

2015 BASEBALL HIGHLIGHTS

NEW RULE CHANGES/CLARIFICATION

1-5-1 Batting helmets shall have a **NON-GLARE, NON MIRROR** like surface and shall meet NOCSAE standard at the time of manufacturer.

1-5-1 Batting helmets may have no cracks, and all padding must be attached properly and **tape is not allowed on the ear holes of the batting helmet.**

1-5-4 **Catchers Helmet and mask combination** shall meet the NOCSAE standard. Any helmet or helmet and mask combination shall have **ear protection (dual ear flaps)**. A throat protector which is either part of or attached to the catcher's mask is mandatory. A throat protector shall adequately cover the throat. A commercially manufactured catcher's head, face and throat protection may be one piece or multi piece design (hockey helmet).

2-16-1f a batted ball that rebounds and hits the batter while he is still legally in the batter's box shall be called a foul ball.

If a batted ball that rebounds and hits the bat while the batter is still holding it while in the batter's box shall be called a foul ball.

Also understand even though the batter has one foot completely outside the batter's box, and has one foot still in the batter's box, if the batted ball rebounds and hits the batter, it shall be called a foul ball due to the fact the batted ball occurred before the batters foot touched the ground outside the batter's box.

2-21-5 With R-2 on first base at the time of the pitch, if a batters natural follow-through following a swing contacts the catcher, the ball is a delayed-dead ball and if F-2 isn't able to throw out R-2 attempting to steal, the runner must return to first base and the batter is out.

2-21-4 Before the time of the pitch, if the batters practice swing makes contact with the catcher or his equipment, the umpire shall call an immediate dead ball. There is no penalty. Time of the pitch from the wind-up position is once the pitcher starts any hand/leg or arm movement. Time of the pitch from the set position is once the pitcher comes to a complete discernible stop with the ball in both hands in front of his body and his glove at or below his chin, when the pitcher separates these hands to throw a pitch is considered the time of the pitch.

3-3-1 It's legal for a coach or player to use a camera, tablet or phone to record video during a game **from the dugout only**. The team may not only video from the dugout, but they may watch it for coaching purposes only. It is also legal to use a radar gun. A coach or player in uniform is not permitted to video outside the dugout, in the stands or in dead ball territory. Any coach who attempts to use video to show a play to an umpire is subject to be warned, restricted to the dugout or ejected, depending on the severity of his/her actions.

HELMETS REQUIRED IN MANY SITUATIONS

Several areas of the NFHS rule book address situations in which players and others are required to wear helmets. The rules (1-5-1, 1-5-6, 1-5-5) also spell out requirements for the helmets themselves. In order to maintain safety of participants, it is important that the rules are obeyed and enforced. On-deck batters, batters, runners, retired runners, and players or students serving as base coaches must wear a batting helmet that meets the NOCSAE standard **while the ball is alive**. Non-adult ball boys or batboys must wear helmets any time they are in live-ball territory. If anyone who is required to wear a batting helmet deliberately removes a helmet in live-ball territory while the ball is live, a **team warning** is issued to that team's coach, unless the ball becomes dead without being touched by a fielder or, after being touched, goes directly to dead-ball territory. **Situation**

I: B2's fly ball goes over the fence for a home run. He removes his helmet between third base and home. **Ruling:** In (a) there is no warning or penalty, because the ball is dead. **Situation 2:** A youngster serving as a batboy is wearing a helmet that is made for an older person and is too big. **Ruling:** The batboy must wear a helmet that fits properly. Simply wearing a helmet does not meet the rule.

- NOCSAE standard (stamp) required for offensive team members and catcher(s)
- Full ear protections both sides for offensive team members and catcher(s)
- Mask/helmet tested together (same mfg.); Note: Can't use two separate pieces manufactured by two different manufacturers; throat protector required, but not part of NOCSAE test; both coaches will verify that all equipment, including catcher's equipment and bats are legal at the pregame conference. Hockey style catchers helmet, legal.

