

4. Sliding Rules
 - a. Head first slides are prohibited. If a player slides head first, the umpire shall issue a warning to both coaches. On all other head first slides, the player will be called out. This is a dead ball foul; runners can advance to the base they were forced to go to at the time of the infraction. NOTE: this rule only applies to intentional head first slide.
 - b. With the exception of first base, a player must slide if the defensive player has the ball and is at the base. If the player fails to slide, said player will be called out. The play remains live, as this will be considered a "tag play".
 - i. If the player, including the catcher is standing on the base without the ball the offensive player does NOT have to slide.
 - ii. This is obstruction. If the catcher is blocking the plate or in the base path without the ball, the runner coming home is automatically safe even if they do not touch the plate.
 - c. Malicious contact shall be the call on any play where a player uses intentional excessive force on an opposing player. If, in the umpire's opinion, contact was malicious the offending player shall be ejected from the game. If the offensive player is the violator, that player will be called out and ejected from the game. This is a judgment call, and should only be called if the umpire is sure that it was intentional.
5. Interference on a play at the plate.
 - a. If the batter makes not attempt to vacate the batters box AND interferes with the play, the runner is out with less than two out; if there are two outs, the batter is out.
 - b. If the batter makes an attempt to vacate the batters box there is no interference unless it is judged intentional.
 - c. If the "on deck" or previous runner stays at home plate and interferes with the play, the runner is out with less than two out; if there are two outs, the batter is out.