



2024

Updated July 15, 2024

**OFFICIAL SOFTBALL RULES OF THE NATIONAL
WHEELCHAIR SOFTBALL ASSOCIATION**



Rules Changes for 2023!!! Please remember your team representative voted on these rules. These rules changes should be used for the 2023 season. We will be circulating the 2024 rule proposals before the World Series.

1. Pitchers shall be allowed to wear gloves on either hand with stipulation that gloves must be non-white. **Passed 91.7%**
2. Official quad batting position must be designated when submitting a lineup (as this handles the case when more than one quad is in the starting lineup). **Passed 83.3%**
3. The quarter final, semi-final, 3rd place, and final game in division I have no time limit. Semi-final, 3rd place, and final game in other divisions have no time limit. The use of international tie-breaker for extra-inning games is permitted in the world series. Time limits and extra inning rules remain at the discretion of tournament directors of non-world series games. **Passed 100%**
4. Players ages 55 to 59 drop classification by 0.5 point. Players ages 60 and older drop classification by 1.0 point. The minimum non-quad classification is 1.0. **Passed 83.3%**
5. Substitutions: For batting, substitutions can only occur as players come to bat. For defense, multiple substitutions are permitted, but each must play three defensive outs. For running, the pinch runner assumes the greater classification of the pinch runner and the runner is replaced. All substituted players can re-enter one time. **Passes 50% yes 41.7% No and 1 abstained .**

Rules that where passed to be used in 2024 season and 2024 National tournament.

1. Rolling over home plate is considered touching home plate. **Passes 100%**

National Wheelchair Softball Association (NWSA)

Rules and Regulations of Play

The National Wheelchair Softball Association (NWSA) follows the rules and regulations for 16" softball generally established by USA Softball (see below) with the following additions, modifications, and deletions:

Field Dimensions:

1. The playing field shall be a level smooth surface of blacktop or similar materials with 150 feet on the foul lines and 180-220 feet to straight center.
2. The official diamond shall have 50 feet between all bases and 70 feet, 8.5 inches from home to 2nd.
3. The pitching stripe extending perpendicularly 1 foot on either side of the diagonal from home to 2nd base shall be located 28 feet from home base.
4. At 2nd base shall be located a 4 feet diameter circle. At 1st and 3rd base, in fair territory, shall be located a 4 feet diameter semicircle. The bases shall be painted white.
5. At 1st base only, the base is extended into foul territory. The extension shall be 24 inches deep, 36 inches wide, beginning 8-inches from the base semicircle, beginning at the 50-mark, and shall be white. This extension should be used by the base runner only as an extended tag area for 1st base.
6. A restraining line shall be marked 12 feet from the bases and parallel to the baselines, which run from 1st base to 2nd base, and from 2nd to 3rd base.
7. A semicircle restraining line shall be marked in the outfield 100 feet from home plate and extend to each foul line.

Classification:

1. Teams are balanced by the following point system:
Quadriplegic Player (any) = 0 & .5 point; functional classification system will be observed (1.0 -4.5) Women and Jrs shall play at one classification less than their NWBA woman division classification. NWSA will use the classification system of the National Wheelchair Basketball Association (NWBA) and the United States Quad Rugby Association (USQRA) to determine point values for players.
2. At no time in a game shall a team have players participating with a total value of points greater than 28.

- a. The coach, in placing his/her team's roster in the official score book before each game, shall place a number prominently and in a common line between the player's disability classifications. The official scorer shall be responsible for seeing that personnel on the field for either team at any given time does not exceed the above balance rule. This will only have to be checked at the beginning of the game and at time of substitutions. No checking of the total value points will be necessary if I substitutes for the same value. It will only be necessary if substitutes for **high point for low point**.
3. **Quadriplegic Player Requirement.** At no time in a game shall a team have players participating with a total value of points greater than **28**. If a team does not roster a quadriplegic player or the quadriplegic player can not continue to play in a game, that team will be limited to 25 classification points and an automatic out will be called at the quadriplegic player's original batting position or every tenth batter. If a team roster's a quadriplegic player, that team is required to have a quadriplegic player in active play at all times.

Rules of Play:

1. **If a team can not field a Quadriplegic player, the team can play with 9 players. Team can not exceed points of 25 and the tenth batter is an automatic out.**
2. The "Chop Hit" is allowed in the National Wheelchair Softball Association.
3. All participants must be in manual wheelchairs with foot platforms.
4. The defensive baseman and the base runner must touch the circle with one or more wheels in order to tag the base, these wheels include the 1-2 front caster wheels and the two rear wheels. Anti-tip casters are not considered as a wheel.
5. The base runner must be seated in his/her wheelchair and may tag or make contact with the base with either one or more wheels, or may tag the base with his/her hand. If a runner is knocked out of his/her chair, he/she may proceed to the previous or next base by any means other than hopping, walking, or running, and make contact with the base with any part of his/her body. A base runner may not place a lower extremity (waist down) on the ground or someone else's chair to stop his/her chair. If he/she does, the play is dead will result in a delay dead ball situation.
6. No fielder may advance toward or play the ball with any lower extremity in contact with the ground. A player may return to his/her chair and then advance toward the ball. The infraction will be treated as a delayed dead ball, subject to established ASA rules.
7. The hitter cannot have a lower extremity in contact with the ground when hitting. If he/she does, the ball is dead, the batter is out, and all base runners return to the last base achieved

before the illegal at-bat.

8. The ASA rule subject to the EXTRA PLAYER (EP) is not legal in wheelchair softball.
9. All 4 infielders must have at least one wheel on the line or on the infield area side of the restraining line until the ball leaves the pitcher's hand. If any infielder fails to observe the restraining line rule, the umpire will immediately award the 1st base to the batter. The infraction shall be treated as a walk.
10. All outfielders other than the short fielder must remain behind the outfield restraining line until the pitcher releases the ball during a pitch.
11. Lifting is the act of raising the player's buttock's so that both cheeks are no longer in contact with the seating platform of the wheelchair or the cushion where a cushion is used on the wheelchair in order to gain an unfair advantage. The infraction will be treated as a delayed dead ball subject to established ASA rules.
12. Quadriplegic players can bunt in the National Wheelchair Association, but must inform the umpire before first at bat of quad status during any given game.
13. The player classified as a quad may alter their bat to improve the grip. The altered bat must be approved by the head umpire for safety concerns (no sharp or pointed edges, etc.). 16. The player classified as a quad may wear a glove on either or both hands regardless of position (including pitcher).
14. Overthrow. If a pickoff throw by the pitcher or catcher results in an overthrow or blocked ball, runners may advance a maximum of one base after retouching the original base. All base runners may advance at their own risk.



USA Softball Rules followed by NWSA.

Table of Contents

Rule 1 - Definitions	1
Rule 2 - The Playing Field.....	10
Rule 3 - Equipment.....	13
Rule 4 - Players, Substitutes, Coaches	16
Article 1 - Players.....	16
Section 1 – Starting The Game	16
Section 2 – Shorthanded Teams (Starting The Game).....	16
Section 3 – Shorthanded Teams (Continuing After Starting With A Full Team).....	16
Article 2 - Re-Entry	17
Article 3 - Substitutes/Illegal Player	17
Article 4 – Coach	18
Article 5 – Disqualified Or Ejected Participant	19
Article 6 – Blood Rule.....	20
Article 7 – Injured Player	20
Rule 5 - The Game.....	21
Article 1 – Home Team	21
Article 2 – Fitness Of The Grounds	21
Article 3 – Starting The Game	21
Article 4 – Regulation Game	21
Article 5 – Forfeited Games	21
Article 6 – Scoring Of Runs	22
Article 7 – Game Winner.....	22
Article 8 – Conferences.....	22
Article 9 – Run Ahead Rule	22
Article 10 – Dugout Conduct.....	23
Rule 6 - Pitching	24
Article 1 – Preliminaries	24
Article 2 – Starting The Pitch	24

Article 3 – Legal Delivery	24
Article 4 – Defensive Positioning	25
Article 5 – Foreign Substance.....	25
Article 6 – Catcher	25
Article 7 – Quick Pitch.....	25
Article 8 – Illegal Pitch.....	25
Article 9 – Warm-Up Pitches	25
Article 10 – No Pitch	26
Rule 7-Batting	15
Rule 8-Batter-Runner and Runner	15
Rule 9-Protests	15
Rule 10-Umpires	15
Rule 11-Scoring	15
Rule 12-Use of NWSA Playing Rules	15
Rules Penalty Page	15
Rules Supplement	15
Index	15

Rule 1 - Definitions

Altered Bat. An altered bat is one that has been changed from the way the bat was manufactured. A bat may be altered for use by a quad to improve their grip. The altered bat must be approved by the plate umpire.

Appeal Play. A play or a rule violation on which an umpire may not make a ruling until requested by a manager, coach or player.

A. Types of appeals:

1. Missing a base, either advancing or returning (live or dead-ball appeal).
2. Leaving a base on a caught fly ball before the ball is first touched (live or dead-ball appeal).
3. Batting out of order (dead-ball appeal only).
4. Attempting to advance to second base after making the turn at first base overrunning first base (live-ball appeal only).

B. Methods by which an appeal may be made:

1. **Live.** An appeal may be made during a live ball by any fielder in possession of the ball touching the base missed or left too soon on a caught fly ball, or by tagging the runner committing the violation if they are still on the playing field (even if they are standing on another base).
2. **Dead.** The dead-ball appeal may be made:
 - a. Once all runners have completed their advancement and time has been called, the manager/coach or any defensive player, with or without the ball, may make a verbal appeal on a runner missing a base or leaving a base too soon on a caught fly ball. The administering umpire should then make a decision on the play.
 - b. If the ball has gone out of play, runners must be given the opportunity to complete their base running responsibilities before the dead-ball appeal can be made.
 - c. If "play ball" has been declared by the umpire and the pitcher then requests an appeal, the umpire would again call "time" and allow the appeal.

C. When appeals must be made:

1. before the next legal or illegal pitch;
2. at the end of an inning, before all infielders have left fair territory and the catcher vacates his normal fielding position; or
3. on the last play of the game, before the umpires leave the field of play.

Note: If any situation arises which could lead to an appeal by the defense on the last play of the game, umpires should not leave the field until all infielders have left fair territory and the catcher has vacated his normal fielding position.

If teams line up to shake hands there is little chance for an appeal even if the defensive infielders have not crossed the foul line and umpires can leave the game at this point. No appeal can be made once the umpires have left the field.

D. Advance. If the ball is thrown out of play on a live-ball appeal, appropriate bases should be awarded but the appeal can still be made as a dead ball appeal once runners have taken their award. If a play is made on a runner prior to completing the live-ball appeal, the appeal can still be made after the play. If time-out is requested for an appeal, the umpire should grant it, and runners may not advance until the next pitch.

E. May Not Return. A runner may not return to touch a missed base or one left too soon on a caught fly ball if:

1. they have reached a base beyond the base missed or left too soon and the ball becomes dead.
2. they have left the field of play; or
3. a following runner has scored.

F. Awards. Awarded bases must be touched. An appeal must be honored even if the base missed was before or after an award.

G. More Than One Appeal. More than one appeal play may be made but guessing games should not be allowed.

EXAMPLE: The runner misses second base by a step but just touches the corner of third base. Even though an appeal is made at third (the umpire called the runner safe), an appeal may be made at second on the same runner.

Rule 1 – Definitions

- H. Plate and Missed Tag.** If a runner misses home plate and the catcher misses the tag, the umpire should hesitate briefly. If no tag is made, the umpire should declare the runner safe. If an appeal play is then made by tagging either the runner or home plate, the umpire should then make a decision on this appeal play.
- I. Missing First Base Before the Throw Arrives.** If a runner passes first base before the throw arrives, they are considered to have touched the base unless an appeal is made. If an appeal is made, it must be made prior to the runner returning to first base while the ball is live.
- J. Force Out.** If an appeal is honored at a base to which a runner was forced to advance, no runs would score if it was the third out.
- K. Tag-ups.** If a runner leaves a base too soon on a caught fly ball and returns in an attempt to retag, this is considered a time play and not a force out. If the appeal is the third out, all runs scored by runners in advance of the appealed runner and scored before the legal appeal would count.
- L. Fourth-out Appeal.** An appeal may be made after the third out as long as it is made properly. (i.e. one out with runner on first and third. The batter hits a fly ball that is caught. Each runner leaves his base before the caught ball is touched. An appeal is made at first base for the third out. The defensive team then makes an appeal at third base before the infielders leave the infield. The runner on third would then be declared out also, and the run would not count.)

Ball. The ball is one of the playing implements. The term is also used to designate a pitch that is not a strike.

Ball Rotation. Ball rotation determines which of the balls should be in play. A new ball is put in play at the beginning of the first inning, and the second new ball is put in play at the beginning of the bottom of the fourth inning.

Base. One of four points which have to be touched by a runner in order to score a run.

Base Coaches. The two representatives of the team at bat who are stationed in the first or third base coaches' boxes to direct the offense. No more than one representative may be in each box.

Base On Balls. Permits a batter to gain first base when three pitches are judged to be out of the strike zone.

Base Line. A direct line between two consecutive bases.

Base Path. The traditional path traveled by a runner who is attempting to advance to the next base. It is defined by a direct line between two bases and three feet on either side of that line, unless a fielder has the ball in their possession and they are within three feet of the runner and prepared to apply a tag. A base runner who attempts to avoid a tag by running more than three feet to either side of a fielder with the ball in their possession shall be declared out.

Base Runner. A base runner is an offensive player that is advancing, touching or returning to a base.

Batted Ball. A batted ball is any pitch that comes in contact with the bat. Contact may result in a fair or foul ball and need not be intentional.

Batter. The player of the team at bat who is entitled to occupy either of the two batter's boxes.

Batter's Box. The batter's box is the area, including the lines, in which the batter is positioned when batting.

Batter-Runner. A player who has completed a turn at bat but has not yet been put out or reached first base.

Rule 1 - Definitions

Batting Order. The official listing of offensive players in the order in which they bat.

Batting Out Of Order. Batting out of order is failing to bat in proper sequence as listed on the official lineup/scorecard.

Blocked Ball. A blocked ball is a live ball, pitched, batted or thrown, which is touched, stopped or handled by a person not engaged in the game; or touches any object which is not part of the official equipment or official playing area; or touches loose equipment.

Blood Rule. Refers to a player, coach or umpire who is bleeding or who has blood on their uniform and treatment is required.

Bunt. A bunt is a legally batted ball not swung at but intentionally tapped with the bat.

Catch. A catch is the act of a fielder who, with their hand(s) and/or glove/mitt, securely gains possession of a batted, pitched or thrown ball.

In establishing the validity of the catch, the fielder must prove they have control of the ball and that their release of the ball is voluntary and intentional.

- A. If the fielder** has made the catch but drops the ball either in transferring it to the throwing hand or in making a throw, the ball shall be ruled caught.
- B. For a legal catch,** a fielder must catch and have secure possession of the ball before stepping, touching or falling into a dead-ball area. A fielder who falls over or through the fence after making a catch shall be credited with the catch. A fielder who catches a ball while contacting or rolling on a collapsible fence, which is not completely horizontal, is credited with a catch.
- C. A catch shall not be credited if:**
 - 1. A fielder catches a batted, pitched or thrown ball with anything other than their hand(s) or glove/mitt in its proper place.
 - 2. Immediately following a catch, the fielder collides with another player, umpire or fence or falls to the ground and fails to maintain possession of the ball.
 - 3. The fielder uses any equipment or part of their uniform that is displaced from its proper position.
 - 4. Any wheel is touching dead-ball territory at the time of the catch.
 - 5. The ball strikes anything or anyone other than a defensive player while it is in flight. In this case the ball is ruled a ground ball.
 - 6. The fielder traps the ball. A batted fly ball or line drive is considered trapped if it hits the ground or a fence on a short hop before being caught. A thrown ball is considered trapped if it is on the ground and the glove/mitt or hand is over it, and the player does not have control.
- D. A ball prevented** from hitting the ground by a player's equipment (providing it is in its proper place) or body shall not be ruled caught until the ball is securely held in the player's hand(s) or glove/mitt.

Catch and Carry. A legal catch followed by a defensive player carrying the ball into dead ball territory.

Catcher. The catcher is the player to whom the pitcher throws when delivering the ball to the batter. When the catcher is in position to receive a pitch, they must be in the catcher's box.

Catcher's Box. The catcher's box is the area to which the catcher is restricted from the time the pitcher steps on the pitcher's plate until they release the pitch.

Checked Swing. A checked swing is the restraining action taken by a batter to stop an attempted hit or bunt. As an aid in determining a checked swing, the umpire shall note whether the swing carried the barrel portion of the bat in front of the batter's body and in the direction of the infield. However, the final decision is based on whether the bat actually struck at the ball.

Rule 1 - Definitions

Charged Conference. A charged offensive conference is a meeting that takes place anytime an offensive team representative delays the game or requests a suspension of play for any reason and delivers a message (by any means) to any offensive player, coach and/or representative.

A defensive conference is a meeting that takes place anytime a defensive team representative delays the game or requests a suspension of play for any reason and delivers a message (by any means) to any defensive player.

Chopped Hit Ball. A chopped hit ball is a hit ball which is struck with a downward motion. A chop hit is legal for all players.

Coaches Box. The coaches box is the area to which the two base coaches (one per box) are restricted prior to release of the pitch.

Confines of the Field. The confines of the field includes the field of play, the designated dugout/bench area, and any enclosed or clearly marked area designated as a warm-up area that is adjacent to the field and within the view of the umpire(s).

Dead Ball. A dead ball is a ball not in play.

Dead-ball Territory. Dead-ball territory is the area beyond any real boundary, such as a fence, rope, chalk line, any stands, bleachers, dugouts, player's bench or designated media area, or any imaginary boundary line as determined in the pregame conference. If a ball becomes lodged in a fence or backstop, it is considered to be in dead-ball area.

Defensive Team. The team in the field.

Delayed Dead Ball. A situation in which a violation of a rule occurs and is recognized by the umpire by giving a delayed dead-ball signal, but is not ruled upon until the ball becomes dead.

Disqualified Player. A player removed from the game for a rule violation.

Double Play. A play in which two offensive players are legally put out as a result of continuous action.

Dugout (Bench). The dugout is the area reserved for team personnel engaged in the game.

Ejection. An ejection is the exercise of an umpire's authority to remove team personnel from further participation in a game.

Extra Inning. The continuation of play beyond the regulation seven innings in an attempt to break a tie score.

Fair Ball. A fair ball is a batted ball that:

- A. settles or is touched on or over fair territory between home and first base or home and third base.
- B. touches or bounds over a base.
- C. touches first, second or third bases.
- D. while on or over fair territory touches the person of any umpire or player or their clothing or equipment.
- E. while over fair territory passes out of the playing field in flight.
- F. first falls or is first touched on or over fair territory beyond first, second or third base.

Fair Fly. A Fair Fly shall be judged according to the relative position of the ball and the foul line, including the foul pole, and not as to whether the fielder is in fair or foul territory at the time they touch the ball. It does not matter whether the ball first touches fair or foul territory as long as it does not touch anything foreign to the natural ground in foul territory and complies with all other aspects of a fair ball.

Rule 1 - Definitions

Fair Territory. Fair territory is that part of the playing field within and including the foul lines from home plate to the bottom of the home run fence and vertical. Home plate, the foul lines and poles are considered part of fair territory.

Fake Tag. An act by a defensive player that simulates an attempt to tag a runner. Faking a tag is always considered obstruction.

Fielder. Any players of the team in the field.

- A. Infielders.** Infielders are the first baseman, second baseman, third baseman, shortstop, pitcher and catcher.
- B. Outfielders.** Outfielders are the left fielder, and left-center, right-center and right fielder.

Fly Ball. A fly ball is a batted ball that rises an appreciable height above the ground.

Force Play. A force play is a play in which a runner (or two or three runners) loses the right to the base occupied and is forced to advance because the batter becomes a batter-runner.

For a given runner, a force play ends as soon as the runner touches the next base or a following runner is put out.

If a batted ball is caught before it touches the ground there can be no force play(s).

If a forced runner, after touching the next base, except home, retreats for any reason towards the base they have first occupied, the force play is reinstated and they may be put out if the defense tags the base to which they are forced.

Foul Ball. A foul ball is a batted ball that:

- A.** settles or is touched on or over foul territory between home and first base, or between home and third base;
- B.** bounds past first or third base on or over foul territory;
- C.** first falls to the ground or is first touched on or over foul territory beyond first or third base;
- D.** while on or over foul territory, touches the person of an umpire, a player or any object foreign to the ground;
- E.** while over foul territory, a runner interferes with a defensive player attempting to field a batted ball;
- F.** touches the batter or the bat in the batter's hand(s) a second time while the batter is within the batter's box;
- G.** goes directly from the bat to any part of the catcher's body or equipment and is caught by another fielder.

Foul Tip. A foul tip is a batted ball that goes sharply and directly from the bat to the catcher's mitt or hand and is legally caught by the catcher. It is a strike and the ball is dead.

Foul Territory. Foul territory is that part of the playing field outside the first and third base lines from home plate to the bottom of the home run fence and perpendicularly upwards.

Ground Ball. A ground ball is a batted ball, either fair or foul, that bounces along the ground.

Home Team. The team that starts the game on defense. The home team is determined by a coin toss or by a draw.

Illegal Bat. A bat that does not meet the requirements of an official bat.

Illegally Batted Ball. Occurs when the batter hits the ball fair or foul and:

- A.** At the time the bat makes contact with the ball one or more wheels are completely outside the lines of the batter's box and on the ground.
- B.** At the time the bat makes contact with the ball, any wheel is touching home plate.

Rule 1 - Definitions

- C. At the time the bat makes contact with ball, any part of the lower extremity is in contact with the ground.
- D. An illegal bat is used.

Illegal Pitch. Any pitch by the pitcher that is in violation of the pitching rules.

Illegal Player. A player who takes a position in the line-up, either on offense or defense, who does not have a legal right to that position.

Illegal Re-entry. A violation of the substitution rules that occurs when a player returns to the game, but not in their original position in the batting order.

In Flight. Any batted thrown or pitched ball that has not touched the ground, an object or a person other than a player.

In Jeopardy. A term indicating that the ball is in play and an offensive player may be put out.

Ineligible Player. A player who does not meet the requirements of National Wheelchair Softball Association. A player who is not on the line-up card at the beginning of the game.

Infield. The infield is that portion of the field in fair territory that is covered by the pitcher and infielders.

Infielder. A fielder who defends the area of the field around first, second, third or shortstop areas.

Infield Fly Rule. Infield fly rule is, when declared by the umpire, a fair fly (not including a line drive or an attempted bunt) that can be caught by an infielder with ordinary effort when runners are on first and second or all three bases are occupied and before there are two outs in the inning. Any defensive player positioned in the infield at the time of the pitch shall be considered an infielder for the purposes of this rule. The rule does not preclude outfielders from being permitted to make the catch. The ball is live, the batter is out, which removes the force, but runners may advance at their own risk. The runners may tag up and advance as soon as the batted ball is touched by a fielder. If a declared infield fly becomes foul, it is treated as a foul ball, not an infield fly.

Inning. That portion of the game within which the teams alternate on offense and defense and in which there are three putouts for each team.

- A. **Half inning.** Each team's respective time at bat or in the field. The interval during which one team is on offense and the other is on defense. A half inning ends when there is a third out or when, in the last inning the winning run is scored.
- B. **Extra inning.** One that extends the game in an attempt to break a tie score.

Interference (Offense). Interference is an act (physical or verbal) by a member of the team at bat who illegally impedes, hinders or confuses any fielder; or when a runner creates malicious contact with any fielder with or without the ball, in or out of the baseline. The act may be intentional or unintentional. Other types of interference involve equipment, umpire and spectator.

Line Drive. A line drive is a batted ball which travels parallel to or near the ground through most of its flight.

Lineup Card. The card that contains the first and last names, uniform numbers, positions of all starting players, and their classification, listed in the order in which they are to bat and the first and last names, uniform numbers and classification of all eligible substitutes.

Manager. The team representative that must have control of their team at all times on and off the field.

Malicious Contact. Malicious contact is an act that involves excessive force with an opponent.

Rule 1 - Definitions

Non-Approved Bat. A bat that does not meet NWSA specifications.

Obstruction (Defense). Obstruction is the act of the defensive team member that hinders or impedes a batter's attempt to make contact with a pitched ball or that impedes the progress of a runner or batter-runner who is legally running bases, unless the fielder is in possession of the ball or is making the initial play on a batted ball. The act may be intentional or unintentional, physical or verbal.

Offense. Player or team at bat attempting to score runs.

On-Deck Batter. The offensive player who is scheduled to bat next.

On-Deck Circle. The area nearest the offensive team's dugout in which the next batter is restricted to before the release of the pitch.

Out. A declaration by the umpire indicating a batter or base runner has been retired. Each team is entitled to three outs per inning.

Out Of The Chair. When a player touches the ground with any lower extremity or stands up so that the seat of the chair is completely clear.

Outfield. That portion of the field in fair territory which is normally covered by outfielders.

Outfielder. A fielder who defends the area of the field that the left, left-center, right-center, and right fielders normally play.

Over Slide. The act of an offensive player when, as a runner, slides beyond or loses contact with a base the player is attempting to reach.

Overthrow. A thrown ball that goes beyond its intended target. The ball is live unless it enters dead-ball territory or becomes a blocked ball.

Penalty. A penalty is the loss assessed by the umpire against a player or team for a rule infraction.

Pinch Hitter. A pinch hitter is a player who is inserted into the lineup in the place of the batter. The pinch hitter will stay in the lineup until they are replaced by the player for whom they hit or another substitute.

Pinch Runner. A pinch runner is a player who is inserted into the lineup in the place of a base runner. The pinch runner will stay in the lineup until they are replaced by the player for whom they ran or another substitute.

Pitch. A pitch is a live ball delivered to the batter by the pitcher with a legal underhand motion.

A. Illegal Pitch. An illegal pitch is a violation of the pitching rule which the umpire verbalizes and signals immediately.

B. No Pitch. No pitch is a declaration by the umpire that halts play and nullifies the pitch.

C. Quick Pitch. A quick pitch is a pitch delivered that catches the batter off balance or otherwise unprepared to bat.

Pitcher. The pitcher is the player who is designated in the scorebook as being responsible for delivering (pitching) the ball to the batter.

Pivot Foot. The wheel that must remain in contact with the pitcher's plate prior to the release of the ball. (Varsity) The wheel that must be in contact with the pitcher's plate at the release of the pitch. (The pitcher may roll up to the pitching plate prior to the release of the ball.) (Junior Varsity) The person playing in the pitching position must have at least one wheel in the pitcher's box at the time the Coach/Pitcher releases the ball.

Rule 1 - Definitions

Play. An attempt by a defensive player to retire an offensive player. A pitch is not considered a play except as it relates to an appeal.

Play Ball. The directive given by the umpire to indicate play shall start.

Restricted To The Bench Area. "Restricted to the bench area" is the term used to indicate that a participant has been confined to the bench area for the remainder of the game, generally as a result of an infraction of a playing rule (not a major unsporting act).

Protest. A formal request to review the decision of an umpire's rule interpretation.

Quick Pitch. A pitch delivered with the obvious intention of catching the batter off balance or otherwise unprepared to bat.

Retired Runner. A retired runner is a player who has scored, or who has been put out and who is still in live-ball territory.

Run. A run is scored when an offensive player legally advances to and touches home plate.

Runner. A runner is an offensive player who is advancing to, touching or returning to a base.

Rundown. The act of the defense attempting to put out a base runner who is caught off base between two or more defensive players and who may either attempt to advance or return to the previous base.

Sacrifice Fly. Scored when, with fewer than two outs, the batter scores a runner with a fly ball or line drive that is caught or dropped by any fielder and, in the scorer's judgment, the runner could have scored after the catch had the fly ball or line drive been caught.

Safe. A declaration by the umpire indicating that a runner has successfully taken possession of a base and is no longer in jeopardy.

Starting Player. A player listed on the lineup card that is inspected and accepted by the plate umpire.

Strike. Any pitch that either enters the strike zone without first touching the ground or is swung at by the batter and missed.

Strike Zone. The strike zone is the space over any part of home plate which is between the batter's highest shoulder and the knees when the batter assumes a natural batting stance. Any part of the ball passing through the strike zone in flight shall be considered a strike.

The umpire shall determine the batter's strike zone according to the batter's usual stance when swinging at a pitch.

Substitute. Any member of the team's roster who is not listed as a starting player, or a player who leaves and re-enters the game.

Tag Out. A tag out is putting out an offensive player, who is not touching a base, by touching the runner with a live ball or with the glove or hand when the live ball is securely held therein by a fielder. The ball is not considered as having been held securely if it is juggled or dropped after the touching unless the runner deliberately knocks the ball from the hand of the fielder.

Time or Timeout. A term used by the umpire to temporarily suspend play. The ball is dead, until the umpire indicates a resumption of play.

Triple Play. A play by the defense in which three offensive players are legally put out as a result of continuous action.

Rule 1 - Definitions

Turn At Bat. When a player first enters the batter's box and continues until the player is substituted for, put out, or becomes a batter-runner while at bat.

Umpires. The persons hired to rule on the plays in the game. They are a plate umpire and one, two or three base umpires.

Unreported Player. A player who has a legal right to enter or re-enter the game but has not been reported to the umpire prior to their participation.

Visiting Team. The team that starts the game on offense (at bat).

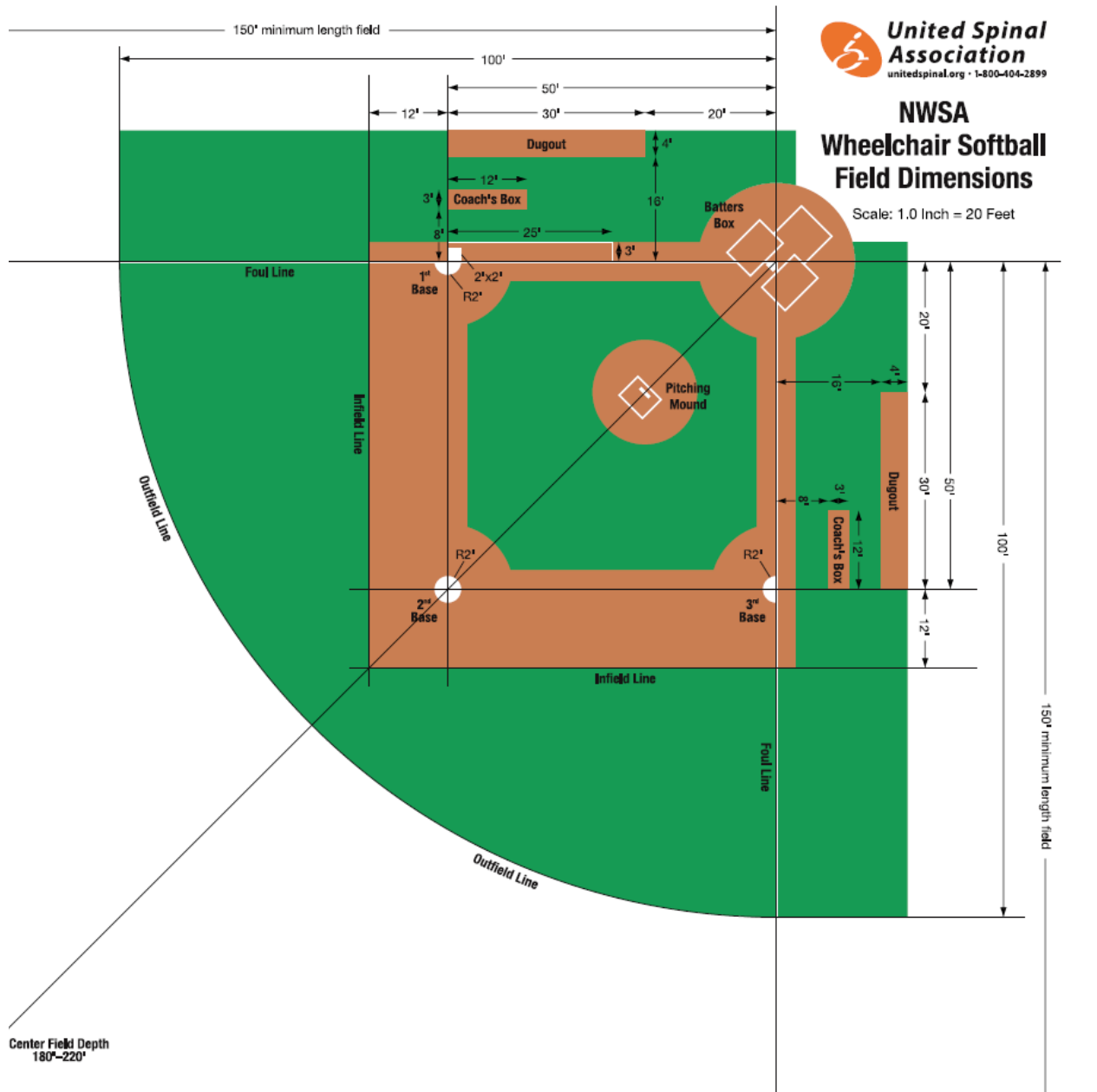
Walk. A walk is four pitches thrown out of the strike zone awarding the batter first base. An Intentional Walk (Base on balls) is a request made to the umpire by the defensive coach/manager or catcher, for the purpose of awarding the batter first base. No pitches are thrown.

Rule 2 – The Field

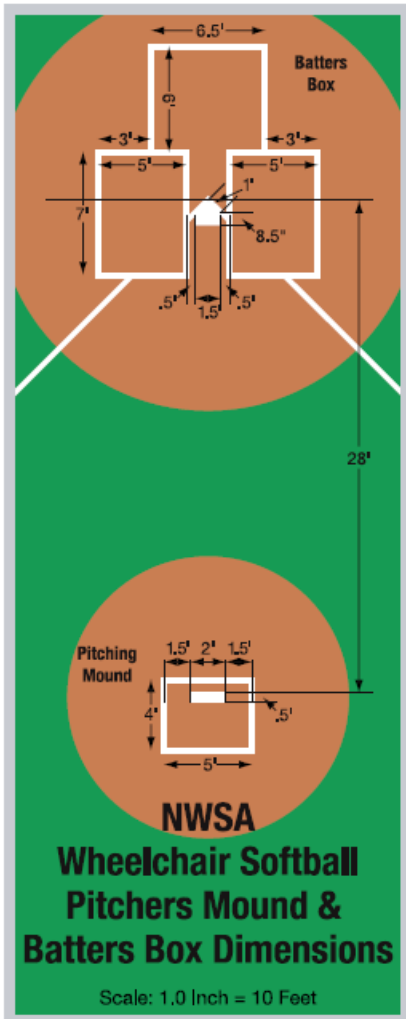
Field Dimensions:

- A. The playing field shall be a level smooth surface of blacktop or similar materials with 150 feet on the foul lines and 180-220 feet to straight center.
(Juniors) The left and right field fence corners must be a minimum of 110 feet and a maximum of 120 feet from home plate. The straight center field fence must be a minimum of 135 feet and a maximum of 150 feet from home plate.
- B. The official diamond shall have 50 feet between all bases and 70 feet, 8.5 inches from home to the center of 2nd base.
- C. The pitching stripe extending perpendicularly 1 foot on either side of the diagonal from home to 2nd base shall be located 28 feet from home base.
(Juniors) There shall be a box 4 feet deep and 5 feet wide around the pitching stripe.
- D. At 2nd base shall be located a 4 feet diameter circle. At 1st and 3rd base, in fair territory, shall be located a 4 feet diameter semicircle. The bases shall be painted white.
- E. At 1st base only, the base is extended into foul territory. The extension shall be 24 inches deep and 24 inches wide beginning at the 50-mark and shall be white. This extension may be used by the base runner only as an extended tag area for 1st base.
- F. A restraining line shall be marked 12 feet from the bases and parallel to the baselines, which run from 1st base to 2nd base, and from 2nd to 3rd base.
- G. A semicircle restraining line shall be marked in the outfield 100 feet from home plate and extend to each foul line.
(Juniors) The outfield will have a 75 foot outfield retainer line. The outfield players may not cross this line until the batter hits the ball.
- H. Each coach's box is behind a line 15 feet long drawn outside the diamond. The line is parallel to and eight feet from the first and third base line, extended from the bases toward home plate.

Rule 2 – The Field



Rule 2 – The Field



Rule 3 – Equipment

Bats. The bat shall not have exposed rivets, pins, rough edges or any form on exterior fastener that would present a hazard. It should be free of rattles, dents, burrs, cracks and sharp edges. Bats should have met the ASA bat standards when purchased.

(Juniors) All bats must be softball or tee-ball bats. Baseball bats are not allowed.

- A. Knob.** The knob shall have a diameter of at least 1.6 inches with no sharp edges. The knob will be permanently attached to the bat and may be covered with grip tape.
- B. Handle.** The region of the bat from the knob, not including the knob, to the start of the taper where the diameter increases. The handle will include a safety grip.
- C. Grip.** The grip can be made of cork, tape, or other synthetic material and must be permanently attached and cover the handle region of the bat. No bare metal may be exposed in the area covered by the grip. It shall not be less than 10 inches and not more than 15 inches. Any attachment such as a molded finger group, flare cone, or choke-up device must be attached to the grip with safety tape. Resin, pine tar, or spray substances are permissible on the safety grip only.
- D. Taper.** The transition area between the handle and the barrel. The taper shall have a conical shape. It starts where the barrel decreases in size and ends where the handle diameter becomes constant. The taper shall be free of burs, dents, cracks, sharp edges and audible rattles, and show no signs of excessive wear.
- E. Barrel.** The region of the bat from the end of the taper to the end cap, not including the end cap. The barrel region shall be round within 0.050 inches.
- F. End Cap.** The cap placed at the barrel end of the bat. The end cap shall be permanently affixed to the bat to prevent alterations to the interior of the bat. It shall be affixed so that it cannot be removed by anyone other than the manufacturer without damaging or destroying the end cap or barrel.
- G. Altered Bat.** A bat's characteristics shall remain fixed at the time of manufacture and may not be altered in any way other than provided in Rule 1.
- H. Construction.** The official bat shall be of one piece construction, multi-piece permanently assembled or two-piece interchangeable construction. If the bat is designed with interchangeable components it must meet the following additional criteria.
 - 1. Mating components must have a unique locking key to prevent uncertified equipment combinations on the field.
 - 2. All component combinations must meet the one-piece bat rules.
 - 3. Bat components must be designed in away to prevent uncertified equipment alterations.**NOTE:** If the bat is not constructed of wood, and not made of one piece construction with the barrel end closed, the barrel end shall have a rubber or vinyl plastics or other approved material insert, or end cap at the large end of the bat.
- I. Warm-up bats** used in the on-deck circle shall have all parts permanently and securely attached at the time of manufacture and at the time of use. No more than two bats shall be used when warming up in the on-deck circle. Devices added to a bat for warm-up purposes shall be commercially manufactured specifically for a softball bat and shall be securely attached, so as not to disengage during use. Such devices shall take, but not exceed, the general shape and size of a bat including the grip.

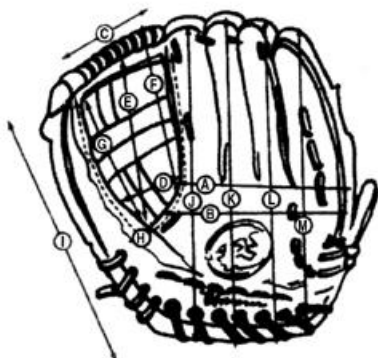
Balls. The official ball of the NWSA is the deBeer 16" Clincher ball with Kapok center and pearl grey horsehide cover.

(Juniors) The official game ball is a deBeer XF14 14" White Softie Gymball Clincher Seam.

Rule 3 – Equipment

Glove/Mitt. A Glove/Mitt may be worn by any player. The dimensions of any glove/mitt used by any fielder shall not exceed the specifications set forth below (see drawing and specifications).

- (a) Palm width (top) 8 in.
- (b) Palm width (bottom) 8 1/2 in.
- (c) Top opening of web 5 in.



- (d) Bottom opening of web 4 1/2 in.
- (e) Web top to bottom 7 1/4 in.
- (f) 1st finger crotch seam 7 1/2 in.
- (g) Thumb crotch seam 7 1/2 in.
- (h) Crotch seam 17 1/2 in.
- (i) Thumb top to bottom edge 9 1/4 in.
- (j) 1st finger top to bottom edge 14 in.
- (k) 2nd finger top to bottom edge 13 1/4 in.
- (l) 3rd finger top to bottom edge 12 1/4 in.
- (m) 4th finger top to bottom edge 11 in.

Helmets. Any defensive player or offensive player may wear a helmet at any time.

Uniform. All players on a team shall properly wear uniforms that are like in color and style.

If because of the blood rule a change is required and the uniform part does not match, the player will not be penalized. All protective equipment should be worn properly.

- A. Headwear.** Caps, visors and headbands are optional and may be of mixed color and style. If worn, visors and caps must be worn forward. Head scarves and bandanas are not allowed.
- B. Numbers.** An Arabic whole number (0-99) of contrasting color, or outlined in contrasting color, at least six inches high must be worn and visible on the back of all uniform shirts. No players on the same team may wear identical numbers. (0 and 00 are considered to be the same number.) Players without numbers will not be permitted to play. There is no penalty for a player wearing a wrong number or a duplicate number. Correct the number in the score book or have the player(s) change jerseys in case of duplication, and continue play.
- C. Casts/Prosthesis.** All casts and splints must be padded. Prosthesis may be worn. Braces with exposed hard surfaces must be padded. Any of this equipment judged by the umpire to be potentially dangerous is illegal.
Any decision by the umpire should be based on whether or not a device worn or used by an individual changes the fundamental nature of the game or poses a significant risk to the safety of other players.
- D. Shoes.** Must be worn by all participants where appropriate. A shoe shall be considered official if it is made with either canvas or leather uppers or similar material(s).

Rule 3 – Equipment

Wheelchair. All participants must be in manual wheelchairs with foot platforms. All parts of the wheelchair are considered to be part of the player.

NOTE. The small wheel(s) (Anti-tip) behind the main push wheels are **not** considered to be part of the chair.

NOTE. (Juniors) All wheels are considered to be part of the chair.

Rule 4 – Players, Substitutes, Coaches

Article 1. PLAYERS.

Section 1. Starting the Game.

- A. **The game can begin with 9 players if a team can not field a quad.**
- B. Teams are balanced by the following point system:
Quadriplegic Player (any) = 0 & .5 point; functional classification system will be observed (1.0 -4.5)
Women and Jrs shall play at one classification less than their NWBA woman division classification.
NWSA will use the classification system of the National Wheelchair Basketball Association (NWBA) and the United States Quad Rugby Association (USQRA) to determine point values for players.
1. At no time in a game shall a team have players participating with a total value of points greater than 28. If a team does not roster a quad, that team will be limited to 19 classification points. If a team rosters a quad, that team is required to have a quad in active play at all times or play shorthanded.
 2. The coach, in placing his/her team's roster in the official score book before each game, shall place a number prominently and in a common line between the player's disability classifications.
 3. The official scorer shall be responsible for seeing that personnel on the field for either team at any given time does not exceed the above balance rule. This will only have to be checked at the beginning of the game and at time of substitutions. No checking of the total value points will be necessary if I substitutes for the same value. It will only be necessary if substitutes for high point for low point.

NOTE: Junior Division athletes must be 21 years old and under and enrolled in a recognized high school program. If an athlete is over the age of 18 years old they will need to have their high school program complete a Verification of Enrollment Form. A high school program is defined as any program that individual is attending to receive their high school diploma. Transitional schools are eligible high school programs if the athlete has not yet received and are attempting to achieve their high school diploma.

The Junior Division will not adhere to a point system for disability classification to play. Athletes in the Junior Division must have a primary physical disability, which includes (but not limited to): a significant neurological involvement (muscular dystrophy, cerebral palsy), traumatic brain injury, spinal cord injury, spina bifida, amputee, or shunt problems that affect mobility/coordination/ strength/endurance as determined by the NWSA Junior Commissioner. However, exemptions to this rule may be applied under the discretion of the NWSA Junior Commissioner (i.e. able body athletes to fill a roster).

Athletes in the Junior Division are allowed to play on a Division I and/or Division II team during the regular season. For the NWSA National Championships an athlete in the Junior Division can participate in the DI, DII, and/or Junior tournament under the discretion of the NWSA Junior Commissioner.

Athletes in the Junior Division are allowed to play on a Junior Division Varsity and JV teams during the regular season. However, for the NWSA Junior National Championships an athlete must choose to play only on a Varsity or a Junior Varsity team. However, exemptions to this rule may be applied under the discretion of the NWSA Junior Commissioner.

- C. One or more players may be designated manager/coach. The manager/coach may represent the team in communications with umpires, provide the plate umpire with the team's lineup card, and inform all players as to special ground rules as announced by the plate umpire.
- D. The team's lineup card shall include first name, last name, jersey number, and classification and batting order of each starting player and should include each eligible substitute. Lineups become official after they have been exchanged, verified and then accepted by the plate umpire during the pregame conference. The lineup must also include the player's classification. Eligible roster members may not be added to the available substitute list after the start of game.
- E. A team shall consist of players in the following positions:
pitcher (F1), catcher (F2), first base (F3), second base (F4), third base (F5), shortstop (F6), left fielder (F7), left center fielder (F8), right center fielder (F9) and right fielder (F10).

Rule 4 – Players, Substitutes, Coaches

Section 2. SHORTHANDED TEAMS (STARTING THE GAME).

The game may begin the game one player short, that is the game may start with nine players. When a team plays one short, an out must be recorded in the last position in the batting order. If a player arrives after the game begins, that player must be placed in the last position in the batting order. If the player brings the team to a full batting order, and a player leaves for any reason other than an ejection or disqualification, it is permissible to return to one less and continue play shorthanded.

Section 3. SHORTHANDED TEAMS (CONTINUING AFTER STARTING WITH A FULL TEAM).