UNDERSTANDING THE D.H. RULE

Some sections of the rule book prove confounding to many umpires. One in particular is the designated hitter rule. Here are points to remember regarding the D.H. rule. In NFHS rules, the D.H. is not restricted to batting for the pitcher, but may bat for any player in the lineup. That rule coupled with the re-entry rule, allows the coach great flexibility. It is important to note the D.H. is not associated with any defensive position, but is associated with a spot in the batting order (3-1-4). For example, the starting lineup lists Brett as the D.H. in the fourth spot batting for John, the right fielder. In the third inning, Brian comes into right field and John goes to pitch. The D.H. is unaffected by that substitution. John is still associated with the fourth spot and Brett is still the D.H. for John. Instead of a D.H. for the right fielder, we have a D.H. for the pitcher. Brian as the new right fielder will have to hit in the original pitcher's spot in the order. The following acts terminate the use of the NFHS D.H. for the remainder of the game and require the player for whom the D.H. is batting and any substitutes for that player to bat for himself. (1) The D.H. enters the game on defense (2) The player for whom the D.H. is batting bats for himself. **Situation:** NFHS rules. Green is the starting pitcher and is batting third. Smith is the D.H. batting in the fifth spot for the left fielder Jones. In the bottom of the fifth, the coach visits the mound and announces he wants Smith to pitch and Green to leave the game. **Ruling:** Legal, but Jones must also leave the game. The entry of Smith to pitch terminates the D.H. Smith and Jones were in the same spot in the batting order, so only one can remain. The entering substitute will bat in the third spot. As an alternative, Green could remain in the game and go to left field or any other defensive position.

BAT CERTIFICATION

BBCOR 2015 BAT STANDARD RULE 1-3-2: Any bat that is not a single piece of wood must meet the BBCOR (Batted Ball Coefficient of Restitution) standard and must be properly marked with the BBCOR logo. The BBCOR logo must be one inch square and be placed on the barrel of the bat as indicated in the diagram below.



Reminder: All bats that meet the single piece of wood are legal and do not require the BBCOR Certified .50 logo.

MALICIOUS CONTACT

- Over half of our baseball ejections every year pertain to malicious contact. Coaches need to visit with their players and inform them what malicious contact is and regardless what they see on TV it is not permitted at the high school level. The majority of the time, malicious contact occurs between third base and home plate, but could occur and be enforced at other bases. The runner who creates malicious contact is ruled out and ejected.
- Keys to malicious contact & player ejection
- Player leads with forearm or lowered shoulder in attempt to take out the catcher
- Runners choices (when catcher has the ball)
 - Legal Slide
 - Stop and return to previous base (get in rundown)
 - Let the fielder tag him
- What your runner should do if a fielder is in the baseline without the ball
 - Go around the fielder - umpire should call out obstruction and throw out left arm, just like any other obstruction situation
 - Coaches, teach your players not to block any baseline without the ball or they are subject to being called for obstruction
 - If the ball arrives just prior to the contact and runner is tagged and there is a collision you have an out, but the player is not ejected unless he leads with the forearm or shoulder

Rule 3-3-1n: A coach, player, substitute, attendant or other bench personnel shall not initiate malicious contact.

Rule 8-3-2: Malicious contact supersedes obstruction.

INCIDENTAL CONTACT VS MALICIOUS CONTACT

- A) Not all collisions are malicious
- B) A violent collision is not automatically considered malicious
- C) Umpires shall rule on player's intent:
 - 1. Contact is result of intentional excessive force, or,
 - 2. Contact is a result of intent to injure or displace the ball from the fielder waiting to make the tag.
- D) Runners should be instructed to help eliminate the question of malicious or incidental contact by:
 - 1. Sliding legally, or avoid making contact with a defensive player

SLIDING (2-32-1,2 & 8-4-2b)

A legal slide can be either feet or head first. If a runner slides feet first, at least one leg and buttocks shall be on the ground. He must slide within reach of the base with either a hand or foot. **Exception: Force Play Slide**

Rule:

- A) A player is never required to slide. A base runner may go into a base standing up.
- B) When a player chooses to slide, he must slide legally at any base (not just a force play situation)
- C) The runner is not required to slide directly into the base; however, if he is forced to advance and there is a play on him, the runner must slide directly toward the base.
- D) In order to be an illegal slide, the runner must make illegal contact with the fielder and/or illegally alter the actions of a fielder in the immediate act of making a play.

