 65 minutes (kill time)** whichever comes first. If the home team is at bat and is ahead in score at 65 minutes, they will be declared the winner. If the score is tied at 65 minutes, the game will end in a tie. If the visiting team is at bat and trailing in score when the game ends at 65 minutes, the home team will be declared the winner. If the home team is at bat, and is trailing in score when the game ends at 65 minutes, the game reverts back to the previous inning. If the visiting team is at bat and is ahead in score at 65 minutes, the game reverts back to the previous inning. At the moment of kill time, if the batter is in the batter's box, or has already received pitches, "kill time" will be called and the current at-bat will be completed unless the batter elects **not** to continue the at-bat. No subsequent at-bats will be allowed. If the umpire is late for the game time, the game clock will begin once the umpire is on the field and has started the game time.

"FOR PLAYOFFS" (and for all games at Thurs MV) Game times will be 6:15pm, 7:30pm, and 8:45pm. There will be "No New Inning" started after 60 minutes. The inning will be played to its entirety.

PRE-GAME

Managers from both teams will meet with the umpire for a pre-game conference to discuss ground rules and other items as determined by the umpire. The following rules may be WAIVED at pre-game if both managers agree:

One-up home run rule (with exception of Wood Bat leagues)

- a. There will be unlimited home runs in the Wood bat leagues.

Courtesy Runners

- a. Team can use courtesy runners as needed, as opposed to designating 2 players before the game
- b. Courtesy runners still must remain the last out

Mercy Rule

- a. If both teams agree, the mercy rule may be waived

Pitcher's Box

- a. If both teams agree, the pitcher's box addendum may be waived

HOME TEAM

The home team is the team listed second on the schedule.

FORFEITS

A team must have 8-roster players at game time to avoid forfeit (coed must have 4 men and 4 women). A mandatory 10-minute grace period will be given to a team if needed to field a proper roster. This time will be deducted from game time. If an umpire is not present at game time, the grace period will begin immediately once the umpire is on the field and has verified the number of players for both teams.

A forfeit will be recorded with a score of 0 – 15.

COUNT

The batter will start the at-bat with a count of 1 ball and 1 strike.

PITCHING

1. The ball must be delivered with perceptible arc and reach a height of at least 6 feet from the ground, while not exceeding a maximum height of 12 feet from the ground.

2. The pitcher may take a position in a direct line any distance behind the pitcher's plate and in front of the second base. The pitcher may also elect to pitch from the pitcher's plate. The pitcher must come to a full and complete stop with the ball in front of the body. The front of the body must face the batter. This position must be maintained at least one second before starting the delivery. Once the first pitch has been delivered to a batter the pitcher may continue to pitch from that location or can move closer to, or further from, the pitcher's plate. If the pitcher elects to pitch from a distance behind the pitcher's plate, all pitching regulations are in effect, including ASA Rule 6, Section 3, G – "The pitch shall be released at a moderate speed."

3. The pitcher **may** also elect to pitch from a pitcher's box. The pitcher's box will measure 4' wide and 8' deep. The pitcher may pitch anywhere within the pitcher's box. The pitching rubber will serve as the front of the pitcher's box. When the pitcher starts the pitch in

the pitcher's box, AND maintains position between the 4' width of the pitcher's box throughout the hit, any ball hit "through" the pitcher's box will result in an out. If the pitcher has retreated to the side, or in front of the pitcher's box, or delivers the pitch from outside the pitcher's box, this rule does not apply. The definition of a hit "through" the pitcher's box will be a ball traveling between the height of the top of the pitcher's head and the ground and directly in between the boundary lines of the pitcher's box. Any ball hitting the ground prior to reaching the front pitching rubber will be played as a live ball and will not count as an out.

During the pre-game conference with the manager's and umpire, if both teams agree to not use the "pitcher's box", the rule addendum will not apply.

STRIKE ZONE

The home plate, and the home plate extension, will constitute the strike zone. A legally pitched ball not batted and that lands on ANY part of the strike zone, which is 17" wide and 34" long, will be ruled a strike by the umpire.

BASE RUNNING

Any runner may lead off a base as soon as the ball leaves the pitcher's hand. There will be no base stealing. If a runner illegally advances and touches the next base, the runner is declared out. If the runner does not touch the next base and is returning to the base that was vacated, the runner can be forced out if the defensive fielder touching that base first catches the throw. After a legal pitch, which is not hit, a ball thrown to any fielder other than the pitcher is dropped, or an overthrow of the intended fielder is the result, the force is removed from the runner and the runner must be tagged to be out. All runners must retouch before advancing at their own risk.

COURTESY RUNNERS

1. No more than 2 players may have courtesy runners without opposing manager's approval. Courtesy runners should be used for legitimate injuries only. The players who need a courtesy runner must be declared before the game, unless an injury occurs during the game, then a player may request a courtesy runner (up to a maximum of 2) to the umpire and opposing manager. The courtesy runners will be the last out who is able to be a courtesy runner. If there are no outs, or if the last out is a player who needs a courtesy runner, the last player on the lineup will be used. Before the game the umpire will ask the managers if they would rather use courtesy runners "as needed". In this case, any player may use a courtesy runner and they do not need to be identified before the game. The courtesy runner will remain the last out in this case.

2. A courtesy runner whose turn is at bat while on base will be called out and removed from the base to take the at bat. A second courtesy runner is not permitted at this time.

DUGOUTS

Only rostered team players may be in dugout.