After beginning the game with a full team, a team may continue a game with one player less than it uses to begin a game as long as the player vacancy is not created by an ejection. This rule is designed to avoid forfeits whenever possible. In all divisions of play, when a team starts with the required number of players, and a player leaves the game for any reason other than an ejection, the following guidelines apply:

- A. When a team is short one player due to a player being disqualified, the game continues using the shorthanded rule. If the team is already playing shorthanded and the disqualification occurs, the game is forfeited.
- B. When a player leaving the game is a runner, the runner is called out even if the runner reached base safely.
- C. Each time the absent player is due to bat, an out is recorded.
- D. When a team plays shorthanded because a player leaves the game, the player may not return to the line-up.
EXCEPTION: A player being treated under the blood rule may return.
- E. If there is an eligible substitute at the game, or if an eligible substitute arrives before the game is over, the substitute **MUST** enter the game. Refusal to do so makes the player ineligible for the remainder of the game.
- F. A team may not bat less than nine players. The game is forfeited. Should a team have only ten players, one is injured in the third inning, a substitute arrives in the fifth inning and is entered in the game, and another player becomes injured, the team can continue play with nine players. If the same team does not have a substitute when the second person is injured, this reduces the number of players to eight and the game must be forfeited.
The purpose of this rule is to allow all players on a team to play without fear of injury or illness that previously created forfeitures. Playing shorthanded is not a strategic option for a coach.

Article 2. RE-ENTRY.

Any player, starter or substitute may be withdrawn from the game and re-entered once, provided such player occupies the same batting position whenever in the lineup. A starter and any substitute for a starter may not be in the game at the same time. A violation results in an illegal substitution.

PENALTY - Violation of the re-entry rule is considered an illegal player. The illegal player is disqualified.

NOTE: A quad, once listed on the roster, must have a quad bat in the same position throughout the game. If more than one quad is on the roster, one of the positions must always have a quad listed.

Article 3. SUBSTITUTES/ILLEGAL PLAYER.

A substitute may replace any player when the ball is dead or time has been called.

- A. The substitute or coach shall report to the plate umpire at the time of the change by stating name and number of the player entering the game for the first time or the player re-entering.
- B. The plate umpire shall record all substitutions on the lineup card and then announce immediately any change(s) to the scorekeeper and the opposing team.
- C. Substitutes shall be considered officially in the game when reported to the plate umpire.
- D. If two or more substitutes of the defensive team enter the game simultaneously, the coach or a representative shall immediately designate to the plate umpire the position of each in the team's batting order.

Rule 4 – Players, Substitutes, Coaches

A player does not violate the unreported substitute rule until a pitch, legal or illegal. The use of an unreported substitute is handled as a protest by the offended team while the player is in the game.

PENALTY: Upon being properly protested, the player will now be officially in the game, and subject to penalties as appropriate,

A defensive player is entitled to change to a different defensive position at any time. The plate umpire and official scorekeeper need not be notified.

E. A substitute who enters the game without reporting is considered an unreported substitute:

1. After a pitch, legal or illegal, or a play made.

PENALTY: Player is officially in the game and all action stands.

2. Before the offending team informs the umpire prior to a protest by the offended team.

PENALTY: No Violation regardless of how long the player or players were in the game. All action stands.

3. When they bat and **complete a turn at bat** and are discovered:

a. Before the next pitch, legal or illegal

b. Before the defense has left the field of play

c. Before the umpires have left the field of play

PENALTY: All runners will return to the last base occupied prior to the batted ball. The unreported substitute is officially in the game and called out. All other outs that occur on this play stand.

4. When discovered after completing their turn at bat and:

a. After the next pitch, legal or illegal,

b. Before the defense has left the field

c. Before the umpires have left the field of play

PENALTY: The unreported substitute is officially in the game. Any advance of runner(s) as a result of the play is legal.

5. When a runner and that runner is brought to the attention of the umpire **BEFORE** a pitch, legal or illegal, or a play made;

PENALTY: No penalty. Replace the unreported substitute with the correct player or enter them as a legal substitute.

6. When a runner and that runner is protested **AFTER** a pitch, legal or illegal, or a play made;

PENALTY: The runner is officially in the game. Any advance of the runner(s) is legal.

7. When on defense is protested by the offense **BEFORE** a pitch, legal or illegal:

PENALTY: No penalty. Replace with the correct player or enter them as a legal substitute.

8. When on defense **MAKES A PLAY** and is protested:

a. Before the next pitch, legal or illegal,

b. Before the defense has left the field, and

c. Before the umpires have left the field of play;

PENALTY: The unreported substitute is officially in the game and the offensive team has the option to:

a. Take the result of the play.

b. Have the last batter return to bat and assume the ball and strike count. All runners return to the last base occupied prior to the play.

9. When on defense is protested **AFTER** a pitch, legal or illegal, to the next batter;

PENALTY: The unreported substitute is officially in the game and all play stands.

NOTE: If the substitute is an illegal player for any reason, the substitute will be subject to the penalty for that violation.

NOTE: E 1-9 An appeal must be made before the next pitch, legal or illegal, or a hesitation.

F. If an injury to a batter-runner or runner prevents them from proceeding to an awarded base, and the ball is dead, a substitute for the batter-runner may be made. The substitute will be allowed to proceed to any awarded base(s). The substitute must legally touch any awarded or missed base(s) not previously touched. This is not a courtesy runner, but a legal substitute.

G. A player will not violate the illegal player rule until a pitch, legal or illegal, or a play made. The use of an illegal player is handled as a protest by the offended team while the player is in the game.

PENALTY: Once the umpire has been informed the illegal player shall be disqualified, and can be legally replaced either by a substitute or a starter who re-enters the game.

H. Illegal players Include:

Rule 4 – Players, Substitutes, Coaches

1. **ILLEGAL PITCHER.** A player who returns to pitch after being removed from the pitching position by the umpire,
PENALTY: Once discovered, the illegal pitcher shall be disqualified and all play stands.
2. **ILLEGAL RUNNER.** Occurs when:
 - a. An offensive player is placed in the line-up as a runner for another offensive player.
3. **ILLEGAL RE-ENTRY.** Occurs when:
 - a. A starting player returns to the game a second time after being substituted for twice.
 - b. A starting player returns to the game, but is not in their original position in the batting order.
 - c. A substitute returns to the game after being replaced twice.**PENALTY –** The Illegal Player is disqualified and replaced with a legal substitute.

Article 4. COACH.

- A. Prior to the start of the game at the pregame conference, a head coach/manager shall be responsible for verifying to the plate umpire that the lineup card is correct, all his/her players are legally equipped, and that players and equipment are in compliance with all rules. **The game may not begin until the head coach/manager attends the pregame conference and verifies player and equipment compliance.**
- NOTE:** Although umpires have the duty and right to inspect equipment, the responsibility for proper equipment rests with coaches and athletes.
- B. A coach is responsible for the team's actions on the field and will represent the team in communications with the umpire and opposing team.
 - C. Any member of the team at bat who has not been restricted or ejected may occupy each coach's box while that team is at bat. The person in the coach's/manager's box may address base runners or the batter.
 - D. Any time a coach/manager is in live-ball area to confer with players or an umpire, or to occupy a coach's box, the coach/manager shall be attired in team jersey or jacket with team colors.
PENALTY: A coach/manager not dressed in appropriate attire shall not be permitted in the field of play following the pregame conference for the duration of the game or until the situation has been remedied.
 - E. When in the coach's box a base coach may have a score book (electronic or paper), pen, pencil, or electronic marker and an indicator all of which shall be used for scorekeeping or record keeping purposes only.
 - F. A base coach shall stay within the confines of these boxes with both feet.
 1. A coach may leave the coach's box to signal the runner to advance or return to a base or move out of a fielder's way as long as the coach does not intentionally interfere with the play.
 - G. A coach may not leave the coach's box to give verbal communications or signals to the batter.
PENALTY: After a warning, an offensive conference will be charged.
 - H. **A coach/manager** shall not physically assist a runner during playing action.
PENALTY: The runner is out and the ball is in play.
 - I. Base coaches may not use language that will reflect negatively upon players, umpires or spectators.
 - J. A base coach may address only their team members.
 - K. Offensive team personnel, other than the base coach, shall not be near a base to which a runner is advancing or returning; nor shall anyone fail to vacate any area (including a coach's/manager's box) needed by a fielder in an attempt to put out a batter or runner
PENALTY: The ball is dead. The runner closest to home is out and all runners not out must return to the last base touched at the time of the interference.
EXCEPTION: If a thrown live ball accidentally touches a base coach in the coach's box, or a pitched or thrown ball touches an umpire, the ball is live and in play.
 - L. If any offensive team member, other than a runner or retired runner, interferes with a batted fair ball or foul fly ball, the batter is declared out. If, in the judgment of the umpire, the interference prevented a possible double play, the batter and the runner closest to home shall be declared out.

Rule 4 – Players, Substitutes, Coaches

PENALTY: The ball is dead immediately and the batter and runner may be out.

M. No electronic equipment, to include cell phones, pagers, etc., are allowed to be worn or carried on the playing field.

PENALTY: Disqualification or ejection from the game after a warning.

N. A coach/manager may leave the bench/ dugout to attend to a player who becomes ill or injured if recognized by the umpire.

Article 5. DISQUALIFIED OR EJECTED PARTICIPANT.

A. A disqualified player is prohibited from playing but can remain in the team area or serve as a coach/manager.

PENALTY: If found playing, the game is forfeited.

B. An ejected participant must leave the grounds and have no contact with the umpires or participants in the game.

PENALTY: The game is forfeited.

C. Any arguing on the judgment of balls and strikes will result in a team warning.

PENALTY: Any repeat offense shall result in the ejection of that team member.

D. If a player is disqualified a team can play shorthanded, however if a player is ejected and the team does not have enough players, play cannot continue.

PENALTY: The game is forfeited.

Article 6. BLOOD RULE.

A coach/manager or athlete who is bleeding, has an open wound, has any amount of blood on the uniform, or has blood on his/her person, shall be directed to leave the game until the bleeding is stopped, the wound is covered, the uniform and/or body is appropriately cleaned, and/or the uniform is changed before returning to competition. If medical care or treatment can be administered in a reasonable amount of time, the individual does not have to leave the game. The length of time that is considered reasonable is umpire judgment. The re-entry rule would apply to players taken out of the game for this rule.

Article 7. INJURED PLAYER.

During a live ball situation, when a player becomes injured, and in the umpire's judgment requires immediate attention, the umpire shall call "DEAD BALL".

PENALTY: Award any bases that would have been reached in the umpires judgment.

Rule 5 –The Game

Article 1. HOME TEAM.

The team designated as home team shall bat last in the inning.

The visiting team shall be the first to take its turn at bat. On a neutral field or by agreement, either team may be designated as home team as determined by a coin flip.

Article 2. FITNESS OF THE GROUNDS.

The fitness of the grounds for a game shall be decided by the plate umpire and the league/tournament director. Once the game has started, the fitness of the grounds shall be decided solely by the plate umpire.

Article 3. STARTING THE GAME..

The game begins when both teams are on the field and ready to play and the plate umpire calls or signals, "Play ball".

Article 4. REGULATION GAME.

- A. A regulation game consists of seven innings. A full seven innings does not be played if the team second at bat scores more runs in six and one-half innings and/or before the third out in the last of the seventh inning, or the run-ahead rule is applied.
- B. A tied game at the end of seven innings will be continued by playing additional innings until one side has scored more runs than the other at the end of a complete inning, or until the home team has scored more runs in their half of the inning before the third out is made.
- C. A game called by the umpire shall be regulation if five or more complete innings have been played, or if the home team has scored more runs in four complete innings than the other team. The umpire shall call a game at any time because of darkness, rain/lightning, fire, panic or any other cause that places the spectators or players at risk.
- D. Games that are not considered regulation and need to be completed shall be resumed at the exact point where they were stopped.
- E. Games that are regulation tie games and need to be completed shall be resumed at the exact point where they were stopped.

Article 5. FORFEITED GAMES.

A forfeited game shall be declared by the umpire in favor of the team not at fault in the following cases:

- A. If an umpire is physically attacked by any team member and/or spectator.
- B. If a team fails to appear on the field or refuses to begin a game for which it is scheduled or assigned within a time set for forfeitures by the organization that the team represents.
- C. If one side refuses to continue to play after the game has begun.
- D. If, after play has been suspended by the umpire, one side fails to resume playing within one minute after "play ball" has been declared by the umpire.
- E. If, after a warning by the umpire, any rules of the game are willfully violated.
- F. If the order for the ejection of a game participant is not obeyed within one minute.
- G. If the ejection of a player or players from the game results in fewer than the required number of players to continue the game.
- H. If an ejected participant is discovered participating, or has contact with the umpires or other participants in the game.
- I. If a team is playing one player short and another player becomes injured or ill, leaving the team with two less players than the required number.
- J. Once a game has been forfeited, the forfeit cannot be reversed.

Rule 5 –The Game

- K. The score of a forfeited game is 7 to 0 unless the game is forfeited after the number of innings required for a regulation game and the offending team is behind. Then the score remains as recorded. If the offending team is leading, the score shall be 7 to 0; otherwise, the score shall be the score at the time of the forfeit if the team ahead at the time of the forfeit is not the offending team.

Article 6. SCORING OF RUNS.

- A. One run shall be scored each time a runner touches first, second, third bases and home plate.
- B. No run shall be scored if the third out of the inning is the result of:
1. A batter-runner being called out prior to reaching first base or any other runner forced out due to the batter becoming a batter-runner. On an appeal play, the force out is determined when the appeal is made, not when the infraction occurred.
 2. A runner being put out by a tag or live ball appeal play prior to the lead runner touching home plate.
 3. A preceding runner is declared out on an appeal play.
- C. No run shall be scored if a "fourth out" is the result of an appeal of a base missed or left to soon on a runner who has scored.

Article 7. GAME WINNER.

The winner of the game shall be the team that scores more runs in a regulation game or if a team is ahead by twelve or more runs after four innings or ten or more runs after five innings.

Article 8. CONFERENCES.

- A. **Offensive Conference.** Each team, when on offense, may be granted not more than one charged conference per inning to permit the coach/manager or any of that team's personnel to confer with base runners, the batter, the on-deck batter or other offensive team personnel. The umpire shall deny any subsequent offensive team requests for charged conferences. Time granted for an obviously incapacitated player shall not constitute a charged conference.

PENALTY: Ejection of the manager or team representative who insists on another charged conference.

- B. **Defensive Conference.** There shall be only three charged conference(s) between the manager or other team representative from the dugout with any defensive player(s) in a seven inning game. For every inning beyond seven there shall be one charged conference per inning between the manager or other team representative from the dugout with any defensive player(s).

PENALTY: The fourth and each additional, charged conference in a seven inning game, or for any charged conference in excess of one per inning in an extra inning game, shall result in the removal of the pitcher from the pitching position for the remainder of the game. The removed pitcher can play another position on defense but cannot pitch again.

- C. When either team has a charged conference, the other team may also have a conference which is not charged, provided the non-charged conference concludes when the opposing team's charged conference concludes, without delaying the game.

Article 9. RUN AHEAD RULE

12 runs after four innings and 10 runs after five innings.

Complete innings must be played unless the home team scores the run ahead limit while at bat.

Rule 5 –The Game

Article 10. DUGOUT CONDUCT.

Coaches, players, substitutes, and other bench personnel cannot be outside the designated bench, dugout/team area except when the rule allows or is justified by the umpire.

PENALTY: The first offense is a team warning. Any repeat offense shall result in the ejection of that team member.

Rule 6 - Pitching

Article 1. PRELIMINARIES.

A. The pitcher must take a position with all wheels firmly on the ground and with a least one wheel in contact with the pitcher's plate. One wheel of the pitcher's chair must be in contact with the pitcher's plate throughout the delivery.

B. The pitcher must come to a complete stop with the ball in front of the body.

The front of the body must face the batter. This position must be maintained at least one second before starting the delivery.

C. The pitcher shall not be considered in the pitching position unless the catcher is in position to receive the pitch.

D. The pitcher must not make any motion to pitch while not in contact with the pitcher's plate.

PENALTY: A dead ball should be called, an illegal pitch ruled, a warning issued, and repeated action would result in the pitcher ruled illegal, and removed from the pitching position.

E. While the pitcher is in the pitching position, in the motion for the delivery, or in the act of faking a delivery prior to a hesitation, at least one wheel must be in contact with the pitcher's plate. After a hesitation, the wheel may leave the pitcher's plate during an attempted pickoff or a fake throw. When the pitching motion is restarted, the restriction takes the PENALTY again.

F. The pitcher may not take the pitching position on or near the pitcher's plate without possession of the ball.

Article 2. STARTING THE PITCH.

The pitch starts when the pitcher makes any motion with the ball that is part of the delivery after the required stop. While on the pitcher's plate, prior to the required stop, any motion may be used.

Article 3. LEGAL DELIVERY.

A. One wheel must remain in contact with the pitcher's plate until the pitched ball leaves the hand. If a move is taken, it can be forward, back, or to the side, provided the wheel is in contact with the pitcher's plate and the movement is simultaneous with a hesitation or with the release of the ball.

B. The pitch shall be released at a moderate speed. The speed is left entirely up to the judgment of the umpire.

PENALTY: The umpire shall warn the pitcher who delivers a pitch with excessive speed. If the pitcher repeats such an act after being warned, the pitcher shall be removed from the pitcher's position for the remainder of the game.

C. The ball must be delivered with a perceptible arc and reach a height of at least six feet from the ground, while not exceeding a maximum height of 10 feet from the ground.

D. The pitcher must not continue their motion after releasing the ball.

E. The pitcher shall not attempt a pick off after the second hesitation.

PENALTY: The umpire shall declare an illegal pitch and the ball is dead.

F. The pitcher must not commit a third hesitation before the mandatory delivery of a pitch, legal or illegal. A pickoff attempt by the pitcher is a hesitation.

Hesitations are defined as:

1. Making any motion to pitch without immediately delivering the ball to the batter.

2. Using a delivery that is not a continuous motion.

3. Using a delivery in which there is a stop or reversal of the pitching motion.

4. Not delivering the ball toward home plate on the first forward swing of the pitching arm past the hip.

a. After a hesitation of the pitching motion, and before a restart of the motion, the pitcher may attempt or fake a throw for a pick off with his wheel in contact with the pitcher's plate.

b. Runners may be off the bases without penalty during the delivery or fake delivery.

Rule 6 - Pitching

- c. During the pick off attempt by the pitcher, or the catcher following a pitch, each runner must return to the base occupied at the start of the pitch, and before the runner is touched with the ball.
 - d. If the ball is overthrown, runners may advance not more than one base.
 - e. If the thrown ball remains in live ball territory, the runners are in jeopardy until they return to their original bases.
- G.** The pitcher has 10 seconds to release the next pitch after receiving the ball, or after the umpire indicates "play ball."
- H.** The pitcher shall not deliver a pitch from the glove.

Article 4. DEFENSIVE POSITIONING.

- A.** The pitcher shall not deliver a pitch unless all available defensive players are positioned in fair territory, except the catcher who must be in the catcher's box.
- B.** A fielder shall not take a position in the batter's line of vision or, with deliberate unsportsmanlike intent, act in a manner to distract the batter. A pitch does not have to be released.
- PENALTY:** The offending player shall be ejected from the game.

Article 5. FOREIGN SUBSTANCE.

Any defensive player shall not, at any time during the game, be allowed to use any foreign substance upon the ball, the pitching hand or the fingers. The pitcher may wear tape on the fingers or a sweatband on the wrist or forearm of the pitching arm. Batting gloves may not be worn on the pitching hand.

PENALTY: An illegal pitch shall be called on the first offense. If any defensive player continues to place a foreign substance on the ball, the player should be ejected from the ball game.

Article 6. CATCHER.

- A.** The catcher must remain within the lines of the catcher's box until the pitched ball is batted, touches the ground or plate, or reaches the catcher's box.
- B.** The catcher shall return the ball directly to the pitcher after each pitch, except after a strikeout or a pickoff play on a runner.
- PENALTY:** A ball on the batter.
- EXCEPTION:** Does not apply when the batter becomes a batter-runner or there are runners on base.

Article 7. QUICK PITCH.

The pitcher shall not attempt a quick return of the ball before the batter has taken a position in the batter's box or when the batter is off balance.

PENALTY - An illegal pitch shall be called by the umpire.

Article 8. ILLEGAL PITCH.

- A.** If a batter swings at or contacts any illegal pitch, the illegal pitch is nullified and all play stands.
- B.** If the batter does not swing, a ball shall be called on the batter. Runners are not advanced.

Article 9. WARM-UP PITCHES.

At the beginning of each half inning, or when a pitcher relieves another, not more than one minute may be

Rule 6 - Pitching

used to deliver not more than three warm-up pitches. Play shall be suspended during this time. For excessive warm-up pitches, a pitcher shall be penalized by awarding a ball to the batter for each pitch. This does not apply if the umpire delays the start of play due to substitution, conference, injuries, and other umpire responsibilities. A pitcher returning to pitch in the same half inning will not receive warm-up pitches. There is no limitation as to the number of times a player can return to the pitching position as long as the player is legally in the game.

Article 10. NO PITCH.

No pitch shall be declared when:

- A.** The pitcher pitches during the suspension of play.
 - B.** The ball slips from the pitcher's hand during the delivery or during the back swing.
 - C.** No player, manager or coach shall call time, employ any other word or phrase, or commit any act while the ball is live for the obvious purpose of trying to make the pitcher commit an illegal pitch. A warning shall be issued to the offending team, and a repeat of this type act by any member of the team warned shall result in the offender being ejected from the game.
- PENALTY** - The ball is dead, and all subsequent action on that pitch is canceled.

Rule 7 - Bating

Article 1. ON-DECK BATTER.

- A. The on-deck batter shall take a position within the lines of the on-deck circle nearest the offensive team area.
 - B. The on-deck batter may loosen up with no more than two official softball bats, an approved warm-up bat, or a combination not to exceed two. Any attachment placed on the bat must be approved by the NWSA.
 - C. The on-deck batter may leave the on-deck circle:
 - 1. When they become the batter.
 - 2. When directing runners advancing from third to home plate.
 - D. The on-deck batter may not interfere with a defensive player's opportunity to make an out.
- PENALTY:**
- 1. If it involves a runner, the runner closest to home plate at the time of the interference shall be declared out.
 - 2. If it is with the defensive fielder fielding a fly ball, the batter is out.

Article 2. BATTING ORDER.

- A. The batting order shall show the names, first and last, and the classification in the order in which the players are scheduled to bat.
 - B. The batting order delivered to the umpire must be followed throughout the game, unless a player is replaced by a substitute who must take the place of the removed player in the batting order.
 - C. The first batter in each inning shall be the batter whose name follows the last player who completed a turn at bat in the previous inning.
- PENALTY** - Batting out of order is an appeal play that may be made by the defensive team only. The Appeal must be made before the next pitch, legal or illegal, is made to the following batter, or before the pitcher and all infielders have vacated their normal fielding positions and have left fair territory on their way to the team area.
- D. If batting out of order is discovered:
 - 1. While the incorrect batter is at bat:

PENALTY: The correct batter must take the batter's position and assume the balls and strikes count. Any runner advanced and runs scored while the incorrect batter was at bat shall be legal. There is no penalty whether discovered by the offense or defense while the incorrect batter is at bat.
 - 2. After the incorrect batter has completed a turn at bat and:
 - a. BEFORE a legal or illegal pitch to the following batter
 - b. or before the pitcher and all infielders have vacated their normal fielding positions and have left fair territory:

PENALTY:

 - a. The player who should have batted is out.
 - b. Any advance of runners and any run scored shall be nullified. All outs made stand.
 - c. The next batter is the player whose name follows that of the player called out for failing to bat.
 - d. If the batter declared out is the third out, the correct batter to lead off the next inning shall be the player who would have come to bat had the player been put out by ordinary play.

EXCEPTION: If the incorrect batter is called out as a result of their time at bat, and is scheduled to be the proper batter, skip that player and the next person in the line-up will be the batter.
 - 3. After a legal or illegal pitch to the NEXT BATTER, or after the pitcher and all infielders have vacated their normal fielding positions and have left fair territory:

PENALTY:

 - a. The turn at bat of the incorrect batter is legal.

Rule 7 - Bating

- b. All runs scored and runners advanced, and outs made are legal.
- c. The next batter shall be that player whose name follows that of the incorrect batter.
- d. No out is called for failure to bat.
- e. Players who have not batted and who have not been called out have lost their turn at bat until their spot in the batting order is reached again in the regular order.

4. Runners shall not be removed from the base occupied, except the batter-runner who has been removed from a base by the umpire as in (2) above to bat in the proper position. The correct batter misses the turn at bat with no penalty. The batter following the correct batter in the batting order becomes the legal batter.

NOTE - An appeal must be made prior to a pitch, legal or illegal, or a hesitation.

F. When the third out in an inning is made before the batter has completed their turn at bat, the player shall be the first batter in the next inning.

Article 3. BATTING POSITION.

A. Prior to the pitch, the batter must have all the wheels completely within the lines of the batter's box. The batter may touch the lines, but no wheel may be outside the lines prior to the pitch.

B. The batter shall assume a one-ball, one-strike count upon entering the batter's box.

C. The batter must take the batter's position in the batter's box within 10 seconds after being directed to do so by the umpire.

PENALTY: The umpire will call a strike. No pitch has to be thrown and the ball is dead.

Article 4. A STRIKE IS CALLED BY THE UMPIRE.

For each legally pitched ball passing through the strike zone before touching the ground and the batter does not swing. Any pitched ball that hits the ground or plate cannot be legally swung at by the batter. If the batter swings and misses prior to the ball hitting the ground or plate, it is a strike.

PENALTY: The ball is dead.

A. When the pitch touches home plate.

B. For each legally pitched ball swung at and missed by the batter.

C. For each foul ball, including the third strike.

NOTE - If a pitched ball is swung at, missed, and then hit on the follow through, it is a strike and a dead ball.

D. When any part of the batter's person or clothing is hit with a batted ball while the batter is in the batter's box.

E. If the batter does not take their position in the batter's box within 10 seconds after being directed by the umpire.

Article 5. A BALL IS CALLED BY THE UMPIRE.

A. For each legally pitched ball that does not enter the strike zone, touches the ground before reaching home plate, or touches home plate, and the batter does not swing. Any pitched ball that hits the ground or plate cannot be legally swung at by the batter. If the batter swings at a pitch after the ball hits the ground or plate, it is a ball.

PENALTY: The ball is dead and the runners cannot advance.

B. When the catcher fails to return the ball directly to the pitcher as required unless a pickoff play is made on a runner.

C. For each excessive warm-up pitch.

PENALTY - The ball is dead and runners may not advance.

Article 6. THE BATTER IS OUT.

A. When the third strike is swung at and missed or is a foul ball.

Rule 7 - Bating

B. Is not swung at, and the pitched ball went through the strike zone.

C. When a batter enters the batter's box with or is discovered using an altered illegal or non-approved bat.

PENALTY: The batter shall be called out and ejected from the game, and if in a tournament, shall be ejected for the remainder of the tournament.

D. When any wheel is touching the ground completely outside the lines of the batter's box at the time the ball makes contact with the bat.

E. When any wheel is touching home plate at the time the ball makes contact with the bat.

F. When a batter leaves the batter's box and returns to the box and makes contact with the ball.

G. When the batter other than a quad bunts the ball.

H. When members of the team at bat, including those in the team area, other than runners interfere with a player attempting to field a fair or foul fly ball.

I. When the batter hits a fair ball with the bat a second time in fair territory.

EXCEPTION:

1. When the batter is in the batter's box and contact is made while the bat is in the batter's hands.

PENALTY: Foul ball, even if the ball is hit a second time over fair territory.

2. When the batter drops the bat and the ball rolls against the bat in fair territory, and, in the umpire's judgment, there was no intent to interfere with the ball.

PENALTY: The ball is live.

3. When contact is made on the follow through after missing the pitch on the initial swing.

PENALTY: The ball is dead, and a strike is called.

J. After a third strike, including a foul ball that is hit after two strikes.

K. Whenever the batter due up has left the game under the Short-handed Rule.

L. When hindering the catcher from catching or throwing the ball by rolling out of the batter's box.

M. When actively hindering the catcher while in the batter's box.

N. When intentionally interfering with a thrown ball, in or out of the batter's box.

O. When interfering with a play at home plate.

PENALTY - The ball is dead and the batter is out.

Rule 8 - Base Runner and Batter-Runner

Article 1. THE BATTER BECOMES A BATTER-RUNNER.

- A.** As soon as the batter legally hits a fair ball.
- B.** When four balls have been called by the umpire. The batter-runner is awarded first base.
- C.** When the catcher obstructs a batter's attempt to hit a pitched ball.
PENALTY: Delayed dead ball.
1. If the batter hits the ball and reaches first base safely, and all other runners have advanced at least one base:
PENALTY: Obstruction is canceled. All action as a result of the batted ball stands. No option is given. Once a runner has passed a base, the runner is considered to have reached that base.
 2. If all runners, including the batter runner, do not advance at least one base.
PENALTY: The manager has the option of taking the result of the play, or enforcing obstruction by awarding the batter first base and advancing all runners, if forced.
- D.** When a fair batted ball strikes the person, attached equipment, or clothing of an umpire or a runner:
1. after touching a fielder including the pitcher.
PENALTY: The ball is live.
 2. after passing a fielder other than the pitcher and no other fielder had an opportunity to make an out.
PENALTY: The ball is live.
 3. before passing a fielder without being touched.
PENALTY: The ball is dead.
 4. before passing a fielder, excluding the pitcher and contacts a runner who is off the base.
PENALTY: Dead ball, the runner is out. The batter-runner is awarded first base and runners advance one base if forced.
Runners not forced to advance must return to the base reached prior to the interference.
 5. after passing a fielder and another fielder has the opportunity to make an out.
PENALTY: Dead ball, the runner is out. The batter-runner is awarded first base and runners advance one base if forced.
Runners not forced to advance must return to the base reached prior to the interference.
 - 6 Touches a runner in contact with a base.
PENALTY: The runner is not out. The ball is live or dead depending on the position of the fielder closest to the base.
 7. or contacts an umpire before passing a fielder other than the pitcher.
PENALTY: Dead ball, the batter-runner is awarded first base. Runners advance one base if forced. Runners not forced to advance must return to the base reached prior to the interference.
- NOTE:** The batter's hands are not part of the bat.

Article 2. BATTER-RUNNER IS OUT.

- A.** When after hitting a fair ball the batter-runner is put out prior to reaching first base.
- B.** When, after hitting a fly ball, the ball is caught by a fielder before it touches the ground, any object or person other than a defensive player.
PENALTY - The ball is live.
- C.** When the batter-runner fails to advance to first base and enters the team area after a batted fair ball or catcher obstruction.
- D.** When the batter-runner runs outside the three-foot lane and, in the umpire's judgment, interferes with the fielder taking the throw at first base; however, the batter-runner may run outside the three-foot lane to avoid a fielder attempting to field a batted ball. When the defensive player uses the foul portion of the double base, the batter-runner can run in fair territory when the throw is coming from the foul side of first base, and if hit by the thrown ball, it is not interference. If intentional interference is ruled, the runner is out.

Rule 8 - Base Runner and Batter-Runner

E. When the batter-runner interferes with:

1. a fielder attempting to field a batted ball,
2. a fielder attempting to throw the ball,
3. a thrown ball while out of the batter's box,
4. by making contact with a fair batted ball before reaching first base,
5. by discarding their bat in a manner that prevents the defense from making a play on the ball,

NOTE: If this interference is an attempt to prevent a double play, the runner closest to home plate shall be called out.

F. When the batter-runner interferes with a play at home plate in an attempt to prevent an out at home plate.

PENALTY: The runner is also out.

G. When the batter-runner rolls back toward home plate to avoid or delay a tag by a fielder.

PENALTY - Article 2C-G: The ball is dead and runner(s) must return to the last base legally touched at the time of the interference.

H. When an infield fly is declared. If the fair batted ball hits the batter-runner before reaching first base, the ball is dead and the infield fly is invoked.

I. When an infielder intentionally drops a fair fly ball, including a line drive or a bunt, which can be caught with ordinary effort with first, first and second, first and third or first, second and third bases occupied with fewer than two outs.

PENALTY: Dead ball, runners must return to the last base touched at the time of the pitch. If an infield fly is ruled, it has precedence over an intentionally dropped ball.

J. When the immediate previous runner who is not out intentionally interferes, in the umpire's judgment, with a fielder who is attempting to catch a thrown ball or throw a ball in an attempt to complete the play on the batter-runner.

PENALTY: The runner shall also be called out.

K. The double base shall be used at first base. The following rules should be enforced:

1. A batted ball hitting or bounding over the semi round portion is fair.
2. A batted ball hitting or bounding over the square portion is foul.
3. When a play is being made on the batter-runner, the defense must use the semi round portion and the batter-runner the square portion of the base.

PENALTY: The batter-runner is out when there is a play being made at first base and the batter-runner touches only the semi round portion, providing the defense appeals prior to the batter-runner returning to first base.

Once the runner returns to the semi round or square portion of the base, an appeal shall not be honored.

4. On any force out attempt from the foul side of first base the defense and the batter-runner may use either the semi round or square portion of the base.

5. On an errant throw pulling the defense off the semi round portion of the base into foul ground, the defense and the batter-runner can use either the semi round or square portion.

6. On balls hit to the outfield with no play on the batter-runner advancing to first base, the batter-runner may touch the semi round or square portion. Should the batter-runner return, the runner and defense can use the semi round or square portion.

7. When tagging up on a fly ball, the semi round or square portion of the base may be used.

8. On an attempted pick-off play, the runner may return to the semi round or square portion of the base.

9. On plays at 1B when the batter-runner touches only the semi square portion and collides with the fielder about to catch a thrown ball while on the semi round portion of the base.

PENALTY: Interference, the ball is dead, the batter-runner is out and runners must return to the last base occupied at the time of interference.

Rule 8 - Base Runner and Batter-Runner

L. When a spectator reaches into live ball territory and interferes with a fielder's opportunity to catch a fly ball.

PENALTY - Dead ball, the batter is out and runners are had the interference not occurred.

Article 3. TOUCHING BASES IN LEGAL ORDER.

A. When a runner must return to a base while the ball is live or dead, the bases must be touched in reverse order.

PENALTY: The runner is out, if properly appealed.

EXCEPTION: On a foul ball.

B. When a runner or batter-runner acquires the right to a base by touching it before being put out, the runner or batter-runner is entitled to hold that base until legally touching the next consecutive base or is forced to vacate it for a trailing runner. When a runner passes a base, the runner is considered to have touched that base. This also applies to awarded bases.

PENALTY - The ball is live and runners may advance or return with liability to be put out.

C. A runner shall not run bases in reverse order to confuse the fielders nor to make a travesty of the game.

PENALTY: The ball is dead and the runner is out.

D. Two runners may not occupy the same base at the same time..

PENALTY: The runner who first legally occupied the base is entitled to that base, unless forced to advance. The other runner may be put out by being tagged with the ball.

E. Failure of a previous runner to touch a base or to legally tag up on a caught fly ball, and who is declared out, does not affect the status of a trailing runner who touches bases in proper order. If the failure to touch a base in regular order or to legally tag up on a caught fly ball is the third out of the inning, no trailing runner may score a run.

F. No runner may return to touch a base missed or one left too soon after a trailing runner has scored or once they leave live ball territory.

G. Bases left too soon on a caught fly ball must be retouched prior to advancing to awarded bases.

H. Awarded bases must be touched in legal order.

Article 4. RUNNERS ARE ENTITLED TO ADVANCE WITH LIABILITY TO BE PUT OUT.

A. On a thrown ball or a fair batted ball that is not blocked.

B. On a thrown ball that hits an umpire.

C. When a legally caught fly ball is first touched by a defensive player.

D. If a fair ball

1. Contacts an umpire or a runner after having passed a fielder other than the pitcher, and provided no other fielder had a chance to make an out, or

2. When a fair batted ball has been touched by a fielder, including the pitcher, and the runner did not intentionally interfere with the batted ball or the fielder attempting to field the batted ball.

PENALTY - Article 4A-D: The ball is live.

1. When a pitched ball is batted.

2. Until the pitcher has possession of the ball in the infield and all immediate play has apparently been completed.

E. When a live ball becomes lodged in a defensive player's uniform or equipment.

F. While the ball is live or on awarded bases, the runner fails to touch a base before attempting to make the next base.

G. After overrunning first base, the runner attempts to continue to second base.

H. A runner may lead off any base with the risk of being picked off by a throw from the pitcher or catcher. If a throw results in an overthrow or blocked ball, no runners may advance. Any runner advancing on a pitch not batted is in jeopardy to be put out if tagged before returning to their

Rule 8 - Base Runner and Batter-Runner

original base.

I. When an infield fly is declared and caught, runners may tag up and advance. If the ball is not caught, runners may advance at their own risk.

Article 5. RUNNERS ARE ENTITLED TO ADVANCE WITHOUT LIABILITY TO BE PUT OUT.

A. When forced to vacate a base because the batter was awarded a base on balls.

PENALTY: The ball is dead.

B. When a fielder not in possession of the ball or not in the act of fielding a batted ball, obstructs the progress of a runner or batter-runner.

PENALTY: When obstruction occurs a delayed dead ball is ruled.

NOTE 1: Obstructed runners are required to touch all bases in proper order.

PENALTY: Delayed dead ball, the runner is called out if properly appealed

NOTE 2: Should an act of interference occur following any obstruction, enforcement of the interference penalty has precedence.

1. An obstructed runner may not be called out between the two bases where obstructed

EXCEPTIONS:

a. when an obstructed runner, after the obstruction, safely obtains the base they would have been awarded, in the umpire's judgment, had there been no obstruction and there is a subsequent play on a different runner,

b. an act of interference, or

c. if passing another runner.

PENALTY a-c: The obstructed runner is no longer protected between the bases where obstructed and may be put out

d. missing a base

e. leaving a base before a fly ball was first touched

PENALTY d-e: The obstructed runner is out if properly appealed.

2. If the obstructed runner is put out prior to reaching the base which would have been reached had there not been obstruction,

PENALTY: A dead ball is called and the obstructed runner and all other runners shall be awarded the base or bases which would have been reached, in the umpire's judgment, had there not been obstruction.

3. If the obstructed runner is put out after passing the base which would have been reached had there been no obstruction or advanced beyond the two bases where the obstruction occurred,

PENALTY: The obstructed runner will be called out. The ball remains live.

4. When a runner, while advancing or returning to a base

a. Is obstructed by a fielder who neither has the ball or

b. Is attempting to field a batted or thrown ball, or

c. When a fielder fakes a tag without the ball

PENALTY: The obstructed runner and all other runners shall always be awarded the base or bases which would have been reached, in the umpire's judgment, had there been no obstruction.

NOTE: If the umpire feels there is justification, a defensive player making a fake tag could be ejected from the game.

C. When forced to vacate a base because the batter was awarded first base.

D. When a fielder intentionally contacts or catches a fair batted, a thrown, or a pitched ball with any part of the uniform or equipment that is detached from its proper place.

PENALTY: Delayed Dead Ball and the batter and runners are entitled to:

1. three bases from the time of the pitch on a batted ball,

2. two bases from the time of the throw on a thrown ball,

3. one base from the time of the pitch on a pitched ball

4. If the illegal catch or touch is made on a fair batted ball which, in the umpire's judgment

Rule 8 - Base Runner and Batter-Runner

would have cleared the outfield fence in flight, the batter-runner shall receive a four base award.

5. On a pitched ball that eludes the catcher and is retrieved with detached equipment, there is no penalty if:

- a. the runner(s) are not advancing,
- b. no apparent play is possible, or
- c. no advantage is gained.

E. When the ball is live and is overthrown or is blocked:

PENALTY: All runners shall be awarded two bases. The award shall be governed by the position of the runners when the ball left the fielder's hand. Runners must return to touch a base missed or a base left too soon. When two runners are between the same two bases, the award is based on the position of the lead runner. Once a base runner advances to the next awarded base, the runner may no longer return to touch any base missed or any base left too soon.

EXCEPTION:

1. When a fielder loses possession of the ball, and the ball leaves live ball territory or becomes blocked.

PENALTY: Each runner is awarded one base from the last base touched at the time the ball entered the dead ball area or became blocked.

2. When the ball becomes dead, runners must return to touch a base missed or bases left too soon if they have advanced, touched, and are a base beyond the base missed or the base left too soon. Runners must be given the opportunity to complete their base running responsibilities. A runner shall not be declared out if a fielder deliberately carries or throws the ball into dead ball territory to prevent that runner from returning to a base missed or a base left too soon. Once a runner leaves live ball territory, they cannot return to touch a missed base or one left too soon.

3. If the ball becomes blocked due to offensive equipment not involved in the game.

PENALTY: The ball is dead and runners are returned to the last base touched at the time of the blocked ball. If the blocked ball prevented the defense from making an out, the runner being played on is out.

4. If a base is awarded in error, after a legal or illegal pitch the error cannot be corrected.

F. When a fair batted fly ball strikes the foul pole above the fence level or leaves the playing field in fair territory without touching the ground or going through the fence.

PENALTY: The batter-runner shall be entitled to a home run, unless it passes out of the grounds at a distance less than the prescribed fence distances from home plate, in which case the batter-runner is entitled to two bases.

G. When a fair batted ball:

1. Bounces over, rolls under or through a fence or any designated boundary of the playing field.

2. Deflects off the defensive player and goes out of play in foul territory.

3. Hits the fence and then deflects off of the defensive player and goes over the home run fence.

4. Deflects off a runner or umpire and goes out of play in foul territory, after passing an infielder, excluding the pitcher and provided no other fielder had a chance to make an out.

PENALTY: The ball is dead, and all runners are awarded two bases from the time of the pitch.

H. When a live ball is unintentionally carried by a fielder from live ball territory.

A fielder carrying a live ball into the team area to tag a player is considered to have unintentionally carried it there.

PENALTY: The ball is dead and runners are awarded one base from the last base touched at the time the fielder left live ball territory.

I. When in the judgment of the umpire, a fielder intentionally carries, kicks, pushes or throws a live ball from live ball territory.

PENALTY: The ball is dead. All runners are awarded two bases from the last base touched at the time the fielder left or the ball was kicked, pushed or thrown from the live ball territory.

Rule 8 - Base Runner and Batter-Runner

J. When there is spectator interference with any thrown or fair batted ball.

PENALTY: The ball is dead. The batter and runner(s) are awarded the bases they would have reached had the interference not occurred.

K. When a ball gets lodged in

1. umpire's gear or clothing or
2. in an offensive player's clothing.

PENALTY: The ball is dead and the umpire should award runners the bases the runners would have reached.

Article 6. A RUNNER MUST RETURN TO THEIR BASE.

A. When a batted ball is foul.

B. When an illegally batted ball is declared by the umpire.

C. When a batter, batter-runner or runner is called out for interference. All other runners shall return to the last base touched at the time of the interference.

PENALTY - Article 6A-C:

1. The ball is dead.
2. All runners must return to their base without liability to be put out, except when forced to advance to the next base because the batter became a batter-runner.

D. When an intentionally dropped ball is ruled.

Article 7. THE RUNNER IS OUT.

A. When running to any base in regular or reverse order and the runner runs more than three feet from the base path to avoid being touched by the ball in the hand(s) of a fielder.

B. When the ball is live and while the runner is not in contact with a base, the runner is legally touched with the ball in the hand(s) of a fielder.

C. When, on a force play, a fielder contacts the base while holding the ball, or tags the runner before the runner reaches the base. If the forced runner, after touching the next base, retreats for any reason towards the base first occupied, the force play is reinstated and the runner may again be put out if the defense tags the runner or the base to which the runner is forced.

PENALTY - Article A-C: The ball is live

D. When a runner physically passes a preceding runner before that runner has been called out. If this was the third out of the inning, any runs scored prior to the out for passing a preceding runner count.

PENALTY: The ball is live. The runner who passes the preceding runner is out.

E. When any offensive team member, other than another runner, physically assists a runner while the ball is live.

PENALTY: The ball is live. The runner being assisted is out

EXCEPTION – Article E: After a runner has scored and missed home plate and then is physically assisted back to home plate, the ball is dead, the runner is out and the run does not count.

F. When the runner leaves a base to advance to another base before a caught fly ball has touched a fielder, providing the ball is returned to the infield and properly appealed.

G. When the runner fails to touch a base or bases in regular or reverse order and the ball is returned to the infield and properly appealed.

Article 6. A RUNNER MUST RETURN TO THEIR BASE.

A. When a batted ball is foul.

B. When an illegally batted ball is declared by the umpire.

C. When a batter, batter-runner or runner is called out for interference. All other runners shall return to the last base touched at the time of the interference.

Rule 8 - Base Runner and Batter-Runner

D. After each pitch.

PENALTY - Article 6A-D:

1. The ball is dead and all runners must return to their base without liability to be put out, except when forced to advance to the next base because the batter became a batter-runner.
2. Runners are not required to touch the intervening bases while returning to a base.

Article 7. THE RUNNER IS OUT.

A. When running to any base in regular or reverse order and the runner runs more than three feet from the base path to avoid being touched by the ball in the hand(s) of a fielder.

B. When the ball is live and while the runner is not in contact with a base, the runner is legally touched with the ball in the hand(s) of a fielder.

C. When, on a force play, a fielder contacts the base while holding the ball, or tags the runner before the runner reaches the base. If the forced runner, after touching the next base, retreats for any reason towards the base first occupied, the force play is reinstated and the runner may again be put out if the defense tags the runner or the base to which the runner is forced.

PENALTY - Article A-C: The ball is live

D. When a runner physically passes a preceding runner before that runner has been called out. If this was the third out of the inning, any runs scored prior to the out for passing a preceding runner count.

PENALTY: The ball is live. The runner who passes the preceding runner is out.

E. When any offensive team member, other than another runner, physically assists a runner while the ball is live.

PENALTY: The ball is live. The runner being assisted is out

EXCEPTION – Article E: After a runner has scored and missed home plate and then is physically assisted back to home plate, the ball is dead, the runner is out and the run does not count.

F. When the runner leaves a base to advance to another base before a caught fly ball has touched a fielder, providing the ball is returned to the infield and properly appealed.

G. When the runner fails to touch a base or bases in regular or reverse order and the ball is returned to the infield and properly appealed.

H. When the batter-runner legally overruns first base, attempts to run to second base and is legally touched with the ball while not in contact with the base.