E) Sliding beyond the base and making contact with the fielder is an illegal slide. (2-32-2c, 8-4-2b)

Illegal slides

- a) A rolling, cross body or pop-up slide into the fielder;
- b) Runner's raised leg is higher than fielder's knee when the fielder is in a standing position;
- c) Runner goes beyond the base and makes contact with or alters the play;
- d) Slashes or kicks the fielder with either leg;
- e) Tries to injure the fielder.
- f) The runner on a force play does not slide on the ground and in a direct line between the two bases.

Exception: A runner may slide or run in a direction away from the fielder to avoid making contact or altering the play of the fielder (8-4-2b)

PITCHING REGULATIONS (6-1-1,2,3)

A) There are two pitching positions

1. The windup
2. The set position

B) Pitching regulations begin when the pitcher intentionally contacts the pitching plate. **Pitcher must take his sign with pivot foot in contact with plate.**

Any turning of the shoulders to check runners while in contact with the pitcher's plate in the set position is legal, turning the shoulders **after bringing the hands together** during or after the stretch is a balk.

C) The windup position (not restricted as to how he shall hold the ball)

1. The pitcher may assume the wind-up position when his hands are:
 - (a) Together in front of his body
 - (b) Both hands are at his side
 - (c) Either hand is in front of the body and the other hand is at his side
2. Pitcher's non-pivot foot shall be in any position on or behind a line extending through the front edge of the pitcher's plate
3. Time of pitch is when the pitcher has committed to delivering the pitch to the batter. For the windup position, the "time of the pitch" occurs when the pitcher (a) first starts any movement of his arm(s) or leg(s) after stepping onto the pitcher's plate with his hands already together in front of his body; (b) with both hands at his side, first starts any movement with both arms or legs prior to the pitch; Keep in mind this must be one continuous motion. Pitcher is required to pitch the ball. If he alters his motion, it is a balk. (c) with either hand in front of the body and the other hand at his side, after bringing his hands together, first starts any movement of his arm(s) or leg(s) prior to the pitch.
4. Pitcher is limited to not more than two pumps or rotations
5. While in the windup position, the pitcher may only:
 - a. Deliver a pitch, or
 - b. Step backward off the pitcher's plate with his pivot foot first before any other pitching motion has begun.

D). The set position (The "time of the pitch" occurs the instant the pitcher, after coming to a complete and discernible stop, starts any movement with arm(s) and/or leg(s) that commits him to pitch.

1. The pitching hand may be at the pitchers side, behind the back or in front of the thigh (gorilla stance). If the pitcher uses the gorilla stance, he may **not** continually swing his pitching arm before coming to the set position. If the pitcher continually swings his arm **a balk shall be called** if runner(s) are on base; if no runners are on base and the pitcher is pitching from the set position and uses the gorilla stance and continually swings his arm, **a ball shall be awarded the batter.**
2. The ball may be either in his glove hand or in his pitching hand.
3. His entire pivot foot must be in contact with or directly in front of **and parallel** the pitcher's plate.
4. When coming set, he must do so without interruption and in one continuous motion, EXCEPTION: Pick-off attempt.
5. He shall come to a complete discernible stop (change of direction is not considered a stop)
EXCEPTION: Pick-off attempt 1st, 2nd or 3rd base.

6. The ball shall be in both hands in front of the body and the glove at or below his chin when stopped.
 7. Only one stretch may be made
 8. During the preliminary motion and during the set position until a delivery motion occurs, the pitcher:
 - a. May turn on his pivot foot or lift it in a jump turn to step with the non-pivot foot toward a base while throwing or feinting as in 6-2-4 and 2-28-5. A pitcher can't feint a throw to first on a pick-off attempt while in contact with the pitcher's plate.
 - b. May lift his pivot foot in a step backward off the pitcher's plate
 - c. May step backward which shall be at least partially within the 24" length of the pitcher's plate
 - d. Shall touch the ground with his pivot foot prior to the separation of his hands.
- E).
- 6-2-1e Pitcher may go to mouth while off the pitcher's plate if he distinctly wipes off his pitching hand prior to touching the ball. Going to the mouth while in contact with the pitcher's plate is a balk with runners on base or a ball credited to the batter with no runners on base.
 - 6-2-1h Clarified the existing rule as to what colors are allowed on a glove/mitt worn by the pitcher. No white or gray allowed.
 - 6-2-3 Intentionally pitch close to a batter. The pitcher shall be ejected if the act **judged** to be intentional. In case of doubt, the umpire may first warn the pitcher.

