

DIAGRAM 1

GS3 FIELD DIMENSIONS

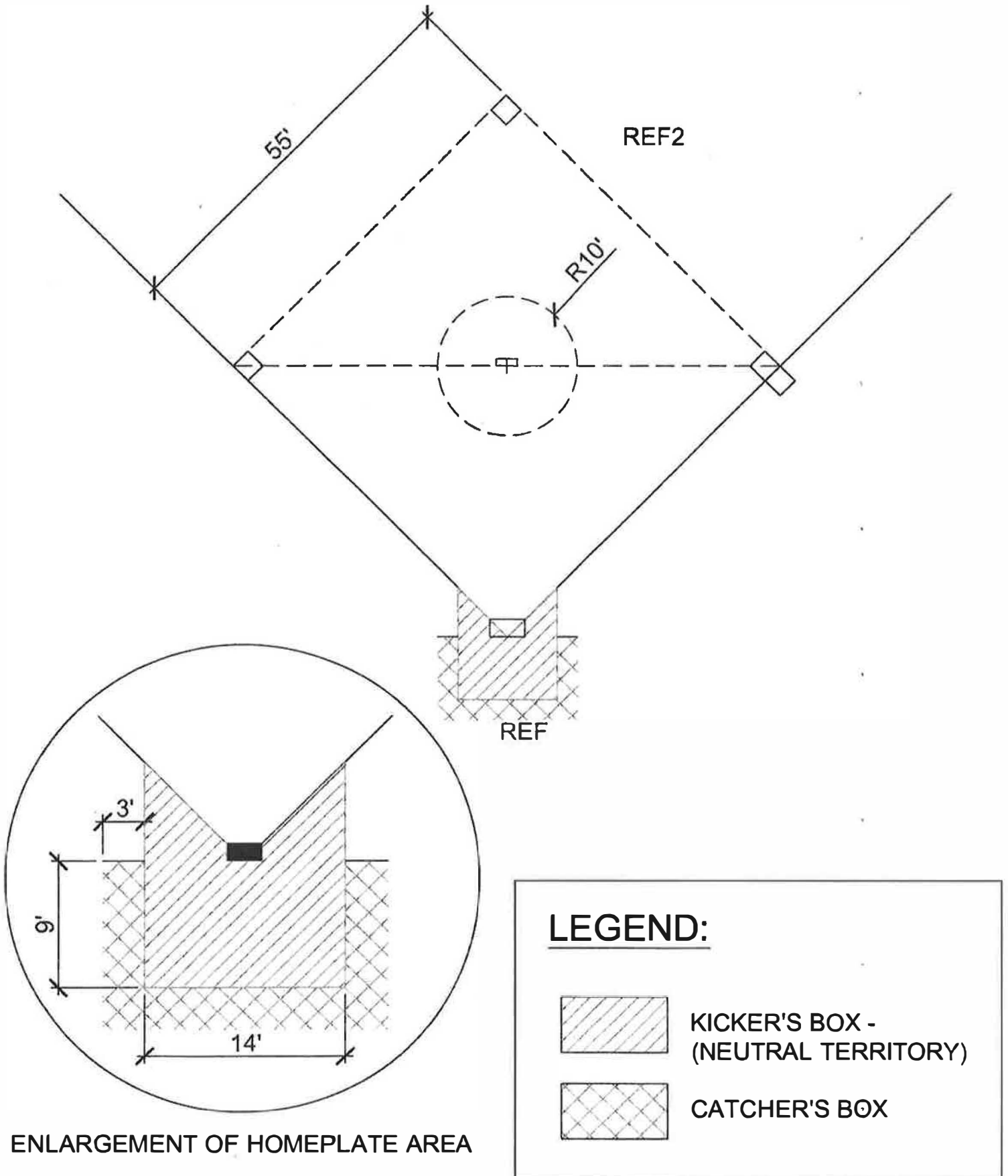
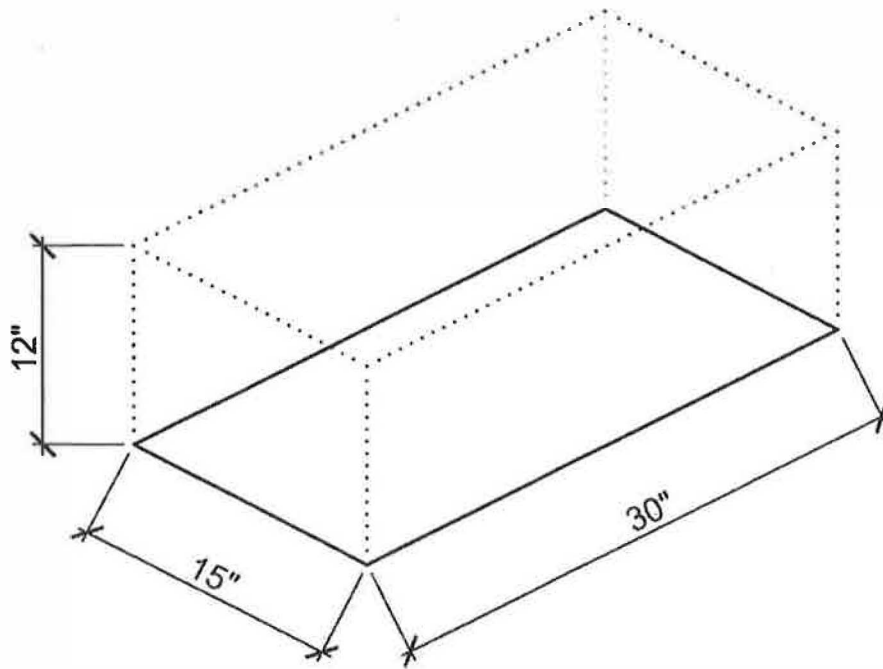