I. When running or sliding for any base and the runner fails to touch it, provided the defense properly appeals.

PENALTY - Article 7F-I:

1. These are appeal plays. The defensive team loses the opportunity of having the runner called out if any of the following occur:

- a. The appeal is not made before the next legal or illegal pitch, or hesitation.
- b. The pitcher and all infielders have vacated their normal fielding positions and have left fair territory on their way to the team area, or
- c. On the last play of the game the umpires have left live ball territory.

2. (Live Ball Appeal) If properly appealed by any defensive player during a live ball, the runner is out.

3. (Dead Ball Appeal) Once the ball has been returned to the infield and time is called, any infielder with or without possession of the ball, may make a verbal appeal on a runner missing a base or leaving a base too soon on a caught fly ball. No runner may leave a base during this period as the ball remains dead until the next pitch.

- a. If the ball leaves live ball territory, a dead ball appeal cannot be made until completion of all legal advancement by base runners.
- b. If the pitcher has possession of the ball and is in contact with the pitchers plate when making a verbal appeal, no illegal pitch is called.
- c. If “play ball” has been declared by the umpire and the pitcher then requests an appeal, the umpire shall call “time” and allow the appeal process.

Rule 8 - Base Runner and Batter-Runner

J. When a runner interferes.

1. With a fielder attempting to field a batted fair ball or a foul fly ball, or
2. With a fielder attempting to throw the ball, or
3. With a thrown ball.

PENALTY: If this interference, in the umpire's judgment is an attempt to prevent a double play and occurs before the runner is put out, the immediate trailing runner shall also be called out.

4. Intentionally with any defensive player having the opportunity to make an out with the deflected batted ball.

PENALTY: The ball is dead and the runner is out. All other runners must return to the last base touched at the time of the interference.

K. When a runner is struck with a fair untouched batted ball while not in contact with a base and before it passes another infielder excluding the pitcher, or if it passes an infielder and another fielder has an opportunity to make an out.

PENALTY: The ball is dead and the runner is out. All other runners must return to the last base legally touched at the time of the interference.

L. When a runner intentionally kicks a fair ball that an infielder missed.

PENALTY: The ball is dead. All other runners must return to the last base legally touched at the time of the interference.

NOTE - Section 7J-L: When runners are called out for interference, the batter-runner is awarded first base.

EXCEPTION: If the interference prevents the fielder from catching a routine fly ball, fair or foul, with ordinary effort, the batter is also out.

M. When the coach near third base runs in the direction of home plate on or near the baseline while a fielder is attempting to make a play on a batted or thrown ball and thereby draws a throw to home plate.

PENALTY: The ball is dead. The runner closest to home is out. Runners not out must return to the last base touched at the time of the interference.

N. When member(s) of the offensive team stand or collect around a base to which a runner is advancing, confusing the fielders and adding to the difficulty of making the play.

PENALTY: The ball is dead. The runner closest to home is out. Runners not out must return to the last base touched at the time of the interference.

O. When a coach intentionally interferes with a batted or thrown ball, or interferes with the defensive team's opportunity to make a play on another runner. A batted or thrown ball that unintentionally hits a base coach is not considered interference.

PENALTY: The ball is dead. The runner closest to home is out. Runners not out must return to the last base legally touched at the time of the interference.

P. When, after being declared out or after scoring, an offensive player interferes with a defensive player's opportunity to make a play on another runner.

PENALTY: The ball is dead. The runner closest to home plate at the time of the interference is out. All runners not out must return to the last base touched at the time of the interference.

NOTE: A runner continuing to run and drawing a throw may be considered a form of interference.

Q. When a defensive player has the ball and the runner remains upright and crashes into the defensive player.

PENALTY: The ball is dead. The runner is out. All runners must return to the last base touched. If the act is determined to be flagrant, the offender shall be ejected.

NOTE:

1. A batter-runner who over-runs first base toward right field, turns left and moves back toward the infield in any direction except directly toward second base is committed to first base and must return non-stop to first base.
2. A batter-runner who over-runs first base toward right field, and turns right, is committed to first base and must return non-stop to first base.

R. When a runner abandons a base and enters the team area or leaves live ball territory.

S. Whenever a runner on base leaves the game under the shorthanded rule.

Rule 8 - Base Runner and Batter-Runner

T. Prior to a legal or illegal pitch to the next batter, if the runner was discovered having used an illegal, altered or non-approved bat

PENALTY: The runner shall be called out. If the bat was altered, the runner shall also be ejected. In either case, if the altered/illegal bat is discovered prior to the next pitch, any runners put out prior to the discovery shall remain out.

Article 8. RUNNER IS NOT OUT.

A. When a runner runs behind or in front of the fielder and outside the base path in order to avoid interfering with a fielder attempting to field a batted ball.

B. When a runner does not run in a direct line to a base, provided the fielder in the direct line does not have the ball in their possession.

C. When more than one fielder attempts to field a batted ball and the runner comes into contact with the one who, in the umpire's judgment could not have made an out.

D. When a runner is hit with a fair, untouched batted ball that has passed an infielder, excluding the pitcher, and, in the umpire's judgment no other fielder had an opportunity to make an out.

E. When a runner is hit with a fair untouched batted ball over foul territory that, in the umpire's judgment no fielder had an opportunity to make an out.

F. When a runner is hit by a fair batted ball after it touches, or is touched by, any fielder, including the pitcher, and the runner could not avoid contact with the ball.

G. When a runner off a base:

1. is touched with a ball not securely held by a fielder.

2. is touched with a hand or glove of a defensive player and the ball is in the other hand.

H. When the defensive team does not appeal:

1. until after the next legal or illegal pitch, or

2. until after the pitcher and all infielders have clearly vacated their normal fielding positions and have left fair territory on their way to the team area, or

3. on the last play of the game, until the umpires have left live ball territory.

I. When a batter-runner overruns first base after touching it and returns directly to the base.

J. When the runner is not given sufficient time to return to a base.

PENALTY: The runner will not be called out for being off a base before the pitcher releases the ball. "No pitch" will be called by the umpire.

K. When the runner has legally started to advance.

PENALTY: The runner may not be stopped by the pitcher receiving the ball while on the pitcher's plate, or by the pitcher stepping on the pitcher's plate with the ball in their possession.

L. When the runner stays on the base until a fly ball is touched by a fielder and then attempts to advance.

M. When hit by a batted ball while in contact with a base, unless the runner intentionally interferes with the ball or a fielder making a play.

Rule 9 - Protests

Article 1. PROTESTS.

There are three types of protests:

- A. Misinterpretation of a playing rule - must be made:
 - 1. before the next pitch legal or illegal,
 - 2. before the next play
 - 3. before all infielders have left fair territory,
 - 4. on the last play of the game, before the umpires leave live ball territory
 - B. Illegal player - must be made while the player in question is in the game and before the umpires leave the playing field.
- NOTE A-B:** An umpire cannot reverse a decision after a pitch, legal or illegal.
- C. Ineligible player - can be made any time. Eligibility is the decision of the protest committee.

Article 2. Umpire Decisions

Protests will not be considered if based solely on a decision involving the accuracy of judgment on the part of an umpire.

- A. Examples of protests which will not be considered are:
 - 1. Whether a batted ball was fair or foul.
 - 2. Whether a runner was safe or out.
 - 3. Whether a pitched ball was a ball or a strike.
 - 4. Whether there is a legal or illegal pitch.
 - 5. Whether a runner did or did not touch a base.
 - 6. Whether a runner did or did not leave a base too soon on a caught fly ball.
 - 7. Whether a fly ball was or was not caught legally.
 - 8. Whether a batted ball was or was not an infield fly.
 - 9. Whether there was or was not interference or obstruction.
 - 10. Whether the field is or is not fit to continue or resume play.
 - 11. Whether there is or is not sufficient light to continue play.
 - 12. Whether a player or live ball did or did not leave the live ball territory or touch some object or person in a dead ball area.
 - 13. Whether a batted ball did or did not clear the fence in flight.
 - 14. Whether a batted ball was or was not touched by a fielder before clearing the fence in flight.
- B. Any other matter involving only the accuracy of the umpire's judgment.

Article 3. Interpretation Of Rules

Protests may only involve the interpretation of a rule.

Article 4. Who May Protest

The manager, acting manager or captain of the protesting team shall immediately notify the plate umpire that the game is being played under protest. The plate umpire shall in turn notify the opposing manager and official scorekeeper. To aid in the correct determination of the issue, all interested parties shall take notice of the information, details and conditions surrounding the decision to protest.

Article 5. Eligibility

Protest of eligibility can be made or appealed at any time. Eligibility protests can not be waived by the Local Association.

Rule 9 - Protests

Article 6. Elements Of A Protest

The written protest should contain the following information:

- A.** The date, time and place of the game.
- B.** The names of the umpires and scorers.
- C.** The rule and article of the official rules or local rules under which the protest is made.
- D.** The information, details and conditions relevant to the decision to protest.
- E.** All essential facts concerning the matter protested.

Article 7. Results

The decision rendered on a protested game must result in one of the following:

- A.** The protest is considered to be invalid and the game score stands as played.
- B.** When a protest is determined to be valid because of the misinterpretation of a playing rule, the decision will be corrected and the game shall be replayed from the point at which the incorrect decision was made. If the protesting team wins the game the protest then becomes meaningless.
- C.** When a protest for ineligibility is determined to be valid, the offending team shall forfeit the game being played or the game last played to the offended team.

Rule 10 - Umpires

Article 1. POWER AND DUTIES.

The umpires are the representative of the league or organization by which they have been assigned to a particular game and, as such, are authorized and required to enforce each section of these rules. They have the power to order a player, coach, captain or manager to carry out or to omit any act which, in their judgment is necessary to give force and PENALTY to one or all of these rules, and to impose penalties as herein prescribed, The plate umpire shall have the authority to make decisions on any situations not specifically covered in these rules. The following is the general information for umpires.

Article 2. CHANGE OF UMPIRES.

Teams may not request a change of umpires during a game A. No umpire may be replaced during a game unless incapacitated by injury or illness.

Article 3. UMPIRE'S JUDGMENT.

A. There will be no protest on any decision involving accuracy of judgment. No decision rendered by any umpire will be reversed except when the umpire is convinced it is in violation of one of these rules. In case the manager, acting manager or captain of either team does seek reversal of a decision based solely on a point of rules, the umpire whose decision is in question will, if in doubt, confer with the other umpire(s) before taking any action; but under no circumstances will any player or person, other than the manager, acting manager or captain of either team, have any right to protest any decision and seek its reversal on a claim that it is in conflict with these rules.

B. Under no circumstances will any umpire seek to reverse a decision made by an associate, nor will any umpire criticize or interfere with the duties of their associate(s) unless asked to do so.

C. The plate umpire may rectify any situation in which the reversal of an umpire's decision or a delayed call by an umpire places a batter-runner, a runner or the defensive team in jeopardy. This correction is not possible after one pitch legal or illegal or after the pitcher and all infielders have clearly vacated their normal fielding positions and have left fair territory on their way to the bench or dugout area, or after the last play of the game, the umpires have left the field of play.

Article 4. SUSPENSION OF PLAY.

A. Umpires may suspend play when, in their judgment, conditions justify such action.

B. An umpire shall call time to perform other duties..

C. The umpire will suspend play whenever a batter or pitcher steps out of position for a legitimate reason.

D. An umpire will suspend play if a fair batted ball hits the umpire prior to passing an infielder.

PENALTY: The batter-runner is awarded a base hit. No runners are advanced unless forced to advance.

E. An umpire will not call time while any play is in progress, including when a thrown ball hits an umpire.

EXCEPTION: During live ball situations, when a player becomes injured and requires immediate attention, an umpire shall call time.

F. An umpire will not call time if requested by the offensive team after the pitcher has started the delivery.

G. During live ball situations, when a player becomes injured and in the umpire's judgment requires immediate attention, the umpire shall call "TIME". Award any bases that would have been reached.

H. Umpires will not suspend play at the request of players, coaches or managers until all action in progress has been completed.

I. When, in the judgment of an umpire, all immediate play is apparently completed, the umpire should call time.

Rule 10 - Umpires

Article 5 Uniform

The male and female umpire shall wear:

- A.** A powder blue or navy blue, short-sleeve polo shirt.
- B.** Navy blue or heather gray slacks and navy or black socks.
- C.** The approved navy cap.
- E.** The approved navy jacket.
- F.** Black shoes and belt.
- G.** A t-shirt is optional to wear under the powder blue or navy blue polo shirt; If a t-shirt is worn, it must be a white t-shirt.

Rule 11 - Scoring

Failure of official scorer to adhere to Rule 11 shall not be grounds for protest. These are guidelines for the official scorer.

Article 1. THE OFFICIAL SCORER SHALL KEEP RECORDS OF EACH GAME AS OUTLINED IN THE FOLLOWING RULES.

The official scorer shall have sole authority to make all decisions involving judgment in relation to scorekeeping. For example, it is the scorer's responsibility to determine whether a batter-runner's advance to first base is the result of a hit or an error; however, a scorer shall not make a decision which conflicts with the official playing rules or with an umpire's decision.

Article 2. THE BOX SCORE.

A. Each player's name and the position or positions played shall be listed in the order in which the player batted or would have batted had the player not been removed or had the game not ended before the player's turn at bat.

B. Each player's batting and fielding record must be tabulated.

1. The first column will show the number of times at bat by each player, but a time at bat will not be charged against the player when:

a. The player hits a sacrifice fly that scores a runner.

b. The player is awarded a base on balls.

c. The third out occurs and the batter is not entitled to run to first base

EXCEPTION: Third strike foul rule

2. The second column will show the number of runs scored by each player.

3. The third column will show the number of base hits made by each player.

A base hit is a batted ball that permits the batter to reach base safely:

a. On a fair ball which settles on the ground, clears the fence or strikes the fence before being touched by a fielder.

b. On a fair ball which is hit with such force or such slowness or which takes such an unnatural bounce that it is impossible to field with ordinary effort in time to make an out.

c. When a fair ball which has not been touched by a fielder becomes dead because of touching the person or clothing of the umpire.

d. When a fielder unsuccessfully attempts to retire a previous runner and in the scorer's judgment, the batter-runner would not have been retired at first base by perfect fielding.

4. The fourth column will show the number of opponents put out by each player.

a. A put out is credited to a fielder each time they:

1. Catch a fly ball or line drive.

2. Catch a thrown ball that retires a batter-runner or runner.

3. Touch a runner with the ball when the runner is off the base to which the runner is entitled.

5. Is nearest the ball when a runner is declared out for being struck by a fair batted ball or for interference with a fielder, or when a runner is called out for being in violation of Rule 8, Articles 8E, J, S or T.

6. Is the nearest fielder to an unreported substitute who is declared out in accordance with Rule 4, Article 6B OFFENSE 1(b).

a. A put out is credited to the catcher:

1. When a third strike is called.

2. When the batter, other than a quad, bunts the ball.

3. When the batter fails to bat in correct order.

4. When the batter interferes with the catcher.

5. When the batter hits a third strike foul ball.

7. The fifth column shall show the number of assists made by each player.

An assist shall be credited:

a. To each player who handles the ball in any series of plays which results in the put out of a runner or batter-runner. One assist only shall be given to any player

who handles the ball on any put out. The player who makes the put out in a rundown or similar type play shall be credited with both an assist and a put out.

b. To each player who handles or throws the ball in such a manner that a put out would have resulted except for an error of a teammate.

c. To each player who, by deflecting a batted ball, aids in a put out.

d. To each player who handles the ball on a play which results in a runner or batter-runner being called out for interference or for running out of the base path.

6. The sixth column will show the number of errors made by each player.

Errors are recorded:

a. For each player who commits a misplay which prolongs the turn at bat of the batter or extends the existence runner.

b. For the fielder who fails to touch a base after receiving a thrown ball to retire a runner on a force out, or when a runner is compelled to return to a base, and provided the thrown ball could be caught by the fielder with ordinary effort.

c. For the catcher if a batter is awarded first base because of catcher obstruction.

d. For the fielder who fails to complete a double play because of a dropped ball.

e. For a fielder if a runner advances a base because of that fielder's failure to catch, stop or try to stop a ball accurately thrown to a base, provided there was occasion for the throw. When more than one player could receive the throw, the scorer must determine which player should receive the error.

Article 3. A BASE HIT shall not be scored:

A. When a runner is forced out on a batted ball or would have been forced out except for a fielding error.

B. When a player fielding a batted ball retires a preceding runner with ordinary effort.

C. When a fielder fails in an attempt to retire a preceding runner and, in the scorer's judgment, the batter-runner could have been retired at first base.

D. When a batter reaches first base safely as a result of a preceding runner being called out for interfering with a batted or thrown ball, or with a defensive player.

Article 4. A RUN BATTED IN is a run scored because of:

A. A safe hit.

B. A sacrifice bunt (Fast Pitch), a sacrifice slap hit (Fast Pitch) or a sacrifice fly (Fast Pitch and Slow Pitch).

C. An infield put out or fielder's choice.

D. A runner forced home because of obstruction, a hit batter or a base on balls.

E. A home run and all runs scored as a result.

F. Subject to the provisions of Rule 11, Article 4G, when the batter ends a game with a safe hit which drives in as many runs as are necessary to put a team in the lead, the batter shall be credited with only as many bases on the hit as are advanced by the runner who scores the winning run, and then only if the batter runs out the hit for as many bases as are advanced by the runner who scores the winning run.

G. When the batter ends a game with a home run hit out of the playing field, all runners on base are entitled to score.

Article 5. A PITCHER SHALL BE CREDITED WITH A WIN.

A. When a starting pitcher has pitched at least four innings and the pitcher's team is not only in the lead when the pitcher is replaced but remains in the lead for the remainder of the game.

B. When a starting pitcher has pitched at least three innings and the pitcher's

team scores more runs than the opposing team in a game that is terminated after five innings of play, or in a game that is terminated after the pitcher's team has scored more runs in four or more innings than the opposing team

has scored in five or more innings and provided that the pitcher's team is not only in the lead if the pitcher is replaced after three innings of pitching but remains in the lead for the remainder of the game.

Article 6. A PITCHER WILL BE CREDITED WITH A LOSS. Regardless of the number of innings the pitcher has pitched, a pitcher shall be charged with a loss if replaced when the pitcher's team is behind in the score and fails to tie the score or gain the lead thereafter.

Article 7. THE SUMMARY shall list the following items in this order:

- A. The score by innings and the final score.
- B. The runs batted in and by whom.
- C. Two-base hits and by whom.
- D. Three-base hits and by whom.
- E. Home runs and by whom.
- F. Sacrifice flies and by whom.
- G. Double plays and players participating in them.
- H. Triple plays and players participating in them.
- I. Number of bases on balls charged to each pitcher.
- J. Number of strike outs by each pitcher.
- K. Number of hits and runs allowed by each pitcher.
- L. The name of the winning pitcher.
- M. The name of the losing pitcher.
- N. The time of the game.
- O. The names of the umpires and scorers.
- Q. Sacrifice bunts and by whom.

Article 9. FORFEITED GAME. All records of a forfeited game will be included in the official records except that of a pitcher's won-lost record.

Penalty Rule Section Article

Altered or non- approved Bat 7 6 B PENALTY
Appeal plays 8 7 F-I PENALTY [1-3]
Assisting another runner 8 7 E PENALTY
Batter-runner stepping back to avoid a tag 8 2 H
Batting out of order 7 2 D [1-4] PENALTY
Batting position - timing 7 3 C
Blocked ball on an overthrow or batted ball 8 5 G PENALTY
Blocked ball on a pitch 8 5 C PENALTY
Catch & carry - Intentionally 8 5 K PENALTY
Catch & carry - unintentionally 8 5 J PENALTY
Coach leaving the coaches box to communicate with batter 4 7 C [2b] PENALTY
Coach, unsportsmanlike & communication device 4 7 C [3-5] PENALTY
Contacting or catching the ball with detached equipment 8 5 F PENALTY [1-5]
Defensive conferences 5 7 B PENALTY
Defensive player distracts batter 6 5 B PENALTY
Disqualified participant 4 8 A-D
Double Base violation 8 2 M [1-9] PENALTY
Dugout conduct 5 12 PENALTY
Ejected participant 4 8 A-D
Fair batted ball strikes a person 8 1 E 4, 5 PENALTY
Foreign substance (Fast Pitch) 6 6
Foreign substance (Slow Pitch) 6 5
Illegal bat in the batter's box 7 6 C
Illegal glove 8 8 O PENALTY A B
Illegal pitch (Slow Pitch) 6 7
Illegal pitch swung at or not swung at (Slow Pitch) 7 5 E
Illegal Player / Batter/ Re-Entry/ Runner 4 6 F [2-4]
Illegal player, Pitcher 4 6 F 1
Illegal substitution 4 6 C [1-9] PENALTY
Infield fly hits the batter-runner 8 2 I
Intentional crash 8 7 Q
Intentionally dropped fly ball 8 2 J
Intentionally kicked ball 8 7 L

Interference by a base coach on a batted ball or thrown ball 8 7 O PENALTY
Interference by a base coach drawing a throw 8 7 M PENALTY
Interference by a batter at Home Plate 7 6 P-S
Interference by a batter-runner 8 2 F
Interference by a batter-runner at HP 8 2 G PENALTY
Interference by batter-runner running outside 3' lane 8 2 E
Interference by an immediate preceding runner 8 2 K PENALTY
Interference by on deck batter 7 1 D
Interference by offensive equipment on the field 8 5 G3
Interference by a runner 8 7 J [1-3] PENALTY

Penalty Rule Section Article

Interference by a runner struck by an fair untouched batted ball 8 7 K
Interference by a runner on a deflected batted ball 8 7 J4
Interference by a spectator fly ball 8 2 N PENALTY
Interference by a spectator on a thrown ball or batted ball 8 5 L
Interference by an Umpire 8 6 F
Members of the offensive team collect around the same base 8 7 N PENALTY
Obstruction by catcher 8 1 D
Obstruction on an attempted squeeze 8 1 D3-4
Obstruction by a fielder 8 5 B 1-4 PENALTY
Runner discovered using an illegal bat before a pitch 8 7 X PENALTY
Passing a runner 8 7 D PENALTY
Possession of a ball that becomes blocked 8 5 G Exception 1-3
Runner abandons a base 8 7 U
Runner leaves a base under the Short-Handed Rule 8 7 W
Runners on the same base 8 3 E ffect
Runners switch bases 8 7 Y
Running bases in proper order 8 3 A PENALTY
Running bases in reverse order 8 3 D PENALTY
Running outside base path to avoid a tag 8 7 A
Short-Handed Rule 4 1 D [1, 2d, 2e]
Time to release the next pitch 6 3 O, N, PENALTY

1. Appeals

A. Types.

1. Missing a base, forward or backward, or touching the white portion only of the double base when a play is being made on the batter-runner at first base.

EXCEPTION: A play from foul territory, or an errant or missed throw pulling the defensive player into foul territory.

2. Leaving a base on a caught fly ball before the ball is first touched.

3. Attempting to advance to second base after making a turn at first base.

4. Batting out of order.

B. Live. In all games an appeal may be made during a live ball by any fielder in possession of the ball touching the base missed or left too soon on a caught fly ball, or by tagging the runner committing the violation if they are still on the playing field.

C. Dead. The dead ball appeal may be made:

1. Once all runners have completed their advancement and time has been called. Runners must be given ample opportunity, in the umpire's judgment, to complete their base running responsibilities.

Any infielder, with or without the ball, may make a verbal appeal on a runner missing a base or leaving a base too soon on a caught fly ball. The pitcher and the catcher are considered infielders for the appeal process. The appropriate umpire should then make a decision on the play.

2. When a ball goes out of play, runners must be given the opportunity to complete their base running responsibilities before the dead ball appeal can be made.

D. May Not Return. A runner may not return to touch a base missed or one left too soon on a caught fly ball if:

1. They have left the field of play.
2. A following runner has scored.
3. Once a runner advances to and passes the next base awarded.

NOTE: A “dead ball” should be called and runners given the opportunity to complete their base running responsibilities. Returning to touch a base missed or one left too soon must occur prior to an award; therefore, on an overthrow the umpire should hesitate in making the award while watching what the runner does. If the runner shows no intention of returning to touch a base missed or re-tag a base left too soon, then the umpire should make the award. Once the umpire awards bases, and if a runner reaches the first base of the award, and then for any reason retreats to a previous base missed or left too soon, this is an illegal act. The defense may appeal and the umpire should rule the runner out.

E. When. Appeals must be made:

1. Before the next pitch, legal or illegal.
2. At the end of an inning, before the pitcher and all infielders have left fair territory on their way to the bench or dugout area.
3. On the last play of the game, an appeal can be made until the umpires leave the field of play.

F. Advance. Runners may advance during a live ball appeal. When the ball is live in fast pitch, each runner may leave their base when:

1. The pitcher no longer has possession of the ball within the pitcher’s circle.
2. The pitcher makes a play on any runner; a fake throwing motion is considered a play. If time out is requested for an appeal, the umpire should grant time in Fast Pitch or Slow Pitch and runners may not advance until the next pitch.

G. More Than One Appeal. More than one appeal play may be made, but guessing should not be allowed.

EXAMPLE: The runner misses second base by a step, but just touches the corner of third base. Even though an appeal is made at third base and the umpire called the runner safe, an appeal may be made at second base on the same runner.

H. Awards. An appeal should be honored even if the base missed was before or after an award.

I. Plate and Tag Missed. If a runner misses home plate and the catcher misses the tag, the umpire should hesitate. If no tag is made, the umpire should call the runner safe. If an appeal play is made by tagging the runner or home plate, the umpire should then render a decision.

J. Force Out. When an appeal is the third out and a force out, no runs shall score. The force is reinstated when a forced runner retreats toward the base first occupied and they may be put out if the defense tags the runner or the base to which they are forced. When the batter-runner is put out prior to reaching first base, all force outs are eliminated. On an appeal play, the force out is determined when the appeal is made, not when the infraction occurred.

K. Tag-Ups. When a runner leaves a base too soon on a caught fly ball and returns in an attempt to retouch, this is considered a time play and not a force out. When the appeal is the third out, all runs scored in advance of the appealed runner and prior to the legal appeal count.

L. Missing First Base Before the Throw Arrives. When a runner passes first base before the throw arrives, they are considered to have touched the base unless properly appealed. On appeals involving the double base, when the batter-runner touches the white rather than the contrasting color portion and a play is made, the same procedure applies. When an appeal is made in both situations, it must be made prior to the runner returning to first base while the ball is live.

EXCEPTION: If a play is being made from first base foul territory, or an errant or missed throw pulls the defensive player into foul territory,

the runner may touch the white or contrasting color portion of the base. This is not considered missing the base.

M. Fourth-Out Appeal. An appeal may be made after the third out of an inning as long as it is made properly. The appeal must be made on a runner who has scored but missed a base or left a base too soon.

EXAMPLE: One out with runners on first and third base. The batter hits a fly ball that is caught. Both runners leave their base before the caught ball is touched. An appeal is made at first base for the third out. The defense then makes an appeal at third base before all infielders leave the infield. The runner on third base should be called out, and the run does not count.

N. End of Game. When a situation arises that could lead to an appeal by the defense on the last play of the game, umpires should wait until all infielders have crossed the foul line on their way to the dugout before leaving the infield. If teams line up for "high-fives" there is little chance for an appeal even if the infielders have not crossed the foul line. Umpires should leave the field at this time. No appeal can be made once the umpires leave the field.

2. BALL

out is the batter-runner at first base, or any other runner forced to advance because the batter became a batter-runner, this is a force out.

H. When the batter-runner legally overruns first base, attempts to run to second base and is legally touched with the ball while not in contact with the base.

runner shows no intention of returning to touch a base missed or re-tag a base left too soon, then the umpire should make the award. Once the umpire awards bases, and if a runner reaches the first base of the award, and then for any reason retreats to a previous base missed or left too soon, this is an illegal act. The defense may appeal and the umpire should rule the runner out.

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4. BATTING WITH AN ILLEGAL BAT:

When a batter uses an illegal or altered bat and reaches base safely, and the next batter steps into the batter's box with the same bat, the following penalty is in PENALTY:

A. If noticed before a pitch is thrown to the next batter, the umpire should call out the batter who used the bat and is now on base.

B. If the bat is altered, the player is ejected from the game and the tournament. The bat is removed from the game, runners put out prior to discovering this infraction remain out, and runners not put out return to the base they occupied at the time of the batted ball.

C. After a pitch to the current batter, that batter is called out and there is no penalty to the previous batter for using the illegal or altered bat.

5. BATTER REMAINS IN BATTER'S BOX. (Junior Olympic Fast and Slow Pitch and Adult Modified Pitch Only)

This rule is not intended to penalize the player, but is used to speed up

the game. The batter can still get a signal with one foot in the box and take practice swings.

If the batter leaves the box illegally, a warning should be given. Any number of warnings on the same batter may be given. A strike should not be called without a warning. One, two or three strikes may be called on the same batter under this ruling.

6. BATTING ORDER IS OFFICIAL.

The batting order is considered official when it is reviewed by the manager and the plate umpire at the Pre-Game Meeting. Once the manager approves the line-up and returns it to the umpire, any changes thereafter are considered a substitution.

7. BATTING OUT OF THE BATTER'S BOX.

To call a batter out for batting out of the batter's box, one foot or both feet must be on the ground completely outside the lines of the batter's box when contact is made with the ball. The lines of the batter's box are considered inside the batter's box.

A batter should be called out immediately for hitting a pitched ball while out of the batter's box, or for re-entering the batter's box and making contact with the ball. The ball is dead, and the batter is out whether the ball is fair or foul. When there are no batter's box lines, good judgment should be used and the benefit of doubt should go to the batter. If contact is not made with the ball, there is no penalty.

8. CATCHER'S BOX.

The catcher's box is described in Rule 2, Article 3 D.

(Slow Pitch) The catcher may not have any part of their body or equipment touching the ground outside the lines of the catcher's box until the ball is batted, touches the ground or plate, hits the batter, or reaches the catcher's box. It is an illegal pitch if the catcher touches the ground outside the lines of the catcher's box. The catcher, even when within the catcher's box, may still obstruct the batter.

(Fast Pitch) Catchers must remain in the catcher's box until the pitch is released. The catcher may move closer to the plate without penalty when the batter is positioned in the front portion of the batter's box during a pitch. However, the catcher must, at all times, still avoid catcher's obstruction as the batter has the right to the entire batter's box.

Obstruction does not require contact between the catcher and the bat or the batter. The umpire's request for the catcher to move farther away from the batter to avoid injury or obstruction should be obeyed. (See catcher obstruction under RS #36.)

9. CHARGED CONFERENCES.

A. Defensive. A defensive charged conference occurs when the defense requests a suspension of play for any reason, and a representative enters the playing field to communicate with any defensive player. Should a defensive player approach the dugout and receive instructions, this is considered a defensive conference. The umpire should advise a team representative when a defensive conference has been charged. A TEAM IS ALLOWED THREE CONFERENCES PER SEVEN INNINGS. It is not a charged conference if the pitcher is removed. They may use all three conferences in one inning or spread them out over a seven inning game. Once the three conferences have been used, the pitcher must be removed for each additional charged conference. In extra inning games, there will be one charged conference allowed in each extra inning. On the second conference in an extra inning of a game, the pitcher must be removed. If the pitcher returns to the pitching position after being removed and one pitch is thrown, the pitcher is disqualified.

B. Offensive. An offensive charged conference occurs when the offensive team requests a suspension of play and is granted time by an umpire to permit a team representative to confer with a batter, a runner(s), or

another team representative. Only one such conference is allowed per inning. The umpires should refuse to grant the second conference.

PENALTY: If the offensive team insists on holding a second conference in an inning after being informed by the umpire that it is not permitted, the umpire should eject the team representative from the game.

It is not an offensive conference when a team representative confers with a batter and / or runner(s) during a defensive charged conference as long as they are ready to play when the defense is ready, or when

the pitcher is putting on a warm-up jacket.

C. **Umpires.** A conference should not be charged to either team when time-out is called by the umpire for a legitimate reason. **EXAMPLE:**

An injured player, blood rule, scorekeeper problems, field maintenance repairs, etc. A coach may confer with a pitcher, batter, or a runner during an umpire's time-out without penalty, as long as they are ready to continue once the problem is resolved.

10. CHECK SWING / BUNT STRIKE.

Normally, there are four areas which constitute whether or not a batter swung at the pitched ball or checked their swing.

A. Did the batter roll their wrists?

B. Did the batter swing through the ball and bring back the bat, unless the batter draws the bat back before the pitch arrives?

C. Was the bat out in front of the body?

D. Did the batter make an attempt to hit the pitch?

On a bunt attempt where the batter puts the bat across the plate and the pitched ball is out of the strike zone, a ball should be called unless the batter moves the bat toward the ball.

In each of the above situations, the umpire should think in terms of priorities.

First, was the pitch in the strike zone? If so, it is simply a strike. Second, did the batter swing at the pitched ball, or, in the case of a bunt attempt, did the batter move the bat toward the pitched ball? In either case, it is the plate umpire's call. If in doubt, or if blocked out, the umpire should call the pitch a ball. If the umpire calls the pitch a ball and the catcher requests the umpire to go for help, the plate umpire should **ONLY** ask for help if there is doubt in their mind as to whether or not the batter swung at the pitched ball. On a missed bunt attempt with two strikes, the dropped third strike rule applies. (Rule 8, Article 1B)

11. COMMUNICATION / ELECTRONIC DEVICES.

Communication / **electronic** devices, **including audio / video equipment**, are not allowed on the playing field or in the dugouts. Head phones and ear phones have been used by coaches to communicate from one coaches' box to the other, to communicate between coaches and the dugout, and from the stands to the dugout. Signs and signals have been stolen while outside the field of play, stands or the outfield area and communicated to coaches or players. Therefore, umpires must prohibit any use of such equipment.

Electronic scorebooks, however, are permitted for use by base coaches.

12. COURTESY RUNNER.

The Courtesy Runner is a part of all Fast Pitch, Women's Masters 35-0, Men's Masters 40-0, 45-0, **Modified**, and Senior Slow Pitch divisions of play.

A. In Adult Fast Pitch, **Modified**, and J.O. play, only players who have not

been used in the game can be used as a courtesy runner, but only for the pitcher and catcher.

B. In Master and Seniors Fast Pitch, "courtesy runners" may be ANY player on the line-up card and may be used once per inning, but only for the pitcher and catcher.

C. In Masters Women's 35 – OSP, Men's Masters 40-OSP and 45-OS, courtesy runners may be ANY player on the line-up card and may be

used once per inning.

D. In Senior Men and Women's Slow Pitch, unlimited courtesy runners may be used and can be ANY player on the line-up card.

E. Any ADA Player, Fast or Slow Pitch may use a courtesy runner once they reach base. Any player may be used for the ADA player.

A courtesy runner not reported is disqualified when brought to the umpire's attention by the offended team. See Rule 8, Articles 9 and 10 for other guidelines to follow.

13. CRASHING INTO A FIELDER WITH THE BALL. (INTERFERENCE)

In an effort to prevent injury and protect a defensive player attempting to make a play on a runner, a runner must be called out when they remain on their feet and crash into a defensive player who is holding the ball and waiting to apply a tag. To prevent the out ruling, the runner may slide, jump over the defender holding the ball, go around the defender or return to the previous base touched. If the act is determined to be flagrant, the offender is ejected. A runner may slide into the fielder.

A. When a runner is called out for crashing into a fielder holding the ball, the ball becomes dead. Each runner must return to the last base touched at the time of the crash as this constitutes interference.

B. When, as in A above, the runner crashes into a fielder holding the ball before being put out and, in the judgment of the umpire, it was an attempt to break up an obvious double play, the immediate succeeding runner is also called out. Rule 8, Article 7J.

C. When a crash occurs after the runner is called out, the runner closest to home plate is also out. Rule 8, Article 7P.

D. When an obstructed runner crashes into a fielder holding the ball, the obstruction is ignored and the runner is out. (Rule 8, Article 7Q) This type of award, Rule 8, Article 5 B [2 & 3], does not give the runner the right to violate Rule 8, Article 7Q.

E. When a runner runs outside the three-foot lane to avoid a crash with a defender holding the ball and waiting to apply a tag, the runner should be called out.

F. When a defensive player is fielding a thrown ball and the flight of the ball carries or draws them into the path of the base runner, it is not a crash.

G. When the ball, runner and the defensive player arrive at the same time and place, and contact is made, the umpire should not invoke the crash rule, interference, or obstruction. This is merely incidental contact, or

what some persons commonly call, "a wreck."

NOTE: If the ball does not enter dead ball territory in either E or F, the ball remains live.

14. DELAYED DEAD BALL.

There are five situations in which a violation of a rule occurs, the umpire recognizes the violation, but the ball remains live until the conclusion of play. These situations are:

A. An illegal pitch. (Rule 6, Article 1-8 Fast Pitch and Modified Pitch)
(Rule 6, Article 1-7 Slow Pitch and 16-Inch Slow Pitch)

B. Catcher's obstruction. (Rule 8, Article 1D)

C. Plate umpire interference. (Rule 8, Article 6F)

D. Obstruction. (Rule 8, Article 5B)

E. Batted or thrown ball contacts detached equipment. (Rule 8, Article 5F)

In each situation, once the play is completed, the proper enforcement should be made.

16. DUGOUT CONDUCT.

This rule reflects on all game participants. Once the game begins, only players involved in the game may be outside the dugout, except when the rule allows or the reason is justified by an umpire. A manager walking on the field for a conference is an example of a rule allowing a coach or player

on the field. An example of umpire justification is when a game participant must leave the dugout to go to the restroom. Except for the on-deck batter, players may not be out of the dugout between innings standing near the batter's box observing the pitcher warming up, nor should game participants be allowed to step outside the dugout to observe the game from behind the backstop. Participants may not smoke or use alcoholic beverages inside or outside the dugout.

17. EQUIPMENT ON THE PLAYING FIELD.

Loose equipment, miscellaneous items or a detached part of a player's uniform, other than that being legally used in the game at the time, should not be within live ball territory. Official equipment which may be in live ball territory with no penalty includes the batter's bat, the catcher's mask, umpire paraphernalia, a helmet which has inadvertently fallen off an offensive or defensive player during play or any equipment belonging to a person assigned to the game. Loose equipment, miscellaneous items or detached

uniform parts which are in live ball territory and are not being legally used in the game at the time could cause a blocked ball or interference.

A. Thrown Ball.

1. When a thrown ball hits loose equipment belonging to the team at bat, the ball is dead immediately. If such action interferes with a play, interference should be ruled. The runner being played on at the time of the interference is called out, and each runner must return to the last base touched prior to the interference. If a play is not apparent, a blocked ball should be ruled, no one is called out, and all runners must return to the last base touched at the time of the dead ball.

2. When the loose equipment belongs to the team in the field, it becomes a blocked ball and the overthrow rule applies.

B. Batted Ball.

1. A batted foul ball touching loose equipment is a foul ball.

2. A batted fair ball touching loose equipment belonging to:

a. The offense, it is a dead ball and runners return, unless they are forced to advance when the batter-runner is awarded first base on a base hit, or

b. The defense, it is a dead ball and all runners, including the batter-runner, are awarded two bases from their position at the time of the pitch.

19. FAKE TAG.

A fake tag occurs when a fielder without the ball deceives the runner by impeding their progress; for example, causing a runner to slide, slow down or stop running.

1. Obstruction is called when a fake tag is made as mentioned above. The umpire should signal delayed dead ball and let the play continue to its completion. The obstructed runner, and each runner affected by the obstruction, should always be awarded the base or bases they would

have reached had the obstruction not occurred. Again, each runner is awarded only the base or bases that in the judgment of the umpire they would have reached had there not been obstruction.

2. The umpire should rule obstruction on all fake tags. Continued fake tags should result in ejections. In flagrant cases where the sliding player gets hurt, the offending player should be ejected without warning.

3. When a fielder fakes a tag but the runner continues on to the next base without sliding or breaking stride, there is no rule violation since the runner's progress was not impeded. However, a warning should be given.

21. FORCE OUT.

A force out can be made by tagging a runner who is forced to advance to a base as the result of the batter becoming a batter-runner, or by touching the base to which they are being forced. It is not possible to have a force out on a caught fly ball as the batter-runner is no longer a runner. On an appeal play, the force out is determined at the time the appeal is made, not when the infraction occurred.

24. HITTING THE BALL A SECOND TIME.

When considering the act of a batter hitting the pitched ball a second time, umpires should place the act into one of three categories.

A. If the bat is in the hands of the batter when the ball comes in contact with bat, and the batter is in the batter's box, it is a foul ball. If, when the bat contacts the ball a batter's entire foot is completely outside the

batter's box, the batter is out. When in doubt, don't guess the batter out. Call a foul ball.

B. If the bat is out of the batter's hands, dropped or thrown, and it hits the ball a second time in fair territory, the ball is dead and the batter-runner is out. However, if the BALL hits the bat on the ground, the batter is not out and the umpire must then determine whether the ball is fair or foul based on the fair / foul rule. If the ball rolls against the bat in fair territory, the ball remains live. If the ball stops or is touched in fair territory, it is a fair ball. If the ball touches the bat in fair territory and then rolls to foul ground and stops, it is a foul ball. If the ball rolls against the bat in foul territory, it is a foul ball.

C. If a batter swings at and misses the pitched ball but:

1. Accidentally hits it on the follow-through, or
2. Intentionally hits it on the second swing, or
3. Hits the ball after it bounces off the catcher or mitt / glove.

The ball is dead, and all runners must return to the base they occupied prior to the pitch. (FP, SP with Stealing and 16" SP) In (2) and (3), if the act is intentional with runners on base, the batter is called out for interference. If this occurs on strike three in fast pitch, Rule 8, Article 2F has precedence.

26. HOME RUNS / FOUR BASE AWARDS / GROUND RULE DOUBLES.

When a ball does not hit the ground and leaves the playing field in fair territory, it is a home run. In Slow Pitch, any fair fly ball touched by a defensive player on either side of the fence that clears or has cleared the fence in fair territory, should be declared a four-base award and shall not be included in the total of over-the-fence home runs.

- A. A batted ball hitting a foul pole above the fence is a home run.
- B. A batted ball hitting the top of the fence and bouncing over in fair territory is a home run.
- C. A batted ball going over the fence in fair territory at a distance shorter than the recommended minimum distance is a two base award.
- D. A batted ball hitting a defensive player in fair territory, but going over the fence in foul territory is a two base award.
- E. A batted ball that leaves the park in fair territory and first touches the ground in foul territory is a home run.
- F. A batted ball that touches the fence, then touches a player and goes over the fence in fair territory is a two base award.

27. IMAGINARY LINE OR DEAD BALL AREA.

When a fielder carries a live ball into a dead ball area, the ball becomes dead and a base or bases are awarded to all runners. If the act is unintentional, the award is one base. If the act is intentional, the award is two bases. The base award is governed from the last base legally touched at the time the ball became dead.

When a chalk line is used to determine an out-of-play area, the line is in play. If a fielder is touching the line, the fielder is in the field of play and may make a legal catch or throw. If a foot is on the ground completely in dead ball territory, not touching the line, the ball becomes dead and a play may not be made.

When a player has one foot inside the line or touching the line, and another foot in the air at the time the catch is made, the catch is legal and the batter is out. If the fielder then steps into a dead ball area, foot on the ground, the ball becomes dead and all runners are awarded one base from the last base touched when the ball became dead.

Defensive players cannot take advantage and intentionally throw or step into a dead ball area in order to prevent a runner who has missed a base or left a base too soon from returning to the base. If it is ruled that the defensive player intentionally threw the ball or stepped into the dead ball area, allow the runner to return to the base.

28. INFIELDER

An infielder, pitcher, or catcher for purposes of an appeal play or the infield fly rule is any player who defends the area of the field around first, second, third or shortstop areas. This also assists in placing fielders in the COED slow pitch game, which requires four players in the outfield and four in the infield.

29. INJURED PLAYER

During any live ball, when a player becomes injured and, in the umpire's judgment, requires immediate attention, the umpire should call time and allow first aid treatment. If runners are on base when time out is called, those runners should be awarded the bases that the umpire judges they would have reached if time out not been called.

30. INTENTIONALLY DROPPED BALL.

The ball cannot be intentionally dropped unless the fielder has actually caught it, and then drops it. Merely guiding the ball to the ground is not an intentionally dropped ball.

32. INTENTIONAL WALK (Slow Pitch).

An intentional walk is permissible and occurs during a dead ball. A pitch is not required and the intentional walk starts by the defensive team notifying the plate umpire of their intent. The umpire should call time out and award the batter first base without liability to be put out. A possible appeal on a previous play is nullified. When two successive batters are walked intentionally, the second walk may not be administered until the first batter reaches first base.

33. INTERFERENCE.

Interference is the act of an offensive player or team member that impedes, hinders or confuses a defensive player attempting to execute a play. Interference may be in the form of physical contact, verbal distraction, visual distraction, or any type of distraction that hinders a fielder in the execution of a play. Defensive players must be given the opportunity to field the ball anywhere on the playing field or throw the ball without being hindered.

A. Runner interference includes:

1. A runner or batter-runner who interferes with a fielder executing a play, including the batter-runner touching the white portion of the double base at first base and colliding with the fielder trying to catch a thrown ball from a fielder,

a) When a runner interferes with a fielder, the umpire must determine if the interference occurred before or after the runner who interfered was put out and then apply the appropriate rule.

b) When a runner is hit by a fair batted ball, it is interference if it occurred before the ball passed an infielder, excluding the pitcher, and provided the runner was not in contact with the base. It is interference if the batted ball deflects off one defensive player and the runner intentionally interferes with

any defensive player who has an opportunity to make an out.

c) A runner could be standing on a base and a defensive player bumps the runner while watching the flight of the ball. If the defensive player fails to make a catch on a ball that could have been caught, it is the umpire's judgment whether or not interference should be called. The rule provides that a runner must vacate any space needed by a fielder to make a play on a batted ball, unless the runner has contact with a legally occupied base when the hindrance occurs. In this case, the runner should not be called out unless the hindrance

is intentional.

d) If interference occurs by the runner on a foul fly ball not caught but, in the umpire's judgment, could have been caught with ordinary effort had interference not occurred, the runner is out and the batter is also out. If, in the judgment of the umpire, the foul fly ball could have not be caught with ordinary effort, a strike is called, the ball is dead, and the batter remains at bat. (Slow Pitch) If on the third strike, the batter is out.

e) For crash interference, refer to RS #14.