REPORTING SUBSTITUTIONS

It is becoming a concern that players are entering the game without reporting to the umpire-in-chief. The practice of reporting substitutions is not only ethical and in accordance with the rules book, it is courteous and promotes good sportsmanship. Coaches are responsible to inform the umpire-in-chief about any substitutions. There is no penalty for an unreported substitution. If there is no announcement of substitutions, a substitute has entered the game when the ball is alive and: (a) a runner takes the place of a runner he has replaced; (b) a pitcher takes his place on the pitcher's plate; (c) a fielder reaches the position usually occupied by the fielder he has replaced; or (d) a batter takes his place in the batter's box. The ball is declared live by the umpire in each case. **Penalty:** If the starting pitcher does not face one batter, he may pitch another position, but not return to pitch.

STRIKE ZONE

- A) The strike zone is
 1. Area over home plate
 2. The top of which is the point **halfway** between the top of the shoulder and the batter's waistline, and the **bottom** of the knees.
- B) Umpires shall enforce the strike zone according to the batter's normal batting stance.
- C) Coaches: Make sure your players understand the strike zone and umpires shall call it as written. We should have greater consistency. A much better specified strike zone than in the past. Look for strikes. Be a "striker".

LIGHTNING & INCLEMENT WEATHER SAFETY CONCERN

Point of Emphasis

You have got to be alert for these things. There is no sense in trying to get involved in a guessing game. If the weather is threatening, specifically lightning in the area get the players and coaches off the field until it subsides and resume play at a later time. If it lasts too long, then perhaps you will have a suspended game — that is if enough innings have not been played to consider it a ball game. Generally speaking, a thunder storm accompanied by lightning passes through in a span of 30 to 45 minutes or at the most an hour. If after that time, it still has not subsided it is probably best to consider it a completed or suspended game and if suspended to be

played at a later date. Always use good judgment. It is safer to error on the side of safety. Umpires need to wait a minimum of 30 minutes before suspending or calling a game, once delayed.

NFHS GUIDELINES ON HANDLING CONTESTS DURING LIGHTNING DISTURBANCES

The purpose of these guidelines is to provide a default policy to those responsible for making decisions concerning the suspension and restarting of contests based on the presence of lightning. The preferred sources from which to request such a policy for your facility would include your state high school association and the nearest office of the National Weather Service.

Proactive Planning

1. Assign staff to monitor local weather conditions before and during events.
2. Develop an evacuation plan, including identification of appropriate nearby shelters.
3. Develop criteria for suspension and resumption of play:
 - a. When thunder is heard, or a cloud-to-ground lightning bolt is seen, the thunderstorm is close enough to strike your location with lightning. Suspend play and take shelter immediately.
 - b. Thirty-minute rule. Once play has been suspended, wait at least 30 minutes after the last thunder is heard or flash of lightning is witnessed prior to resuming play.
 - c. Any subsequent thunder or lightning after the beginning of the 30 minute count, reset the clock and another 30 minute count should begin.
4. Hold periodic reviews for appropriate personnel.

For more detailed information, refer to the “Guidelines for Lightning Safety” section contained in the NFHS Sports Medicine Handbook.

AVOID CONFRONTATIONS

When a batter takes a called third strike, the plate umpire can reduce the chances of a confrontation by moving away from home plate, opposite the direction the batter will go to return to his dugout. That movement also helps give the impression the umpire is not showing up the batter by standing rigidly in his position. If the batter crosses the plate to argue, the player appears as the aggressor, umpire, simply state “we are not going there!”

KEEPING A PROFESSIONAL ATTITUDE

Each umpire needs to review the following statements on professionalism.

1. Arrive on time for your assignment
2. Always honor your commitments
3. Remember that no game is below you.
4. Never bad-mouth a fellow official.
5. Have a solid pregame conference.
6. Don't brag about your games, quality or quantity. Nobody really cares anyway.
7. Utilize proper, crisp signals
8. Earn a reputation as an umpire who hustles
9. Be a good communicator. Coaches want to know you will listen.
10. Be the umpire the coaches and players want for the right reasons.
11. Be the umpire other umpires want to work with.
12. Have good game management skills, your most important asset.
13. Enforce the rules as written, then you never have to defend yourself.
14. **Be honest, be fair;** work every game how you would like to have a game worked if your own son or daughter were playing.