DIAGRAM 2 GS3 STRIKE ZONE

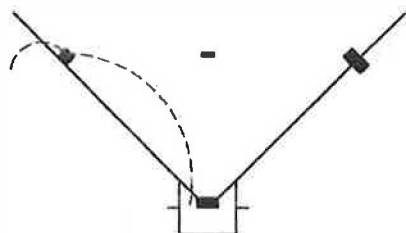


ANY PART OF THE BALL PASSING THROUGH
ANY PART OF THE STRIKE ZONE, AFTER
BOUNCING TWICE, IS CONSIDERED A STRIKE.

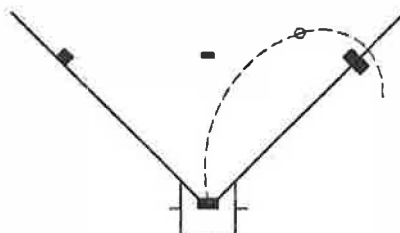
DIAGRAM 3

GS3 FAIR / FOUL EXAMPLES

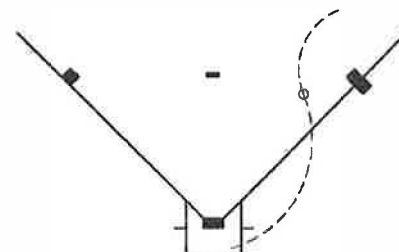
FAIR FLY BALLS



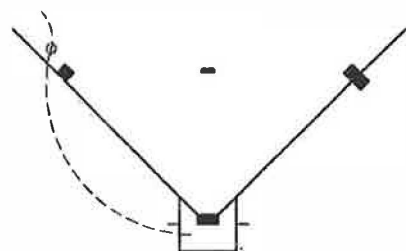
EXAMPLE 'A'



EXAMPLE 'B'

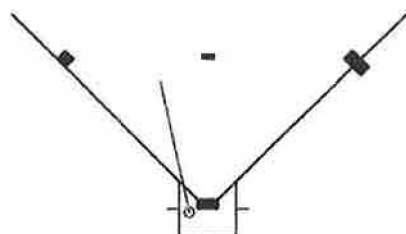


EXAMPLE 'C'