2. A runner or batter-runner who is hit by a fair touched or untouched batted ball, or

3. Interfering with a thrown ball.

B. Batter interference occurs while the batter is at bat and before the ball is batted. It occurs in fast pitch when the batter interferes with the catcher's throw on an attempted steal or when the batter interferes with the catcher on a play at the plate. The batter's box is not a sanctuary for the batter when a play is being made at the plate. Interference could also occur when a batter releases the bat in a manner that it hits the catcher and prevents them from making a play. If the batter merely drops the bat and the catcher trips over it, there is no interference. Batter interference is also discussed in RS #24B.

C. Offensive players in the dugout may be charged with interference if they interfere with a fielders' opportunity to make an out on a fly ball.

D. On-deck batters may be charged with interference if they interfere with a throw, a possible tag on a runner, or a fielder's opportunity to make an out on a fly ball.

E. Coach's interference occurs when a base coach runs toward home and draws a throw or when they interfere with a fielder attempting to catch or throw a ball. The coach's box is not a sanctuary.

F. Spectator interference occurs when a spectator:

1. Enters the field and interferes with a play.

PENALTY: The batter and runner(s) should be placed at the bases that they would have reached had spectator interference not occurred. The field belongs to the fielder and the stands belong to the spectator. Or

2. Reaches onto the field from the stands and prevents a fielder from catching a fly ball in the field of play.

PENALTY: A dead ball is ruled and the batter is out. All runners should be placed at the bases they would have reached had the interference not occurred. It is not interference if the fielder reaches into the stands.

G. Umpire interference occurs:

1. When an umpire is hit by a fair, untouched batted ball before it passes an infielder, excluding the pitcher. The batter-runner is awarded first base. This is an exception to the statement that someone must be called out on interference.

When batter, batter-runner, runner, on-deck batter or coach interference occurs, the ball is dead, someone must be called out, and each other runner must return to the last base touched at the time of the interference.

H. Offensive team interference occurs when a thrown ball strikes loose equipment left in live ball territory; but only when play is actually affected (RS #18).

I. Batter-Runner interference occurs when the batter-runner steps back while running to first base to avoid a tag by a defensive player, or when running to first base, runs outside the three foot lane over fair or foul territory and interferes with a thrown ball to first base.

36. OBSTRUCTION.

Obstruction is the act of a fielder:

A. Not in possession of the ball, or

B. Not in the act of fielding a batted ball,

which impedes the progress of a batter-runner or runner who is legally running the bases.

If a defensive player is blocking the base or base path without the ball, they are impeding the progress of the runner and this is obstruction.

In past years, coaches taught their players to block the base, catch the ball and make the tag. Now defensive players must catch the ball, block the base and then make the tag.

Whenever obstruction occurs, whether or not a play is being made on a runner, the umpire should declare obstruction and signal a delayed dead ball. The ball remains live. If the obstructed runner is put out prior to reaching the base they would have reached had obstruction not occurred, a dead ball is called and the obstructed runner, and all other runners affected by the obstruction, shall be awarded the base(s) they would have reached, in the umpire's judgment, had obstruction not occurred. An obstructed runner may be called out between the two bases the runner was obstructed if the runner is properly appealed for missing a base or leaving a base before a fly ball is first touched. If the runner committed an act of interference after the obstruction or passed another runner, this also would overrule the obstruction.

When an obstructed runner is awarded a base that they would have reached had obstruction not occurred and a preceding runner is on that base, the obstructed runner shall be awarded that base and the runner occupying it is entitled to the next base without liability to be put out.

When an obstructed runner safely obtains the base they would have been awarded, in the umpire's judgment, had obstruction not occurred and there is a subsequent play on a different runner, the obstructed runner is no longer protected between the two bases where they were obstructed. That runner may now be put out anywhere on the base paths.

It should also be clear that the statement "a runner cannot be called out between the two bases the runner was obstructed" does not apply when the runner committed another violation and that violation is being played upon. **EXAMPLE:** A runner leaving second base too soon on a fly ball is returning after the ball is caught and is obstructed between second base and third base. If the runner would not have made it back to second base prior to the throw arriving, the runner remains out.

Should the obstructed runner be put out after passing the base they would

have reached had obstruction not occurred, the runner is advancing at their own risk and, if tagged, should be called out. The ball remains live and other plays may be made.

When the runner is obstructed during a rundown, a delayed dead ball is declared and signaled. If the runner is tagged out after being obstructed, a dead ball is called and the runner is awarded the base they would have made had obstruction not occurred. Should the ball be overthrown after the obstruction, the runner may advance. The runner may not be called out between the two bases where they were obstructed.

Catcher Obstruction is a delayed dead ball call. Should catcher obstruction be called when the batter hits the ball, but the batter-runner reaches first base safely and all other runners advance at least one base, the obstruction is canceled. All action as a result of the batted ball stands. Should the batter not reach first base, or if one of the other runners does not advance at least one base, the manager of the offensive team has the option of taking the result of the play or taking the award. The award is, place the batter at first base and runners are advanced ONLY if forced because of the award to the batter.

NOTE: The batter must be given the opportunity to hit the ball. Should the batter delay their swing, and clearly the attempt is no longer to hit the ball but rather to interfere with the catcher's throw on a steal attempt, interference should be called on the batter. (Also see RS #8 - Catcher's Box) (Fast Pitch and Slow Pitch with stealing allowed) Should a catcher reach forward, over or in front of home plate, in an attempt to catch the pitched ball, catcher's obstruction may be ruled.

37. OVER-RUNNING FIRST BASE.

After over-running first base, the batter-runner may legally turn to their left or right when returning to the base. If any attempt is made to advance to second base, regardless of whether the runner is in fair or foul territory, they are liable for an appeal out if tagged with the ball by a defensive player while off the base

When using the double base, the batter-runner may use the white portion any time a play is not being made at first base. If a play is made at first base, but the ball is overthrown or the fielder is pulled off the base by an errant or missed throw, the batter runner is now allowed to use the white portion of the base. Should the batter-runner overrun first base and return to either portion of the base before an appeal, an appeal is not allowed.

38. OVERTHROWS.

Runners are always awarded two bases on balls that are overthrown or become blocked as a result of hitting loose equipment that belongs to the defensive team and should not be on the field (RS #18). Regardless of who made the throw, two bases are awarded from the last base touched at the time the thrown ball was released.

The runner's direction of movement has no PENALTY on the award. When an overthrow is made on a runner returning to a base, the runner is awarded two bases from that base.

EXCEPTION: When the runner is returning to first base and the throw is from the outfield, it leaves the outfielder's hand while the runner is between 2B and 3B, but the runner is between 1B and 2B when the ball goes out of play, the runner is awarded home plate.

When two runners are between the same bases at the time of the award, the award is determined by the position of the front runner. Two runners between first base and second base will be awarded second base and third base; however, if two runners are between second base and third base, both will be awarded home plate. Should the umpire err in the award of bases, after one pitch, legal or illegal, the umpire may not change the award.

When a fielder loses possession of the ball on an attempted tag and the ball then enters dead ball territory or becomes blocked, all runners are awarded one base from the base last touched at the time the ball entered dead ball territory, or became blocked.

(Fast Pitch and Slow Pitch with Stealing) On pitched balls that go out of

play, runners are awarded one base from the last base touched at the time of the pitch. Should a batter receive a base on balls and the fourth ball gets away from the catcher and goes out of play, the award is first base only.

39. PASSING A RUNNER.

Passing a runner may occur while runners are advancing or returning to a base. Normally it occurs when a lead runner stops to see if a ball will be caught and the trail runner, also watching the ball, does not see the lead runner stopped. The trail runner, the runner doing the passing, is called out and the ball remains live. To pass a runner, the trail runner must pass the entire body of the lead runner, not just an arm or leg ahead of the trail runner.

41. PITCHER'S UNIFORM.

A pitcher should be dressed identically to the other players on the team. A long-sleeve sweatshirt of any color is acceptable under the jersey. If worn, the sweatshirt sleeves may not extend past the wrist so a clear gap can be seen between the ball and the end of the shirt. If two or more players, including the pitcher, wear sweatshirts, they must be identical in color and style. No player may wear ragged, frayed or slit sleeves on an exposed undershirt.

A pitcher may wear a batting glove and / or wristband on the glove hand and wrist. A pitcher may wear the pitcher's toe plate on their shoe.

In Fast Pitch, the pitching rule allows a pitcher to wear a band-aid on the finger, or an arm wrap on the arm, as long as the umpire feels neither is distracting to the batter. If a band-aid on the finger or a wrap on the arm is flesh colored, they should be allowed, even if a sweatshirt is not worn. If a design or writing is on the wrap, and the umpire feels it is distracting, the pitcher should be asked to remove the wrap. The pitcher's glove / mitt may be of one solid color or multi-colored as long as the glove / mitt does not contain colors that are the same as the color of the ball being used in the game.

In Slow Pitch, a pitcher may wear a wristband on the pitching arm, may have tape on the pitching fingers and wear any color fielder's glove. A batting glove may not be worn on the pitching hand.

42. PROTESTED GAME UPHeld AND RESCHEDULED.

When the protest of a game is upheld, the game shall be rescheduled from the point at which it was protested. Although the same line-ups must be used when the game is resumed, there is no penalty for substitutions legally placed into the line-ups. Even if a player was not at the protested game, they are legal for substitution purposes when the game is rescheduled as long as they are on the roster at the time of the rescheduled game. If a player was ejected or disqualified in the original game after the protest was filed, that player may legally play in the rescheduled game because they were legally in the game at the time of the protest, unless the ejection also drew suspension for unsportsmanlike conduct.

43. RUN SCORING ON THE THIRD OUT OF AN INNING.

A run can not score when the third out of an inning is a putout of the batter-runner at first base, or at another base if a preceding runner is forced because of the batter becoming a batter-runner.

Bases missed could result in a force out. FOR EXAMPLE, should the runner from first base miss second base on a base hit and, when properly appealed, that is the third out of the inning, any runs scored do not count. Remember, on an appeal play the force out is determined when the appeal is made, not when the infraction occurred.

An appeal play on a runner leaving a base too soon on a caught fly ball is a time play, not a force. When the appeal results in the third out of an inning, any run scored prior the appeal counts..

44. RUNNER HIT BY A FAIR BATTED BALL.

A. While in Contact With the Base. A runner who is hit by a fair batted

ball while in contact with the base should not be called out unless the act is intentional. The ball remains live, or becomes immediately dead, depending on the closest defensive player. When the closest defensive player is in front of the base that the runner is in contact with, the ball remains live. However, when the closest defensive player is behind the base, the ball is dead. Should the ball be ruled dead and the batter awarded a base hit, only runners forced to advance because the batter was placed on first base shall advance one base.

B. While Not in Contact With the Base. A runner who is hit by a fair batted ball while not in contact with a base should be called out or ruled safe, depending on the interference rule. (Rule 8, Article 7J & K or Rule 8, Article 8D-F)

49. SPORTING BEHAVIOR

The values of softball competition are based on good sporting behavior and fair play. The following are examples, although not limited to, of unsporting behavior:

A. Uniforms not worn properly, such as jerseys not tucked in, sleeves rolled under, and caps worn backwards.

B. Exposed undergarments of different colors worn by different teammates on the same team.

C. Coaching tactics that endanger the safety of players.

D. After equipment check, illegal equipment being put back into play.

E. Use of equipment for other than its intended design.

F. The use of artificial noisemakers during championship play is prohibited.

51. SUBSTITUTIONS.

All substitutions must be reported to the plate umpire who, in turn, will report the changes to the official scorer. All substitutes' names and numbers should be listed on the official line-up card that is submitted to the plate umpire at the start of the game; however, should a player not be listed on the card but is on the official roster, the player can be added after the game begins.

A substitute is considered in the game when reported to the plate umpire.

An unreported substitute is considered in the game after a pitch, legal or illegal, has been thrown or a play has been made.

Should an unreported substitute bat and it is discovered prior to the next pitch, all runners are returned to their original base, any outs recorded stand, the unreported substitute is officially in the game and called out. If the unreported substitute is discovered on the last play of the game and before the umpires leave the field, runners are returned to their previous base and the unreported substitute is officially in the game and called out. Any player may be substituted for or replaced, and re-enter once, providing players occupy the same batting position whenever in the line-up.

A game is forfeited to a substitution violation when a player is removed by the umpire returns to the same game as this is use of an illegal player, or if the ejection creates a situation where there are not enough players to continue the game.

52. THROWING OR CARRYING A BAT.

When a player throws the bat intentionally in anger, the player should be ejected. Should the bat slip from the batter's hands, there is no penalty unless the discarded bat prevents the defense from making a play on the ball, and then interference should be ruled.

There is no penalty when a player carries a bat to first base or any other base. Should the player use the bat to prevent a defensive player from making a play, then interference should be ruled.

53. TIE GAMES OR GAMES CALLED WHICH ARE LESS THAN REGULATION.

When games that are called with less than the regulation innings completed

or tied are rescheduled, the same procedure should be followed as stated in RS #42, PROTESTED GAME UPHeld AND RESCHEDULED.

In determining tie games after five innings have been played, regulation game, the home team must have had the opportunity to bat and tie the score. If the home team has scored more runs than the visiting team and the game is called in the bottom of the fifth or sixth inning, the home team shall be the winner. If the visiting team has scored more runs than the home team in the sixth or seventh inning and the home team has not had the opportunity to complete its turn at bat, the game reverts to the previous inning. If that score was tied, it is a tie game. If the score is not tied, a winner is declared if one team is ahead and five full innings have been played. Should a game be called before five full innings are played, four and one-half if the home team is ahead, the game should be resumed at the point it was called.

ALTERED BAT	1
Bat specifications	3 1
Batter is out	7 6 B
AMERICAN DISABILITY ACT	4 2
APPEAL PLAY (R/S #1)	1
Dead ball appeal.....	8 7 I PENALTY 3
Batting out of order	7 2 D PENALTY
(1-4)	
May not return	8 3 G
Runner	8 7 F - I PENALTY
ASSISTS	11 2 B (5) (a-d)
AUTOMATIC OUT	
Continue game	4 1 D (2) (a-g)
Start of game	4 1 D (1) (a-c)
AWARDED BASES	
Can't Return.....	8 5 G PENALTY
BALL	
Called by umpire.....	7 5 A - H
Fair ball	1
Foul ball	1
Intentionally thrown	8 5 K
Official	3 3
Rotation (R/S # 2)	
Texture	3 3 B
Unintentionally carried (R/S # 27)	8 5 J
BASE LINE	1
BASE ON BALLS	1
.....	8 1 C
BASE PATH	1
Runner out	8 7 A
Runner not out	8 8 A,B
BASES	2 3 H
Dimensions	2 3 H
Double base	2 3 H
BAT	3 1
Carrying bat on bases (R/S # 52)	
Illegal.....	3 1 A-I
Throwing bat (R/S #52)	
Warm-up.....	3 2
With dents (R/S # 3)	3 1 A-I

BATTED BALL	1
BATTER	
Automatic out.....	4 1 D (1C)(2E)
Becomes a batter-runner.....	8 1 A-F
Check swing (R/S # 10).....	
Chopping down on ball, penalty.....	SP 1
.....	7 6 H
Continue game.....	4 1 D (2)
Enters batter's box with altered bat.....	7 6 B
Feet in the batter's box.....	7 3 A
Hindering the catcher.....	7 6 P-S
Hit by pitch.....	7 4 H-J
.....	FP/MP 8 1 F
Hitting a fair ball with the bat a second.....	
time (R/S # 24).....	7 6 K
Hitting with an illegal bat (R/S # 4).....	7 6 C
Intentional walk.....	8 1 C (3)(4)
Not taking position in 10 seconds.....	7 3 C
.....	7 4 K
On-deck hitter.....	7 1 A-D
Out.....	7 6 A-S
Start of game.....	4 1 D (1)
.....	Coed 4 1 D (1) d
Starting Count in Adult Slow Pitch.....	7 3 B
Stepping across home plate while pitcher is in pitching position.....	7 3 E
Stepping out of batter's box (R/S # 7).....	7 6 D-F PENALTY
When third out is made while at bat.....	7 2 F
BATTER'S BOX	1
Dimensions.....	2 3 C
BATTER-RUNNER	1
.....	8 1 A-G
Accident prevents running to awarded base.....	4 6 D
Batter-runner is out.....	8 2 A-N
Going directly to first base.....	8 2 D
Home run does not have to run (All Adult Slow Pitch except Seniors).....	8 3 I
Moving back to home.....	8 2 H
Overrunning first base (R/S #37).....	8 7 H
Running outside three-foot line.....	8 2 E
BATTER'S ON-DECK CIRCLE	1
.....	2 3 B
BATTING ORDER	1
.....	4 4
Out of order.....	7 2 A-F
BLOCKED BALL	1
Offensive equipment on field.....	8 5 G (3)
BLOOD RULE	1
.....	4 9
BOX SCORE	11 2 A, B
BUNT (R/S # 10)	1
With two strikes on the batter.....	FP/MP 7 6 G

.....	SP 7 6 H
CAPS	
For coaches.....	4 7 B
For players.....	3 6 A
CASTS	3 6 E
CATCH	
Legally caught ball.....	1
CATCH AND CARRY	1
Intentionally carried out play.....	8 5 K
Unintentionally carried out of play.....	8 5 J
CATCHER'S BOX (R/S # 8)	1
.....	FP/MP 6 7 A
.....	SP/16" 6 6 A
.....	Dimensions 2 3 D
CATCHER'S OBSTRUCTION	8 1 D (1-4)
CHARGED CONFERENCES (R/S # 9)	
Defensive.....	1
.....	5 7 B
Offensive.....	1
.....	5 7 A
CHANGE OF UMPIRES	10 2
CHOPPED BALL	1
COACH	1
.....	4 7
Assists runner.....	8 7 E
Communications Equipment (Use of).....	4 7 C (5)
Interferes with throw.....	8 7 M
.....	8 7 O
Leave the coach's box.....	4 7 C (2)
Removal from the game.....	5 7 A
.....	10 1
Scorebooks in coach's box.....	4 7 C (1)
Uniform.....	4 7 B
COACH'S BOX	1
Dimensions.....	2 3 E
NWSA	
Softball (Approved).....	3 3
Regulation Games.....	5 3
CONDITION OF FIELD	5 2
CONFERENCES (Offense/Defense)(R/S #9)	5 7
CONDITION OF FIELD	5 2
CONFERENCES (Offense/Defense)(R/S #9)	5 7
DEAD BALL	1
DEFENSIVE TEAM	1
Defensive player distracts batter....	FP/MP 6 5 B
.....	SP/16" 6 4 B
DEFINITIONS	1

DELAYED DEAD BALL (R/S # 14)	
.....	SP/16" 6 1-7
Catcher obstruction.....	8 1 D
Detached equipment hitting ball.....	8 5 F
Obstruction.....	8 5 B
Plate umpire interference.....	8 6 F
DETACHED EQUIPMENT	8 5 F
DIAMOND DIMENSIONS	2 1
DELIBERATE CRASH (Runner) (R/S # 13)	8 7 Q

DISQUALIFIED PLAYER	1
.....	4 8 A
Altered bat.....	7 6 B
Batter.....	4 6 C (1-4)
Pitcher.....	4 6 C (7-8)
Re-entry.....	4 5
Runner.....	4 6 C (5-6)
Substitute.....	4 6 C
DOUBLE BASE	2 3 H
Batter-runner interference.....	8 2 M
Batter-runner touching white portion during play.....	8 2 M
Errant or missed throw.....	8 2 M (5)
DOUBLE PLAY	1
DUGOUT	1
Conduct (R/S # 16).....	5 12
EJECTED PLAYER	1
EJECTION FROM GAME	5 4 G-I
Crash	8 7 Q
Second offense after warning.....	4 8 C
Second offensive conference (Coach).....	5 7 A PENALTY
Violation of the rules.....	10 1
EQUIPMENT	3 1-7
Left on field (R/S # 17).....	8 5 G (3)
ERROR	11 2 B (6) (a-e)

FAIR BALL	1
FAIR TERRITORY	1
FAKE TAG (R/S # 19)	1
FIELDER	1
FITNESS OF GROUND	5 2
FLY BALL	1
Carried into dead ball area.....	8 5 J-K
FORCE OUT (R/S # 21)	1
.....	8 7 G
FORFEITED GAME	5 4 A-K
Records.....	11 9
Score of.....	5 6 C
FOUL BALL	1
FOUR BASE AWARDS...(R/S #26)	5 8 A(1-6) Note

GAME CALLED	5 3 C
GAME STARTS	5 10
GLOVES	3 4
Illegal glove usage (R/S #23).....	8 8 O
Softball glove specifications.....	3 4
GROUND RULE DOUBLE	8 5 I (1-4)
GROUND RULES	2 2
HEADBANDS	3 6 A (2)
HEADWEAR	3 6 A
Mixed headwear.....	3 6 A (2)
HEIGHT OF PITCH	SP 6 3 H
.....	16" 6 3 D
HESITATION PITCH	16" 6 3 F
HIT BATTER AFTER SWING	7 6 A
In the strike zone.....	7 6 A
HOME PLATE	
Dimensions.....	2 3 G
HOME RUN (R/S #26)	8 5 H
HOME TEAM	1
ILLEGAL BAT	1
Legal bat.....	3 1
ILLEGAL BATTER	4 6 F (2)
ILLEGAL PITCH	FP/MP 6 1-8 PENALTY
.....	SP/16" 6 1-7 PENALTY
ILLEGAL PITCHER	4 6 F (1)
Excessive speed.....	SP 6 3 G
Removed from position.....	4 6 F (1) PENALTY
ILLEGAL PLAYER	1
.....	4 6 F
ILLEGAL RE-ENTRY	4 6 F (4)
ILLEGAL RUNNER	4 6 F (3)
ILLEGALLY BATTED BALL	1
Batter must return.....	8 6 B
Batter is out.....	7 6 D-F
Batter is not out.....	7 6 K-F Exception
ILLEGALLY CAUGHT BALL	
Detached equipment.....	8 5 F
Illegal glove/mitt.....	8 8 O
INCOMPLETE GAME	5 3 D, F
INELIGIBLE PLAYER	1
INFIELD	1
INFIELD FLY	1
.....	8 2 I

INFIELDER R/S #28)	1
IN FLIGHT	1
IN JEOPARDY	1
INJURED PLAYER (R/S #29)	4 10
INJURED RUNNER	4 6 E
Blood rule.....	4 10
INNINGS	1
Regulation games.....	5 3

New inning starts..... 5 10
**INSULTING REMARKS TOWARD PLAYERS
OR UMPIRES..... 4 7 C (3)**
INTENTIONALLY CARRIED/THROWN 8 5 K
BALL (R/S #27)
INTENTIONALLY DROPPED
FLY BALL (R/S # 30)..... 8 2 J
INTENTIONAL WALK (R/S # 31 & 32).....
.....**SP 8 1 C (3)**
INTERFERENCE (R/S #33)..... 1
Aiding a runner..... 8 7 E
At home plate..... 8 6 F
Ball hitting umpire..... 8 1 E (7)
By base coach..... 8 7 M, O
By batter..... 7 3 D
By batter-runner..... 8 2 E-G
..... 7 6 P
By on-deck batter..... 7 1 D
By plate umpire.....FP/MP/SP 8 6 F
By runner..... 8 7 J, K, L, P, Q
Crash by runner **(R/S # 13)**..... 8 7 Q
Offensive equipment on field..... 8 5 G (3)

Runners return..... 8 6 C
..... 8 7 J-Q PENALTY
Spectator..... 8 2 N
..... 8 5 L
While fielding foul ball 7 6 I
With a bat..... 7 6 K
LEAVE GAME (Re-entry)..... 4 5
Substitutes..... 4 6

LEGAL DELIVERY OR PITCH..... FP/MP 6 3 A-J
..... 16" 6 3 A-J
LEGALLY CAUGHT BALL (CATCH)..... 1
LEGAL TAG..... 1
LINE DRIVE..... 1
LINE-UP..... 4 1 A (1)
..... 7 2 A-F
LOSS, CREDITED TO PITCHER..... 11 6
MAXIMUM/MINIMUM ARC.....SP 6 3 H
..... 16" 6 3 D
MEDIA COVERAGE (R/S # 35).....
MITTS..... 3 4
Illegal glove penalty..... 8 8 O
MULTI-COLORED GLOVES.....FP 3 4

NO PITCH..... **FP/MP 6 10 A-E**
 16" 6 9 A-C
NUMBERS..... **3 6 D**
OBSTRUCTION (R/S # 36)..... **1**
 8 5 B
 Catcher obstruction..... 8 1 D
 Catcher with batter on attempted squeeze
 play..... FP/MP 8 1 D (3,4)
OFFENSIVE TEAM..... **1**
OFFENSIVE TEAM CONFERENCE (R/S #9) 5 7 A
OFFICIAL BALL – **3 3**
OFFICIAL SCOREKEEPER..... **11 1**
ON-DECK BATTER..... **1**
 7 1 A-D
ON-DECK CIRCLE
 Dimensions..... 2 3 B
 Violation..... 7 1 D
OUTFIELD..... **1**
OVERRUN FIRST BASE (R/S # 37)..... **8 8 I**
 **8 7 T (3)**
OVERTHROW (R/S # 38)..... **1**
 8 5 G Except. 1-4
PASSED BALL..... **1**

PICK OFF.....**16" 6 3 F,G (4)**
PINE TAR..... **3 1 H**
PITCH (16-INCH).....
 Delivered with catcher out of
 catcher's box..... 6 4 A
 Height of pitch..... 6 3 D
 Illegal..... 6 1-7
 No pitch declared..... 6 9 A-C
 Quick return pitch..... 6 7
 Returned by catcher..... 6 6 B
 Slips from pitcher's hand..... 6 9 B
 Warm-up pitches..... 6 8
 Wind up..... 6 3 A-H
PITCH BEGINS (R/S # 40)..... **FP/MP 6 2**

PITCHER (16"SP)
 Allotted time..... 6 3 H
 Batting glove on pitching hand..... 6 5
 Credited with loss..... 11 6
 Credited with win..... 11 5 A, B
 Defensive conference..... 1
 Foreign substance on ball..... 6 5
 Hesitation throws..... 6 3 G (1-4)
 Illegal pitch..... 6 1-7 PENALTY
 Legal delivery..... 6 3 A-I
 Penalty for illegal pitch..... 6 1-7 PENALTY
 7 5 D
 Pick-off attempts..... 6 3 G (4C)

Position of feet.....	6 3 A
Re-enter.....	4 5
Removal after conference with manager...	5 7 B

Starting pitcher.....	1
Tape on fingers.....	6 5
Uniform (R/S #41).....	3 6
Warm-up pitches allowed between innings	6 8
Wristbands.....	6 5
PITCHER'S PLATE.....	2 3 F
Contact at delivery.....	6 3 E, G, J
Pitcher throws while in contact with.....	6 1 E
PITCHING DISTANCES.....	2 1
PITCHING POSITION.....	6 1 A-F
PIVOT FOOT.....	1
PLAY BALL.....	1
Fail to resume play in two minutes.....	5 4 D
PLAY MADE BY UNANNOUNCED	
SUBSTITUTE.....	4 6 C (7-9)
PLAYERS.....	4 1 A-D
Minimum number to play.....	4 1 C
Officially entering the game.....	4 6 A, B
Positions.....	4 1 C (1-3)
Short-handed rule.....	4 1 D
PLAYING FIELD.....	2 1-3
Fitness for play.....	5 2

PROTESTS (R/S #42).....	1
.....	9 1-7
Correcting errors.....	9 1 A
Decisions.....	9 7 A-C
Examples	9 2 A[1-10B]
Information needed.....	9 6
Notification of intent.....	9 4
Time limit	9 5
Types.....	9 1 A-C
QUICK RETURN PITCH.....	1
.....	SP/16" 6 7
RE-ENTER GAME.....	4 5
RE-ENTRY, PENALTY FOR ILLEGAL.....	4 5 A-C
.....	4 4 E (4)
REFUSING TO PLAY.....	5 4 B-D
REGULATION GAME.....	5 3
REMOVAL FROM GAME.....	5 4 G, H
Batter using altered bat.....	7 6 B
Manager or coach.....	5 7 A PENALTY
Re-entry.....	4 5 A-C
Substitute not announced.....	4 6 C
RETURN OF PITCH TO PITCHER....	FP/MP 6 7 B
.....	SP/16" 6 6 B
REVERSAL OF UMPIRE'S DECISION.....	10 3 B,C

ROSTERS.....	4 1 B
RUNNER.....	1
Abandons base.....	8 7 U
Aiding a runner who misses home plate....	8 7 E Exception
Assisted by anyone.....	8 7 E
Award of bases on overthrow of ball out of play.....	8 5 G
Base stealing.....	8 4 A
.....	SP 8 4 F (3)
Bases touched in legal order.....	8 3
Coach draws throw at home.....	8 7 M
Comes into contact with fielder attempting to field ball.....	8 7 J
Comes into contact with fielder not entitled to field ball.....	8 8 C
Correcting errors on awards.....	8 5 G (4)
.....	9 2 A
Deliberate contact with a fielder with the ball.....	8 7 Q
Enters team area.....	8 7 U
Entitled to advance with liability to be put out.....	8 4 A-K
Entitled to advance without liability to be put out.....	8 5 A-M
Hit by batted ball (R/S #44)	8 8 D-F
Illegal bat.....	8 7 X
Illegal pitch.....	FP/MP 8 5 E
Illegal runner.....	4 6 F(3)
Intentionally kicking ball.....	8 7 L

Interferes with play after being declared out	8 7 P
Interferes with play before being declared out.....	8 7 J
Leading off.....	FP 8 7 S PENALTY
.....	16" 8 4 K
Leaving base on an appeal.....	8 7 F-I PENALTY
Leaving base too soon.....	8 3 H
.....	8 8 L
Misses home plate.....	8 7 I
Must return to his base.....	8 6 A-H
Not out.....	8 8 A-P
Obstructed.....	8 5 B
Offensive team collecting to confuse the defense.....	8 7 N
Out.....	8 7 A-Y
Overruns first base and attempts to go to second.....	8 7 H
Passes another runner (R/S # 39)	8 7 D
Return after thrown ball goes out-of-play...	8 5 G (2)
Running the bases in reverse order.....	8 3 D
Running out of baseline.....	8 7 A

Running start.....	8 7 V
Struck by fair ball while off base.....	8 7 K
Struck by fair ball while on base.....	8 8 M
Switching positions on base after a time out.	8 7 Y
(R/S # 45)	
Two occupying a base at the same time...	8 3 E
RUN AHEAD RULE.....	5 9 1-3
RUNS BATTED IN.....	11 4 A-G
RUNS NOT SCORED.....	5 5 B-C
.....	8 3 F
Force out.....	5 5 B (1)
RUNS SCORED ON THIRD OUT (R/S # 43)	5 5 B
SACRIFICE FLY.....	1

SCOREKEEPER'S SUMMARY.....	11 7 A-T
SCORING.....	11 1 -10
Excessive home runs.....	11 2 B (4) (b) (6)
Forfeited game records.....	11 9
Base hit.....	11 3 A-C
Runs.....	5 5
SHOES (R/S # 46).....	3 6 G
SHORT-HANDED TEAMS (PR/S #47-48)....	4 1 D
Continuing a game.....	4 1 D (2)
Forfeit.....	5 4 J
Starting less than ten.....	SP 4 1 D (1)
.....	Coed 4 1 D 1 (d)
Starting less than nine.....	FP 4 1 D (1)
Continuing a game.....	4 1 D (2)
SIXTEEN-INCH SLOW PITCH RULES	
Ball.....	3 3
Base distance.....	2 1
Foul tip.....	7 4 E
Lead off.....	8 4 K
Pick off.....	6 3 F,G (4) (c)
Pitching.....	6 1-9

Pitching distance.....	2 1
Pitching hesitation.....	6 3 G (1-4)
Outfield distance.....	2 1
Runner is not out.....	8 7 R Exception
SOFTBALL – 10", 11",12", & 16".....	3 3
SPECTATORS, ABUSIVE LANGUAGE.....	
Attacking umpire.....	5 4 A
SPEED OF PITCH.....	16" 6 3 C
STARTING LINEUP.....	4 1 A
Number of players.....	4 1 C
Positions.....	4 1 C
Re-enter.....	4 5
STARTING PLAYER.....	1
STEP TAKEN BY PITCHER.....	6 3 A
STEPPING OUT OF BATTER'S BOX.....	7 6 D

STRIKE..... 7 4 A-M

Ball hitting batter on third strike..... 7 4 H, I

Dropped third strike..... 8 1 B

STRIKE ZONE..... 1

SUBSTITUTIONS (R/S # 51) 1

No substitute available..... 5 4 H

..... 4 1 D

Notify umpire..... 4 6 A

Officially in game..... 4 6 B

Re-enter..... 4 5

Unreported 4 6 C

SUBSTITUTE RUNNER.....

Automatic out..... 4 1 D

Injury to runner..... 4 6 D

SUSPENSION OF PLAY..... 5 4 D

..... 7 3 E

..... 10 8 A-I

TAPE ON PITCHING HAND..... 6 5

TEAM..... 4 1

Delay or hasten game..... 5 4 E

Home team..... 5 1

Refusing to play..... 5 4 B-D

To continue playing..... 4 1 D(2)

To start a game..... 4 1 A,D (1)

THREE-FOOT LINE

Dimensions..... 2 3 A

Violation..... 8 2 E

THROWING BAT (R/S # 52).....

THROWING GLOVE AT BALL..... 8 5 F

TIE GAMES (R/S # 53)..... 5 3 B, E, F

Regulation tie..... 5 3 B, E, F

TIME..... 1

By umpire..... 10 4 A-I

Player, manager, coach..... FP/MP 6 10 E

..... 16" 6 9 C

TRIPLE PLAY..... 1

TURN AT BAT..... 1

UMPIRES..... 10 1-4

Hit by thrown ball..... 10 4 E

Interference..... 8 1 E (1-7)

..... 10 4 D

Interference (plate umpire).....FP 8 6 F

Judgment..... 10 3

Reversal of decision..... 10 3 B

UNIFORMS.....

For players..... 3 6

Logos from other organizations..... 3 6

Numbers on uniform..... 3 6 D

WALK (Base on Balls).....	1
.....	8 1 C
WARM-UP BATS.....	3 2
WHEEL CHAIR USAGE (R/S # 55) (ADA)...	4 2
WILD PITCH.....	1
Goes out of play.....	FP/MP 8 5 C
WIN CREDITED TO PITCHER.....	11 5 A, B
WINNING TEAM.....	5 6

North American Fastpitch Association Rules of Softball

The North American Fastpitch Association (NAFA) gratefully acknowledges it's Rules Committee, State Directors, Managers, Umpires, and others for their contribution to these rules.

SECTION 8 — Interference & Obstruction

Interference is an act that denies a defensive player a reasonable opportunity to make a play (field/throw) anywhere on the playing field. The act may be intentional or unintentional, and the ball must have been playable. Interference may be caused by individual offensive players (batter, on-deck batter, batter-runner, runner), coaches, umpires, non-game personnel or spectators as well as by the offensive team as a whole or by loose equipment that belongs to them.

Interference (Offensive)

As a general rule, when batter, batter-runner, on-deck batter, runner or coach interference occurs: (1) the ball becomes dead, (2) someone is called out, and (3) each runner must return to the last base which, in the umpire's judgment, was legally touched at the time of the interference, except when forced to go to the next base because the batter became a batter-runner. If the batter-runner has not touched first base at the time of the interference, each runner shall return to the base legally occupied at the time of the pitch. When a runner(s) is called out for interference on a batted ball that's in fair territory, the batter-runner is awarded first base and credited with a base hit.

SECTION 8.1 - Batter Interference

Batter interference occurs while the batter is at bat and before the batter completes their turn at bat.

a. The batter shall not step from one batter's box, directly in front of the catcher, to the other batter's box once the pitcher has started her delivery.

PENALTY — The ball is dead, the batter is out, and each runner must return to the base legally occupied at the time of the pitch.

b. The batter shall not hinder the catcher from catching or throwing the ball by stepping out of the batter's box or intentionally hinder the catcher (e.g., on a steal/pick-off throw or a play at the plate) while standing within the batter's box.

PENALTY — The ball is dead, the batter is out, and each runner must return to the last base that, in the umpire's judgment, was legally touched at the time of the interference.

Exceptions:

1. If a runner is advancing to home plate and there are fewer than two outs, the batter is out. The ball is dead, and runner(s) return to the

last base that, in the umpire's judgment, was legally touched at the time of the interference.

2. If the batter strikes out and interferes with the catcher's attempt to throw out a runner, the runner also is out. The ball is dead.

58

SECTION 8 — Interference & Obstruction

Note: The batter's box is not a sanctuary for the batter when a play is being made at the plate.

c. The batter may not swing and miss a pitched ball and then intentionally hit it on a second swing or after it bounces off the catcher or their glove/mitt.

PENALTY — The ball is dead, the batter is out, and each runner must return to the base legally occupied at the time of the pitch.

Note: If the batter swings and misses the pitched ball but accidentally hits it on the follow through, it is not interference, but the ball is dead, and all runners must return to the base legally occupied at the time of the pitch.

d. The batter may not release the bat in such a manner that it hits the catcher and prevents the catcher from making a play.

PENALTY — The ball is dead, the batter is out, and each runner must return to the base legally occupied at the time of the pitch.

Note: If the batter merely drops her bat and the catcher trips over it, there is no interference.

SECTION 8.2. - Batter-Runner Interference

a. The batter may not, after hitting/bunting/slapping a fair ball, contact the ball with the bat a second time in fair territory. For example:

1) The batter may not contact the ball a second time if the batter is out of the batter's box and the bat is still in their hand(s).

PENALTY — The ball is dead, the batter is out, and each runner must return to the base legally occupied at the time of her pitch.

2) The batter may not drop or throw the bat such that it hits (lands on) the ball in fair territory.

PENALTY — The ball is dead, the batter is out, and each runner must return to the base legally occupied at the time of the pitch.

Exceptions:

1. If the bat is out of the batter's hands (on the ground), the ball rolls against the bat, and in the umpire's judgment there was no intent to interfere with the course of the ball, the ball is live, no one is out for interference, and base runner(s) may advance with liability to be put out.

a) If the ball rolls against the bat in fair territory, it remains live. If it stops or is touched in fair territory, it is a fair ball.

b) If the ball touches the bat in fair territory and then rolls to foul ground and stops it is a foul ball. If the ball rolls against the bat in foul territory, it is a foul ball.

59

SECTION 8 — Interference & Obstruction

If the batter, after hitting/slapping/bunting a fair ball, is still holding the bat in their hand(s) and is still in the batter's box when they contact the ball a second time in fair territory, a foul ball is ruled; the ball is dead; and each runner must return to the base legally occupied at the time of the pitch.

3. The batter may not throw the whole bat into fair territory, whether intentionally or not, and interfere with a defensive player attempting to make a play.

PENALTY — The ball is dead, the batter is out, and each runner must return to the base legally occupied at the time of the pitch. If, in the umpire's judgment, interference prevented a possible double play, two outs may be declared.

Notes:

1. *If the bat breaks and a part of it is hit by the batted ball in fair territory or a part of it hits a runner or fielder, the ball remains live, and there is no*

interference.

2. *If a part of the bat is touched by the batted ball in foul territory, it is a foul ball.*

3. *If the batter simply drops her bat and the catcher trips over it, no interference is called.*

b. The batter-runner shall not interfere with a fielder attempting to field a batted ball. For example:

1) The batter-runner may not make contact with a fair batted ball before reaching first base.

2) The batter may not, after hitting/bunting/slapping a foul ball, intentionally deflect the course of the ball in any manner while running to first.

c. The batter-runner may not interfere with the catcher's attempt to field a third strike.

d. When the batter-runner runs outside the three-foot lane, and, in the judgment of the umpire, interferes with the fielder taking the throw at first base; however, the batter-runner may run outside the three-foot lane to avoid a fielder attempting to field a batted ball. When the defensive player uses the orange portion of the double base, the batter-runner can run in fair territory when the throw is coming from the foul side of first base. And if hit by the thrown ball, it would not be interference. If intentional interference is ruled, the runner would be out.

60

SECTION 8 — Interference & Obstruction

Note: The batter-runner is considered outside the runner's lane if either foot is completely outside either line and in contact with the ground.

e. The batter-runner may not intentionally interfere with a thrown ball while out of the batter's box.

Note: A batter-runner being hit with a thrown ball does not necessarily constitute interference.

PENALTY (b)-(e) — The ball is dead, the batter-runner is out, and each runner must return to the last base legally touched at the time of the interference.

If the interference, in the umpire's judgment, is an obvious attempt to prevent a double play, the runner closest to home plate shall also be called out.

f. The batter-runner may not interfere with a play at home plate in an attempt to prevent an obvious out at home plate.

PENALTY — The ball is dead. The batter-runner is out, and all runners must return to the last base legally touched at the time of the interference.

SECTION 8.3. - Coach Interference

a. A coach may not interfere with a fielder who has a reasonable opportunity to make a play on a foul fly ball.

PENALTY — The ball is dead, the batter is out, and each runner must return to the base legally occupied at the time of the pitch.

b. With a runner in scoring position, the coach near third base shall not run in the direction of home plate (on or near the baseline) while a fielder is attempting to make a play, thereby, drawing a throw to home plate.

c. A coach, while in or out of the coach's box, shall not intentionally interfere with a thrown ball, or interfere with the defensive team's opportunity to make a play on another runner.

PENALTY (b)-(c) — The ball is dead, the runner closest to home plate shall be declared out, and each other runner must return to the last base legally touched at the time of the interference. Exception: If a thrown ball accidentally touches a coach in foul territory, the ball is live. It is unintentional (accidental) interference if the individual tries to evade the ball or is not aware that the ball is coming.

d. A coach (or anyone other than another runner) may not physically assist (e.g., touch, hold, push) a base runner while the ball is in play.

PENALTY — The ball is live, the assisted runner is out, and each other runner may advance with liability to be put out.

Note: The coach's box is not a sanctuary.

SECTION 8.4 - Non-game Authorized Personnel Interference

If a live batted or thrown ball accidentally hits non-game personnel (e.g.,

61

SECTION 8 — Interference & Obstruction

media, field attendants), the ball remains live. It is unintentional (accidental) interference if the individual tries to evade the ball or is not aware that the ball is coming. However, no non-game personnel may intentionally interfere with a live batted or thrown ball (i.e., kick or push the ball).

PENALTY — The umpire shall award the offended team the appropriate compensation (e.g., extra bases, an out) that, in his/her opinion, would have resulted had interference not taken place.

Note: Authorized media may be in foul territory but must be ready to move quickly to avoid being hit by a batted or overthrown ball. All photographic equipment must be carried. No equipment may be left on the ground.

Photographers may use a monopod, but tripods are not allowed.

SECTION 8.5 - On-Deck Batter Interference

The on-deck batter may not interfere with the defensive player's reasonable opportunity to make a play.

PENALTY — If the interference is with a defensive player fielding a fly ball, the ball is dead, the batter is out, and each other runner must return to the base legally occupied at the time of the pitch.

If the interference involves a base runner, the ball is dead. The runner closest to home plate at the time of the interference shall be declared out, and each other runner must return to the last base legally touched at the time of the interference, unless forced to advance.

SECTION 8.6 - Runner Interference

a. The base runner may not interfere with a fielder attempting to field a batted ball.

1) A base runner may not contact a fair-batted ball, while off base before it touches a fielder or before it passes an infielder (other than the pitcher), who has a reasonable chance to make an out.

2) The base runner may not contact a fair-batted ball after it passes an infielder if another infielder has a chance to make an out.

3) The base runner may not intentionally kick a ball that an infielder has missed.

4) Any physical contact by the base runner with a fielder attempting to field a batted ball, whether intentional or unintentional, shall be interference, provided the fielder had a reasonable chance to make an out.

a) If the defensive player, while watching the flight of a ball, bumps a runner who is standing on a base and fails to make a catch on a catchable ball, the runner shall not be called out unless the hindrance is

62

SECTION 8 — Interference & Obstruction

intentional. A runner must vacate any space needed by a fielder to make a play on a batted ball, unless the runner has contact with a legally occupied base when the hindrance occurs. This is an exception to the rule that defensive players must be given the opportunity to field the ball anywhere on the playing field without being hindered.

b) It is still interference if a batted ball is misplayed and remains in front of a fielder such that the fielder still has an opportunity to obtain an out, and the runner contacts the fielder. Exception: If the misplayed ball bounds away or past the fielder and then contact occurs as the fielder and runner collide, this may be considered inadvertent contact.

c) If two fielders try to field a batted ball and the runner contacts one or both, the umpire shall decide which one is entitled to field the ball, and that fielder only is entitled to protection.

d) If a ball ricochets off one defensive player and another player has the opportunity to make an out, the runner will only be ruled out if the act is intentional.

PENALTY — The ball is dead. The batter-runner is awarded first base and credited with a base hit. The offending runner is out. If forced, each other runner advances one base without liability to be put out. If unforced, each runner must return to the last base legally touched at the time of the interference.

Exceptions:

1. If the interference, in the umpire's judgment, is an obvious attempt to prevent a double play and occurs before the runner is put out, the immediate runner also shall be called out.
2. If the interference prevents the fielder from catching a routine fly ball, the batter is also out.
 - b. The base runner may not interfere with a fielder attempting to throw the ball.
 - c. The base runner may not intentionally interfere with a thrown ball.

Note: A runner being hit with a thrown ball does not necessarily constitute interference.

PENALTY (b)-(c) — The ball is dead. The offending runner is out. If forced, each other runner advances one base without liability to be put out. If unforced, each runner must return to the last base legally touched at the time of the interference. *Exception:* If the interference, in the umpire's judgment, is an obvious attempt to prevent a double play and occurs before

63

SECTION 8 — Interference & Obstruction

the runner is put out, the immediate trailing runner also shall be called out.

d. A runner, who is not yet out, may not intentionally interfere, in the umpire's judgment, with a fielder who is attempting to catch a thrown ball or to throw a ball in an attempt to complete the play.