SPECIAL ATTENTION COACHES AND OFFICIALS COMMUNICATION

This year we want an all out effort between coaches and umpires to do a better job of communicating. When a coach approaches you, the umpire, you need to have open ears and be approachable. Be the umpire the coach wants for the right reasons. **COACH, WE ASK YOU TO BE A BETTER COMMUNICATOR WITH THE UMPIRES.** We are all going to see plays from different angles but remember judgment is judgment. Communication is a way of life and the harder we work to be better communicators the better the game of baseball will be for all of us.

DURING INFIELD PRACTICE

The non-participating team shall not be in live ball territory (excluding team's bullpen area) during the opponent's infield practice prior to the start of the game. **Rationale:** Safety and good sportsmanship (3-3-1-g-5). **A coach can put as many players at each position he desires, just remember, infield must be completed in 10 minutes or less.**

PITCHING LIMITATION RULE

A. Sixteen innings will be the maximum total number of innings a pitcher may pitch in a given week. (For purpose of reference, Sunday through Saturday is a week.)

B. A pitcher may not pitch more than a total of nine innings in any one day or on two consecutive calendar days. The ninth inning must be followed by two calendar days of rest. A game started on one calendar day, but is not completed until the next day, and is not a suspended game is to be considered played on the original calendar date the game started.

C. If a pitcher pitches on any two consecutive days with the combined total greater than four innings, he will follow with two calendar days off for rest.

The penalty for violation of the pitching limitation rule will be forfeiture of the contest. The pitching limitation rule and the penalty for violation is a recommendation of your Baseball Coaches Advisory Committee.

Coaches, it is your responsibility for making certain that your pitchers are complying with the pitching limitation rule that follows, it is NOT the umpires responsibility. Obviously, umpires are aware of the rule in that the rule is outlined on your line-up cards; however, you are the responsible party to make certain that a young man does not violate the pitching limitation rule as it pertains to the number of innings he may pitch in a given week. Keep good records. Keeping good records of number of innings pitched is certainly the key to alleviate any difficulties with reference to violating the pitching limitation rule. It is not a difficult rule as outlined in a, b, c, below and, of course, your line-up cards provide space for probable pitchers, uniform number, number of eligible innings remaining in the weeks, etc. Most of you have individuals who keep your book for you anyway so it would not be difficult to have your official scorer or yourself maintain those records as you move through the week as it pertains to the pitching limitation rule. There are a number of examples that follow and your review of those examples would be advantageous to your thorough knowledge of the pitching limitation rule.

In summary, the pitching limitation rule is nine innings on any given day, followed with two calendar days rest. If a pitcher pitches more than four innings, up to a maximum of nine innings, on any two consecutive calendar

days, he will follow with two calendar days rest. The maximum number of innings a pitcher may pitch in a week is 16.

NOTE: As part of the pitching limitation rule, one pitch constitutes an inning having been pitched.

EXAMPLES:

a) A pitcher pitches nine innings on Monday. How many days rest are required? Two calendar days rest, meaning Tuesday and Wednesday; he may next pitch on Thursday.

b) A pitcher pitches four innings Monday. How many innings can he pitch on Tuesday? He may pitch the maximum of five innings on Tuesday followed by two calendar days rest, meaning Wednesday and Thursday. He may next pitch on Friday.

c) A pitcher pitches three innings Tuesday, two innings Wednesday. He must now follow with two calendar days rest (Thursday and Friday). He can next pitch on Saturday.

d) A pitcher pitches nine innings on Saturday. He must now follow with two calendar days rest (Sunday and Monday). He can next pitch on Tuesday.

e) A pitcher pitches seven innings on Tuesday. When can he pitch again? He can pitch on Wednesday for the maximum of two innings. He must then follow with two calendar days rest, meaning Thursday and Friday. He may next pitch on Saturday.

f) A pitcher pitches two innings Thursday and five innings on Friday. He will now follow with two calendar days of rest (Saturday and Sunday). He can next pitch on Monday. Remember, pitching in any combination of innings greater than four innings up to the maximum of nine innings on any two consecutive days will result in two calendar days rest; OR pitching the maximum of nine innings in any one day requires two calendar days rest.

g) A pitcher pitches two innings Monday, Tuesday, Wednesday, Thursday, Friday, and Saturday. Legal: He has pitched 12 of his allowable 16 innings for that week.

