

INTERFERENCE

Offensive

Defensive (Catchers) Interference

Batter's Interference

Umpire Interference 5-1-1f,g

Spectators Interference

Definitions 2-21-1

- (a) **Offensive interference** is an act by a member of the team at bat which interferes with, obstructs, impedes, hinders or confuses any fielder attempting to make a play.
- (b) **Defensive interference** is an act by a fielder which hinders or prevents a batter from hitting a pitch.
- (c) **Umpire's interference** occurs (1) when an umpire hinders, impedes or prevents a catcher's throw attempting to prevent a stolen base or retire a runner on a pick-off play, or (2) when a fair ball touches an umpire on fair territory before passing a fielder.
- (d) **Spectator interference** occurs when a spectator reaches out of the stands and over the playing field, or goes on the playing field, and (1) touches a live ball or (2) touches a player and hinders an attempt to make a play on a live ball

NFHS Forced play Slide Rule

- **NFHS (high school) slide rule**
- The NFHS rule book first defines legal and illegal slides in [NFHS Rule 2-32](#). It then further rules on illegal slide behavior in [Rule 8-4-2\(b\)](#).
- The NFHS is more restrictive than the NCAA rule:
- As with NCAA, high school players must slide "on the ground and in a direct line between the two bases," or "within reach of the base with either a hand or a foot" on the side of the base away from the fielder.
- Significantly, the runner is out if he slides beyond the bag and "makes contact with or alters the play of the fielder." In other words, contact is not required if the runner slides past the bag and "alters the play of the fielder."
- The runner is allowed to slide through and beyond the base at home plate.
- The rule goes on to list actions that make a slide illegal, including kicking or slashing at the fielder, raising a leg higher than the fielder's knee, and so forth.
- Related NFHS rules:
- [Rule 2-21-1\(b\)](#) – Malicious contact (offensive interference).
- [Rule 3-3-1\(n\) & Penalty](#) – Malicious contact; offender ejected

Batter's Interference

- There are three ways that a batter can commit batter's interference. He can interfere with the catcher making a throw to retire a runner in the act of stealing a base. Second, he can interfere with a play when a runner is stealing home. Sometimes these two overlap. Finally, he can commit backswing interference (also called "weak interference"). This happens when the batter swings and, on the follow through, his bat hits the catcher or the catcher's glove. Each of the three case is handled differently, so we'll take them one at a time.
- [Interfere with a catcher's throw](#)
- [Interfere with a play at the plate](#)
- [Backswing interference](#)

Interfere with a play at the plate

- More commonly, this happens when there is a runner on third (R3) and then there's a passed ball or wild pitch and R3 tries to score. You have the catcher scrambling for the ball, the pitcher running in to cover the plate, and R3 barrelling home. Get position and watch like a hawk.
- **Important:** When you call batter's interference on a play at the plate, who do you call out, the batter or the runner? The answer is, it depends. If there are fewer than two outs, you call the runner out. With two outs, however, you call the batter out. Why is this? Because with two outs, if you call the runner out (to end the inning), then the batter is entitled to return as the first batter in the next inning – in effect, rewarding the batter for interference. In any event, no run scores.