PENALTY — The ball is dead, the batter-runner and runner are out, and each other runner must return to the last base legally touched at the time of the interference.

e. A base runner, after being declared out or after scoring, may not interfere with a defensive player's opportunity to make a play on another runner.

PENALTY — The ball is dead, and the runner closest to home plate at the time of the interference shall be declared out. Each base runner must return to the last base legally touched at the time of the interference.

f. A base runner may not remain on their feet, and with great force, crash into a defensive player (holding the ball, or about to receive a thrown ball, and waiting to apply a tag).

PENALTY — The ball is dead, and the batter-runner/runner shall be declared out even if the defensive player loses possession of the ball. Each other base runner must return to the last base legally touched at the time of the interference.

Exceptions:

1. If the runner deliberately crashes into a defensive player holding the ball before she (the runner) is put out and, in the judgment of the umpire, it is an attempt to break up an obvious double play, the immediate trailing runner also shall be declared out.
2. If the deliberate crash occurs after the runner is called out, the runner closest to home plate also shall be declared out. If, in the umpire's judgment, the collision is flagrant the runner shall be declared out and also ejected from the contest. The ball is dead, and each other base runner must return to the last base legally touched at the time of the interference.

Notes:

- a. *In order to prevent a deliberate crash ruling, the runner can slide, jump over or go around (within three feet) a defender holding the ball in an upright or kneeling position, or return to the previous base touched.*
- b. *Should an act of interference (offensive) occur following any obstruction (defensive), enforcement of the interference penalty would take precedence.*

64

SECTION 8 — Interference & Obstruction

For example, if an obstructed runner deliberately crashes into a fielder holding the ball, the obstruction call will be ignored, and the runner will be called out for offensive interference.

g. It is not interference, and the runner is not out:

- 1) When more than one fielder attempts to field a batted ball and the runner comes into contact with the one who, in the judgment of the umpire, could not have made a play.
 - 2) When the runner is hit with a fair, untouched batted ball that has passed an infielder (other than the pitcher) and, in the umpire's judgment, no other infielder had a reasonable chance to make a play. If said ball contacts the runner while still in flight, thereafter, it shall be considered a ground ball; it cannot be caught as a fly ball.
 - 3) When the runner is hit by a fair batted ball after it touches, or is touched by, any fielder (including the pitcher) and they could not avoid contact with the ball.
 - 4) When a batted ball is misplayed, the ball bounds away or past the fielder, and then the fielder and runner collide. This is considered inadvertent contact.
 - 5) If the bat breaks and a part of it is hit by the batted ball in fair territory or a part of it hits a runner or a fielder.
 - 6) When the runner is hit with a fair untouched batted ball (that has not touched or passed a base) while standing in foul territory and no infielder has a reasonable chance to make a play.
- PENALTY (1)-(6) — The ball is live, and all runners (including the batter-runner) may advance with liability to be put out.
- 7) When the runner is hit by a fair-batted ball while in contact with a base, unless she intentionally interferes with the ball or a fielder making a play.

PENALTY — The ball is live or dead depending on the position of the fielder closest to the base:

The ball is live if the closest defensive player is in front of the base. All runners (including the batter-runner) may advance with liability to be put out.

The ball is dead if the closest defensive player is behind the base. The batter-runner is awarded first base and credited with a base hit. If forced, each runner advances one base with no liability to be put out. If not forced, each runner must return to the base legally occupied at the time of the pitch.

65

SECTION 8 — Interference & Obstruction

SECTION 8.7 - Spectator Interference.

No spectator(s) shall reach out of the stands or enter the field and interfere with a play. Exception: It is not interference if the fielder reaches into the stands or over a fence. The field belongs to the fielder, and the stands belong to the spectator.

PENALTY — The ball is dead. The umpire shall award the offended team the appropriate compensation (e.g., extra bases, an out) that, in his/her opinion, would have resulted had interference not taken place.

If the act clearly prevented a fielder from catching a fly ball in the field of play, the ball is dead, the batter is out, and the umpire shall award the offended team the appropriate compensation (e.g., extra bases, an out) that, in his/her opinion, would have resulted had interference not taken place.

SECTION 8.8 - Team (Offensive) Interference.

a. No offensive team personnel (players not at bat, on-deck or on base; coaches not in the coaches' boxes; managers; trainers; scorekeepers; and bat persons) shall stand or collect around a base to which a runner is advancing, thereby confusing the fielders and adding to the difficulty of making the play.

PENALTY — The ball is dead, and the runner is out. Each other runner

must return to the last base legally touched at the time of the interference.

b. Offensive team personnel shall not interfere with a defensive player attempting to field a fly ball.

PENALTY — The ball is dead, and the batter is out. Each runner must return to the base legally occupied at the time of the pitch.

c. Offensive team personnel, other than base coaches shall not touch a batter who has hit an out-of-the-park home run until they have contacted home plate.

PENALTY — For a first offensive in a game, the umpire shall issue a warning to the offending team. For a second offense, the ball is dead, and the batter is out and credited with the last base legally touched at the time of the interference. Each other base runner must return to the last base legally touched at the time of the interference.

SECTION 8.9. - Umpire Interference

Umpire interference occurs:

a. When a fair, untouched batted ball strikes the person, attached equipment or clothing of an umpire before passing a fielder (other than the pitcher), or after passing an infielder (including the pitcher) but

66

a. When a fair, untouched batted ball strikes the person, attached equipment or clothing of an umpire before passing a fielder (other than the pitcher), or after passing an infielder (including the pitcher) but

66

SECTION 8 — Interference & Obstruction

another fielder had a reasonable chance to make a play.

b. When a fair untouched batted ball strikes the person, attached equipment, or clothing of an umpire before touching a fielder (including the pitcher).

PENALTY (a)-(b) — The ball is dead. The batter-runner is awarded first base and credited with a base hit. If forced, each base runner advances one base with no liability to be put out. If not forced, each base runner must return to the base legally occupied at the time of the pitch. Exception: It is not interference, the ball remains in play, and the runner is not out, if the ball: (1) hits the umpire after passing a fielder, other than the pitcher, and no other infielder has a reasonable chance to make a play; or (2) hits the umpire after touching a fielder (including the pitcher).

Note: If said ball touches the umpire while still in flight, thereafter, it shall be considered a ground ball. It cannot be caught as fly ball.

c. When the plate umpire or his/her clothing interferes with the catcher's attempt to throw out a runner on a pick-off or steal attempt.

PENALTY — Delayed dead ball. If the runner is not out, they must return to the base legally occupied at the time of the pitch. If the runner is ruled out, the ball remains live, and there is no interference.

Note: It is not interference if a pitched or thrown ball strikes an umpire. The ball is live, and each base runner is entitled to advance with liability to be put out.

Obstruction (Defensive)

SECTION 8.10 - Obstruction

Obstruction is the act of a defensive team member that hinders or impedes a batter's attempt to make contact with a pitched ball, or that impedes the progress of a runner or batter-runner who is legally running bases, unless the fielder is in possession of the ball, or in the act of fielding a batted ball. Rule

c. Exception 2 on page 70.

Notes:

a. The defensive player must have possession of the ball. When a play is imminent, a defensive player may not block a base or the base line without possession of the ball. If the defensive player has the ball, it is the runner's responsibility to avoid the fielder. If the defensive player

does not have the ball, it is the responsibility of the fielder to avoid and not impede the runner's progress.

1) The act may be intentional or unintentional.

b. Whenever obstruction occurs, whether a play is being made on a runner

67

SECTION 8 — Interference & Obstruction

or not, the umpire will declare obstruction and signal a delayed dead ball. The ball remains live until the conclusion of the play at which time the umpire will notify the offensive head coach of his/her options, if any.

Note: If other runners are advancing and an umpire inadvertently calls "Time/Timeout" following a play on an obstructed runner, a rule of thumb for placement of the other runners is: If they have not reached half way to the next base, they must return to the previous base. However, if they have advanced over half way, they are allowed to advance to the next base.

c. Obstructed runners are still required to touch all bases in proper order, or they could be called out on a proper appeal by the defensive team.

d. An obstructed runner may not be called out between the two bases where they was obstructed unless properly appealed for missing a base, leaving a base before a fly ball was first touched, for an act of interference or when another violation is being played upon (e.g., a runner leaving second base too soon on a fly ball is returning after the ball is caught and is obstructed between second base and third base. If the runner had not made it back to second base prior to the throw arriving, she would remain out).

e. If an obstructed runner is awarded a base they would have made had there been no obstruction and a preceding runner is on that base, the obstructed runner will be awarded that base, and the preceding runner shall be entitled to the next base without liability to be put out.

f. If the obstructed runner attempts to advance past the base they would have reached had there not been obstruction, or past the base they would have been awarded for the obstruction, they are running with liability to be put out. The ball remains live.

g. Should an act of interference (offensive) occur following any obstruction (defensive), enforcement of the interference penalty takes precedence.

SECTION 8.11 - Types of Obstruction

Obstruction includes:

a. Flagrant Player Obstruction: The fielder shall not at any time flagrantly (with deliberate unsportsmanlike intent) impede the batter, batter-runner or runner.

PENALTY — Delayed dead ball.

In addition to the appropriate obstruction penalty, the offender shall be ejected without warning.

68

SECTION 8 — Interference & Obstruction

b. Catcher Obstruction

1) The catcher shall not obstruct, hinder or prevent the batter's attempt to make contact with a pitched ball.

PENALTY — Delayed dead ball.

If the batter contacts the ball and reaches first base safely and each other runner has advanced at least one base on the batted ball, catcher obstruction is canceled. All action as a result of the batted ball stands, and no option is given. Once a runner has passed a base, the runner considered to have reached that base even if they missed it. No option is given.

If the batter does not reach first base or if one of the other runners does not advance at least once base, the coach of the offensive team has the option of taking the result of the play. If the coach does not take the result of the play:

a) The batter is awarded first base.

b) If forced each base runner advances one base with no liability to be put out. If not forced, each base runner returns to the base legally

occupied at the time of the pitch. Exception. If the catcher steps on or in front of home plate or touches the batter or their bat while a pitched ball is on the way to the plate and there is a runner on third attempting to score on a squeeze play, each base runner advances one base without liability to be put out whether forced or not.

Note: If a batter, during preliminary loosening-up swings, hits the catcher or the catcher's glove/mitt during the back swing, the umpire should immediately call "Time/Timeout" and not obstruction. Catcher's obstruction on a batter should be called only on the batter's attempt to make contact with the pitch. The pitch or swing should not be allowed, however, since the batter's concentration or rhythm could be affected.

c. Fielder Obstruction: A fielder who is not in possession of the ball, not in the act of fielding a batted ball, may not impede the batter, batter-runner or runner. In addition, a fielder may not fake a tag (a tag without the ball) on a runner advancing or returning to a base

PENALTY — Delayed dead ball.

If the obstructed batter, batter-runner or runner is put out before reaching the base they would have reached had there not been obstruction, the obstructed player shall be awarded the base they would have reached, in the umpire's judgment, had there not been obstruction. Subsequent violation by the same individual may result in a one base award to the obstructed player, and each other runner forced to advance.

69

SECTION 8 — Interference & Obstruction

Exceptions:

1. A fielder shall not at any time obstruct a runner rounding or returning to a base. A fielder who is waiting to receive a throw may not impede the progress or return of a runner if there is no immediate play or the throw is not made.

2. A fielder shall not take a position in the runner's line of vision to intentionally distract the runner or intentionally prohibit them from seeing the release of the pitch.

Exception (1)-(2) — Delayed dead ball. First violation: The umpire shall issue a warning to the offending individual and notify her coach.

Subsequent violation by the same individual shall result in a one base award to the obstructed runner, and each other runner forced to advance.

3. A fielder shall not at any time obstruct a runner from the base path during a rundown and prohibit them from advancing or returning to a base.

PENALTY — Delayed dead ball.

The runner shall be awarded the lead base. If the ball is overthrown after the obstruction, the runner is entitled to the lead base but may advance farther with liability to be put out

4. A fielder shall not take a position in the batter's line of vision or act in a manner to distract the batter.

PENALTY — Delayed dead ball.

5. Illegal Pitch:

d. Equipment Obstruction: A fielder shall not intentionally contact or catch a fair batted or thrown ball with her cap, helmet, mask, chest protector glove, or any part of her uniform that is detached from its proper place on her person.

PENALTY — Delayed dead ball.

If a batted ball is interfered with, the batter-runner and each runner is awarded three bases from the base legally occupied at the time of the pitch but may advance farther with liability to be put out.

If the illegal catch or touch is made on a fair hit ball that, in the judgment of the umpire, would have cleared the home run fence in flight, the batter-runner is entitled to a home run, and each base runner is awarded home plate. The ball may have been prevented from going over the fence by a spectator or by detached player equipment, which is thrown, tossed, kicked or held by a fielder.

If a thrown ball is interfered with, the batter-runner and each runner is

awarded two bases from the last base legally touched at the time of the throw but may advance farther with liability to be put out.

70

SECTION 10 — Batting

Batter

SECTION 10.1 - On-Deck Batter

- a. The on-deck batter is restricted to the on-deck circle, behind
- b. The on-deck batter must wear a helmet.
- c. The warm-up bat used by the on-deck batter must meet the specifications of Rule 3-3 (Page 30).
- d. The on-deck batter may leave the on-deck circle to take their turn in the batter's box, to direct a teammate attempting to score or to avoid interfering with a defensive player's opportunity to make a play.

PENALTY — If the on-deck batter interferes with a defensive player attempting to field a fly ball, the ball is dead, the batter shall be declared out, and each runner must return to the base legally occupied at the time of the pitch.

If the on-deck batter interferes with a defensive player attempting to make a play on a runner, the ball is dead, the runner closest to home plate at the time of the interference shall be declared out, and each other runner must return to the last base legally touched at the time of the interference.

Batting

SECTION 10.2. - Legal Position in the Batter's Box

- a. The batter must take their position in the batter's box within 10 seconds after being directed by the plate umpire/
PENALTY — The ball is dead. A strike is called. The batter is declared out after the third strike regardless of the pitch.
- b. The batter must have both feet on or within the lines of the batter's box. No part of a foot may be outside the lines until the pitch is released.
PENALTY — If the umpire sees a line violation before the start of the pitch, the umpire shall call "Time/Timeout" and direct the batter to get into the box. If the batter fails to comply within 10 seconds, a strike is called. No pitch has to be thrown. The ball is dead.
- c. Once the pitcher has taken (or simulated taking) a signal from the catcher, both hands have touched, and the hands have separated, they must deliver the pitch, and the batter shall not leave their position in the batter's box.

PENALTY— If the batter steps out of the box or holds up their hand or uses any other action as if requesting time and the pitcher legally delivers the ball, it shall be called a ball or strike, depending upon the location of the pitch. The ball remains live.

78

SECTION 10 — Batting

If the pitcher stops or hesitates in their delivery as a result of the batter stepping out of the box, holding up their hand or using any other action as if requesting time, it shall not be an illegal pitch. However, both the pitcher and the batter have violated the rule. The umpire shall call "Time/Timeout," declare "No pitch" and begin play again.

If the umpire judges the batter's action to be a deliberate attempt to create an illegal pitch, the ball is dead, "No pitch" is called, and all subsequent action on that pitch is canceled. A warning shall be issued to the batter and to the offending team. A repeat of this type of act by any member of the team warned shall result in the offender being ejected from the game.

- d. At the moment of bat-ball contact, the batter may not hit/bunt/slap a ball fair or fouls when any part of the foot is touching home plate, even though they may be touching the lines of the batter's box. In addition, the

batter may not hit/bunt/slap a ball fair or foul when an entire foot is touching the ground completely outside the lines of the batter's box.
PENALTY — The batter shall be declared out immediately, whether the ball is fair or foul. The ball is dead.

Notes:

1. *The batter's feet may not leave the box before bat-ball contact.*
2. *The batter's hands may leave the bat before bat-ball contact.*
3. *In cases where there are no batter's box lines evident, good judgment must be used and the benefit of any doubt must go to the batter.*

SECTION 10.3. - Balls and Strikes

A Strike zone. Any part of the ball passing through any part of the strike zone is a strike unless the ball touches the ground before reaching home plate.

- 1) The pitch shall be judged to be a strike or a ball as it crosses home plate, not where it is caught by the catcher.
- 2) The plate umpire shall determine if the pitch is a strike or a ball in relation to the batter's natural position as the pitch crosses home plate.

B Called ball. A ball is awarded to the batter:

- 1) When a legal pitch that is not struck at by the batter does not enter the strike zone on the fly, touches the ground before reaching home plate or touches home plate.

Note: If a pitched ball strikes the ground in front of the batter and the batter swings at it, the ball is in play if hit and a strike if missed.

C Called Strike. A strike is charged to the batter:

79

SECTION 10 — Batting

- 1) For each legally pitched ball that enters the strike zone without first touching the ground. Any part of the ball passing over any part of the plate, from the top of the kneecaps to under the batter's forward armpit is a strike.

- 2) For each legally pitched ball that is swung at by the batter and missed.

PENALTY (1)-(2) — The ball is live, and each runner may advance with liability to be put out.

- 3) For each foul tip.

PENALTY — The ball is live, and each runner may advance with liability to be put out. The batter is out if it is the third strike.

- 4) For each foul ball when the batter has fewer than two strikes.

PENALTY — The ball is dead, and each runner must return, without liability to be put out, to the base legally occupied at the time of the pitch.

- 5) When the batter bunts foul after the second strike.

PENALTY — If the bunt attempt is caught in the air, the ball is live. If the bunt attempt results in a foul ball not legally caught, the ball is dead, the batter is out, and each runner must return, without liability to be put out, to the base legally occupied at the time of the pitch.

- 6) For each pitched ball swung at and missed that touches any part of the batter.

- 7) For each batted ball that touches any part of the batter's person or clothing when in the batter's box and has fewer than two strikes.

- 8) For each pitch that hits the batter while the ball is in the strike zone.

PENALTY (6)-(8) — The ball is dead, and runners may not advance. Each runner must return, without liability to be put out, to the base legally occupied at the time of the pitch.

- 9) When the batter fails to take their position in the batter's box within 10 seconds after being directed to by the plate umpire.

PENALTY — The ball is dead. No pitch has to be thrown. A strike is called. Each runner must remain on the base legally occupied at the time of the pitch.

SECTION 10.4 - Fair Ball

A fairly batted ball shall be judged according to the relative position of the ball and the foul line, including the foul pole, and not with respect to the position of the fielder (on fair or foul ground) at the time the ball is

80

SECTION 10 — Batting

contacted. A legally batted ball shall be judged fair if:

- a. The ball settles or is touched on or over fair territory (including home plate) between home plate and first base or between home plate and third base.
- b. The ball, while on or over fair territory (including home plate), touches the person, attached equipment or clothing of a player or umpire.
- c. The ball touches first, second or third base, unless it was previously touched by a fielder or runner while the ball was in foul territory.
- d. The ball bounds over or past first base or third base regardless of where the ball hits after passing the base.
- e. The ball first falls or is first touched on or over fair territory beyond first or third base.
- f. The ball in flight hits the foul pole or while over fair territory passes out of the playing field beyond the home run fence.

Note: If a batted ball hits the top of the fence while in fair territory and then bounces over the fence, it is a home run.

SECTION 10.5 - Foul Ball

A foul fly, line drive or grounder shall be judged according to the relative position of the ball and the foul line, including the foul pole, and not with respect to the position of the fielder at the time the ball is contacted. A legally batted ball shall be judged foul if:

- a. The ball touches the batter or touches the dirt or home plate and then hits the batter while she is still within the batter's box.
- b. The ball touches the bat or touches the dirt or home plate and then hits the bat a second time while it is still in the batter's possession and the batter is still within the batter's box.
- c. The ball settles on or is touched on or over foul territory between home plate and first base or between home plate and third base.
- d. The ball, while on or over foul territory, touches the person, attached equipment or clothing of a player or umpire or any object foreign to the natural playing surface.
- e. The ball bounds or rolls past first base or third base on or over foul territory.
- f. The ball first falls or is touched on or over foul territory beyond first or third base.

SECTION 10.6 - Foul Tip

- a. A batted ball that travels directly from the bat to the catcher's hand or glove/mitt and is legally caught by the catcher.

81

SECTION 10 — Batting

Note: Any batted ball that travels directly from the bat, to any part of the catcher's body or equipment other than the hand(s) or glove/mitt is a foul ball and dead. It is not a foul tip.

- b. A runner may advance from one base to another on a foul tip without tagging. The foul tip is treated as if it were a swing and miss.

PENALTY (a)-(b) — A strike is charged to the batter, the ball is live and each runner may advance with liability to be put out. The batter is out if it is the third strike.

Hits, Bunts, Slaps — SECTION 10.7.

- a. Hit. A hit is legally batted fair ball.

- 1) No intent to bat the ball is necessary.
- 2) The batter becomes a batter-runner as soon as they legally hit a fair ball.
- 3) The ball is live
- 4) The batter is liable to be put out.
- 5) Base runners advance with liability to be put out, whether forced or not.
- 6) If a fair-hit ball should touch a runner or umpire while still in flight, thereafter, it shall be considered a ground ball. It cannot be caught as fly ball.

- b. Bunt. A bunt is a legally batted ball not swung at but intentionally tapped with the bat. *NOTE: Ball going to bat.*

1) Any movement of the bat towards the ball is an attempt and a strike; the bat must be withdrawn — pulled backward away from the ball. The bat may not remain “stationary”, or a strike will be called.

2) On a missed bunt attempt with two strikes, the dropped third strike rule applies.

3) If, with less than two strikes, the batter’s attempt to bunt results in a foul ball not legally caught, it is a strike, and the ball is dead. With two strikes, however, the batter is declared out, and the ball is dead.

4) A bunt that is caught in the air remains live and in play regardless of the number of strikes on the batter and whether it is fair or foul.

c. Slap. A slap hit is a batted ball that has been struck with a short, chopping motion rather than with a full swing. A ball that is slapped foul is treated like any other foul ball and shall not result in an out unless caught in flight. *NOTE: Bat going to ball.*

Regulations Governing Batting

SECTION 10.8 - Bat

82

SECTION 10 — Batting

a. Altered bat. A batter shall not take an altered bat into the batter’s box.

Any bat that, in the umpire’s judgment, has been altered so as to affect the distance factor or cause an unusual reaction on the softball shall be removed from the game (i.e., not returned to the dugout). Inserting material into the bat, replacing its handle or knob, or applying excessive (more than two) layers of tape constitute altering a bat. Replacing a legal grip with another legal grip does not render the bat altered.

PENALTY — The ball is dead. The batter shall be declared out and ejected from the game. Each runner must return to the last base legally occupied. The bat shall be removed from the game (i.e., not returned to the dugout).

b. Broken bat. If the bat breaks and a part of it is hit by the batted ball in fair territory or a part of it hits a runner or a fielder, the ball remains live. It is not interference. If a part of the bat is touched by the batted ball in foul territory, it is a foul ball.

c. Illegal bat. A batter shall not take an illegal bat into the batter’s box. An illegal bat is a bat that does not meet acceptable specifications (i.e., particular weight, length, barrel diameter, material limits) set forth in Rule 3-2.

PENALTY — The ball is dead. The batter shall be declared out. Each runner must return to the base legally occupied. The bat shall be removed from the game (i.e., not returned to the dugout).

D. Thrown bat.

1. When the player throws a bat intentionally in anger, the umpire may eject the player.

2. If the bat is thrown into fair territory, whether intentionally or not, and it interferes with a defensive player attempting to make a play, interference shall be called.

3. If a bat is thrown into foul territory, whether intentional or not, that endangers a participant a team warning shall be issued to the offending team. Each subsequent violation by the same team shall be an out.

PENALTY 2 & 3 - The ball remains alive (delayed dead ball). For a first violation the team is warned. For each subsequent violation by the same team, the coach of the offended team has the option to choose the result of the play or the batter is declared out and all runners return to last base occupied. If, in the umpire’s judgment, interference prevented a possible double play, two outs may be declared - each runner returns to the base legally occupied at the time of pitch.

83

SECTION 10 — Batting

SECTION 10.9 - Batted Ball Off Batter, Attached Equipment, Clothing

When a batted ball hits the batter or hits the dirt or home plate and then hits the batter, the ball is dead immediately.

PENALTY — If the batter is in the batter’s box, a foul ball is called, a strike is

charged to the batter if fewer than two strikes, and each runner must return to the base legally occupied at the time of the pitch.

If the batter is out of the batter's box and the ball is considered fair, the batter is declared out, and each runner must return to the base legally occupied at the time of the pitch.

If the batter is out of the batter's box and the ball is considered foul, a foul ball is called, a strike is charged to the batter if has fewer than two strikes, and each runner must return to the base legally occupied at the time of the pitch.

SECTION 10.10 - Batting Order

The batting order that is delivered to the plate umpire must be followed throughout the game except that a starting player may be replaced by a substitute who must take the place of the starting player in the batting order. In addition, if the FLEX bats for the DP, they assume the DP's spot in the batting order until the DP returns or the DP's sub enters the game. The first batter listed on each team's lineup card shall lead off their respective team's half of the first inning. After the first inning, the first (leadoff) batter in each inning shall be the player whose name follows that of the last batter who completed their full term at bat in the preceding inning. If the third out in an inning is made before a batter completes their turn at bat, they shall be the first batter in the next inning; they she start with a 0-0 count.

SECTION 10.11 - Batting out of Order.

- a. A player is batting out of order when they fail to bat in proper sequence as listed on the official line-up card.
- b. Batting out of order is an appeal play that may be made only by the defensive team. The defensive team forfeits its right to appeal batting out of order when one legal or illegal pitch has been made to the following batter or when the pitcher and all infielders have clearly vacated their normal fielding positions and have left fair territory.
- c. The penalty for batting out of order varies depending upon when the infraction is reported to the plate umpire.

PENALTY (a)-(c) — If the error is reported while the incorrect batter is at bat, the correct batter may take their place and legally assume any balls and strikes. Any runs scored or bases advanced while the incorrect batter was at bat shall be legal.

84

SECTION 10 — Batting

Note: The offensive team may correct a wrong batter at the plate with no penalty.

If the error is reported after the incorrect batter has completed their turn at bat and before a legal or illegal pitch has been delivered to the following batter or before the pitcher and all infielders clearly have vacated their normal fielding positions and have left fair territory: (a) the player who should have batted is out; (b) any advance or score made because of a ball batted by the improper batter or because of the improper batter's advance to first base as a result of obstruction, an error, a hit batter, walk, dropped third strike or a base hit shall be nullified; (c) the next batter is the player whose name follows that of the player called out for failing to bat; and (d) if the batter declared out under these circumstances is the third out, the correct batter in the next inning shall be the player who would have come to bat had the player been put out.

If the error is reported after the first legal or illegal pitch to the next batter or after the pitcher and all infielders clearly have vacated their normal fielding positions and have left fair territory: (a) the turn at bat of the incorrect batter is legal, (b) all runs scored and bases run are legal and (c) the next batter is the player whose name follows that of the player that was scheduled to bat.

Notes:

1. *No one is called out for failure to bat. Players who have not batted and who have not been called out have lost their turn at bat until reached again in the regular order.*
2. *No runner shall be removed from the base they are occupying except the*

batter who has been taken off the base by the plate umpire as in the penalty above to bat in her proper place. They merely missed their turn at bat with no penalty. The batter following in the batting order becomes the legal batter.

3. The announcer shall announce the players as listed on the lineup card. The public-address announcer, umpires or official scorer shall not call attention to the improper batter.

SECTION 10.12. - Checked Swing

- a. A pitched ball should be called a strike if it is in the strike zone, regardless of whether or not the batter checked the swing.
- b. A pitched ball should be called a ball if the plate umpire is in doubt or blocked out, regardless of whether or not the batter checked their swing.

85

SECTION 10 — Batting

- c. If the plate umpire calls the pitch a ball and the catcher requests help, the plate umpire may ask for help.

Note: As a general rule, there are four factors when attempting to determine if a batter has swung at the ball or checked the swing: (1) Did she roll her wrists? (2) Did batter swing through the ball and bring the bat back or draw the bat back before the pitch arrived? (3) Was the bat out in front of the body? (4) Did batter make an attempt to hit/bunt/slap the pitch?

SECTION 10.13 - Dropped Third Strike Rule

- a. When the catcher fails to catch a third strike before the ball touches the ground, the batter is automatically out if there are fewer than two outs and first base is occupied. The ball is live, and base runners may advance with liability to be put out.
- b. When the catcher fails to catch a third strike before the ball touches the ground, the batter is not out if there are two outs, or there are fewer than two outs, and first base is unoccupied. The ball is live, the batter becomes a batter-runner with liability to be put out, and base runners advance with liability to be put out, whether forced or not.
- c. In 10 and Under play, a dropped third strike the batter is out, but the ball remains live for runners who can advance or steal.

SECTION 10.14 - Hitting Ball a Second Time

- a. The batter may not, after hitting/bunting/slapping a fair ball, contact the ball with the bat a second time in fair territory.

PENALTY — If the bat is still in the batter's hand(s) when the ball is contacted a second time and the batter is in the batter's box, the ball is dead, a foul ball is ruled, and each runner must return to the base legally occupied at the time of the pitch.

If the bat is still in the batter's hand(s) when the ball is contacted a second time and the batter is out of the batter's box, the ball is dead, the batter is out, and each runner must return to the base legally occupied at the time of the pitch.

If the bat is out of the batter's hand(s) (on the ground), the ball rolls against the bat in fair territory and, in the umpire's judgment, there was no intent to interfere with the course of the ball, the ball is live. If it stops or is touched in fair territory, it is a fair ball. If the ball touches the bat in fair territory and then rolls to foul ground and stops, it is a foul ball. If the ball rolls against the bat in foul territory, it is a foul ball regardless.

86

SECTION 10 — Batting

If the bat is out of the batter's hand(s) (dropped or thrown) and it hits the ball in fair territory, the ball is dead, the batter is out, and each runner must return to the base legally occupied at the time of the pitch.

- b. The batter may not, after hitting/bunting/slapping a foul ball, intentionally deflect the course of the ball in any manner while running to first, or intentionally interfere with the catcher's attempt to field a third strike.

PENALTY — The ball is dead, the batter is out, and each runner must return to the base legally occupied at the time of the pitch.

c. The batter may not swing and miss a pitched ball and then accidentally hit it on the follow-through or after it bounces off the catcher or her glove/mitt.

PENALTY — The ball is dead. The pitch is a strike. The batter is declared out if the pitch was a third strike; otherwise, they remain at bat. Each runner must return to the base legally occupied at the time of the pitch.

d. The batter may not swing and miss a pitched ball and then intentionally hit it on a second swing or after it bounces off the catcher or her glove/mitt.

PENALTY — The ball is dead, the batter is declared out, and each runner must return to the base legally occupied at the time of the pitch.

SECTION 10.15 - Hit Batter (by Pitch)

a. A batter is awarded first base when a pitched ball neither swung at nor called a strike touches any part of the batter's person or clothing while they are in the batter's box.

PENALTY — The ball is dead. The batter is entitled to first base without liability to be put out. If the pitch is "ball four," the batter shall be awarded base on balls. Runners may not advance unless forced.

Notes:

1. *It does not matter if the ball strikes the ground before hitting the batter.*

2. *The batter's hands are not considered part of the bat.*

b. The hit batter shall not be awarded first base under the following circumstances:

1) The batter made no attempt to avoid the pitch or obviously tried to get hit by the pitch.

PENALTY — The ball is dead, the pitch is a ball or strike (depending on its location), and the batter remains at bat, except the batter is declared out if the pitch was a third strike or the batter is awarded first base if the pitch

87

SECTION 10 — Batting

was "ball four.". Runners advance if forced.

Note: The benefit of any doubt must go to the batter.

2) The batter is hit by a pitch in the strike zone.

PENALTY—The ball is dead. The pitch is a strike. The batter is declared out if the pitch was a third strike; otherwise, they remain at bat. Each runner must return, without liability to be put out, to the base legally occupied at the time of the pitch.

3) The pitched ball touches any part of the batter's person as they swing and misses for a third strike.

PENALTY — The ball is dead, the batter is declared out and each runner must return, without liability to be put out, to the base legally occupied at the time of the pitch.

c. The pitcher shall not intentionally attempt to hit the batter with a pitch.

PENALTY — The umpire shall warn the pitcher and both opposing coaches that future violations by any pitcher will be cause for immediate ejection of the pitcher and the head coach. If, in the umpire's judgment, the situation warrants drastic action to diffuse a potentially volatile situation, the umpire may eject the pitcher without first warning them. Each coach should be warned, but the coach of the offending team may be ejected at this time if the umpire believes it is appropriate. A warning may be issued to both teams before the start of the game or at any time during a game.

SECTION 10.16 - Illegally Batted Ball.

An illegally batted ball occurs when the batter hits/bunts/slaps the ball fair or foul and:

a. Either one or both of the batter's feet are in contact with the ground entirely outside the lines of the batter's box.

b. Any part of the batter's foot is touching home plate, even though they may be touching the lines of the batter's box.

PENALTY (a)-(b) — The ball is dead. The batter shall be declared out immediately, regardless of whether the ball is fair or foul.

Note for (a) and (b): In cases where there are no batter's box lines evident, good judgment must be used, and the benefit of any doubt must go to the

batter.

c. An altered bat is used.

PENALTY — The batter shall be declared out and ejected from the game. Base runners shall not advance. The bat shall be removed from the game.

d. An illegal bat is used.

88

SECTION 10 — Batting

PENALTY — The batter shall be declared out. Base runners shall not advance. The bat shall be removed from the game.

SECTION 10.17 - Infield Fly Rule

The infield fly rule is in PENALTY when the batter hits a fair fly ball (not including a line drive or an attempted bunt) that can be caught by an infielder with ordinary effort when first and second base; or first, second and third bases are occupied and there are less than two outs.

PENALTY — The ball is live. The batter-runner is out if the batted ball is fair. Each runner may advance with liability to be put out after the ball is caught. Each runner may tag up and advance once the batted ball is touched (before it is caught); the same as on any caught fly ball. If a declared infield fly is dropped intentionally or allowed to fall untouched, the ball is live, the batter-runner is out, and each runner may advance with liability to be put out. A runner need not retouch their base(s).

Notes:

- 1. When it seems apparent that a batted ball will be an infield fly, the umpire shall immediately declare, "Infield fly, the batter is out" for the benefit of the runners. If the ball is near the foul line, the umpire shall declare, "Infield fly, the batter is out if fair."*
- 2. The infield fly is ruled when the ball reaches its highest point based on the position of the closest infielder regardless of who makes the play.*
- 3. Any defensive player who positions herself on the infield at the start of the pitch shall be considered an infielder for the purpose of this rule.*
- 4. If a declared infield fly becomes a foul ball, it is treated the same as any foul.*

SECTION 10.18 - Intentionally Dropped Fair Fly Ball

a. An intentionally dropped ball is a batted ball that is legally and actually caught and then deliberately dropped. A ball that is guided to the ground should not be considered an intentionally dropped ball. A ball that is trapped shall not be considered as having been intentionally dropped.

b. An infielder may not intentionally drop a fair fly ball, a line drive or a bunt when there are less than two outs and runners are on first; first and second; first and third; or first, second and third.

PENALTY (a)-(b) — The ball is dead, the batter is declared out, and each runner must return to the base legally occupied at the time of the pitch. Exception: The batter is not out if the infielder permits the ball in flight to drop untouched to the ground, except when the infield fly rule applies. If an infield fly is ruled, it has precedence over an intentionally dropped ball.

89

SECTION 10 — Batting

SECTION 10.19 - Stepping Out of the Box

a. The batter shall not step from one batter's box to the other while the pitcher is in the pitching position.

PENALTY — The ball is dead, the batter is declared out, and each runner must return to the base legally occupied at the time of the pitch.

b. The batter shall not leave their position in the batter's box when the pitcher is in pitching position on the pitcher's plate unless permission is granted by the umpire.

PENALTY — The batter leaves the batter's box at the risk of having a strike delivered, unless they request and is granted "Time/Timeout" from the plate umpire. If the plate umpire does not suspend play as requested by the batter and the pitcher legally delivers the pitch, it shall be called a ball

or strike depending upon the location of the pitch. The ball remains live.
c. Once the pitcher has taken the sign and started the windup (brought the hands together and separates them), they must deliver the pitch, and the batter shall not leave their position in the batter's box.

PENALTY — If the batter steps out of the box, holds up their hand or uses any other action as if requesting time and the pitcher legally delivers the pitch, it shall be called a ball or strike, depending upon the location of the pitch. The ball remains live.

If the pitcher stops or hesitates in her delivery as a result of the batter stepping out of the box, holding up their hand or using any other action as if requesting time, it shall not be an illegal pitch. However, both the pitcher and the batter have violated the rule. The plate umpire shall call "Time/Timeout," declare "No pitch" and begin play again.

If the umpire judges the batter's action to be a deliberate attempt to create an illegal pitch, the ball is dead, "No pitch" is called, and all subsequent action on that pitch is canceled. A warning shall be issued to the batter and to the offending team. A repeat of this type of act by any member of the team warned shall result in the offender being ejected from the game.

d. The batter shall not hinder the catcher from catching or throwing the ball by stepping out of the batter's box or intentionally hinder the catcher (e.g., on a steal/pickoff throw or a play at the plate) while standing within the batter's box.

PENALTY — The ball is dead, the batter is out, and each runner must return to the last base that in the umpire's judgment was legally

90

SECTION 10 — Batting

touched at the time of the interference.

Exceptions:

1. If a runner is advancing to home plate and there are fewer than two outs, the batter is out, runner(s) returns. The ball is dead.

2. If the batter strikes out and interferes with the catcher's attempt to throw out a runner, the runner also is out. The ball is dead.

SECTION 10.20 - Batter is Out

The batter is out when:

a. The on-deck batter or any other member of the team at bat, except a runner(s) interferes with a defensive player attempting to field a fly ball.

PENALTY — The ball is dead. Each runner must return to the base legally occupied at the time of the pitch.

b. The batter enters the batter's box with or is discovered using an altered bat.

PENALTY — The ball is dead. The batter is ejected. The bat shall be removed from the game. Each runner must return to the base legally occupied at the time of the pitch.

c. The batter enters the batter's

c. The batter enters the batter's box with or is discovered using an illegal bat.

PENALTY — The ball is dead. The bat shall be removed from the game. Each runner must return to the base legally occupied at the time of the pitch.

d. The offense bats out of order, and the defense challenges the action after the incorrect batter has completed their turn at bat and before a legal or illegal pitch has been made to the following batter or before the pitcher and all infielders clearly have vacated their normal fielding positions and have left fair territory.

PENALTY — The ball is dead. Any advance or score made because of a ball batted by the incorrect batter or because of the incorrect batter's advance to first base as a result of obstruction, an error, a hit batter, a walk, a dropped third strike or a base hit, shall be nullified. The next batter is the

player whose name follows that of the player called out for failing to bat.
e. The batter's entire foot is touching the ground completely outside the lines of the batter's box at the moment of bat-ball contact, whether the ball is fair or foul.

PENALTY — The ball is dead. Each runner must return to the base legally occupied at the time of the pitch.

Note: In cases where there are no batter's box lines evident, good judgment
91

SECTION 10 — Batting

must be used, and the benefit of any doubt must go to the batter.

f. Any part of the batter's foot is touching home plate at the moment of bat-ball contact, whether the ball is fair or foul.

PENALTY — The ball is dead. Each runner must return to the base legally occupied at the time of the pitch.

g. The batter throws the whole bat into fair territory, whether intentionally or not, and it interferes with a defensive player attempting to make a play.

PENALTY — The ball is dead. Each runner must return to the base legally occupied at the time of the pitch. If, in the umpire's judgment, interference prevented a possible double play, two runners may be declared out.

h. A batted ball hits the batter, or hits the dirt or home plate and then hits the batter when the batter is out of the batter's box, and the batted ball is considered fair.

PENALTY — The ball is dead. Each runner must return to the base legally occupied at the time of the pitch.

i. The batter hits a fair ball with the bat a second time in fair territory.

PENALTY — If the batter is out of the batter's box and the bat is still in the batter's hand(s) when the ball is contacted a second time, the ball is dead. Each runner must return to the base legally occupied at the time of the pitch. Exception: If the batter is standing in the batter's box and contact is made while the bat is in the batter's hand(s), a foul ball is ruled even if the ball is hit a second time over fair territory.

If the bat is out of the batter's hand(s) (dropped or thrown) and it hits (lands on) the ball in fair territory, the ball is dead. Each runner must return to the base legally occupied at the time of the pitch.

Note: If the batter drops the bat and the ball rolls against the bat in fair territory, and, in the umpire's judgment, there was no intent to interfere with the course of the ball, the batter is not out, and the ball is live and in play.

j. The batter swings and misses a pitched ball and then intentionally hits it on a second swing or after it bounces off the catcher or her glove/mitt.

PENALTY — The ball is dead. Each runner must return to the base legally occupied at the time of the pitch.

k. The batter bunts foul after the second strike.

PENALTY — If the bunt attempt is caught in the air, the ball is live. Runners may tag and advance with liability to be put out.

If the bunt attempt results in a foul ball not legally caught, the ball is dead. Each runner must return to the base legally occupied at the time of the pitch.

92

SECTION 10 — Batting

l. The batter's third strike is a foul tip.

PENALTY — The ball is live. Runners may advance without tagging but with liability to be put out.

m. A called or swinging third strike is legally caught by the catcher.

PENALTY — The ball is live. Runners may advance with liability to be put out.

n. The catcher fails to catch a third strike before the ball touches the ground when there are fewer than two outs and first base is occupied.

PENALTY — The ball is live. Runners may advance with liability to be put out.

o. A pitched ball touches any part of the batter's person, including the hands, as they swing and misses for a third strike.

PENALTY — The ball is dead. Each runner must return to the base legally occupied at the time of the pitch.

p. The batter, with two strikes, is hit by a pitch in the strike zone, makes no attempt to avoid a pitch in the strike zone or obviously tries to get hit by the pitch.

PENALTY — The ball is dead. Each runner must return to the base legally occupied at the time of the pitch.

q. The batter hinders the catcher from catching or throwing the ball by stepping out of the batter's box or intentionally hinders the catcher (e.g., on a steal/pickoff throw or a play at the plate) while standing within the batter's box.

PENALTY — The ball is dead, the batter is out, and each runner must return to the last base that, in the umpire's judgment, was legally touched at the time of the interference.

Exceptions:

1. If a runner is advancing to home plate and there are fewer than two outs, the batter instead of the runner, is out. The ball is dead.

2. If the batter strikes out and interferes with the catcher's attempt to throw out a runner, the runner also is out. The ball is dead.

r. The batter steps from one batter's box to the other while the pitcher is in the position ready to pitch.

PENALTY — The ball is dead. Each runner must return to the base legally occupied at the time of the pitch.

93

SECTION 11 — Base Running

Batter-Runner

SECTION 11.00 - Double First Base

A. When using the double first base at first base, the following rules will be in PENALTY:

1) A batted ball hitting the white portion is declared fair and a batted ball hitting the orange portion is declared foul.

2) Whenever a play is being made on the batter-runner, from home to first running through the bag, the defense must use the white portion and batter-runner the orange portion.

3) On any force out attempt from the foul side of first base, or an errant throw pulling the defense into foul ground, the defense, or batter-runner may use either the white or orange portion.

4) On extra base hits or balls hit to the outfield when there is no play being made at the double base, the batter-runner may touch the white or orange portion. Should the batter-runner return, the runner must return to the white or orange portion.

5) When tagging up on a fly ball, the white or orange portion. may be used.

6) On an attempted pick-off play, the runner must return to the white or orange portion

Section 11.1 - Batter Becomes a Batter-Runner

The batter becomes a batter-runner with liability to be put out:

A. When the catcher fails to catch a third strike before the ball touches the ground with two outs or when there are fewer than two outs, and first base is unoccupied. This is called the dropped third strike rule (Rule 10-13).

Note: If the catcher fails to catch a third strike before the ball touches the ground with fewer than two outs and first base occupied, the batter is automatically out; the ball is live; and each base runner may advance with liability to be put out.

B.. After a legally batted fair ball that is not blocked.

C. When a fair batted ball strikes the person, attached equipment, or clothing of a runner or an umpire after touching an infielder (including the pitcher).

Note: If said ball touches the runner/umpire while still in flight, thereafter, it shall be considered a ground ball. It cannot be caught as a fly ball

D. When a fair batted ball strikes the person, attached equipment, or

clothing of a runner or an umpire after passing an infielder (other than the pitcher), and no other infielder had a chance to make a play.

94

Section 11 – Base Running

PENALTY (a)-(d) — The ball is live. The batter becomes a batter-runner and advances with liability to be put out. Each base runner advances with liability to be put out, whether forced or not.

SECTION 11.2. - Base Awards

A. First base. The batter is awarded first base with no liability to be put out:

1) After “ball four.”

PENALTY — The ball is live, unless blocked. The batter may advance beyond first base with liability to be put out. If forced, each base runner advances one base with no liability to be put out. If not forced, each base runner may advance with liability to be put out.

Exception: In 10 & Under, the batter, who receives a base on balls, cannot advance past first base. If the batter-runner advances further, once the ball becomes dead, return the batter-runner to first base.

2) After catcher obstruction.

PENALTY — Delayed dead ball.

If the batter contacts the ball and reaches first base safely and each other runner has advanced at least one base on the batted ball, catcher obstruction is canceled. All action as a result of the batted ball stands, and no option is given. Once a runner has passed a base, she is considered to have reached that base even if she missed it. No option is given.

If the batter does not reach first base or if one of the other runners does not advance at least one base, the coach of the offensive team has the option of taking the result of the play. If the coach does not take the result of the play:

a) The batter becomes a batter-runner and is awarded first base.

b) If forced, each other base runner advances one base without liability to be put out. If not forced, each other base runner returns to the base legally occupied at the time of the pitch.

Note: If a batter, during preliminary loosening-up swings, hits the catcher or the catcher’s glove/mitt during the back swing, the umpire should immediately call “Time/Timeout” and not obstruction. Catcher’s obstruction should be called only on the batter’s attempt to make contact with the pitch. The pitch or swing should not be allowed, since the batter’s concentration or rhythm could be affected.

3) When a pitched ball, not swung at or called a strike, touches any part of the batter’s person or clothing while they are in the batter’s box. It doesn’t matter if the ball strikes the ground before hitting the batter.