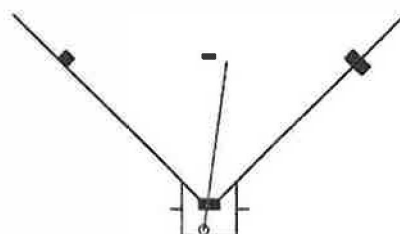


EXAMPLE 'D'

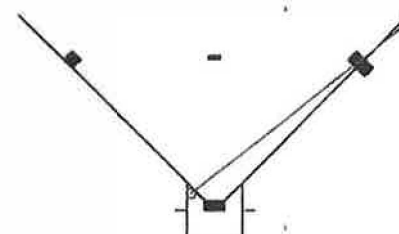
FAIR GROUND BALLS



EXAMPLE 'E'



EXAMPLE 'F'



EXAMPLE 'G'

LEGEND:

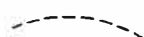
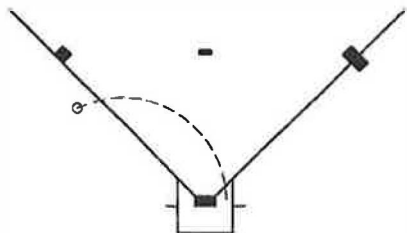
-  PATH OF BALL IN AIR
-  PATH OF BALL ON GROUND
-  FIRST CONTACT POINT WITH GROUND

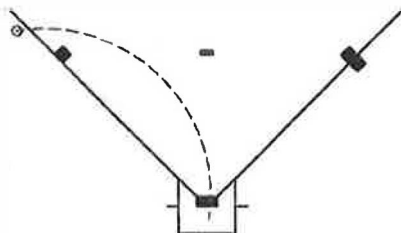
DIAGRAM 3

GS3 FAIR / FOUL EXAMPLES

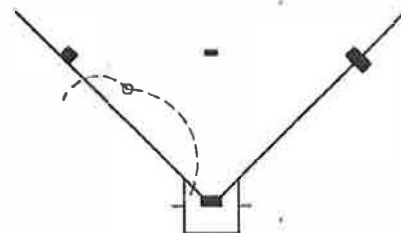
FOUL FLY BALLS



EXAMPLE 'H'

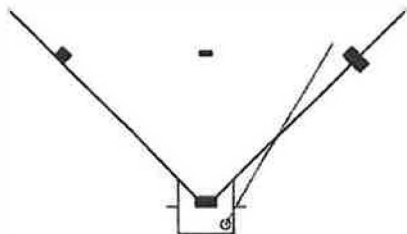


EXAMPLE 'I'

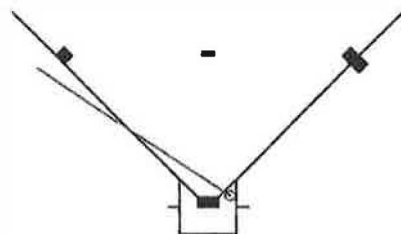


EXAMPLE 'J'

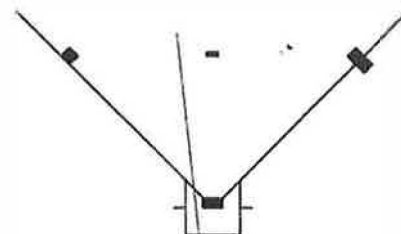
FOUL GROUND BALLS



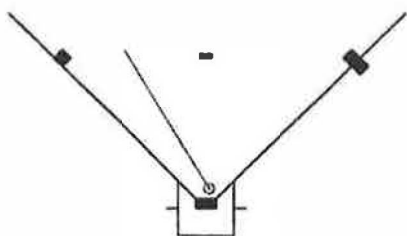
EXAMPLE 'K'



EXAMPLE 'L'

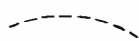


EXAMPLE 'M'



EXAMPLE 'N'

LEGEND:

-  PATH OF BALL IN AIR
-  PATH OF BALL ON GROUND
-  FIRST CONTACT POINT WITH GROUND