



MANAGER CHALLENGES

BASE RUNNING

- Runners passing
- Time plays
- Missed base (defense must appeal prior to review)
- Tag-ups (runners leaving early)
- Retouch (runners fail to or required to retouch a base)

CATCH/NO CATCH PLAYS IN THE OUTFIELD

- Nearest infielder must be taken back in an attempt to field the ball

CATCHER'S INTERFERENCE

- Except for squeeze play or steal of home

FAIR/FOUL CALLS

- At or beyond the set position of the 1st/3rd base umpire (including deflections)
- Balls landing in front of umpire are not reviewable

FORCE PLAYS

HIT BY PITCH

- Must appeal on the check swing prior to coming to review

HOME PLATE COLLISION RULE

- Must review safe/out while reviewing potential violation

* INFIELDER POSITIONING

NON-HOME RUN BOUNDARY CALLS

- Any ball/fielder entering dead ball territory
- Spectator interference (all types)
- Ground rules (i.e. ball striking catwalk)
- Lodged balls

PLACEMENT OF RUNNERS

- Following non-home run boundary calls, spectator interference, or intentional interference by authorized on-field personnel
- Must review the call prompting the placement of runners on non-home run boundary calls only

SLIDE RULE

- Whether the runner hindered/impeded the fielder and engaged in a bona fide slide on a double play attempt
- Both calls favor offense (safe/safe)... defense must challenge
- Both calls favor defense (out/out)... offense must challenge
- One call favors offense/one call favors defense (out/safe, safe/out)... both teams must challenge (unless out call is 3rd out)
- On-field crew determines double play attempt on a non-throw
- Crew on the field must determine if double play attempt occurred prior to coming to headset

TAG PLAYS

- Runner pushed off not reviewable

CREW CHIEF REVIEWS

8TH INNING ON MANAGER REQUESTS

POTENTIAL HOME RUN CALLS

RECORD KEEPING

- Confirm Count, Outs, Score
- Lineup, Proper/Improper Substitution

RULES CHECK

- OBR
- Replay Regulations
- Ground Rules



MANAGER CHALLENGE/CREW CHIEF REVIEWS

FOLLOWING UMPIRE'S CALL (SAFE/OUT, FAIR/FOUL, CALL OF "TIME")

- * Manager must hold immediately after the conclusion of the play
- * 15 seconds to initiate challenge (signal must occur **PRIOR** to expiration of clock)
- * 15-second time limit applies to all plays (including end of game)

PITCHING CHANGE:

- Defense: Before the signal of the pitching change / No Pitch Intentional Walk
- Offense: Before the pitcher steps onto the warning track or crosses the foul line
 - Crew Chief may allow if defensive manager signaled in an accelerated manner to prevent offensive challenge

FINAL DETERMINATION LIES WITH CREW CHIEF

NUMBER OF CHALLENGES

REGULAR SEASON

- Begin the game with one
- Maintain challenge if call is overturned
- Crew Chief can review any reviewable call beginning in the 8th inning if the affected team is out of challenges (Potential Home Run calls at all times)

TECHNOLOGY OUTAGE

Manager shall notify Crew Chief, Technical Support, and Opposing Manager

PRIOR TO THE GAME (BOTH CLUBS):

- Manager Challenge System remains the same
- Crew Chief Reviews available for the entire game (after challenge used)
- Regardless of Club regaining video

AFTER THE START OF THE GAME:

- No change in the Regulations for either Club