95

Section 11 – Base Running

The batter’s hands are not to be considered a part of the bat. Exception: If the batter makes no attempt to avoid being hit by the pitch, or obviously tries to get hit by the pitch, a “Ball” or “Strike” is called (depending upon the ball’s location). The batter stays at bat unless the pitch was a third strike (the batter is declared out), or the pitch was ball four (the batter is awarded first base). The benefit of any doubt must go to the batter.

4. When a fair-batted ball strikes the person, attached equipment, or clothing of an umpire before touching an infielder (including the pitcher) or passing an infielder (other than a pitcher), who has a reasonable chance to make a play.

5. When a fair-batted ball strikes the person, attached equipment, or clothing of an umpire after passing an infielder (including the pitcher), and another fielder had a chance to make a play.

6. When a runner intentionally kicks the ball that an infielder has missed.

PENALTY (3)-(6) — The ball is dead, and the batter is awarded first base. Each base runner, if forced, advances one base with no liability to be put out. If not forced, each runner must return to the base legally occupied

at the time of the pitch.

PENALTY (4)-(6) — The batter is credited with a base hit.

7. When a fair-batted ball strikes the person, attached equipment or clothing of a runner before touching an infielder (including the pitcher) or passing an infielder (other than a pitcher) that has a reasonable chance to make a play.

8. When a fair-batted ball strikes the person, attached equipment or clothing of a runner after passing an infielder (including the pitcher), and another fielder had a chance to make a play.

PENALTY (7)-(8) — The batter becomes a batter-runner and is awarded first base and credited with a base hit.

If off base when struck by a fair ball, the runner is out, and each runner not forced by the batter-runner must return to the base she legally touched at the time of the interference. If forced, each other runner advances one base without liability to be put out. The ball is dead.

If on base when struck by a fair ball, the runner is not out. The ball is live or dead, depending on the position of the fielder closest to the base.

If the closest defensive player is in front of the base the runner is in contact with, the ball is live. However, if the closest defensive player is

96

Section 11 – Base Running

behind the base, the ball is dead. If forced, each runner advances one base with no liability to be put out. If unforced, each runner must return to the base legally occupied at the time of the pitch.

B. Second base. The batter is awarded second base with no liability to be put out:

1) When a fielder intentionally contacts or catches a thrown ball with her cap, helmet, mask, chest protector, glove/mitt or any part of her uniform that is detached from its proper place on her person.

PENALTY — Delayed dead ball. The batter-runner and each base runner are entitled to advance two bases from the time of the throw but may advance farther with liability to be put out.

2. When a fair batted ball touches loose equipment belonging to the defense.

3. When a fair-batted ball bounces over, wedges under or passes through a fence or any designated boundary of the playing field, or becomes blocked.

4. When a fair-batted ball lodges in the fence, or in shrubbery or vines on the fence.

5. When a fair batted ball deflects off a defensive player and crosses into dead-ball territory; or passes an infielder (excluding the pitcher), deflects off a runner or umpire, and crosses into dead-ball territory, provided no other infielder has a chance to make a play.

PENALTY (2)-(5) — The ball is dead. The batter is awarded second base and credited with a two-base hit (double). Each other base runner is awarded two bases from the base legally occupied at the time of the pitch.

C. Third base. The batter is awarded third base with no liability to be put out:

1) When a fielder intentionally contacts or catches a fair batted ball with her cap, helmet, mask, chest protector, glove/mitt or any part of her uniform that is detached from its proper place on her person.

2) When an illegal catch or touch is made on a batted ball that in the opinion of the umpire might become fair.

PENALTY (1)-(2) — Delayed dead ball. The batter is awarded third base and credited with a three-base hit (triple) but may advance farther with liability to be put out. Each other base runner is awarded home plate.

D. Home plate. The batter is awarded home plate with no liability to be put out:

97

Section 11 – Base Running

1) When a fair-batted fly ball strikes the foul pole above the fence level or leaves the playing field in fair territory without touching the ground or going through the fence.

2) An illegal catch or touch is made on a fair hit ball that, in the judgment of the umpire, would have cleared the home run fence in flight.

Note: The ball may have been prevented from going over the fence by a spectator or by detached player equipment, which is thrown, tossed, kicked or held by a fielder.

PENALTY (1)-(2) — The ball is dead. The batter runner is entitled to a home run, and each other base runner is awarded home plate.

E. Judged bases. A batter, batter-runner or runner is entitled to advance the number of bases that the umpire judges to be appropriate when a fielder, not in possession of the ball, not in the act of fielding a batted ball or not about to receive a thrown ball, fakes a tag without the ball or otherwise impedes her.

PENALTY — Delayed dead ball.

If the obstructed batter, batter-runner or runner is put out before reaching the base they would have reached had there not been obstruction, the obstructed player and each other runner affected by the obstruction will always be awarded the base(s) they would have reached, in the umpire's judgment, had there not been obstruction. Subsequent violation by the same individual may result in a one base award to the obstructed player and each other runner forced to advance (see Rule 9-18-c-1).

SECTION 11.3. - Batter-Runner is Out

The batter-runner is out:

A. When player hits a fair ball and is legally put out before reaching first base.

PENALTY — The ball is live. Each runner may advance with liability to be put out, whether forced or not.

B. When player hits a fair or foul fly ball, other than a foul tip, and it is caught by a fielder before it touches the ground, any object or person other than a defensive player.

C. When player is legally put out before reaching first base when the catcher fails to catch a third strike before the ball touches the ground with two outs, or when there are fewer than two outs, and first base is unoccupied.

Note: If the catcher fails to catch a third strike before the ball touches the ground with fewer than two outs and first base occupied, the batter is automatically out.

98

Section 11 – Base Running

PENALTY (b)-(c) — The ball is live. Each runner may advance with liability to be put out.

D. When she does not proceed to first base after a fair-batted ball or a dropped third strike (with two outs, or when there are fewer than two outs and first base is unoccupied).

PENALTY — The ball is live. The batter-runner shall be declared out if they are touched while off base, the base is touched before they reach it, or they leave the field of play. Each runner may advance with liability to be put out.

E. When player does not proceed to first base after:

1) A base on balls.

PENALTY — The ball is live. The batter-runner is out if and when they leave the field of play. Each runner may advance with liability to be put out.

2) Being hit by a pitch.

PENALTY — The ball is dead. The batter-runner should proceed directly to first base; however, if player requires medical treatment, they may receive it before proceeding to first base. (The batter-runner is not out if they leave the field for necessary medical treatment). Each runner must return to the base legally occupied at the time of the pitch.

3) Catcher obstruction.

PENALTY — Delayed dead ball.

If the coach elects to take the result of enforced catcher obstruction, the batter-runner is awarded first base, and each runner may advance only if forced.

F. When, after reaching a base safely, a batter-runner or runner(s) abandons her base and obviously heads toward their position or the dugout (e.g., believing they was put out), or leaves the field of play for any reason.

PENALTY — The ball is live, the batter-runner or runner(s) is out, and each other runner may advance with liability to be put out.

G. When they hit an infield fly, and the infield fly rule is in PENALTY.

PENALTY — The ball is live. The batter-runner is out if the batted ball is fair. Each runner may advance with liability to be put out after the ball is caught. Each runner may tag up and advance once the batted ball is touched (before it is caught), the same as on any caught fly ball. If a declared infield fly is dropped intentionally or allowed to fall untouched, the ball is live, the batter-runner is out and each runner may advance with liability to be put out. A runner need not retouch her base(s).

H. When either of their feet is completely outside the runner's lane, in contact with the ground, and, in the judgment of the umpire, they

99

Section 11 – Base Running

interfered with the fielder taking the throw at first base. Exception: They may run outside the runner's lane to avoid a fielder, attempting to field a batted ball and/or to touch the base on the last stride.

PENALTY — The ball is dead. Each runner must return to the last base legally touched at the time of the interference.

I. When, with less than two outs and first, first and second, first and third, or first, second and third bases occupied, in infielder intentionally drops a batted or bunted fair fly ball or line drive which could have been caught with ordinary effort.

Note: An intentionally dropped ball is a batted ball that is legally and actually caught and then deliberately dropped. A trapped ball shall not be considered as having been intentionally dropped. A ball that has been guided to the ground should not be considered an intentionally dropped ball.

PENALTY — The ball is dead. Each runner must return to the base legally occupied at the time of the pitch. Exception: The batter is not out if the infielder permits the ball in flight to drop untouched to the ground, except when the infield fly rule applies. If an infield fly is ruled, it takes precedence over an intentionally dropped ball.

J. When player runs the bases in reverse order to confuse opponents or to make a travesty of the game.

PENALTY — The ball is dead. Each runner must return to the base legally occupied at the time of the pitch.

K. When they move back toward home plate to avoid or delay a tag by a fielder.

PENALTY — The ball is dead. Each runner must return to the last base legally touched at the time of the infraction.

L When player interferes with a play at home plate in an attempt to prevent an obvious out.

PENALTY — The ball is dead. The batter and the runner at home are both declared out. Each other runner must return to the last base legally touched at the time of the interference.

M. When player interferes with a fielder attempting to field a batted ball, interferes with a fielder attempting to throw the ball, intentionally interferes with a thrown ball while out of the batter's box, makes contact with a fair batted ball before reaching first base or interferes with a dropped third strike.

PENALTY — The ball is dead. Each runner must return to the last base legally touched at the time of the interference. If the interference, in the umpire's judgment, is an obvious attempt to prevent a double play, the

Section 11 – Base Running

runner closest to home plate also shall be called out.

Note: A batter-runner being hit with a thrown ball does not necessarily constitute interference.

N. When the immediate preceding runner who is not yet out intentionally interferes, in the umpire's judgment, with a fielder who is attempting to catch a thrown ball or throw a ball in an attempt to complete a play.

PENALTY — The ball is dead. The batter-runner and the runner are declared out. Each runner must return to the last base legally touched at the time of the interference.

O. When, after hitting a home run, providing their team previously was warned for a first offense, any member of the offensive team other than the base coach touches the individual, before touching home plate.

PENALTY — The ball is dead. The batter is out and credited with the last base legally touched at the time of the interference. Each other runner must return to the last base legally touched at the time of the interference.

P When a spectator enters the field of play or reaches onto the field from the stands and clearly prevents a fielder from catching a fly ball in the field of play.

PENALTY — The ball is dead at the moment of the interference. The umpire shall award appropriate compensation, be it an out, extra bases, etc.

Note: It is not interference if the fielder reaches into the stands or over a fence and a spectator interferes with a possible catch. The field belongs to the fielder and the stands belong to the spectator.

Base Runner(s)

For 10 & Under see 10 & Under Rules

. (page 136)

Base Runner May Advance With Liability to Be Put Out — SECTION 11.4.

A runner may advance with liability to be put out:

- a. When a pitched ball leaves the pitcher's hand.
- b. Following a dropped third strike with two outs or when there are fewer than two outs, and first base is unoccupied.
- c. Following a legally batted fair ball that is not blocked.
- d. Following a fair-batted ball that strikes the person attached equipment or clothing of a runner or an umpire after touching an infielder (including the pitcher).
- e. Following a fair-batted ball that strikes the person, attached equipment or clothing of a runner or an umpire after passing an infielder (other than the pitcher), and no other infielder had a chance to make a play.
- f. When a legally caught fly ball is first touched.

101

Section 11 – Base Running

g. When a pitched or thrown ball hits an umpire.

h. When a pitched or thrown ball enters foul territory but is not blocked.

i. When a foul tip is legally caught.

Note: No tag-up is necessary.

j. When a runner is hit by a fair-batted ball while in contact with a base, and the closest defensive player is in front of that base.

PENALTY (a)-(j) — The ball is live.

Base Runner Awards — SECTION 11.5.

In addition to any special ground rules established, the following awards are in PENALTY:

a. One base. A base runner is entitled to advance one base with no liability to be put out:

1) If forced to vacate a base because of a one-base award to the batter.

PENALTY — The ball is live unless blocked. Each runner advances one base if forced and may advance farther with liability to be put out. If

unforced, each runner may advance with liability to be put out.

2) When a pitcher makes an illegal pitch, provided the offensive coach does not take the result of the play.

PENALTY — Delayed dead ball. Each runner is awarded one base from the base occupied at the time of the pitch. The batter is awarded a ball. If the pitch is “Ball four” or the illegal pitch hits the batter, the batter is awarded first base.

3) When a pitched ball is blocked (i.e., lodges in or goes under, over or through the backstop).

PENALTY — The ball is dead. The batter is awarded first base only on the fourth ball. Each runner is awarded one base from the base legally occupied at the time of the pitch.

4) When a live ball is carried by a fielder from playable territory into deadball territory (“catch and carry”).

PENALTY — The ball is dead. Each runner is awarded one base from the last base legally touched at the time the fielder entered dead-ball territory.

5) When a fielder loses possession of the ball, such as on an attempted tag, and the ball enters the dead-ball areas or becomes blocked.

PENALTY — The ball is dead. Each runner is awarded one base from the last base legally touched at the time the ball became blocked.

b. Two bases. A base runner is entitled to advance two bases with no liability to be put out:

102

Section 11 – Base Running

1) If forced to vacate a base because of a two-base award to the batter.

PENALTY — The ball is live unless blocked. Each runner advances two bases if forced and may advance farther with liability to be put out. If unforced, each runner may advance with liability to be put out.

2) When a fair ball deflects off a defensive player and enters dead-ball territory.

3) When a fair ball deflects off a runner or umpire and enters dead-ball territory after having passed an infielder (excluding the pitcher) provided no other infielder had a chance to make a play.

PENALTY (2)-(3) — The ball is dead. The batter-runner and each other runner are awarded two bases from the base legally occupied at the time of the pitch.

4) When the ball is in play and is overthrown (beyond the boundary lines) or is blocked.

PENALTY — The ball is dead. Each runner is awarded two bases from the last base legally touched when the ball left the fielder’s hand. If two runners are between the same bases, the award is based on the position of the lead runner.

Exceptions:

1. When a fielder loses possession of the ball, such as on an attempted tag, and the ball enters the dead-ball area or becomes blocked, each runner is awarded one base from the last base touched at the time the ball became blocked.

Note: If a runner touches the next base and returns to their original base, the original base they left is considered the last base touched for the purpose of an overthrow award.

2. If the ball becomes blocked due to offensive equipment not involved in the game, the ball is ruled dead, and each runner must return to the base legally touched at the time of the blocked ball. If the blocked ball prevented the defense from making a play the runner being played on is called out (If this player has scored before the blocked ball was ruled, the runner closest to home is called out).

5) If, in the judgment of the umpire, a fielder intentionally kicks pushes or throws a live ball from playable territory into dead-ball territory.

PENALTY — The ball is dead. Each runner is awarded two bases from the last base legally touched at the time the ball enters dead-ball territory.

c Home plate. A base runner is entitled to advance to home plate with

Section 11 – Base Running

d no liability to be put out if forced to vacate a base because of a three or four-base award to the batter.

e Judged bases. A batter, batter-runner or runner is entitled to advance the number of bases that the umpire judges to be appropriate:

1) When a fielder not in possession of the ball, not in the act of fielding a batted ball or not about to receive a thrown ball fakes a tag without the ball or impedes her.

PENALTY — Delayed dead ball. If the obstructed batter, batter-runner or runner is put out before reaching the base she would have reached had there not been obstruction, the obstructed player and each other runner affected by the obstruction will always be awarded the base(s) they would have reached, in the umpire's judgment, had there not been obstruction. Subsequent violations by the same individual may result in a one base award to the obstructed player, and each other runner forced to advance.

Notes:

1. Base runner(s) may advance farther with liability to be put out.

2. An obstructed runner may not be called out between the two bases where there was obstruction unless properly appealed for missing a base, leaving a base before a fly ball was first touched or for an act of interference.

2) When a spectator reaches out of the stands or enters the field and interferes with a play.

PENALTY — The ball is dead. The umpire shall award appropriate compensation, be it an out, extra bases, etc.

Note: It is not interference if the fielder reaches into the stands or over a fence and a spectator interferes with a possible catch. The field belongs to the fielder, and the stands belong to the spectator.

Base Runner Forfeits Exemption From Being Put Out — SECTION 11.6.

A base runner forfeits exemption from liability to be out:

- a. If, after overrunning first base, the batter-runner feints or attempts to continue to second base.
- b. If, after dislodging a base, the runner attempts to reach the next base.
- c. If, while the ball is in play or on awarded bases, the runner fails to touch a base before attempting to make the next base. If the runner put out is the batter-runner at first base, or any other runner forced to advance because the batter became a batter-runner, this is a force out.
- d. If the ball is live and a runner, after reaching an awarded base, attempts to advance farther.

104

Section 11 – Base Running

e. If the ball is live and a runner, after reaching base safely, abandons their base (e.g., obviously heads toward their position or the dugout believing they was put out or that another batter/runner was put out to end the inning).

SECTION 11.7. - Base Runner Is Out

The base runner is out.

a. When, on a force play, a fielder (1) contacts the base while holding the ball, (2) touches the ball to the base or (3) tags the runner before she reaches the base.

b. If the ball is in play and player is not in contact with a base when they legally touched by the ball securely held in the hand(s) or glove/mitt of a fielder.

Exceptions:

1) When a runner dislodges a base from its proper position, neither the runner nor the succeeding runner(s) in the same series of plays is compelled to follow the base out of position. The base is considered to have followed the runner, and the ball is live. The runner may stay where they are without liability to be put out, or they may attempt to advance

farther with liability to be put out. Other runners may advance with liability to be put out.

2) A batter-runner who reaches first base safely and then overruns or over-slides may immediately return without liability to be put out, provided they not feint or attempt to advance to second.

c. When player physically passes a preceding runner before that runner has been put out.

Note: If this were the third out of the inning, any runs scoring before the out for passing a preceding runner would count.

A.R. With fewer than two outs, if a batter, while running the bases after a home run outside the playing field, passes a preceding runner, the batter is out, but all preceding runners score. With two outs, only those preceding runners score who have touched the plate before the batter is declared out. This is a time play, not an appeal play.

d. When anyone other than another runner physically assists player while the ball is in play.

e. When, after play has resumed, the player fails to return to touch the base they previously occupied, and the defensive team makes a proper appeal.

PENALTY (a)-(e) — The ball is live. Each other base runner may advance with liability to be put out.

105

c. The batter enters the batter's box with or is discovered using an illegal bat.

PENALTY — The ball is dead. The bat shall be removed from the game. Each runner must return to the base legally occupied at the time of the pitch.

d. The offense bats out of order, and the defense challenges the action after the incorrect batter has completed their turn at bat and before a legal or illegal pitch has been made to the following batter or before the pitcher and all infielders clearly have vacated their normal fielding positions and have left fair territory.

PENALTY — The ball is dead. Any advance or score made because of a ball batted by the incorrect batter or because of the incorrect batter's advance to first base as a result of obstruction, an error, a hit batter, a walk, a dropped third strike or a base hit, shall be nullified. The next batter is the player whose name follows that of the player called out for failing to bat.

e. The batter's entire foot is touching the ground completely outside the lines of the batter's box at the moment of bat-ball contact, whether the ball is fair or foul.

PENALTY — The ball is dead. Each runner must return to the base legally occupied at the time of the pitch.

Note: In cases where there are no batter's box lines evident, good judgment
91

SECTION 10 — Batting

must be used, and the benefit of any doubt must go to the batter.

f. Any part of the batter's foot is touching home plate at the moment of bat-ball contact, whether the ball is fair or foul.

PENALTY — The ball is dead. Each runner must return to the base legally occupied at the time of the pitch.

g. The batter throws the whole bat into fair territory, whether intentionally or not, and it interferes with a defensive player attempting to make a play.

PENALTY — The ball is dead. Each runner must return to the base legally occupied at the time of the pitch. If, in the umpire's judgment, interference prevented a possible double play, two runners may be declared out.

h. A batted ball hits the batter, or hits the dirt or home plate and then hits the batter when the batter is out of the batter's box, and the batted ball

is considered fair.

PENALTY — The ball is dead. Each runner must return to the base legally occupied at the time of the pitch.

i. The batter hits a fair ball with the bat a second time in fair territory.

PENALTY — If the batter is out of the batter's box and the bat is still in the batter's hand(s) when the ball is contacted a second time, the ball is dead. Each runner must return to the base legally occupied at the time of the pitch. Exception: If the batter is standing in the batter's box and contact is made while the bat is in the batter's hand(s), a foul ball is ruled even if the ball is hit a second time over fair territory.

If the bat is out of the batter's hand(s) (dropped or thrown) and it hits (lands on) the ball in fair territory, the ball is dead. Each runner must return to the base legally occupied at the time of the pitch.

Note: If the batter drops the bat and the ball rolls against the bat in fair territory, and, in the umpire's judgment, there was no intent to interfere with the course of the ball, the batter is not out, and the ball is live and in play.

j. The batter swings and misses a pitched ball and then intentionally hits it on a second swing or after it bounces off the catcher or her glove/mitt.

PENALTY — The ball is dead. Each runner must return to the base legally occupied at the time of the pitch.

k. The batter bunts foul after the second strike.

PENALTY — If the bunt attempt is caught in the air, the ball is live. Runners may tag and advance with liability to be put out.

If the bunt attempt results in a foul ball not legally caught, the ball is dead. Each runner must return to the base legally occupied at the time of the pitch.

92

SECTION 10 — Batting

l. The batter's third strike is a foul tip.

PENALTY — The ball is live. Runners may advance without tagging but with liability to be put out.

m. A called or swinging third strike is legally caught by the catcher.

PENALTY — The ball is live. Runners may advance with liability to be put out.

n. The catcher fails to catch a third strike before the ball touches the ground when there are fewer than two outs and first base is occupied.

PENALTY — The ball is live. Runners may advance with liability to be put out.

o. A pitched ball touches any part of the batter's person, including the hands, as they swing and misses for a third strike.

PENALTY — The ball is dead. Each runner must return to the base legally occupied at the time of the pitch.

p. The batter, with two strikes, is hit by a pitch in the strike zone, makes no attempt to avoid a pitch in the strike zone or obviously tries to get hit by the pitch.

PENALTY — The ball is dead. Each runner must return to the base legally occupied at the time of the pitch.

q. The batter hinders the catcher from catching or throwing the ball by stepping out of the batter's box or intentionally hinders the catcher (e.g., on a steal/pickoff throw or a play at the plate) while standing within the batter's box.

PENALTY — The ball is dead, the batter is out, and each runner must return to the last base that, in the umpire's judgment, was legally touched at the time of the interference.

Exceptions:

1. If a runner is advancing to home plate and there are fewer than two outs, the batter instead of the runner, is out. The ball is dead.

2. If the batter strikes out and interferes with the catcher's attempt to throw out a runner, the runner also is out. The ball is dead.

r. The batter steps from one batter's box to the other while the pitcher is in the position ready to pitch.

PENALTY — The ball is dead. Each runner must return to the base legally

occupied at the time of the pitch.

93

SECTION 11 — Base Running

Batter-Runner

SECTION 11.00 - Double First Base

A. When using the double first base at first base, the following rules will be in PENALTY:

- 1) A batted ball hitting the white portion is declared fair and a batted ball hitting the orange portion is declared foul.
- 2) Whenever a play is being made on the batter-runner, from home to first running through the bag, the defense must use the white portion and batter-runner the orange portion.
- 3) On any force out attempt from the foul side of first base, or an errant throw pulling the defense into foul ground, the defense, or batter-runner may use either the white or orange portion.
- 4) On extra base hits or balls hit to the outfield when there is no play being made at the double base, the batter-runner may touch the white or orange portion. Should the batter-runner return, the runner must return to the white or orange portion.
- 5) When tagging up on a fly ball, the white or orange portion. may be used.
- 6) On an attempted pick-off play, the runner must return to the white or orange portion

Section 11.1 - Batter Becomes a Batter-Runner

The batter becomes a batter-runner with liability to be put out:

A. When the catcher fails to catch a third strike before the ball touches the ground with two outs or when there are fewer than two outs, and first base is unoccupied. This is called the dropped third strike rule (Rule 10-13).

Note: If the catcher fails to catch a third strike before the ball touches the ground with fewer than two outs and first base occupied, the batter is automatically out; the ball is live; and each base runner may advance with liability to be put out.

B.. After a legally batted fair ball that is not blocked.

C. When a fair batted ball strikes the person, attached equipment, or clothing of a runner or an umpire after touching an infielder (including the pitcher).

Note: If said ball touches the runner/umpire while still in flight, thereafter, it shall be considered a ground ball. It cannot be caught as a fly ball

D. When a fair batted ball strikes the person, attached equipment, or clothing of a runner or an umpire after passing an infielder (other than the pitcher), and no other infielder had a chance to make a play.

94

Section 11 – Base Running

PENALTY (a)-(d) — The ball is live. The batter becomes a batter-runner and advances with liability to be put out. Each base runner advances with liability to be put out, whether forced or not.

SECTION 11.2. - Base Awards

A. First base. The batter is awarded first base with no liability to be put out:

1) After "ball four."

PENALTY — The ball is live, unless blocked. The batter may advance beyond first base with liability to be put out. If forced, each base runner advances one base with no liability to be put out. If not forced, each base runner may advance with liability to be put out.

Exception: In 10 & Under, the batter, who receives a base on balls, cannot advance past first base. If the batter-runner advances further, once the ball becomes dead, return the batter-runner to first base.

2) After catcher obstruction.

PENALTY — Delayed dead ball.

If the batter contacts the ball and reaches first base safely and each other runner has advanced at least one base on the batted ball, catcher obstruction is canceled. All action as a result of the batted ball stands, and no option is given. Once a runner has passed a base, she is

considered to have reached that base even if she missed it. No option is given.

If the batter does not reach first base or if one of the other runners does not advance at least one base, the coach of the offensive team has the option of taking the result of the play. If the coach does not take the result of the play:

- a) The batter becomes a batter-runner and is awarded first base.
- b) If forced, each other base runner advances one base without liability to be put out. If not forced, each other base runner returns to the base legally occupied at the time of the pitch.

Note: If a batter, during preliminary loosening-up swings, hits the catcher or the catcher's glove/mitt during the back swing, the umpire should immediately call "Time/Timeout" and not obstruction. Catcher's obstruction should be called only on the batter's attempt to make contact with the pitch. The pitch or swing should not be allowed, since the batter's concentration or rhythm could be affected.

3) When a pitched ball, not swung at or called a strike, touches any part of the batter's person or clothing while they are in the batter's box. It doesn't matter if the ball strikes the ground before hitting the batter.

95

Section 11 – Base Running

The batter's hands are not to be considered a part of the bat. Exception: If the batter makes no attempt to avoid being hit by the pitch, or obviously tries to get hit by the pitch, a "Ball" or "Strike" is called (depending upon the ball's location). The batter stays at bat unless the pitch was a third strike (the batter is declared out), or the pitch was ball four (the batter is awarded first base). The benefit of any doubt must go to the batter.

4. When a fair-batted ball strikes the person, attached equipment, or clothing of an umpire before touching an infielder (including the pitcher) or passing an infielder (other than a pitcher), who has a reasonable chance to make a play.

5. When a fair-batted ball strikes the person, attached equipment, or clothing of an umpire after passing an infielder (including the pitcher), and another fielder had a chance to make a play.

6. When a runner intentionally kicks the ball that an infielder has missed. PENALTY (3)-(6) — The ball is dead, and the batter is awarded first base. Each base runner, if forced, advances one base with no liability to be put out. If not forced, each runner must return to the base legally occupied at the time of the pitch.

PENALTY (4)-(6) — The batter is credited with a base hit.

7. When a fair-batted ball strikes the person, attached equipment or clothing of a runner before touching an infielder (including the pitcher) or passing an infielder (other than a pitcher) that has a reasonable chance to make a play.

8. When a fair-batted ball strikes the person, attached equipment or clothing of a runner after passing an infielder (including the pitcher), and another fielder had a chance to make a play.

PENALTY (7)-(8) — The batter becomes a batter-runner and is awarded first base and credited with a base hit.

If off base when struck by a fair ball, the runner is out, and each runner not forced by the batter-runner must return to the base she legally touched at the time of the interference. If forced, each other runner advances one base without liability to be put out. The ball is dead.

If on base when struck by a fair ball, the runner is not out. The ball is live or dead, depending on the position of the fielder closest to the base.

If the closest defensive player is in front of the base the runner is in contact with, the ball is live. However, if the closest defensive player is

96

Section 11 – Base Running

behind the base, the ball is dead. If forced, each runner advances one base with no liability to be put out. If unforced, each runner must return

to the base legally occupied at the time of the pitch.

B. Second base. The batter is awarded second base with no liability to be put out:

1) When a fielder intentionally contacts or catches a thrown ball with her cap, helmet, mask, chest protector, glove/mitt or any part of her uniform that is detached from its proper place on her person.

PENALTY — Delayed dead ball. The batter-runner and each base runner are entitled to advance two bases from the time of the throw but may advance farther with liability to be put out.

2. When a fair batted ball touches loose equipment belonging to the defense.

3. When a fair-batted ball bounces over, wedges under or passes through a fence or any designated boundary of the playing field, or becomes blocked.

4. When a fair-batted ball lodges in the fence, or in shrubbery or vines on the fence.

5. When a fair batted ball deflects off a defensive player and crosses into dead-ball territory; or passes an infielder (excluding the pitcher), deflects off a runner or umpire, and crosses into dead-ball territory, provided no other infielder has a chance to make a play.

PENALTY (2)-(5) — The ball is dead. The batter is awarded second base and credited with a two-base hit (double). Each other base runner is awarded two bases from the base legally occupied at the time of the pitch.

C. Third base. The batter is awarded third base with no liability to be put out:

1) When a fielder intentionally contacts or catches a fair batted ball with her cap, helmet, mask, chest protector, glove/mitt or any part of her uniform that is detached from its proper place on her person.

2) When an illegal catch or touch is made on a batted ball that in the opinion of the umpire might become fair.

PENALTY (1)-(2) — Delayed dead ball. The batter is awarded third base and credited with a three-base hit (triple) but may advance farther with liability to be put out. Each other base runner is awarded home plate.

D. Home plate. The batter is awarded home plate with no liability to be put out:

97

Section 11 – Base Running

1) When a fair-batted fly ball strikes the foul pole above the fence level or leaves the playing field in fair territory without touching the ground or going through the fence.

2) An illegal catch or touch is made on a fair hit ball that, in the judgment of the umpire, would have cleared the home run fence in flight.

Note: The ball may have been prevented from going over the fence by a spectator or by detached player equipment, which is thrown, tossed, kicked or held by a fielder.

PENALTY (1)-(2) — The ball is dead. The batter runner is entitled to a home run, and each other base runner is awarded home plate.

E. Judged bases. A batter, batter-runner or runner is entitled to advance the number of bases that the umpire judges to be appropriate when a fielder, not in possession of the ball, not in the act of fielding a batted ball or not about to receive a thrown ball, fakes a tag without the ball or otherwise impedes her.

PENALTY — Delayed dead ball.

If the obstructed batter, batter-runner or runner is put out before reaching the base they would have reached had there not been obstruction, the obstructed player and each other runner affected by the obstruction will always be awarded the base(s) they would have reached, in the umpire's judgment, had there not been obstruction. Subsequent violation by the same individual may result in a one base award to the obstructed player and each other runner forced to advance (see Rule 9-18-c-1).

SECTION 11.3. - Batter-Runner is Out

The batter-runner is out:

A. When player hits a fair ball and is legally put out before reaching first base.

PENALTY — The ball is live. Each runner may advance with liability to be put out, whether forced or not.

B. When player hits a fair or foul fly ball, other than a foul tip, and it is caught by a fielder before it touches the ground, any object or person other than a defensive player.

C. When player is legally put out before reaching first base when the catcher fails to catch a third strike before the ball touches the ground with two outs, or when there are fewer than two outs, and first base is unoccupied.

Note: If the catcher fails to catch a third strike before the ball touches the ground with fewer than two outs and first base occupied, the batter is automatically out.

98

Section 11 – Base Running

PENALTY (b)-(c) — The ball is live. Each runner may advance with liability to be put out.

D. When she does not proceed to first base after a fair-batted ball or a dropped third strike (with two outs, or when there are fewer than two outs and first base is unoccupied).

PENALTY — The ball is live. The batter-runner shall be declared out if they are touched while off base, the base is touched before they reach it, or they leave the field of play. Each runner may advance with liability to be put out.

E. When player does not proceed to first base after:

1) A base on balls.

PENALTY — The ball is live. The batter-runner is out if and when they leave the field of play. Each runner may advance with liability to be put out.

2) Being hit by a pitch.

PENALTY — The ball is dead. The batter-runner should proceed directly to first base; however, if player requires medical treatment, they may receive it before proceeding to first base. (The batter-runner is not out if they leave the field for necessary medical treatment). Each runner must return to the base legally occupied at the time of the pitch.

3) Catcher obstruction.

PENALTY — Delayed dead ball.

If the coach elects to take the result of enforced catcher obstruction, the batter-runner is awarded first base, and each runner may advance only if forced.

F. When, after reaching a base safely, a batter-runner or runner(s) abandons her base and obviously heads toward their position or the dugout (e.g., believing they was put out), or leaves the field of play for any reason.

PENALTY — The ball is live, the batter-runner or runner(s) is out, and each other runner may advance with liability to be put out.

G. When they hit an infield fly, and the infield fly rule is in PENALTY.

PENALTY — The ball is live. The batter-runner is out if the batted ball is fair. Each runner may advance with liability to be put out after the ball is caught. Each runner may tag up and advance once the batted ball is touched (before it is caught), the same as on any caught fly ball. If a declared infield fly is dropped intentionally or allowed to fall untouched, the ball is live, the batter-runner is out and each runner may advance with liability to be put out. A runner need not retouch her base(s).

H. When either of their feet is completely outside the runner's lane, in contact with the ground, and, in the judgment of the umpire, they

99

Section 11 – Base Running

interfered with the fielder taking the throw at first base. Exception: They

may run outside the runner's lane to avoid a fielder, attempting to field a batted ball and/or to touch the base on the last stride.

PENALTY — The ball is dead. Each runner must return to the last base legally touched at the time of the interference.

I. When, with less than two outs and first, first and second, first and third, or first, second and third bases occupied, an infielder intentionally drops a batted or bunted fair fly ball or line drive which could have been caught with ordinary effort.

Note: An intentionally dropped ball is a batted ball that is legally and actually caught and then deliberately dropped. A trapped ball shall not be considered as having been intentionally dropped. A ball that has been guided to the ground should not be considered an intentionally dropped ball.

PENALTY — The ball is dead. Each runner must return to the base legally occupied at the time of the pitch. Exception: The batter is not out if the infielder permits the ball in flight to drop untouched to the ground, except when the infield fly rule applies. If an infield fly is ruled, it takes precedence over an intentionally dropped ball.

J. When player runs the bases in reverse order to confuse opponents or to make a travesty of the game.

PENALTY — The ball is dead. Each runner must return to the base legally occupied at the time of the pitch.

K. When they move back toward home plate to avoid or delay a tag by a fielder.

PENALTY — The ball is dead. Each runner must return to the last base legally touched at the time of the infraction.

L When player interferes with a play at home plate in an attempt to prevent an obvious out.

PENALTY — The ball is dead. The batter and the runner at home are both declared out. Each other runner must return to the last base legally touched at the time of the interference.

M. When player interferes with a fielder attempting to field a batted ball, interferes with a fielder attempting to throw the ball, intentionally interferes with a thrown ball while out of the batter's box, makes contact with a fair batted ball before reaching first base or interferes with a dropped third strike.

PENALTY — The ball is dead. Each runner must return to the last base legally touched at the time of the interference. If the interference, in the umpire's judgment, is an obvious attempt to prevent a double play, the

100

Section 11 – Base Running

runner closest to home plate also shall be called out.

Note: A batter-runner being hit with a thrown ball does not necessarily constitute interference.

N. When the immediate preceding runner who is not yet out intentionally interferes, in the umpire's judgment, with a fielder who is attempting to catch a thrown ball or throw a ball in an attempt to complete a play.

PENALTY — The ball is dead. The batter-runner and the runner are declared out. Each runner must return to the last base legally touched at the time of the interference.

O. When, after hitting a home run, providing their team previously was warned for a first offense, any member of the offensive team other than the base coach touches the individual, before touching home plate.

PENALTY — The ball is dead. The batter is out and credited with the last base legally touched at the time of the interference. Each other runner must return to the last base legally touched at the time of the interference.

P When a spectator enters the field of play or reaches onto the field from the stands and clearly prevents a fielder from catching a fly ball in the field of play.

PENALTY — The ball is dead at the moment of the interference. The umpire shall award appropriate compensation, be it an out, extra bases,

etc.

Note: It is not interference if the fielder reaches into the stands or over a fence and a spectator interferes with a possible catch. The field belongs to the fielder and the stands belong to the spectator.

Base Runner(s)

For 10 & Under see 10 & Under Rules

. (page 136)

Base Runner May Advance With Liability to Be Put Out — SECTION 11.4.

A runner may advance with liability to be put out:

- a. When a pitched ball leaves the pitcher's hand.
- b. Following a dropped third strike with two outs or when there are fewer than two outs, and first base is unoccupied.
- c. Following a legally batted fair ball that is not blocked.
- d. Following a fair-batted ball that strikes the person attached equipment or clothing of a runner or an umpire after touching an infielder (including the pitcher).
- e. Following a fair-batted ball that strikes the person, attached equipment or clothing of a runner or an umpire after passing an infielder (other than the pitcher), and no other infielder had a chance to make a play.
- f. When a legally caught fly ball is first touched.

101

Section 11 – Base Running

- g. When a pitched or thrown ball hits an umpire.
- h. When a pitched or thrown ball enters foul territory but is not blocked.
- i. When a foul tip is legally caught.

Note: No tag-up is necessary.

- j. When a runner is hit by a fair-batted ball while in contact with a base, and the closest defensive player is in front of that base.

PENALTY (a)-(j) — The ball is live.

Base Runner Awards — SECTION 11.5.

In addition to any special ground rules established, the following awards are in PENALTY:

- a. One base. A base runner is entitled to advance one base with no liability to be put out:

- 1) If forced to vacate a base because of a one-base award to the batter.

PENALTY — The ball is live unless blocked. Each runner advances one base if forced and may advance farther with liability to be put out. If unforced, each runner may advance with liability to be put out.

- 2) When a pitcher makes an illegal pitch, provided the offensive coach does not take the result of the play.

PENALTY — Delayed dead ball. Each runner is awarded one base from the base occupied at the time of the pitch. The batter is awarded a ball. If the pitch is "Ball four" or the illegal pitch hits the batter, the batter is awarded first base.

- 3) When a pitched ball is blocked (i.e., lodges in or goes under, over or through the backstop).

PENALTY — The ball is dead. The batter is awarded first base only on the fourth ball. Each runner is awarded one base from the base legally occupied at the time of the pitch.

- 4) When a live ball is carried by a fielder from playable territory into deadball territory ("catch and carry").

PENALTY — The ball is dead. Each runner is awarded one base from the last base legally touched at the time the fielder entered dead-ball territory.

- 5) When a fielder loses possession of the ball, such as on an attempted tag, and the ball enters the dead-ball areas or becomes blocked.

PENALTY — The ball is dead. Each runner is awarded one base from the last base legally touched at the time the ball became blocked.

- b. Two bases. A base runner is entitled to advance two bases with no liability to be put out:

102

Section 11 – Base Running

1) If forced to vacate a base because of a two-base award to the batter.

PENALTY — The ball is live unless blocked. Each runner advances two bases if forced and may advance farther with liability to be put out. If unforced, each runner may advance with liability to be put out.

2) When a fair ball deflects off a defensive player and enters dead-ball territory.

3) When a fair ball deflects off a runner or umpire and enters dead-ball territory after having passed an infielder (excluding the pitcher) provided no other infielder had a chance to make a play.

PENALTY (2)-(3) — The ball is dead. The batter-runner and each other runner are awarded two bases from the base legally occupied at the time of the pitch.

4) When the ball is in play and is overthrown (beyond the boundary lines) or is blocked.

PENALTY — The ball is dead. Each runner is awarded two bases from the last base legally touched when the ball left the fielder's hand. If two runners are between the same bases, the award is based on the position of the lead runner.

Exceptions:

1. When a fielder loses possession of the ball, such as on an attempted tag, and the ball enters the dead-ball area or becomes blocked, each runner is awarded one base from the last base touched at the time the ball became blocked.

Note: If a runner touches the next base and returns to their original base, the original base they left is considered the last base touched for the purpose of an overthrow award.

2. If the ball becomes blocked due to offensive equipment not involved in the game, the ball is ruled dead, and each runner must return to the base legally touched at the time of the blocked ball. If the blocked ball prevented the defense from making a play the runner being played on is called out (if this player has scored before the blocked ball was ruled, the runner closest to home is called out).

5) If, in the judgment of the umpire, a fielder intentionally kicks pushes or throws a live ball from playable territory into dead-ball territory.

PENALTY — The ball is dead. Each runner is awarded two bases from the last base legally touched at the time the ball enters dead-ball territory.

c Home plate. A base runner is entitled to advance to home plate with

103

Section 11 – Base Running

d no liability to be put out if forced to vacate a base because of a three or four-base award to the batter.

e Judged bases. A batter, batter-runner or runner is entitled to advance the number of bases that the umpire judges to be appropriate:

1) When a fielder not in possession of the ball, not in the act of fielding a batted ball or not about to receive a thrown ball fakes a tag without the ball or impedes her.

PENALTY — Delayed dead ball. If the obstructed batter, batter-runner or runner is put out before reaching the base she would have reached had there not been obstruction, the obstructed player and each other runner affected by the obstruction will always be awarded the base(s) they would have reached, in the umpire's judgment, had there not been obstruction. Subsequent violations by the same individual may result in a one base award to the obstructed player, and each other runner forced to advance.

Notes:

1. *Base runner(s) may advance farther with liability to be put out.*

2. *An obstructed runner may not be called out between the two bases where there was obstructed unless properly appealed for missing a base, leaving a base before a fly ball was first touched or for an act of interference.*

2) When a spectator reaches out of the stands or enters the field and interferes with a play.

PENALTY — The ball is dead. The umpire shall award appropriate compensation, be it an out, extra bases, etc.

Note: It is not interference if the fielder reaches into the stands or over a fence and a spectator interferes with a possible catch. The field belongs to the fielder, and the stands belong to the spectator.

Base Runner Forfeits Exemption From Being Put Out — SECTION 11.6.

A base runner forfeits exemption from liability to be out:

- a. If, after overrunning first base, the batter-runner feints or attempts to continue to second base.
- b. If, after dislodging a base, the runner attempts to reach the next base.
- c. If, while the ball is in play or on awarded bases, the runner fails to touch a base before attempting to make the next base. If the runner put out is the batter-runner at first base, or any other runner forced to advance because the batter became a batter-runner, this is a force out.
- d. If the ball is live and a runner, after reaching an awarded base, attempts to advance farther.

104

Section 11 – Base Running

e. If the ball is live and a runner, after reaching base safely, abandons their base (e.g., obviously heads toward their position or the dugout believing they was put out or that another batter/runner was put out to end the inning).

SECTION 11.7. - Base Runner Is Out

The base runner is out.

- a. When, on a force play, a fielder (1) contacts the base while holding the ball, (2) touches the ball to the base or (3) tags the runner before she reaches the base.
- b. If the ball is in play and player is not in contact with a base when they legally touched by the ball securely held in the hand(s) or glove/mitt of a fielder.

Exceptions:

- 1) When a runner dislodges a base from its proper position, neither the runner nor the succeeding runner(s) in the same series of plays is compelled to follow the base out of position. The base is considered to have followed the runner, and the ball is live. The runner may stay where they are without liability to be put out, or they may attempt to advance farther with liability to be put out. Other runners may advance with liability to be put out.
- 2) A batter-runner who reaches first base safely and then overruns or over-slides may immediately return without liability to be put out, provided they not feint or attempt to advance to second.
- c. When player physically passes a preceding runner before that runner has been put out.

Note: If this were the third out of the inning, any runs scoring before the out for passing a preceding runner would count.

A.R. With fewer than two outs, if a batter, while running the bases after a home run outside the playing field, passes a preceding runner, the batter is out, but all preceding runners score. With two outs, only those preceding runners score who have touched the plate before the batter is declared out. This is a time play, not an appeal play.

- d. When anyone other than another runner physically assists player while the ball is in play.
- e. When, after play has resumed, the player fails to return to touch the base they previously occupied, and the defensive team makes a proper appeal.

PENALTY (a)-(e) — The ball is live. Each other base runner may advance with liability to be put out.

105

Section 11 – Base Running

f. When player is running to any base in regular or reverse order, and attempts to avoid or delay a tag by running more than three feet to either side of a fielder who has the ball in her possession.

PENALTY—The ball is live. Each other runner may advance with liability to be put out.

Exception: It is not an infraction if a fielder is attempting to field a batted ball in the runner's proper path, and the runner runs in front of or behind the fielder to avoid interfering with her.

g. When she interferes with a fielder attempting to field a batted ball interferes with a fielder attempting to throw the ball or intentionally interferes with a thrown ball.

PENALTY — The ball is dead. The batter-runner is awarded first base and credited with a base hit. Each runner not forced by the batter-runner must return to the last base legally touched at the time of the interference.

If the interference, in the judgment of the umpire is an obvious attempt to prevent a double play and occurs before the runner is put out, the immediate succeeding runner shall also be called out.

Notes:

1. *If a ball ricochets off one defensive player and another player has the opportunity to make a play, the runner will be ruled out if they interfere with the second fielder.*

2. *If two fielders attempt to field a batted ball, the umpire shall determine which fielder is more likely to make the play, and only that fielder is protected from interference by the runner. The runner is not out when more than one fielder attempts to field a batted ball, the runner comes into contact with the one who, in the judgment of the umpire, could not have made a play.*

h. When player is struck with a fair-batted ball while not in contact with a base and before it passes an infielder, excluding the pitcher, who has a reasonable chance to make a play.

PENALTY — The ball is dead. The batter-runner is awarded first base and credited with a base hit. Each runner not forced by the batter-runner must return to the last base legally touched at the time of the interference.

If two runners are hit by the same fair ball, only the first runner is out. If the runner is off a base and hit by an infield fly, both the runner and the batter are out. If the runner is touching a base when hit by an infield fly, the runner is not out.