WET BAG CONDITION

As field conditions change there may be a situation where the umpire declares a "Wet Bag Condition". This is not a rule, but a condition based on the judgment of the umpire and cannot be protested. When rounding the bases, either when advancing on a batted ball or a multiple base hit, if "Wet Bag Condition" is declared, it means that all runners may go "over the top / break the vertical plane of the base" when rounding bases. If any runner does not break the vertical plane of the base, it is an "appeal play" just as leaving a base too early on a caught ball. If there is a force out a player must touch the base.

HOME RUNS

1. The "one-up" rule will be in effect, unless stated otherwise. The "one-up" rule states that no team may hit more than one home run more than the opposing team. An illegal home run will be ruled a foul ball. If both managers agree, the "one-up" rule may be waived during their pre-game meeting with the umpire.

2. Any home run that hits any part of residence at Veteran's will result in an ejection for the batter.

MERCY RULE

The mercy rule will be in effect when any team is winning by 20+ runs after 4 complete innings or 12+ runs after 5 complete innings. At this point the game is over. This rule may be waived at the pre-game conference.

CALLED GAME

1. In a "called game" 4 complete innings constitute a complete game. With this, after 3 ½ innings, if the home team is winning and the game is called, this will be a complete game and the home team will get the win.

2. In games that cannot be considered a completed game, the game will be rescheduled and start over from the beginning with a 0-0 score.

3. The umpire should return the money to the teams if the game is not “completed” due to weather or fog.

TIED GAMES

1. If a game is tied at game time and the last inning has been completed, the game will end in a tie. Each team will receive a ½ win ½ loss. There will be no extra innings to settle a game unless there is still time left prior to 60 minutes and 7 innings (or 9 innings for Wood Bat league) have not been completed. Game timing regulations still must be followed.

2. If a game ends in a tie in the postseason, the **higher seed** gets the win and advances.

POSTSEASON

The postseason bracket will be a single elimination tournament with the top 4 teams. All postseason brackets will be posted with the initial schedule. The championship game will be 70 minutes kill time. The Mercy Rule is still in place in postseason games.

TIEBREAKERS

Tiebreakers in the standings will be decided using this criteria and in this order:

a) head to head record, b) total runs head to head, c) least runs allowed in season, d) most runs scored in season, and e) play-off game.

If 3 or more teams are tied with the same record, the tiebreaker criteria will be as follows:

a) most total wins against other 2 teams, b) least runs allowed against other 2 teams, c) most runs scored against other 2 teams.

COED RULES

1. A defensive team shall consist of 10 players. A game may be played without forfeit with (8) rostered players. A minimum of 4 players of each gender must be represented in the field, and in the lineup.

2. In Coed play, an outfield player who begins the play behind the restriction line may not attempt to throw a batter-runner out running to first base on a hit ball. In the event an outfield player who begins the play behind the restriction line throws the ball to first base when a player has hit the ball and is running to first, the play will be dead, the batter-runner will automatically be awarded second base and the team and player who threw the ball will be warned. Upon second occurrence and subsequent occurrences thereafter of the same act by the same team, the player who threw the ball will be ejected from the game.

3. Substitutions or courtesy runners must be of the same sex as the individual being replaced. **If you have fewer than 8 rostered players (4 men & 4 women) the game will be forfeited.**

4. A batting order must be submitted prior to the game and followed during the game. The batting order will be fixed, may not exceed 16 players, and must be followed such that **three** batters of the same sex may never bat consecutively. *Suggestion:* It is best to alternate a male and female batter at the top and bottom of your lineup in case another player shows up to the game late. An example would be: 1. Male, 2. Female...8. Male, 9. Female. This way, either a male or female would be able to be inserted into the lineup if they showed up late. Otherwise, the person showing up late may have to be used as a substitute.

5. Courtesy runners shall be the last recorded out made by the player of the same sex. If no player of the same sex has recorded an out, the player of the same sex listed last in the batting order shall be the courtesy runner. Teams are allowed to designate one male and one female that need a courtesy runner.

6. A minimum of 3 outfielders must be behind an outfield restriction line (160 foot arc from home plate) when the batter hits the pitch. While a female is batting, the rover can only be a female. Penalty: the batter and all base runners will be awarded one base unless each has advanced one base safely, in which case the play proceeds without reference to the violation.

7. There will be no restrictions on a player (man or woman) as to which defensive position he or she may play except for the rover position when a female is at bat.

8. A male batter, who is walked on 3 consecutive balls without any strikes pitched during his time at bat, shall be awarded second base. Base runners advance only if forced to vacate their base. **If 2 outs only:** If the **next batter** is a woman, she has the option to take first base or take her at-bats. Note: after a male batter receives 1 or more strikes and is then issued an intentional walk, he shall be awarded first base and if the next batter is a woman, she must take her at-bats.

9. There will be a “scoring line” at home for the Coed Division. The purpose of the “scoring line” is to eliminate all plays at home plate. The “scoring line” will be an extension of the first base line behind the home plate towards the backstop. All plays at home plate

shall be by force out only, provided the runner from third base has crossed the commitment line. To score, the runner must cross over the line anywhere from the batter's box to the end of the line before the defensive player touches home plate with the ball in possession. The defensive team may not tag the runner going home: Penalty: the runner is safe and the ball is declared dead. The runner may not slide: Penalty: the runner is out and the ball is declared dead.

10. The Commitment Line is located approximately half way down the third base line. If a base runner touches or crosses the commitment line, they are committed to go forward. They may not go back to third base. Penalty: the runner is out and the ball is declared dead.