h) A pitcher pitches one inning Tuesday and eight innings Wednesday. Legal, and he will follow with two calendar days of rest, meaning Thursday and Friday. He can next pitch on Saturday.

i) A pitcher pitches eight innings on Monday; does not pitch on Tuesday, however, does pitch on Wednesday. How many can he pitch on Wednesday? He can pitch the maximum of eight innings on Wednesday because those eight innings, added to the eight innings he pitched Monday, give him his maximum of 16 innings for the week. Had he only pitched seven innings on Monday, he could have pitched the maximum nine innings on Wednesday and reached his maximum 16 for the week.

j) A pitcher pitches six innings Wednesday; does not pitch Thursday, but does pitch on Friday. How many can he pitch on Friday? Maximum nine innings which would give him a total of 15 innings for the week.

k) A game begins Tuesday, July 25, at 10:45 p.m. and is completed at 12:35 a.m. the following morning. The starting pitcher pitches; (a) 7 innings; (b) 9 innings. Under the IHSAA pitching rule, the game would be considered played July 25th, even though the game did not end until early the following morning. In (a) the pitcher would be able to pitch 2 innings on Wednesday, those 2 innings combined with the 7 innings pitched on Tuesday make 9 innings pitched on two consecutive days. The pitcher would now have to take two consecutive calendar days off - Thursday and Friday. He may pitch again on Saturday. In (b), the pitcher would have to take two consecutive calendar days off, meaning Wednesday and Thursday. He could pitch Friday. This is all

providing he does not exceed 16 innings in a week and stays within the prescribed guidelines (Sunday through Saturday).

l) Example: If a pitcher pitches 7 innings on Friday and 2 innings on Saturday, the pitcher must follow with two calendar days of rest, meaning Sunday and Monday. He may next pitch on Tuesday. The confusion with a few coaches was that Saturday ended the week by reference, and with that in mind the coach thought this individual could pitch again on Monday. The rule is for the safety of the individual and when two calendar days of rest are required, the pitcher is unable to pitch again until day three when category B of the pitching rule applies. This will be emphasized at all rules meetings and with all correspondences.

****SUSPENDED GAMES****

- A. If a game is called prior to the completion of a full inning, after the fifth inning, the game becomes a suspended game in the following situation. “The visiting team has scored one or more runs to tie the score or take the lead, and the home team has not retaken the lead.”
- B. A game called for any reason where a winner cannot be determined, or any game called at any time for mechanical failure (i.e., artificial lights, water systems, etc.) where a winner cannot be determined, will be treated as a suspended game. If the game is to be completed, it will be continued from the point of suspension with:
- Lineup and batting order the same as at the moment of suspension subject to rules of game.
 - If team, while on defense, has been charged two conferences, it is allowed only one more charged conference, when suspended game is continued.
 - Pitcher is restricted as per pitcher limitation rule.
 - If a player entered as a substitute and has been removed from the game, he cannot re-enter when the game is continued - - even though played on two different days.
 - All playing regulations apply as if the game was continuous and being played during the day.

EXAMPLES:

1. End of the 6th inning, Home – 6, Visitors – 4. Visitor scores three runs in the top of the 7th inning, to take the lead 7-6, when rain comes. **RULING:** Suspended game rather than reverting back to the last completed inning.
2. End of the 5th inning, Home – 7, Visitors – 2. Visitor scores four runs in the top of the 6th inning to make the score 7-6, bases loaded, when rain comes. **RULING:** Score reverts back to the 5th inning, Home – 7, Visitors – 2.
3. Game is called (ended) in the 3rd inning due to rain, darkness, lighting or a combination of any. **RULING:** It shall be continued from that point to a later time agreed upon by both schools involved.
4. Game is called (ended) in the top of the 7th inning due to a malfunction of lights or the watering system with the score, Home – 5, Visitors – 2. The visitors score two runs in the top of the 7th inning to make the score, Home – 5, Visitors – 4, prior to calling the game. **RULING:** Revert back to the 6th inning, Home – 5, Visitors – 2.

5. It's in the middle of the 5th inning, Home – 6, Visitors – 4, when rain causes for a called game.
RULING: Completed game. Home team wins. Required number of innings have been played to meet completed game requirement.