106

Section 11 – Base Running

i. When player is struck by a batted ball while in contact with a base, or otherwise interferes with the fielder attempting to field a batted ball, they are not out unless the umpire rules intentional interference with the ball or the fielder making a play.

PENALTY — If the umpire rules intentional interference, the ball is dead, and the batter is out if there are two outs. If there are fewer than two outs, both the batter and the runner are out. Each other runner must return to the base legally occupied at the time of the pitch.

j. When player intentionally kicks a ball that an infielder has missed.

PENALTY — The ball is dead. The batter-runner is awarded first base and credited with a base hit. Each runner not forced by the batter-runner must return to the last base legally touched at the time of the interference.

k. When, after being declared out or after scoring, a runner interferes with a defensive player's opportunity to make a play on another runner.

l. When a coach, while in the coach's box, intentionally interferes with a thrown ball or interferes with the defensive team's opportunity to make a play on another runner.

Note: If a thrown ball accidentally touches a coach in foul territory, the

ball is live and in play.

m. When the coach near third base runs in the direction of home plate on or near the baseline while a fielder is attempting to make a play on a batted or thrown ball and thereby draws to throw a home plate.

PENALTY (k)-(m) — The ball is dead. The runner closest to home plate at the time of the interference shall be declared out. Each runner not forced by the batter-runner must return to the last base legally touched at the time of the interference.

n. When a defensive player has the ball, and the runner remains on their feet and deliberately, with force, crashes into the defensive player.

Note: If the act is determined to be flagrant, the offender shall also be ejected.

o. When one or more members of the offensive team stand or collect around a base to which a runner is advancing, thereby, confusing the fielders and adding to the difficulty of making the play.

Note: Members of a team include all persons authorized to be in the team's dugout.

PENALTY (n)-(o) — The ball is dead. Each runner not forced by the batter-runner must return to the last base legally touched at the time of the interference.

p. When they leave the base they were occupying before the pitch is released.

Q. When a runner is legitimately off their base after a pitch or as a result

107

Section 11 – Base Running

of a batter completing her turn at bat, and while the pitcher has the ball within the pitcher's circle, they fail to immediately return to their base or attempt to advance to the next base.

R. When, once player returns to a base for any reason, they leave the base unless (1) a play is made on them or another runner, (2) the pitcher no longer has possession of the ball within the pitcher's circle, or (3) the pitcher releases the ball on a pitch to the batter.

PENALTY (p)-(r) — The ball is dead, "No pitch" is declared, and each other runner must return to the base legally occupied at the time of the pitch.

s. When, after reaching a base safely, player abandons their base and obviously heads toward their position or the dugout, for whatever reason.

t. When a runner uses a running start (from a position behind and not in contact with, the base) to tag up on a caught fly ball.

PENALTY (s)-(t) — The ball is live. Base runners may advance with liability to be put out.

SECTION 11.8. - Base Runner is Out After a Proper Appeal

The base runner is out after a proper appeal:

a. When [player fails to touch each base (including home plate) in order when advancing or returning to a base. Either the runner or the missed base may be tagged.

Note: No runner may return to touch a missed base after a following runner has scored or after leaving the field of play.

b. When player fails to retouch their base before a fielder tags them or the base after a fair or foul fly ball is legally caught.

c. When player leaves their base to advance to another base before a caught fly ball first touches the fielder. Either the runner or the base may be tagged.

Notes:

1. *Bases left too soon on a caught fly ball must be retouched before advancing to awarded bases.*

2. *No runner may return to touch a base, which they left too soon if they left the field of play or if a following runner has scored.*

d. When player legally overruns first base, but attempts to run to second base and is legally tagged while off base.

e. When player is running or sliding for home plate, fails to touch it and makes no attempt to return to it, and a fielder (while touching the plate) properly appeals to the umpire for the decision.

Section 11 – Base Running

SECTION 11.9. - Base Runner is Not Out

The base runner is not out:

- a. When player is hit with a fair-batted ball over foul territory, and in the judgment of the umpire, no infielder has a reasonable chance to make a play.
- b. When player is hit with a fair, batted ball that has passed an infielder (excluding the pitcher), and, in the judgment of the umpire, no other infielder had a reasonable chance to make a play.
- c. When player is hit by a fair-batted ball after it touches or is touched by any fielder (including the pitcher), and player could not avoid contact with the ball.
- d. When hit by a batted ball while touching their base, unless player intentionally interferes with the ball or a fielder making a play.
- e. When a batter-runner overruns first base after touching it and returns directly to the base.
- f. When player fails to return to base at the end of playing action because player is not given sufficient time. Player will not be called out for being off base before the pitcher releases the ball. The umpire will call "No pitch".
- g. When player keeps contact with their base until a fly ball touches a fielder and then attempts to advance.
- h. When player has legally started to advance. Player may not be stopped by the pitcher receiving the ball while on the pitching plate, or by the pitcher stepping on the plate with the ball in her possession.
- i. When player does not run in a direct line to a base provided a fielder in the direct line does not have the ball in their possession.
- j. When player runs behind or in front of the fielder and outside the baseline in order to avoid interfering with a fielder attempting to field the ball in the base path.
- k. When more than one fielder attempts to field a batted ball, and the runner comes into contact with the one who, in the judgment of the umpire, could not have made a play.
- l. When player slides into a base and dislodges it from its proper position. The base is considered to have followed the runner.
- m. When player is touched while off a base:
 - 1) With a ball not securely held by a fielder.
 - 2) With a hand or glove/mitt of a defensive player when the ball is in the player's hand.
- n. When the defensive team does not request the umpire's decision on an

109

Section 11 – Base Running

Appeal play until after the next legal or illegal pitch, or until after the Pitcher and all infielders have clearly vacated their normal fielding positions and have left fair territory.

O. When a fielder makes a play on a batter, batter-runner or runner While using an illegal glove/mitt.

Regulations Governing Base Running

SECTION 11.10 - Abandoning a Base or Effort to Run the Bases.

No batter-runner or runner may abandon a base or effort to run the bases by:

- a. Not proceeding to first base after a fair-batted ball or a dropped third strike (with two outs, or when there are fewer than two outs and first base is unoccupied).

PENALTY — The ball is live. The batter-runner shall be declared out if batter-runner touched while off base, the base is touched before batterrunner reaches it, or batter-runner leaves the field of play. Each runner may advance with liability to be put out.

- b. Not proceeding to first base after a base on balls.

PENALTY — The ball is live. The batter-runner is out if and when batterrunner leaves the field of play. Each runner may advance with liability to

be put out.

c. Not proceeding to first base after being hit by a pitch.

PENALTY — The ball is dead. The batter-runner should proceed directly to first base; however, if they require treatment, they may receive it before proceeding to first base. (The batter-runner is not out if they leave the field for necessary treatment). Each runner must return to the base legally occupied at the time of the pitch.

d. Not proceeding to first base after catcher obstruction (see Rule 11-18-b).

PENALTY — If the coach elects to take the result of the play, the batter-runner is out if and when batter-runner leaves the field of play, and each runner may advance with liability to be put out.

If the coach elects to take the result of enforced catcher obstruction, the batter-runner is awarded first base, and each runner may advance only if forced.

e. After reaching a base safely, obviously heading toward their position or the dugout (e.g., believing they was put out), or leaving the field of play for any reason.

PENALTY — The ball is live. The batter-runner or runner(s) is out. Each other runner may advance with liability to be put out.

110

Section 11 – Base Running

SECTION 11.11 - Catch and Carry.

A fielder may not catch or field a live ball and carry it into dead-ball territory.

This is commonly referred to as a “catch and carry.”

PENALTY

— The ball is dead. The batter and each runner are awarded one base, without liability to be put out; from the last base legally touched at the time the fielder entered dead-ball territory. Exception: If the ball is a legally caught fly ball, the batter is out.

If, in the judgment of the umpire, a fielder intentionally kicks, pushes, pitches or throws a live ball from playable territory into dead-ball territory, the ball is dead, and each runner is awarded two bases from the last base legally touched at the time the ball entered dead-ball territory.

Notes: If a line is used to determine dead-ball (out-of-play) territory, the line is considered in play.

1. If a fielder's foot is touching the line, they are considered in the field of play and legally may field, catch or throw the ball with no penalty.

2. If a player's entire foot is over the line and touching dead-ball territory at the time player catches, fields or throws the ball, player has entered deadball territory, no play is allowed, and the penalty is applied.

3. If a player has one foot in play and the other foot in the air, player legally may catch, field or throw the ball until and unless the entire foot contacts the ground in dead-ball territory, at which time the ball becomes dead, no play is allowed, and the penalty is applied.

4. If a player contacts dead-ball territory with any part of the body except the foot, the player is considered out of play. No play is allowed, and the penalty is applied.

SECTION 11.12 - Collisions

a. In order to prevent injury and protect the defensive player attempting to make a play on a runner, the runner must be called out if she remain on her feet and runs into a defensive player holding the ball and waiting to apply a tag. In order to prevent a collision ruling, the runner can slide, jump over or go around (within three feet) a defender holding the ball in an upright or kneeling position, or return to the previous base touched.

Note: If the act is determined to be flagrant, the offender will be ejected.

PENALTY — The ball is dead. The runner is called out for running into a fielder holding the ball. Each runner must return to the last base legally touched at the time of the collision.

111

Section 11 – Base Running

If the runner deliberately crashed into a fielder holding the ball before the player was put out and, in the judgment of the umpire, it was an attempt to break up an obvious double play, the immediate trailing runner will also be declared out.

If the deliberate crash occurs after the runner was called out, the runner closest to home plate will be declared out.

If an obstructed runner deliberately crashes into a fielder holding the ball, the obstruction call will be ignored, and the runner will be called out.

b. Simply because there is contact between the defensive and offensive player does not mean that obstruction or interference has occurred.

EXAMPLES:

1. The right-handed batter who lays down a bunt in front of home plate is on a collision course with the catcher if player runs in a direct line to first base. Each player at this point is within legal rights -- the batter taking a path in a direct line to first base, and the catcher coming out from behind home plate to field the ball. The questions that have to be answered are: (1) did the batter alter direction in any way and draw contact in an attempt to receive an obstruction call? (2) Did the catcher alter the attempt to field the ball in any way so as to draw an interference call? and (3) Could the catcher actually make an out on the play?

2. The batter-runner collides with the first baseman who is attempting to make a play on an errant throw up the line (towards home plate). The runner has a right to the base line in this case, and the first baseman has the right to field an errant thrown ball. This is the result of the "normal" flow of the game, and the play should be ruled incidental contact with no PENALTY or penalty.

SECTION 11.13 - Dislodged Base

a. When a runner dislodges a base from its proper position, neither the player nor the succeeding runner(s) in the same series of plays is compelled to follow the base out of position. The base is considered to have followed the runner.

PENALTY — The ball is live, and the runner may stay where they are without liability to be put out, or they may attempt to advance farther with liability to be put out. Each other runner may advance with liability to be put out.

b. Each runner who attempts to advance to or past the dislodged base must touch the spot where the base belongs.

112

Section 11 – Base Running

c. At the conclusion of play, "Time/Timeout" shall be called, and the dislodged base shall be returned to its proper position.

SECTION 11.14 - Fake Tag.

A fake tag occurs when a fielder who neither possesses the ball nor is about to receive the ball obstructs a runner by pretending to have the ball and simulating a tag, thereby, causing the runner to slow down or stop. A fielder may not fake a tag on a runner advancing or returning to a base.

PENALTY — Delayed dead ball. The umpire shall award the obstructed player the base or bases they would have reached, in the umpire's judgment, had there not been obstruction. Subsequent violation by the same individual may result in a one-base award to the obstructed player and each other runner forced to advance.

SECTION 11.15. = Hit by a Batted Ball

An umpire or base runner is considered hit by a batted ball if the ball contacts his/her person, attached equipment or clothing:

a. When an umpire, or a runner not in contact with a base, is struck by a fair batted ball after it has passed an infielder (other than the pitcher), and, in the judgment of the umpire, no other infielder had a reasonable chance to make a play.

b. When a umpire, or a runner not in contact with a base, is unavoidably struck by a fair batted ball after it touches or is touched by a fielder (including the pitcher), and no other fielder had a reasonable chance to

make a play.

PENALTY (a)-(b) — The ball is live. The batter becomes a batter-runner and advances with liability to be put out. Each runner may advance with liability to be put out, whether forced or not.

Note: If said ball touches the umpire/runner while still in flight, thereafter, it shall be considered a ground ball. It cannot be caught as a fly ball.

c. When a runner is struck by a fair-batted ball while in contact with a base, they are not out unless she intentionally interferes with the ball or the fielder making a play. The ball is live or dead depending on the position of the fielder closest to the base.

PENALTY — If the closest defensive player is in front of the base the runner is in contact with, the ball is live. The batter-runner and each other base runner may advance with liability to be put out.

If the closest defensive player is behind the base the runner is in contact with, the ball is dead. The batter is awarded first base, credited

113

Section 11 – Base Running

with a base hit, and each other runner not forced by the batter-runner must return to the base legally occupied at the time of the pitch.

If the umpire rules intentional interference, the ball is dead and the batter is out if there are two outs. If there are fewer than two outs, both the batter and the runner are out. Each runner must return to the base legally occupied at the time of the pitch.

d. When a runner is struck by a fair batted ball while not in contact with a base and (1) before the ball touches an infielder, including the pitcher (2) before the ball passes an infielder, excluding the pitcher who has a reasonable chance to make a play or (3) after passing an infielder including the pitcher, and another fielder had a reasonable chance to make a play.

PENALTY — Runner interference.

The ball is dead, and the runner is out. The batter-runner is awarded first base and credited with a base hit. Each runner not forced by the batter-runner must return to the last base legally touched at the time of the interference.

If two runners are hit by the same fair ball, only the first runner is out.

If the runner is off a base and is hit by an infield fly, both the runner and the batter are out. If the runner is touching a base when struck by an infield fly, they are not out.

e. When a runner intentionally kicks a ball than in infielder has missed.

PENALTY — The ball is dead, and the runner is out. The batter-runner is awarded first base and credited with a base hit. Each runner not forced by the batter-runner must return to the last base legally touched at the time of the interference.

f. When a runner is struck by a fair-batted ball over foul territory and, in the judgment of the umpire, no infielder had a reasonable chance to make a play.

PENALTY — The ball is live and in play. The runner who was struck and each other runner may advance with liability to be put out.

SECTION 11.16. - Illegal Glove/Mitt Used to Make a Play

A fielder shall not make a play on a batter, batter-runner or runner while using an illegal glove or mitt.

PENALTY — The coach of the offended team shall have the option to:

a. Nullify the entire play.

1) The batter assumes the ball and strike count she had before the pitch and continues her turn at bat.

2) Each runner returns to the base legally occupied at the time of the pitch.

114

Section 11 – Base Running

b. Take the result of the play and disregard the illegal act.

c. If the illegal catch or touch is made on a fair batted fly ball that, I the

judgment of the umpire, would have cleared the home run fence, the batter-runner is entitled to a home run, and each other base runner is awarded home plate. The ball may have been prevented from going over the fence by a spectator or by detached player equipment, which is thrown, tossed kicked or held by a fielder.

Note: If the illegal glove/mitt does not meet specifications (Rule 3-7), it shall be removed from the game (i.e., not returned to the dugout).

SECTION 11.17 - Leading Off Base .

Once a runner returns to a base for any reason, they may not leave the base unless (1) a play is made on them or another runner, (2) the pitcher does not have possession of the ball within the pitcher's circle, or (3) the pitcher releases the pitch to the batter. A base runner must be in contact with their base at the time a pitched ball leaves the pitcher's hand
Exception: If the pitcher does not allow sufficient time for a runner to return to a base, the runner shall not be called out for being off the base before the pitcher releases the pitch.

PENALTY — The ball is dead, "No pitch" is declared, and the offending base runner(s) is out. Each other base runner must return to the base legally occupied at the time of the pitch.

SECTION 11.18. - Look-Back Rule

- a. The look-back rule is in **PENALTY** when the ball is live, the batter-runner has touched 1st base or has been called out, and the pitcher has possession and control of the ball within the pitcher's circle. The pitcher is considered to be in the pitcher's circle when both her feet are on or within the lines. The pitcher must have the ball in their glove or hand.
- b. When a runner is legally off their base after a pitch or as a result of a batter completing their turn at bat, and player is in motion as the pitcher takes possession of the ball within the pitcher's circle, the runner has one stop, but then must immediately go one direction or the other.
- c. Once the runner has determined a direction, they may not change it unless the pitcher:
 - 1) Throws the ball from within the pitcher's circle.
 - 2) Carries the ball outside the pitcher's circle.
 - 3) Has one foot completely outside the pitcher's circle, on the ground, and is in possession of the ball.

115

Section 11 – Base Running

- 4) Sets the ball on the ground.
- 5) Loses possession of the ball, including handing it to another player.
- 6) Makes a play on the runner or another runner.

Note: if the pitcher's circle is not visible, the umpire must use good judgment.

- d. The pitcher is considered to have made a play if:
 - 1) They fake a throw.

Note: Raising the throwing arm into throwing position is considered a fake throw regardless of whether the pitcher's arm moves forward.

- 2) Pitcher makes any aggressive body movement toward the base runner (e.g., steps toward the runner, head and body fakes toward the runner).
 - e. There is no obligation on the part of the pitcher to look, fake or throw in order to force the runner to comply with the look-back rule. The obligation to comply rests solely with the runner.
 - f. When the pitcher takes possession of the ball within the pitcher's circle:
 - 1) A runner standing off their base must immediately return to the base they last occupied or advance to the next base.
 - 2) A runner who starts back to the base they last occupied or starts forward toward the next base shall not stop or reverse direction.
 - 3) The batter-runner may not step off any base after stopping at it.
 - 4) The batter-runner, after overrunning first base, may not retouch the base and advance toward second base.
- PENALTY (1)-(4)** — The ball is dead, the offending runner is out, and each other runner must return to the last base legally touched at the time of

the infraction. If two runners are off base and the umpires call different runners out, the umpires must determine which runner was called out first, as it is not possible to obtain more than one out under the lookback rule. The ball is dead when the first runner is called out, and the other runner must return to the base last touched at the time of the infraction.

g. The batter-runner may overrun first base, not stop and advance toward second base after the pitcher has the ball within the pitcher's circle. This is legal as long as the runner does not retouch first base on their way to second base. When the runner has legally started to advance, they may not be stopped by the pitcher receiving the ball while in the pitcher's circle or by the pitcher stepping on the pitcher's plate with the ball in possession.

116

Section 11 – Base Running

SECTION 11.19 - Missing a Base

A runner must touch each base in order when they are advancing or returning to a base and the ball is in play. Missing a base is an appeal play. The umpire does not make a ruling on an appeal play until asked to do so by a coach or player.

a. A runner is assumed safe until put out. If a proper appeal is not made, the runner is safe.

1) If a runner misses home plate and the catcher misses the tag, the umpire should hesitate slightly to allow the players to finish the play. If no tag is made, the umpire should declare the runner safe. If an appeal play is made (i.e., by tagging either the runner or home plate), the umpire should then make a decision on the appeal.

2) If a runner passes first base before the throw arrives, they are considered to have touched the base unless an appeal play is made.

c An appeal must be honored even if the base missed was before or after an award.

d A runner who must return to a base while the ball is in play or dead must retouch the base(s) in reverse order. Exception: A runner, who must return to a base after a foul ball, need not touch intervening bases.

e A runner may not return to touch a missed base if: (1) they have left the field of play, (2) a following runner has scored, or (3) is standing on a base beyond the base they missed, and "Time/Timeout" has been called by the umpire, or the ball becomes dead. If the runner is between any two bases and is attempting to return to the base missed, they can continue.

f The failure of a preceding runner to touch a base and who is declared out) does not affect the status of a following runner who touches each base in proper order. However, after two are out, a following runner cannot score a run when a preceding runner is declared out for failing to touch a base in regular order.

g Any runner, who misses the first base to which they are advancing and who is later called out, shall be considered as having advanced one base.

SECTION 11.20 - Occupying Bases.

a. A runner or batter-runner acquires the right to a base by touching it before being put out and is entitled to hold the base until they have legally touched the next base in order or is forced to vacate it for a succeeding runner.

117

Section 11 – Base Running

b. Two runners may not occupy the same base simultaneously. The runner who first legally occupied the base is entitled to it, unless forced to advance. The other runner may be put out by being touched with the ball.

Note: If a runner is being run down between bases and the following runner occupies the same base the first runner has left, the second runner cannot be put out while occupying said base, if the first runner, however, returns safely to the base they left and both runners then are occupying the same base, the second runner is out if touched with the ball.

c. A runner, who is touching a base when "Time/Timeout" is called, may

not advance during the suspension of play.

SECTION 11.21 - Overrunning or Over-sliding Bases .

a. A batter-runner, who touches first base safely and then overruns or over-slides it, may immediately return without liability to be put out. The batter-runner may legally turn left or right when returning to the base. If, however, runner feints or makes any attempt to advance to second, regardless of whether in fair or foul territory, may be tagged out (while is off base) by a defensive player with the ball. This is an appeal play.

b. A batter-runner may round a base and go directly to the next base without stopping. If, however, stops after rounding a base, and the pitcher has possession of the ball in the pitching circle, must comply with the lookback rule.

Note: A batter, who is entitled to advance after a walk or dropped third strike, is treated the same as if they batted the ball.

c. A runner may legally touch home plate and then overrun or over-slide without liability to be put out.

SECTION 11.22.- Running Out of the Base Line / Out of the Runner's Lane

The traditional path traveled by a runner, who is attempting to advance to the next base, is defined by a direct line between the bases and three feet on either side of that line, unless a fielder has the ball in her possession, and is within three feet of the runner and prepared to apply a tag. A base runner, who is running to any base in regular or reverse order and who attempts to avoid a tag by running more than three feet to either side of a fielder with the ball in her possession, shall be declared out.

118

Section 11 – Base Running

PENALTY — The ball is live. The offending runner is out, but each other runner may continue to advance with liability to be put out.

Exceptions:

1) A runner is not out when they run behind or in front of a fielder and outside the base line in order to avoid interfering with the fielder attempting to field the ball in the base path.

2) The runner is not out when they fail to run in a direct line to a base provided the fielder in the direct line does not have the ball in her possession.

b. The batter-runner shall not run outside the runner's lane and, in the judgment of the umpire, interfere with the fielder taking the throw at first base. This is an interference violation.

PENALTY — The ball is dead, the offending runner is out, and each other runner must return to the last base legally touched at the time of the interference.

Exceptions:

1) The batter-runner may run outside the runner's lane to avoid a fielder attempting to field a batted ball.

2) The batter-runner may run outside the runner's lane to touch the base on the last stride.

3) The infraction is ignored if the act does not interfere with the fielder taking the throw at first base.

Notes:

1. The batter-runner is considered outside the runner's lane if either foot is in contact with the ground and is completely outside either line.

2. A batter runner being hit with a thrown ball does not necessarily constitute interference.

Tag and Force Plays — SECTION 11.23.

a. A batter-runner or runner is considered tagged out if the ball is in play, and is not in contact with a base when legally touched by the ball securely

119

Section 11 – Base Running

held in the hand(s) or glove/mitt of a fielder. It is sufficient for the runner to be touched with the hand(s) or glove/mitt holding the ball.

Exceptions:

- 1) A batter-runner, who reaches first base safely and then overruns or over-slides it, may immediately return without liability to be put out provided she does not feint or attempt to advance to second
- 2) If a runner passes first base before the throw arrives, they are considered to have touched the base unless an appeal play is made.
- 3) When a runner dislodges a base from its proper position, neither they nor the succeeding runner(s) in the same series of plays is compelled to follow the base out of position. The base is considered to have followed the runner, and the ball is live. The runner may stay where she is without liability to be put out, or they may attempt to advance farther with liability to be put out. Each other runner may advance with liability to be put out.
- b. A batter-runner is out when they legally overruns first base, attempts to run to second base and is legally tagged while off base.
- c. A batter-runner or runner is considered forced out if they must advance to the next base or to home plate in order to make room for another base runner, but:
 - 1) Is tagged (legally touched with the ball in the hand(s) of a fielder) before they reach the forced base.
 - 2) The fielder, while holding the ball, contacts the base in advance of the batter-runner or runner.
 - 3) The fielder touches the ball to the forced base in advance of the batterrunner or runner.
- d. The runner is out if off base when a fair or foul ball is legally caught, and fails to retouch the base (occupied at the time of the pitch) before a fielder tags her or the base.
- e. If an appeal is honored at a base to which a runner was forced to advance and the out is a force out, no runs would score if it was the third out. If a forced runner, after touching the next base, retreats for any reason towards the base last occupied, the force play is reinstated, and player may again be put out if the defense tags the base to which forced.
- Note: There cannot be a force out if the batter does not become a batterrunner.*
- f. The batter-runner or runner is not out:
 - 1) When touched while off a base with a ball not securely held by a fielder.

Note: The ball is not considered securely held if it is juggled or dropped after the touch unless the runner deliberately knocks the ball from the hand(s)/glove/mitt of the fielder.

120

Section 11 – Base Running

- 2) When touched while off a base with a fielder's hand or glove/mitt when the ball is in the fielder's other hand.
 - 3) When played on by a fielder using an illegal glove/mitt.
 - 4) When an improper live-ball appeal is made (See Appeals, Rule 5-1).
- SECTION 11.24 - Tagging Up After a Caught Fly Ball.
- a. The initial contact of the ball by a fielder releases the runner(s) from the base(s) occupied at the time of the pitch. A base runner is out if they leave the base too soon. Either the runner or the base (left too soon) may be tagged. This is an appeal play.
 - b. An appeal must be honored even if the base left too soon was before or after an award. Bases left too soon on a caught fly ball must be retouched before advancing to awarded bases.
 - c. A runner who must return to a base while the ball is in play or dead must retouch the base(s) in reverse order. Exception: A runner who must return to a base after a foul ball, need not touch intervening bases.
 - d. A runner may not return to touch a base left too soon on a caught fly ball if: (1) they have left the field of play; (2) a following runner has scored; (3) standing on a base beyond the base they left too soon, and "Time/Timeout" has been called by the umpire; or (4) the ball becomes dead.
- Note: If the runner is between any two bases and attempting to return to the base left too soon, they can continue.*

e. The failure of a preceding runner to legally tag up on a caught fly ball (and who is declared out) does not affect the status of a following runner who touches each base in proper order. However, after two are out, a following runner cannot score a run when a preceding runner is declared out for failing to legally tag up on a caught fly ball.

f. If a runner leaves a base too soon on a caught fly ball and returns in an attempt to retag, this is considered a time play and not a force out. If the appeal is the third out, all runs scored by runners in advance of the appealed runner and scored ahead of the legal appeal would count.

g. A runner may not use a running start from a position behind and not in contact with a base.

PENALTY — The ball is dead, “No pitch” is declared, and the offending base runner(s) is out. Each other base runner(s) must return to the base legally occupied at the time of the pitch.

121

Section 11 – Base Running

SECTION 11.25. - Touching the Bases

a. An advancing runner must touch each base in legal order (first, second, third and home). All awarded bases must also be touched, and in legal order.

Note: Obstructed runner’s are still required to touch all bases in legal order, or they could be called out on a proper appeal by the defensive team.

b. Bases missed or left too soon on a caught fly ball must be retouched before advancing. However, no runner may return to touch a missed base or one they have left too soon on a caught fly ball: (1) once they have left the field of play, (2) once a following runner has scored, (3) when they are standing on a base beyond the base they left too soon and “Time/Timeout” has been called by the umpire or (4) when the ball becomes dead.

Note: If the runner is between any two bases and attempting to return to the base left too soon, they can continue.

c. A runner who must return to a base while the ball is in play or dead must retouch the base(s) in reverse order. Exception: A runner, who must return to a base after a foul ball, need not touch

must retouch the base(s) in reverse order. Exception: A runner, who must return to a base after a foul ball, need not touch intervening bases.

PENALTY (a)-(c) — For failure to touch a base when advancing or returning while the ball is in play, the runner is out if, before they reach each untouched base, player is touched by the ball in the hand(s) of a fielder. If the base is one to which the runner is forced, player is out when tagged or if the ball is held by a fielder on the base they failed to touch (including home plate).

Notes:

1) If a runner does not touch home plate and does not make an attempt to touch it, the fielder may touch either the runner or home plate. If a runner misses home plate and the catcher misses the tag, the umpire should hesitate slightly. If no tag is made, the umpire should declare the runner safe. If an appeal play is then made by tagging either the runner or home plate, the umpire should then make a decision on the appeal.

2) When a runner is legally returning to tag up after a caught fly ball, the runner can be put out by being tagged, or by the defense touching the base the runner occupied at the time of the pitch. Each other runner may advance or return with liability to be put out.

d. A runner shall not run bases in reverse order either to confuse the fielders or to make a travesty of the game.

122

Section 11 – Base Running

PENALTY — The ball is dead, the runner is out, and each other runner

must return to the base legally occupied at the time of the pitch.

e. The batter-runner may not move back toward home plate to avoid or delay a tag by a fielder.

PENALTY — The ball is dead, the batter-runner is out, and each runner must return to the base legally occupied at the time of the pitch.

f. The failure of a preceding runner to touch or retouch a base or to legally tag up on a caught fly ball (and who is declared out) does not affect the status of a following runner who touches each base in proper order. However, after two are out, a following runner cannot score a run when a preceding runner is declared out for failing to touch a base in regular order or to legally tag up on a caught fly ball.

g. When a runner has legally started to advance, may not be stopped by the pitcher receiving the ball while on the pitcher's plate or by the pitcher stepping on the plate with the ball in their possession.

h. When a runner dislodges a base from its proper position, neither runner nor the succeeding runner(s) in the same series of plays is compelled to follow the base out of position. The base is considered to have followed the runner.

PENALTY — The ball is live, and the runner may stay where they are without liability to be put out, or they may attempt to advance with liability to be put out. Each other runner may advance with liability to be put out. Each runner who attempts to advance to or past the dislodged base must touch the spot where the base belongs. At the conclusion of play, "Time/Timeout" shall be called, and the dislodged base shall be returned to its proper position.

i. When a runner or batter-runner acquires the right to a base by touching it before being put out, they are entitled to hold the base until player has legally touched the next base in order or is forced to vacate it for a succeeding runner. Two runners may not occupy the same base simultaneously.

PENALTY — The runner who first legally occupied the base shall be entitled to it, unless forced to advance. The other runner may be put out by being touched with the ball. For example, if a runner is being run down between bases and the following runner occupies the same base the first runner has left, the second runner cannot be put out while occupying said base. If the first runner returns safely to the base they left, however, and both runners are then occupying the same base, the second runner is out if touched with the ball.

123

j. Between pitches and after a dead ball, each runner must return to their base. The pitcher is obligated to allow sufficient time for the runner to return to their base, and the base runner is obligated to return to their base without undue delay.

PENALTY — When the ball is live and the runner is not given sufficient time to return to a base, they will not be called out for being off base before the pitcher releases the ball. The umpire shall declare "No pitch".

When the ball is dead, the umpire shall not put the ball in play until each runner has retouched their base. However, after allowing sufficient time for each runner to retouch at the end of playing action, the umpire shall declare the runner out.

k. Should "Time/Timeout" be called while a runner is touching a base, they may not advance during a suspension of play.

124

Softball – Historical Editorial.....	2
Concussion Management Guidelines	4
Rule 1. Field & Equipment.....	5
Rule 2. Definitions	14
Rule 3. Players, Substitutes & Coaches	29
Rule 4. Beginning & Ending Game	39
Rule 5. Dead Ball & Suspension of Play.....	42

Rule 6. Pitching Regulations.....	45
Rule 7. Batting.....	62
Rule 8. Batter-Runner & Runner	66
Rule 9. Scoring.....	82
Rule 10. Umpiring	77
Official NSF-MSF Umpire Signals	93
Lightning Protocol	94
Umpire Uniform & Equipment Sales.....	95
Index.....	96

Screened areas indicate rule changes or points of emphasis.

Rule 5: Dead Ball & Suspension of Play

NUMBER 1: DEAD BALL

LTR A . . . Ball becomes dead immediately when:

- 1) a pitch touches a batter or the batter's clothing.
- c. becomes an uncaught foul.
- 5) there is interference by a runner or a retired runner or by any person.
- 6) a fair batted ball, which is on or over fair ground,
 - a. touches a runner or an umpire before touching any fielder and before passing any fielder other than the pitcher;
 - b. touches a runner after passing through or by a fielder and another fielder could have made an out;
 - c. touches a spectator; or
 - d. goes over, through or wedges in the field fence.
- 7) a pitch or any other thrown ball;
 - a. is touched by a spectator;
 - b. is touched by nonparticipating team personnel;
 - c. goes into a stand or players' bench (even if it rebounds to the field);
 - d. goes over or through or wedges in the field fence; or
 - e. lodges in an umpire's equipment, or touches loose equipment.
- 8) the umpire handles a live ball, calls "Time" for inspecting the ball, or for any other reason.
- 9) a fielder, after catching a fair or foul batted ball (fly or line drive), leaves the field of play by stepping with one foot or by falling into a designated deadball area (i.e., bench, dugout, stand/bleacher, etc.).

NOTE: If a chalk line or imaginary line is used to determine dead-ball (out-ofplay) territory, the line is considered in play.

- a. If the fielder's feet are touching the line or are in live-ball territory, they are considered in the field of play and legally may field, catch or throw the ball without penalty.
- b. If the player's entire foot (no part of the foot is touching in fair territory) is beyond the line and touches dead-ball territory at the time they catch, field or throw the ball, they have entered dead-ball territory, the ball is dead, no play is allowed.
- c. If a fielder has one foot in play and the other foot in the air, they legally may catch, field or throw the ball unless her entire foot contacts the ground in dead- ball territory, at which time the ball becomes dead, no play is allowed, and the penalty is applied.
- d. If a fielder contacts dead-ball territory with any part of the body except the foot, they are considered out of play. No play is allowed, and the penalty is applied. When the fielder completely leaves and then reestablishes herself

Rule 5-2 Dead Ball & Suspension of Play Page 44

within live ball territory (both feet in live-ball territory), a catch would be allowed.

- 10) any personnel connected with the offensive team requests "Time" or uses any other command or commits an act for the purpose of trying to cause the opposing pitcher to commit an illegal pitch.
- 11) (S.P.) after each strike or ball, as soon as a pitch touches the ground, or when an intentional base on balls is awarded.
- 12) an infielder intentionally drops a fair fly, fair line drive or fair bunt in flight with at least first base occupied and with less than two outs.

EXCEPTION: Infield Fly Rule

- 13) a runner interferes with a fielder attempting to catch a foul fly.

14) the batter-runner steps backward toward home plate to avoid or delay being tagged out.

15) a batted, thrown or pitched ball touches in an occupied designated media area (a ball that passes through a dead-ball area in flight is not considered dead).

16) an illegal pitch occurs, but no pitch is delivered to the batter.

17) there is interference by a batter.

LTR B . . . It is a delayed dead ball when:

1) an illegal pitch is delivered.

2) a catcher or any fielder obstructs a batter or obstructs the ball through use of detached player equipment.

3) the umpire interferes (F.P. & Modified; and S.P. where stealing is allowed) with a catcher who is attempting to throw a nonbatted ball.

4) a ball touches an illegal glove/mitt.

5) anyone who is required to wear a batting helmet deliberately removes the helmet while the ball is live.

LTR C . . . The ball becomes dead when time is taken to make an award when a catcher or any fielder illegally obstructs a runner.

LTR D . . . After a dead-ball situation, the ball becomes live when it is held by the pitcher on the pitcher's plate and the umpire calls and/or signals "Play Ball" and gives a beckoning hand signal.

NUMBER 2: SUSPENSION OF PLAY

LTR A . . . "Time" shall be called by the umpire and play suspended:

1) as in (5-1-A).

2) when the umpire considers the weather or ground conditions unfit for play.

NOTE: After 30 minutes, the umpire may declare the game ended or, by state/league/tournament adoption, suspended.

3) when a player, bench personnel or spectator is ordered from the field of play, or player is ordered to secure protective equipment.

4) when an umpire or player is incapacitated, unless injury occurs during a live ball, then time shall not be called until no further advance or putout is possible.

NOTE: If necessary, the umpire may suspend play immediately if, in the umpire's judgment, further play may cause injury or jeopardize a participant's safety.

5) when a player or coach is granted time for a substitution, conference with the pitcher, or for similar cause.

6) when play is suspended for any other cause, including an award of a base after an infraction, inspection of the ball, or the ending of a half-inning.

LTR B . . . When the ball becomes dead:

1) no action by the defense during that time can cause a player to be put out, except a proper dead-ball appeal.

2) a runner may not advance, nor return to a base that was not touched or that the runner was not in contact with on a caught fly ball during a live ball if the runner had advanced to or beyond a succeeding base.

3) any runner may advance when awarded a base or bases for an act which occurred before the ball became dead. All awarded bases must be touched.

SECTION 4 — The Game

SECTION 4 — The Game

SECTION 4.7 - Live Ball.

When the umpire calls "Play ball," the ball is live and in play. The ball remains live and in play until, for legal cause, or at the umpire's call of "Time/Timeout/Dead Ball/" suspending play, the ball becomes dead.

SECTION 4.8. - Delayed Dead Ball

A. A delayed dead ball is a ball that remains live and in play even though a violation has occurred and been recognized by the umpire (through a delayed dead ball signal). At the end of the playing action the umpire shall call "Time/Timeout," the ball becomes dead, and a decision is made regarding the rules infraction.

B. A delayed dead ball is called under the following circumstances:

1) An illegal pitch.

2) Catcher obstruction.

3) Field Obstruction.

- 4) Plate umpire interference.
- 5) Detached equipment interference with a batted or thrown ball.

SECTION 4.9 - Dead Ball.

- A. A dead ball is a ball that is out of play. It may have become blocked or ruled dead.
- B. While the ball is dead, no player may be put out, no bases may be run and no runs may be scored, except that runners may advance one or more bases as the result of acts that occurred while the ball was live (such as, but not limited to, an illegal pitch, interference, obstruction, an overthrow, a home run or other fair ball hit out of the playing field).
- C. Between pitches and after a dead ball, each runner must return to her base. A runner who must return to a base while the ball is dead need not touch intervening bases.

SECTION 4.10. - Suspension and Resumption of Play

- A. "Time/Timeout" shall be called and signaled for the purpose of suspending play (see Rule 14-10). The umpire holds up a hand instructing the pitcher not to pitch until the batter or umpire is ready. The ball is dead and no other play shall be allowed until the umpire lowers his/her hand signifying "Play ball".
 - 1) Umpires must not permit the calling of "Time/Timeout" by players and coaches when it is an obvious tactic to delay the game.
 - 2) The umpire shall not call "Time/Timeout" until a play has been completed.

36

SECTION 4 — The Game

exception: When necessary, to protect an injured player, the umpires may suspend play immediately,

- 3) After a base on balls, the umpire shall not call "Time/Timeout" until the batter-runner has stopped at first base and each other runner forced to advance has stopped at her next base.
- B. "No pitch" shall be declared if the pitcher pitches while the umpire is holding play.
- C. A runner, who is touching a base when time is called, may not advance during the suspension of play.

SECTION 4.11. - Conferences

A. Charged defensive conference.

- 1) There may be only three-charged defensive conferences per game. The plate umpire shall notify the head coach or acting head coach when a defensive conference has been charged. The plate umpire shall make a note of it on the team's lineup card and shall record the inning in which it occurred. A charged defensive conference ends when the team representative crosses the foul line.

PENALTY – The fourth, and each additional, charged conference in a seven-inning game, or for any charged conference in excess of one per inning in an extra inning game, shall result in the removal of the pitcher from the pitching position for the remainder of the game. The removed pitcher can play another position on defense but cannot pitch again.

Note: The removed pitcher may not pitch again for the remainder of the game but may otherwise participate in the game. If the pitcher returns to the pitching position after being removed and one pitch has been thrown, the pitcher is ejected from the game.

37

SECTION 4 — The Game

- 1) The following are not charged defensive conferences:
 - a) Shouting instructions from the dugout area to the defense without requesting a suspension of play.
 - b) Requesting a suspension of play in order to remove the pitcher from the pitching position (provided the umpire is informed of the charge before the representative steps over the foul line) or to make a defensive substitution.
 - c) Conferencing with the defense during a charged offensive conference and

being ready to play once the umpire instructs the offensive team
"Play/Play ball".

- d) Requesting a suspension of play for an obviously incapacitated player.
- e) Requesting a suspension of play in order to attend to a potentially sick or injured player. An umpire must supervise the process.
- f) Requesting a suspension of a play for a defensive player to make an equipment change.

B. Charged offensive conference.

1) There may be only one charged offensive conference per inning. The plate umpire shall notify the head coach or acting head coach when an offensive conference has been charged. The plate umpire shall make a note of it on the team's lineup card and shall record the inning in which it occurred.

PENALTY — The umpire shall not permit more than one offensive conference per inning. A coach, who defies an umpire by holding another charged conference, shall be ejected

2) The following are not charged offensive conferences:

- a) Shouting instructions to the offense without requesting a suspension of play.
- b) Requesting a suspension of play in order to make an offensive lineup change.
- c) Conferring with the offense during a charged defensive conference and being ready to play once the umpire instructs the defensive team
"Play/Play ball".

Note: The offensive team is in jeopardy of being charged with an offensive conference if not ready to play.

- d) Requesting a suspension of play for an obviously incapacitated player.
- e) Requesting a suspension of play in order to attend to a potentially sick

38

SECTION 4 — The Game

or injured player. An umpire must supervise the process.

- f) Requesting a suspension of play for a batter or runner to make an equipment change.
- g) Requesting a suspension of play for a runner to put on a jacket/sweatshirt.

Rule 6: Pitching Regulations

1. If the batter hits the ball and reaches first base safely, and if all other runners have advanced at least one base on the batted ball, the illegal pitch is nullified. All action as a result of the batted ball stands. No option is given. When a runner passes a base, the runner is considered to have touched that base.
2. Otherwise the coach/manager has the option to take the result of the play, or illegal pitch is enforced by awarding a ball to the batter and advancing all runners one base.
3. If an illegal pitch hits the batter out of the strike zone, the batter is awarded first base and all runners are awarded one base.

Rule 6-2 Pitching Regulations (Slow Pitch) Page 58

NUMBER 1: PRELIMINARIES (Slow Pitch)

LTR A . . . The pitcher must take a position with both feet firmly on the ground and with one or both feet in contact with the pitcher's plate.

PENALTY: Delayed dead ball. Illegal pitch ruled.

EXCEPTION: Slow pitch pitchers have the option to take a position up to six feet behind the 50' pitcher's plate as a safety and defensive measure. Once they take their position, the pitcher must come to a full and complete stop (one second) with both feet firmly on the ground. Also, one foot must remain in contact with the ground at least partially within the width area of the pitcher's plate until the pitched ball leaves the hand.

LTR B . . . The pitcher must come to a full and complete stop with the ball in front of the body. The front of the body must face the batter. This position must be maintained for at least one second before starting the delivery.

PENALTY: Delayed dead ball. Illegal pitch ruled.

LTR C . . . The pitcher shall not be considered in the pitching position unless the catcher is in position to receive the pitch.

PENALTY: Delayed dead ball. Illegal pitch ruled.

NUMBER 2: STARTING THE PITCH (Slow Pitch)

The pitch starts when the pitcher makes any motion with the ball after the required stop. While on the pitching plate or up to six feet back prior to the required stop, any motion may be used.

Page 59 Pitching Regulations (Slow Pitch) Rule 6-5

NUMBER 3: LEGAL DELIVERY (Slow Pitch)

LTR A . . . The pitcher must not make any motion to pitch without immediately delivering the ball to the batter.

LTR B . . . The delivery is a continuous motion.

LTR C . . . The pitcher must not use a delivery in which there is a stop or reversal of the pitching motion.

LTR D . . . The pitcher must deliver the ball toward home plate on the first forward swing of the pitching arm past the hip with an underhand motion. The palm of the hand may be over or under the ball.

LTR E . . . One foot must remain partially in contact with the pitcher's plate (**Exception: see pitch back rule for slow pitch**) until the pitched ball leaves the hand. If a step is taken, it may be forward, backward, or to the side, provided one foot is in contact with the pitcher's plate and the step is simultaneous with the release of the ball.

LTR F . . . The pitcher must not pitch the ball behind the back or through the legs.

LTR G . . . The pitch shall be released at a moderate speed. The speed is left entirely up to the judgment of the umpire. The umpire shall warn the pitcher who delivers a pitch with excessive speed. If the pitcher repeats such an act after being warned, the pitcher shall be removed from the pitcher's position for the remainder of the game.

LTR H . . . The ball must be delivered with perceptible arc and reach a height of at least six feet from the ground, while not exceeding a maximum height of 12 feet from the ground.

LTR I . . . The pitcher must not continue any pitching motion after the ball is released or walk or run at the batter.

LTR J . . . The pitcher has 10 seconds to release the next pitch after receiving the ball, or after the umpire indicates "play ball".

LTR K . . . The pitcher shall not deliver a pitch from the glove.

PENALTY: Violation of A-K results in a ball on the batter.

NUMBER 4: DEFENSIVE POSITIONING (Slow Pitch)

LTR A . . . The pitcher shall not deliver a pitch unless all players are positioned in fair territory, except the catcher who must be in the catcher's box.

LTR B . . . A fielder shall not take a position in the batter's line of vision or with deliberate unsporting intent, or act in a manner to distract the batter. A Pitch does not have to be released.

PENALTY: The offending player shall be ejected from the game.

Rule 6-9 Pitching Regulations (Slow Pitch) Page 60

NUMBER 5: FOREIGN SUBSTANCE (Slow Pitch)

A defensive player shall not, at any time during the game, be allowed to use any foreign substance upon the ball, the pitching hand or the fingers. Under the supervision and control of the umpire, powdered resin may be used to dry the hands. The pitcher may wear tape on the fingers or a sweatband on the wrist or forearm of the pitching arm. Batting gloves may not be worn on the pitching hand.

PENALTY: An illegal pitch shall be called on the first offense. If any defensive player continues to place a foreign substance on the ball, the player should be ejected from the ball game.

NUMBER 6: CATCHER (Slow Pitch)

LTR A . . . The catcher must remain within the lines of the catcher's box until the pitched ball is batted, touches the ground, plate, batter, or reaches the catcher's box.

LTR B . . . The catcher shall return the ball directly to the pitcher after each pitch, except after a strikeout.

PENALTY Number 6-B: A ball on the batter.

EXCEPTION: Does not apply with a runner(s) on base or the batter becoming a batter-runner.

NUMBER 7: QUICK PITCH (Slow Pitch)

The pitcher shall not attempt a quick return of the ball before the batter has taken a position in the batter's box or when the batter is off balance.

PENALTY Numbers 2-4A, 6A & 7:

LTR

The pitcher shall not attempt a quick return of the ball before the batter has taken a position in the batter's box or when the batter is off balance.

PENALTY Numbers 2-4A, 6A & 7:

LTR A . . . Any infraction of 2-4, 7 is an illegal pitch.

LTR B . . . If a batter swings at or contacts any illegal pitch, it is nullified and all play stands.

LTR C . . . If the batter does not swing, a ball shall be called on the batter.

NUMBER 8: WARM-UP PITCHES (Slow Pitch)

At the beginning of each half inning, or when a pitcher relieves another, not more than one minute may be used to deliver not more than three warm-up pitches. Play shall be suspended during this time. For excessive warm-up pitches, a pitcher shall be penalized by awarding a ball to the batter for each **Page 61 Pitching Regulations (Slow Pitch) Rule 6-9**

pitch. This does not apply if the umpire delays the start of play due to substitution, conference, injuries, and other umpire responsibilities. A pitcher returning to pitch in the same half inning will not receive warm-up pitches. There is no limitation as to the number of times a player can return to the pitching position as long as the player is legally in the game.

NUMBER 9: NO PITCH (Slow Pitch)

No pitch shall be declared when:

LTR A . . . The pitcher pitches during the suspension of play.

LTR B . . . A runner is called out for leaving a base before the pitched ball reaches home plate, is batted, or touches the ground before reaching home plate.

LTR C . . . A pitch is delivered before a runner has retouched their base after being legitimately off that base.

LTR D . . . The ball slips from the pitcher's hand during the delivery or during the back swing.

LTR E . . . No player, manager or coach shall call time, employ any other word or phrase, or commit any act while the ball is live for the obvious purpose of trying to make the pitcher commit an illegal pitch. A warning shall be issued to the offending team, and a repeat of this type act by any member of the team warned shall result in the offender being ejected from the game.

PENALTY LTRs A-E: The ball is dead, and all subsequent action on that pitch is canceled.

Rule 7-1 Batting Page 62

Rule 7: Batting

NUMBER 1: POSITION AND BATTING ORDER

LTR A . . . Each player of the team at bat shall become the batter and shall take their position within the batter's box (on either side of home base), in the order in which their name appears on the lineup card as delivered to the umpire and the opposing team prior to the game. This order shall be followed during the entire game except that an entering substitute shall take the replaced player's place in the batting order. A batter is in proper order if they follow the preceding player in the lineup, even though such preceding batter may have batted out of order. An improper batter is considered to be at bat as soon as they enter the batter's box and one pitch has been thrown. When an improper batter's infraction is first discovered, time may be requested and the improper batter replaced by the proper batter who will assume the improper batter's ball and strike count, provided the infraction is detected before the improper batter is put out or

becomes a base runner.

LTR B . . . After the first inning, the first batter in each inning shall be the player whose name follows that of the last batter who completed their time at bat in the preceding inning.

PENALTIES: (LTR A, B):

1. A batter shall be called out on appeal when they fail to bat in their proper turn and another batter completes a time at bat in their place.

NOTE: Only the defensive team may appeal batting out of order after the batter has completed their time at bat.

2. When an improper batter becomes a runner or is put out and the defensive team appeals to the umpire before the next pitch (legal or illegal), or prior to an intentional base on balls (S.P.), or before the infielders leave the diamond if a half-inning is ending. The umpire shall declare the batter who should have batted out (not the improper batter). The improper batter's time at bat is negated and they are returned to the dugout/bench area. All outs stand and runners who were not declared out must return to the base occupied at the time of the pitch. If a runner advances because of a stolen base, wild pitch, passed ball (F.P. or Modified) or an illegal pitch (F.P. or Modified) while the improper batter is at bat, such advance is legal.

Page 63 Batting Rule 7-2

3. When an improper batter becomes a runner or is put out and a legal or illegal pitch has been delivered to the succeeding batter, or an intentional base on balls (S.P.) has occurred, or all infielders have left the diamond if a half-inning has ended and, in all cases, before an appeal is made. The improper batter becomes the proper batter and the results of their time at bat become legal.

4. When the proper batter is called out because they have failed to bat in turn. The next batter shall be the batter whose name follows that of the proper batter who was called out.

5. When an improper batter becomes a proper batter because no appeal is properly made as above. The next batter shall be the batter whose name follows that of such legalized improper batter. The instant an improper batter's actions are legalized, the batting order picks up with the name following that of the legalized improper batter.

6. When several players bat out of order before discovery so that a player's time at bat occurs while a runner. Such player remains on base, but they are NOT out as a batter.

NUMBER 2: STRIKES, BALLS & HITS

LTR A . . . A strike is charged to the batter when:

- 1) a pitched ball enters any part of the strike zone in flight and is not struck at.
- 2) a pitched ball is struck at and missed.
- 3) a pitched ball becomes a foul when the batter has less than two strikes.
- 5) a penalty strike is called because a batter delays.
- 6) a batted ball contacts the batter in the batter's box (foul ball).
- 7) a pitched ball contacts the batter while swinging at the ball or the batter is hit by the pitch that is in the strike zone (dead-ball strike).
- 8) a pitched ball, in the umpire's judgment, is prevented from entering the strike zone by any actions of the batter (dead-ball strike).
- 9) when a member of the offensive team intentionally removes a line.

LTR B . . . A ball is credited to the batter when a pitch is not touched by the bat and is not a strike, when there is an illegal pitch, or for catcher's or pitcher's delay.

PENALTY: Any pitch that touches the plate shall be called a ball if the batter does not strike at it.

Rule 7-4 Batting Page 64

NUMBER 3: BATTING INFRACTIONS

LTR A . . . A batter shall not delay the game by failing to promptly take their position in the batter's box within 10 seconds after the ball is returned to the pitcher to prepare for the next pitch, or by stepping out of the box when the pitcher is on the pitcher's plate.

PENALTY: (LTR A) If a pitcher has brought the hands together, the batter leaves the box at the risk of having a strike called while being out of position. For failure of the batter to be ready within 5 seconds after the ball has been returned to the pitcher, the umpire shall call a strike. If it is the second strike (S.P.) or third strike (F.P. & Modified), the umpire shall call time and declare the batter out.

PENALTYS:

1. After entering the batter's box, the batter leaves it at the risk of being charged with delay. The batter may request time-out if they desire to step out for a valid reason and, if granted, the 5-second count will begin anew. The umpire is authorized to refuse to grant time-out if the batter repeatedly causes delay or if their leaving the batter's box appears to be an attempt to worry the pitcher or to gain some other advantage.

2. If the pitcher stops or hesitates delivery as a result of the batter stepping out of the box or holding up her hand to request time, it shall not be an illegal pitch. However, if the batter steps out of the box or holds up their hand to request time and the pitcher legally delivers the ball, it shall be called a strike and the ball remains live. If a pitch is not delivered, a rule has been violated by both the batter and the pitcher. The umpire shall call time, declare "no-pitch" and begin play anew. If the umpire judges the batter's action to be a deliberate attempt to create an illegal pitch, the umpire will penalize according to 3-6-I.

LTR B . . . A batter shall not permit a pitched ball to touch her.

PENALTY: (LTR B) The batter remains at bat (pitch is a ball or strike), unless pitch was strike three or ball four.

NUMBER 4: BATTER IS OUT

Page 65 Batting Rule 7-4

LTR A . . . A team is playing with one less than the starting number in the batting order and their turn to bat is reached.

NOTE: Check with your state, league/tournament for any modification of this rule.

LTR B . . . The batter enters the batter's box with an illegal bat or is discovered having used an illegal bat and the infraction is detected before the next legal or illegal pitch (only the umpire or defense may detect an illegal bat).

LTR C . . . The batter disconcerts the pitcher by stepping out of the box on one side of home plate to the box on the other side while the pitcher is in position ready to pitch.

LTR D . . . The batter interferes with the catcher's fielding or throwing by leaning over home plate, by stepping out of the batter's box, by making any movement which hinders action at home after the pitch reaches the catcher or the catcher's attempt to play on a runner, or by failing to make a reasonable effort to vacate congested area when there is a throw to home and there is time for the batter to move away.

LTR F . . . (S.P.) A second strike (in flight) is not caught or a second foul ball on the second strike is not caught.

LTR H . . . The batter hits the ball fair or foul while either foot is touching the ground completely outside the lines of the batter's box or while touching the plate.

NOTE: A follow-through with the bat may carry one of the batter's feet entirely outside the box so it touches the ground as the ball is leaving the bat. It is customary for the umpire to ignore this if both feet were in legal position at the start of the swing and if it is not considered an attempt to circumvent the spirit of the rule.

LTR K . . . A foul (other than a foul tip, not a third strike F.P. & Modified) or second strike (S.P.) is caught in flight by a fielder or such catch is prevented by a spectator reaching into the playing area.

LTR L . . . Any coach or member of the offensive team, other than a runner, interferes with a fielder attempting to field a foul fly ball.

Rule 8-1 Batter-Runner & Runner Page 66

LTR M . . . After hitting or bunting a ball, the bat hits the ball a second time while the ball is on or over fair territory, or is on or over foul territory and,

in the umpire's judgment, had a chance to become a fair ball.

EXCEPTION: If the batter is in the batter's box and the bat is in the batter's hands when the second contact occurs, it is a foul ball regardless of whether the ball was on or over fair or foul territory unless, in the umpire's judgment, the batter intentionally hit the ball a second time.

LTR N . . . The batter throws her whole bat and interferes with a defensive player attempting a play.

NOTE: If the bat breaks and a portion is hit by the ball or hits a runner or fielder, no infraction has occurred.

PENALTY: (Number 4) The batter is out. (LTRs B, C, E, F, H, I, J, L, M) The ball is dead immediately. (LTRS B, F, I, J, K, M) All runners must return to the base occupied at the time of pitch. (LTR B) Runners would not return if they were put out on the play. (LTR D, N) Runners must return to the last base touched at the time of the interference.

Rule 8: Batter-Runner & Runner

NUMBER 1: THE BATTER BECOMES A BATTER-RUNNER

LTR A . . . A batter becomes a batter-runner with the right to attempt to score by advancing to first, second and third and then home plate in the listed order when:

- 1) they legally hit a fair ball.
- 2) (F.P. & Modified) the catcher fails to catch the third strike before the ball touches the ground when there are fewer than two outs and first base is unoccupied at the time of the pitch, or anytime there are two outs.
- 3) an intentional base on balls is awarded (S.P.), or a third ball is called by the umpire.

PENALTYS:

1. (F.P. & Modified) The ball is in play unless it has been blocked.
2. (S.P.) The ball is dead and runners may not advance unless forced. If the pitcher desires to walk a batter intentionally, they may do so by notifying the plate umpire who shall award the batter first base.
- 4) the catcher or another defensive player obstructs, hinders or prevents the batter from striking or hitting a pitched ball.

PENALTYS:

1. The umpire shall give a delayed dead-ball signal.

Page 67 Batter-Runner & Runner Rule 8-1

2. If the batter hits the ball and reaches first base safely and if all other runners have advanced at least one base on the batted ball, catcher obstruction is canceled. All action as a result of the batted ball stands. No option is given. Once a runner has passed a base, the runner is considered to have reached that base (whether missing the base or not) and no options are given.

3. Otherwise, the coach or manager of the team at bat, after being informed by the plate umpire of the obstruction, has the option to take the result of the play, or have the obstruction enforced by awarding the batter first base and advancing all other runners only if forced.

- 1) The catcher or any other fielder shall not:
 - a. Step on, or in front of home plate without the ball, or
 - b. On a swing or attempted bunt (F.P. & Modified), touch the batter or their bat with a runner on third base trying to score by means of a squeeze play or a steal.

PENALTY: (Art. 1) The runner would be awarded the base on the attempted steal or squeeze. The batter shall also be awarded first base on the obstruction and the ball is dead.

LTR B . . . A batter is awarded first base when:

- 1) a fair batted ball strikes the person, attached equipment, or clothing of an umpire or a runner.

PENALTYS:

1. If, after touching a fielder (including the pitcher), the ball is in play.
2. If, after passing a fielder other than the pitcher, and no other

fielder had a chance to make an out, the ball is in play.

3. If before passing a fielder without being touched, the ball is dead. If the runner is hit by the ball while off base and before it has passed an infielder, excluding the pitcher, or if it passes an infielder and another fielder has an opportunity to make an out, the runner is out and the batter-runner is entitled to first base without liability to be put out. Any runner not forced by the batter-runner must return to the base reached prior to the interference.

When a fair ball touches a runner who is in contact with a base, the ball is dead or live depending on whether the closest fielder is in front of the base (live) or behind the base (dead). The runner is not out unless she intentionally interferes.

Rule 8-2 Batter-Runner & Runner Page 68

4. If the fair batted ball hits an umpire before passing a fielder other than the pitcher, the ball is dead and the batter-runner is entitled to first base without liability to be put out.

2). (F.P. & Modified) a pitched ball not swung at nor called a strike touches any part of the batter's person or clothing. It does not matter if the ball strikes the ground before hitting the batter. The batter's hands are not to be considered a part of the bat.

PENALTIES: (LTR B).

1. The ball is dead. The batter is entitled to one base without liability to be put out. If no attempt is made to avoid being hit or there is an obvious attempt to get hit by the pitch, the batter will not be awarded first base unless it is ball four (F.P. & Modified) or strike two (S.P.).

2. If the batter is hit anywhere on the body, including on the hands, while swinging at a pitch and hits the ball fair or foul, the ball is dead and a strike called. If it is strike three (F.P. & Modified) or strike two (S.P.), the batter is out.

NUMBER 2: BATTER-RUNNER IS OUT

The batter-runner shall be called out when:

LTR A . . . (F.P. & Modified) The catcher drops the third strike and is legally put out prior to reaching first base with two outs or less than two outs and first base is not occupied at the time of the pitch.

LTR B . . . After hitting a fair ball the batter-runner is legally put out prior to reaching first base.

LTR C . . . After a fly ball is hit, the ball is caught by a fielder before it touches the ground, any object or person other than a defensive player.

PENALTY: (Arts. 1, 2, 3) The ball is in play.

LTR D . . . The batter-runner fails to advance to first base and enters the team area after a batted fair ball, a base on balls, a hit batter (F.P.), a dropped third strike (F.P.), or catcher obstruction.

EXCEPTION: (S.P.) The ball is dead on a base on balls, or on a hit batter (F.P. & Modified) the ball is dead, the batter-runner is not out and runners cannot advance unless forced.

PENALTY: (LTR D) The ball is dead and the runner(s) must return to the last base touched at the time of the infraction.

LTR E . . . Batter-runner runs outside the three-foot lane and, in the judgment of the umpire, interferes with the fielder taking the throw at first base

Page 69 Batter-Runner & Runner Rule 8-2

(there must be a throw); however, the batter-runner may run outside the three-foot (0.91m) lane to avoid a fielder attempting to field a batted ball.

A runner is considered outside the running lane if either foot is completely outside the lane and in contact with the ground.

LTR F . . . The batter-runner interferes with a fielder attempting to make an initial play, interferes with a fielder attempting to throw the ball, intentionally interferes with a thrown ball while out of the batter's box, makes contact with a fair batted ball before reaching first base, or (F.P. & Modified) interferes with a dropped third strike. If this interference, in the umpire's judgment, is an obvious attempt to prevent a double play, the runner closest to home plate shall be called out. A batter-runner being hit with a thrown ball does not necessarily constitute interference.

LTR G . . . The batter-runner interferes with a play at home plate in an attempt to prevent an obvious out at home plate.

LTR H . . . The batter-runner steps back toward home plate to avoid or delay a tag by a fielder.

PENALTY: (LTRs E through H) The ball is dead and runner(s) must return to the last base touched at the time of the interference. (LTR G) The runner is also out.

LTR I . . . Batter hits an infield fly.

NOTE: When an infield fly is not initially called, the batter-runner is declared out if brought to the umpire's attention before the next pitch.

LTR J . . . An infielder intentionally drops a fair fly ball, including a line drive or a bunt, which can be caught with ordinary effort with first; first and second; first and third; or first, second and third bases occupied with fewer than two outs. A trapped ball shall not be considered as having been intentionally dropped.

PENALTY: (LTR J) The ball is dead, and each runner must return to the last base touched at the time of the pitch. If an infield fly is ruled, it has precedence over an intentionally dropped ball.

LTR K . . . The immediate preceding runner who is not yet out intentionally interferes, in the umpire's judgment, with a fielder who is attempting to catch a thrown ball or throw a ball in an attempt to complete the play on the batter-runner.

PENALTY: (LTR K) Interference is ruled, the ball is dead, the batter-runner and the interfering runner are out, and all other runners are returned to the base last occupied at the time of interference.

LTR L . . . If a spectator reaches into the field of play and interferes with a fielder's opportunity to catch a fly ball.

Rule 8-3 Batter-Runner & Runner Page 70

PENALTY: (LTR L) The ball is dead, the batter-runner is out and the umpire should award the runners the bases in the umpire's judgment that they would have reached had the interference not occurred.

LTR M . . . The on-deck batter commits interference or offensive team equipment causes a blocked ball (and interference).

PENALTY: (LTR M) The batter-runner being played on is out. If no play is obvious, no player is out, but runners shall return to the last base touched at the time the ball is declared dead.

NUMBER 3: TOUCHING BASES IN LEGAL ORDER

LTR A . . . An advancing runner shall touch first, second, third and then home plate in order.

LTR B . . . When a runner must return to a base while the ball is in play or dead, the runner must touch the base(s) in reverse order.

EXCEPTION: On a foul ball.

PENALTY: (LTRs A, B) Offensive players could be ruled out on a proper appeal by the defensive team.

LTR C . . . When a runner or batter-runner acquires the right to a base by touching it before being put out, the runner or batter-runner is entitled to hold the base until touching the next base in order or is forced to vacate it for a succeeding runner.

LTR D . . . When a runner passes a base, they are considered to have touched that base. This also applies to awarded bases.

LTR E . . . When a runner dislodges a base from its proper position, neither the runner nor the succeeding runner(s) in the same series of plays are compelled to follow a base out of position.

PENALTY: (LTRs C, D, E) The ball is in play and runners may advance or return with liability to be put out.

LTR F . . . A runner shall not run bases in reverse order either to confuse the fielders or to make a travesty of the game.

PENALTY: (LTR F) The ball is dead and the runner is out.

LTR G . . . Two runners may not legally occupy the same base simultaneously. **PENALTY:** The runner who first legally occupied the base shall be entitled to it, unless forced to advance. The other runner may be

put out by being touched with the ball.

LTR H . . . Failure of a *preceding* runner to touch a base or to legally tag up on a caught fly ball, and who is declared out, does not affect the status of a *succeeding* runner who touches bases in proper order. If the failure to touch a base in regular order or to legally tag up on a caught fly ball is the third out of the inning, no *succeeding* runner may score a run.

Page 71 Batter–Runner & Runner Rule 8–4

LTR I . . . No runner may return to touch a missed base or one left too soon after a following runner has scored or once they leave the field of play.

LTR J . . . Bases left too soon on a caught fly ball must be retouched prior to advancing to awarded bases.

LTR K . . . Awarded bases must be run legally.

EXCEPTION: The batter and runners on base are credited with a run on all fair balls in flight over the outfield fence. Batter/runners need not run the bases and no appeal plays allowed.

NUMBER 4: RUNNERS ENTITLED TO ADVANCE

LTR A . . . Runners may advance with liability to be put out when:

- 1) (F.P. & Modified) the ball leaves the pitcher's hand on the delivery.
- 2) (S.P.) a pitched ball is batted or in certain classifications of play the ball crosses home plate.
- 3) a thrown ball or a fair batted ball is not blocked.
- 4) a thrown ball hits an umpire.
- 5) a legally caught fly ball is first touched by any defensive player.
- 6) a fair ball strikes an umpire or a runner after having passed a fielder other than the pitcher, and provided no other fielder had a chance to make an out, or when a fair batted ball has been touched by a fielder, including the pitcher.
- 7) the ball gets lodged in a defensive player's uniform or equipment.

PENALTY: (LTR A) The ball is in play.

LTR B . . . A runner forfeits exemption from liability and may be put out when:

- 1) the ball is in play or on awarded bases, the runner fails to touch a base before attempting to make the next base.
- 2) after overrunning first base, the runner attempts to continue to second base.
- 3) after dislodging a base, a runner attempts to continue to the next base.

LTR C . . . A runner is entitled to advance without liability to be put out when:

- 1) forced to vacate a base because the batter was awarded first base.
- PENALTY: (F.P. & S.P) The ball remains in play unless it is blocked. Any runner affected is entitled to one base and may advance farther at their own risk if the ball is in play. (S.P.) The ball is dead unless a classification of play where “stealing” is allowed.**

- 2) a fielder not in possession of the ball or not making an initial play on a batted ball, impedes the progress of a runner or batter-runner who is legally running bases. Obstructed runners are still required to touch all bases in proper order, or they could be called out on a proper appeal by the defensive team. Should an act of interference occur following any obstruction, enforcement of the interference penalty would have precedence.

Rule 8–4 Batter–Runner & Runner Page 72

PENALTY: (LTR C.2) When any obstruction occurs (including a rundown), the umpire will signal a delayed dead ball. The ball will remain live.

- a. If the obstructed runner is put out prior to reaching the base that would have been reached had there not been obstruction, a dead ball is called and the obstructed runner and each other runner affected by the obstruction will be awarded the base or bases which would have been reached, in the umpire's judgment, had there not been obstruction. An obstructed runner may not be called out between the two bases where they were obstructed.

EXCEPTIONS:

1. When an obstructed runner, after the obstruction, safely obtains or returns to the base they would have been awarded, in the umpire's judgment, had there been no obstruction and there is a subsequent play on a different runner, the obstructed runner is no longer protected between the bases where she was obstructed and may be put out.

2. When properly appealed for missing a base or leaving a base before a fly ball was first touched while advancing. If obstruction occurred while a runner was returning to touch the base, they are protected.

3. When committing an act of interference.

4. When passing another runner.

5. When the batter flies out for the third out.

6. When the batter-runner is obstructed between two bases and she flies out.

b. If the obstructed runner is put out after passing the base she would have reached had there been no obstruction, the obstructed runner will be called out. The ball remains live.

c. When a runner, while advancing or returning to a base, is obstructed by a fielder who neither has the ball nor is attempting to field a batted ball, or a fielder who fakes a tag without the ball, the obstructed runner and each other runner affected by the obstruction, will be awarded the base or bases which would have been reached, in the umpire's judgment, had there been no obstruction.

3) (F.P. & Modified) a wild pitch or passed ball lodges in or goes under, over or through the backstop.

PENALTY: (LTR C.3) The ball is dead and all runners are awarded one base only. The batter is awarded first base only on the fourth ball (F.P. & Modified) or third ball (S.P.).

Page 73 Batter-Runner & Runner Rule 8-4

4) (F.P & Modified) a pitcher makes an illegal pitch, providing the offensive coach does not take the result of the play.

5) a fielder intentionally contacts or catches a fair batted, a thrown, or a pitched ball with her cap, helmet, mask, protector, pocket, detached glove or any part of the uniform which is detached from its proper place on their person.

PENALTY: (LTR C.5) The batter and runner would be entitled to three bases from the time of the pitch if a batted ball, two bases from the time of the throw if a thrown ball, or one base from the time of the pitch if a pitched ball and in (F.P. & Modified) may advance farther at their own risk. If the illegal catch or touch is made on a fair hit ball that, in the judgment of the umpire, would have cleared the outfield fence in flight, the batter-runner shall be awarded four bases.

6) the ball is in play and is overthrown (beyond the boundary lines) or is blocked by the defense.

PENALTY: (LTR C.6) All runners will be awarded two bases, and the award will be governed by the positions of the runners when the ball left the fielder's hand. Runners may return to touch a missed base or base left too soon. If two runners are between the same bases, the award is based on the position of the lead runner.

EXCEPTIONS:

1. When a fielder loses possession of the ball, such as on an attempted tag, and the ball enters the dead-ball area or becomes blocked, each runner is awarded one base from the last base touched at the time the ball entered the dead-ball area or becomes blocked.

2. When the ball becomes dead, no runner may return to touch a missed base or a base left too soon if they have advanced, touched and remains a base beyond the missed base or the base left too soon. A runner shall not be declared out if a fielder deliberately carries or throws the ball into dead-ball territory to prevent that runner from returning to a missed base or a base left too soon. In this case, the runner(s) may return to a missed base or base left too soon.

3. If the ball becomes blocked due to offensive equipment not involved in the game, the ball is ruled dead and runners are returned to the last base touched at the time of the blocked ball. If the blocked ball prevented the defense from making an out, the runner being played on is called out.

4. If an awarded base is in error, after one pitch is thrown (legal or illegal), the error cannot be corrected.

Rule 8-5 Batter-Runner & Runner Page 74

7) a fair batted fly ball strikes the foul pole above the fence level or leaves the playing field in fair territory without touching the ground or going through

the fence. It shall entitle the batter-runner to a home run.

8) a fair ball bounces over or rolls under or through a fence or any designated boundary of the playing field. Also, when it deflects off of a defensive player and goes out of play in foul territory, deflects off a runner or umpire and goes out of play after having passed an infielder excluding the pitcher and provided no other fielder had a chance to make an out.

PENALTY: (LTR C.8) The ball is dead and all runners are awarded two bases from the time of the pitch.

9) a live ball is unintentionally carried by a fielder from playable territory into dead-ball territory. A fielder carrying a live ball into the dugout or team area to tag a player is considered to have unintentionally carried it there.

PENALTY: (LTR C.9) The ball is dead. Each runner is awarded one base from the last base touched at the time the fielder entered dead-ball territory.

10) in the judgment of the umpire, a fielder intentionally carries, kicks, pushes or throws a live ball from playable territory into dead-ball territory.

PENALTY: (LTR C.10) The ball is dead. Each runner is awarded two bases from the last base touched at the time the fielder entered or the ball was kicked, pushed or thrown into dead-ball territory.

11) there is spectator interference with any thrown or fair batted ball, the ball is dead at the moment of interference.

12) a ball gets lodged in (a) umpire's gear or clothing or (b) in an offensive player's clothing.

PENALTY: (LTRS C.11, C.12) The ball is dead and the umpire should award the runners the bases in the umpire's judgment they would have reached.

NUMBER 5: RUNNER MUST RETURN TO THEIR BASE

A runner must return to the last base legally occupied when:

LTR A . . . A batted ball is foul.

LTR B . . . An illegally batted ball is declared by the umpire.

LTR C . . . A batter, batter-runner or runner is called out for interference.

Each other runner shall return to the last base which, in the umpire's judgment, was touched by the runner at the time of the interference.

PENALTY: (LTRs A through E) The ball is dead. Each runner must return to their base without liability to be put out, except when forced to go to the next base because the batter became a batter-runner. Runners need not touch the intervening bases in returning to their base.

PENALTY: (LTR F) This is a delayed dead ball at the time of the interference. If the runner is ruled out, the ball remains live. If the runner is not out, she must return to the base occupied at the time of the pitch. It is not umpire interference if, on a passed ball or wild pitch, the umpire gets hit by a thrown ball from the catcher or if contact is made with the catcher trying to retrieve the ball. The ball would remain live.

LTR G . . . (S.P.) Base stealing is not allowed except in certain state, league, tournament classifications of play.

PENALTY: Each runner may leave a base when a pitched ball is batted, touches the ground or reaches home, but must return to that base immediately after each pitch not hit by the batter except in certain state, league, tournament classifications of play.

LTR H . . . An intentionally dropped ball is ruled.

NUMBER 6: THE RUNNER IS OUT

A runner is out when:

LTR A . . . Running to any base in regular or reverse order and the runner runs more than three feet from the base path to avoid being touched by the ball in the hand(s) of a fielder.

LTR B . . . The ball is in play and while the runner is not in contact with a base, the runner is legally touched with the ball in the hand(s) of a fielder.

LTR C . . . On a force play, a fielder contacts the base while holding the ball, touches the ball to the base or tags the runner before the runner reaches the base.

LTR D . . . The runner physically passes a preceding runner before that runner has been put out. If this was the third out of the inning, any runs

scoring prior to the out for passing a preceding runner would count. A runner(s) passing a preceding obstructed runner, is not out.

Rule 8-6 Batter-Runner & Runner Page 76

LTR E . . . Any offensive team member, other than another runner, physically assists the runner.

PENALTY: (LTRs A through E) The ball is in play and the runner is out.

LTR F . . . The runner leaves a base to advance to another base before a caught fly ball has touched a fielder, provided the ball is returned to the infield and properly appealed.

LTR G . . . The runner fails to touch the intervening base or bases in regular or reverse order and the ball is returned to the infield and properly appealed. If the runner put out is the batter-runner at first base, or any other runner forced to advance because the batter became a batter-runner, this is a force out.

LTR H . . . The batter-runner legally overruns first base, attempts to run to second base and is legally touched while off the base.

LTR I . . . Running or sliding for home plate and the runner fails to touch it, and a fielder properly appeals to the umpire for the decision.

PENALTY: (LTRs F through I) These are appeal plays. See 2-1.

LTR J . . . The runner interferes:

- 1) with a fielder attempting to make the initial play on a fair batted ball.
- 2) with a fielder attempting to field a fly ball over foul territory.
- 3) with a fielder attempting to throw the ball.
- 4) intentionally with a fielder or thrown ball.

NOTE: Jumping, hurdling and leaping are all legal attempts to avoid a fielder only if the fielder is lying on the ground.

LTR K . . . The runner is struck with a fair untouched batted ball while not in contact with a base and before it passes an infielder, excluding the pitcher, or if it passes an infielder and any fielder has an opportunity to make an out.

LTR L . . . The runner intentionally contacts a fair ball that an infielder has missed.

LTR M . . . The runner does not legally slide and causes illegal contact and/or illegally alters the actions of the fielder in the immediate act of making a play on her. Runners are never required to slide but, if the runner elects to slide, the slide shall be legal.

LTR N . . . Runner remains on her feet and maliciously crashes into a defensive player. Malicious contact supersedes obstruction.

PENALTY: (LTRs J through N) The ball is dead and the runner is out. Each other runner must

LTR N . . . Runner remains on her feet and maliciously crashes into a defensive player. Malicious contact supersedes obstruction.

PENALTY: (LTRs J through N) The ball is dead and the runner is out.

Each other runner must return to the last base touched at the time of the interference. When a runner is called out for interference, the batterrunner is awarded first base and credited with a fielder's choice. If this interference, in the judgment of the umpire, is an obvious attempt to prevent a double play and occurs before the runner is put out, the

Page 77 Batter-Runner & Runner Rule 8-6

immediate succeeding runner shall also be called out. If interference occurs by the runner on a foul fly ball, the runner is out and the ball is dead. A foul ball is called in this situation and the batter remains at bat unless it was a bunt attempt with two strikes on the batter (F.P & Modified) or it was the second strike (S.P); the batter is also out in these cases. (LTR N) The runner is also ejected.

LTR O . . . The on-deck batter commits interference or offensive team equipment causes a blocked ball (and interference).

PENALTY: (Art. LTR O) The runner being played on is out. If no play is obvious, no player is out, but runners shall return to the last base touched at the time the ball is declared dead.

LTR P . . . The coach/manager near third base runs in the direction of

home plate on or near the baseline while a fielder is attempting to make a play on a batted or thrown ball and thereby draws a throw to home plate.

LTR Q . . . A coach/manager intentionally interferes with a thrown ball while in the coach's box, or interferes with the defensive team's opportunity to make a play on another runner.

LTR R . . . After being declared out or after scoring, a runner interferes with a defensive player's opportunity to make a play on another runner. A runner continuing to run and drawing a throw may be considered a form of interference. This does not apply to the batter-runner running on the dropped third strike rule (F.P. & Modified).

PENALTY: (LTRs P, Q, R) The ball is dead and the runner closest to home plate at the time of the interference shall be declared out. Each other runner must return to the last base touched at the time of the interference.

LTR S . . . Member(s) of the offensive team stand or collect around a base to which a runner is advancing, thereby confusing the fielders and adding to the difficulty of making the play. Members of a team include bat/ball shaggers or any other person authorized to sit on the team's bench.

PENALTY: (LTR S) The ball is dead and the runner is out. Each other runner must return to the last base touched at the time of the interference.

LTR T . . . (S.P.) The runner fails to keep contact with the base to which they are entitled until a pitched ball is batted, touches the ground, or reaches home plate.

Exception: S.P. Classifications which allow "stealing" once the ball has crossed home plate.

Rule 8-7 Batter-Runner & Runner Page 78

LTR U . . . (F.P. & Modified) The runner fails to keep contact with the base to which the runner is entitled until the ball leaves the pitcher's hand.

PENALTY: (LTRs T, U) The ball is dead, "no pitch" is declared when applicable, and the runner is out.

LTR V . . . The runner abandons a base, enters her team area or leaves the field of play.

LTR W . . . The runner positions them self behind and not in contact with a base to get a running start on any fly ball. The ball remains live.

LTR X . . . Prior to a pitch (legal or illegal) to the next batter, if the runner was discovered having used an illegal bat, they shall be declared out and any runners put out prior to the discovery shall remain out.

NUMBER 7: (F.P. & Modified) LOOK-BACK RULE

LTR A . . . The look-back rule will be in PENALTY when the ball is live, the batterrunner has touched first base or has been declared out, and the pitcher has possession of the ball within the pitcher's circle.

LTR B . . . The runner(s) may stop once, but then must immediately return to the base or attempt to advance to the next base.

LTR C . . . Once the runner stops at a base for any reason, they will be declared out if they leaves the base.

LTR D . . . Responsibilities of batter-runner after completing a turn at bat, and while the pitcher has the ball within the 16-foot pitching circle, including a base on balls or a dropped third strike are as follows:

- 1) A batter-runner who rounds first base toward second base may stop, but then must immediately, without stopping, return to first or attempt to advance to second base.
- 2) A batter-runner who overruns first base toward right field, turns left and immediately stops, must then return non-stop to first or attempt to advance to second base.
- 3) A batter-runner who overruns first base toward right field, turns left and moves directly toward second base and stops is committed to second and must attempt to advance non-stop to second base.
- 4) A batter-runner who overruns first base toward right field, turns left and moves back toward the infield in any direction except directly toward second base is committed to first and must return to first base.
- 5) A batter-runner who overruns first base toward right field, and turns right, is committed to first base and must return to first base.

Page 79 Batter-Runner & Runner Rule 8-8

PENALTY: (Arts. 2, 3, 4) The ball is dead. "No pitch" is declared when applicable, and the runner is out. If two runners or more are off their bases, when one is called out, the ball is dead and other runners are returned to the last base touched. Only one runner may be called out.

EXCEPTION: The runner will not be declared out if a play is made on another runner (a fake throw is considered a play), the pitcher no longer has possession of the ball within the 16-foot circle, or the pitcher releases the ball on a pitch to the batter.

NUMBER 8: RUNNER IS NOT OUT

LTR A . . . A runner runs behind or in front of the fielder and outside the base path in order to avoid interfering with a fielder attempting to make the initial play on the ball.

LTR B . . . A runner does not run in a direct line to a base, provided the fielder in the direct line does not have the ball in her possession.

LTR C . . . More than one fielder attempts to field a batted ball and the runner comes into contact with the one who, in the judgment of the umpire, could not have made an out.

LTR D . . . A runner is hit with a fair, untouched batted ball that has passed an infielder, excluding the pitcher, and, in the judgment of the umpire, no other fielder had a chance to make an out.

LTR E . . . A runner is hit with a fair untouched batted ball over foul territory that, in the judgment of the umpire, no fielder had a chance to make an out.

LTR F . . . A runner is hit with a fair batted ball after it touches, or is touched by, any fielder, including the pitcher, and the runner could not avoid contact with the ball.

LTR G . . . A runner is touched while off a base:

- 1) with a ball not securely held by a fielder.
- 2) with a hand or glove of a defensive player and the ball is in the other hand.

LTR H . . . The defensive team does not request the umpire's decision on an appeal play.

LTR I . . . A batter-runner overruns first base after touching it and returns directly to the base.

LTR J . . . The runner is not given sufficient time to return to a base. The runner will not be called out for being off base before the pitcher releases the ball.

PENALTY: "No pitch" will be called by the umpire and the runner(s) will be permitted to return to the proper base(s) without penalty.

Rule 8-9 Batter-Runner & Runner Page 80

LTR K . . . Has legally started to advance when the pitcher receives the ball while in the 16-foot circle, or when the pitcher steps into the 16-foot circle with the ball in her possession (F.P. & Modified).

LTR L . . . The runner stays on the base until a fly ball touches a fielder and then attempts to advance.

LTR M . . . Hit by a fair batted ball when touching the base, unless the runner intentionally interferes with the ball or a fielder making a play.

LTR N . . . The runner slides into a base and dislodges it from its proper position. The base is considered to have followed the runner.

PENALTY: A runner reaching a base safely will not be out for being off the base if it becomes dislodged. The runner may return without liability to be put out when the base has been replaced. A runner forfeits this exemption if they attempt to advance beyond the dislodged base before it is again in proper position.

LTR O . . . A fielder makes a play (a pitch by the pitcher is not considered making a play) on a batter, batter-runner or runner while using an illegal glove, and it is discovered before:

- 1) the next pitch (legal or illegal).
- 2) the pitcher and all infielders have left fair territory and the catcher has left her normal fielding position on the way to the dugout.
- 3) The umpires have left the field.

PENALTY: (LTR O) The offended coach/manager may have the entire play

nullified with each runner returning to their original base and the batter batting over again, assuming the ball and strike count prior to the steal attempt or pitch that was hit; or the offended coach may take the result of the play and disregard the illegal act.

LTR P . . . A runner legally returns to a base left too soon or missed prior to an appeal being made, or is returning to a base during a dead ball.

LTR Q . . . A runner physically passes an obstructed preceding runner.

NUMBER 10: DOUBLE FIRST BASE

LTR A . . . The defense must use the white portion and the batter-runner the colored portion when a play is being made on the batter-runner.

PENALTIES (LTR A):

1. The batter-runner is out when there is a play being made at first base and the batter-runner touches only the white portion provided the defense appeals prior to the batter-runner returning to touch the white or colored base.
2. The batter-runner is out for interference when there is a force play and the batter-runner touches only the white portion and collides with the fielder about to catch a thrown ball while on the white. See Rule 8-2-E Penalty.
3. Obstruction is called on the defense when there is a force play on the batter-runner, who touches only the colored portion and collides with the fielder about to catch a thrown ball, while also on the colored portion. See 8-4-C.2 Penalty.

LTR B . . . The defense and the batter-runner may use either the white or colored portion:

- a. On any force out attempt from the foul side of first base.
- b. On an errant throw pulling the defense off the base into foul ground.
- c. When the defensive player uses the colored portion of the double base, the batter-runner can run in fair territory when the throw is coming from the foul side of first base, and if hit by the thrown ball, it is not interference. If intentional interference is ruled, the runner is out.

LTR C . . . The batter-runner or runner may touch the white or colored base:

- 1) When advancing on a fair ball hit to the outfield with no play being attempted or when returning to first base.

Rule 9-3 Scoring & Record Keeping Page 82

- 2) When tagging up on a fly ball.
- 3) (F.P. & Modified) When returning on an attempted pick-off play.
- 4) When advancing on a base on balls.

Rule 9: Scoring & Record Keeping

NUMBER 1: HOW A TEAM SCORES

LTR A . . . A runner scores one run each time they legally advance to and touches first, second and third and then home plate before there are three outs to end the inning.

EXCEPTION: A run is not scored if the runner advances to home plate during action in which the third out is made as follows:

- a. by the batter-runner before touching first base;
- b. by another runner being forced out;
- c. by the preceding runner who is declared out because of failing to touch one of the bases;
- d. when a third out is declared on an appeal play resulting in a force out (This play takes precedence if enforcing of it would negate a score.);
- e. when there is more than one out declared by the umpire which terminates the half inning (the defensive team may select the out which is to its advantage);

LTR B . . . The number of runs scored by each team is entered on the scorebook/card for each inning. The team whose runners score the greatest total number of runs for the entire regulation game wins.

NUMBER 2: RECORDING GAME ACTIVITY

The scorebook of the home team shall be the official scorebook, unless the plate umpire is keeping a scorecard. An official scorekeeper if present, as designated by the umpire, shall keep records as outlined in the following rules and has the final authority when judgment is involved in

determining whether a batter-runner's advance to first base is the result of an error or of a base hit, and in similar situations.

NUMBER 3: PLAYER' S BATTING RECORD

LTR A . . . Each player' s batting record shall include:

Page 83 Scoring & Record Keeping Rule 9-3

- 1) the number of times batted , the runs scored, and the base hits made (LTR B).
- 2) in the summary, the number of total base hits and the type (single, double, triple or home run), sacrifice hits, and number of runs batted in.
- 3) slugging percentage, which is total bases (i.e., double = two bases, triple = three bases, etc.) divided by official at bats.
- 4) on-base percentage, which is the number of hits, walks and hit by pitch, divided by the number of plate appearances (official at-bats, sacrifices, walks and hit by pitch).

LTR B . . . A **base hit** is credited to a batter when the batter-runner advances to first base safely:

- 1) because of a fair hit, rather than because of a fielder's error. It is not a base hit if any runner is out on a force play caused by the batter advancing toward first base.

NOTE: Base hits include any fair hit which cannot be fielded in time to throw out or tag out a batter-runner or any other runner when being forced to advance. Illustrations are as follows: (1) Ball is stopped or checked by a fielder in motion who cannot recover in time. (2) Ball moves too slowly; (3) Ball is hit with such force to a fielder that neither the fielder nor an assisting fielder can handle it.

- 2) without liability of being put out because a runner is declared out for being hit by the batted ball, or the umpire is hit by a batted ball.

- 3) because of a fielder's choice when a fielder attempts to put out another runner but is unsuccessful and the scorekeeper believes the batterrunner would have reached first base even with perfect fielding.

NOTE: Scorekeepers use the term in the following ways: (1) to indicate the advance of the batter-runner who takes one or more bases when the fielder who handles the batted ball plays on a preceding runner; (2) to indicate the advance of a runner, other than by stolen base or error, while a fielder is trying to putout another runner; and (3) to Indicate the advance of a runner due to the defensive team's refusal to play on the runner (F.P. & Modified, an undefended steal).

LTR C . . . A **base hit** for extra bases is credited to the batter when it is the sole reason for safe arrival at second (double), third (triple) or home base (home run).

LTR D . . . A **sacrifice hit** is credited to the batter when, with not more than one out, a bunt (F. P. & Modified) enables any runner to advance or a fly ball enables a runner to score; but, in either case, batter-runner is put out

Rule 9-5 Scoring & Record Keeping Page 84

before reaching first or would have been put out if the hit had been fielded without error.

LTR E . . . A **run batted in** is credited to the batter when a runner scores because of:

- 1) a base hit, including the batter-runner's score on a home run.
- 2) a sacrifice hit.
- 3) any putout.
- 4) a forced advance, such as for a base on balls or batter being hit.
- 5) an error, provided two are not yet out and the error is such that the runner on third would have scored even if there had been no error.

EXCEPTION: It is not a run batted in if there is a double play from a force out, or one in which the batter is put out or should have been put out on a batted ball.

LTR F . . . When a **strikeout** involves more than one batter, it is charged to the one who received at least two strikes (F.P. & Modified) or one strike (S.P.). If no batter received more than one strike, it is charged to the batter who received the third strike.

NUMBER 4: PLAYER' S BASERUNNING RECORD

A **stolen base** (F.P. & Modified) shall be credited in the summary to a runner each time the runner advances a base without the aid of a base hit, a putout or a fielding (including battery) error.

EXCEPTION: No runner is credited with a stolen base if:

- a. after reaching the base, the runner overslides and is put out;
- b. in an attempted double or triple steal, any runner is put out; or
- c. opponents are in collusion, such as a deliberate attempt to help establish a record.

NUMBER 5: PLAYER' S FIELDING RECORD

LTR A . . . Each player' s fielding record shall include: the times the fielder put out a batter or runner; the times the fielder assisted a teammate in putting out a runner, and the number of errors the fielder committed.

LTR B . . . A **putout** is credited to a fielder who catches a batted ball in flight, who tags out a runner, or who puts out a runner by holding the ball while touching a base to which a runner is forced to advance or return (2-38-4).

EXCEPTIONS:

Page 85 Scoring & Record Keeping Rule 9-5

1. Catcher is credited with the putout when the batter is out for illegally batting the ball, for bunting a third strike foul (F.P. & Modified), for hitting a second ball foul on strike two (S.P.), for the batter being hit by own batted ball or for batting out of turn;
2. for an infield fly, the putout is credited to the fielder who would ordinarily have made the catch; or
3. for runner being out because of being hit by a batted ball, the putout is credited to the fielder who is nearest the ball at the time.

LTR C . . . An **assist** is credited to a fielder each time the fielder handles or deflects the ball during action which is connected with the putout, or the fielder handles the ball prior to an error which prevents what would have been a putout. If several fielders handle the ball or one fielder handles it more than once during a play (such as when a runner is caught between bases), only one assist is credited to each fielder.

NOTE: If the catcher tags out or throws out a runner after the pitch, the pitcher is not credited with an assist.

LTR D . . . A **double play or triple play** is credited to one or more fielders when two or three players are put out between the time a pitch is delivered and the time the ball next becomes dead or is next in possession of the pitcher in pitching position.

LTR E . . . An **error** is charged against a fielder for each misplay that prolongs the time at bat of the batter; or prolongs the time a player continues to be a runner; or permits the runner to advance one or more bases. If it is impossible to assign an error to an individual player, then the team will be assessed with an error.

EXCEPTIONS:

1. A pitcher is not charged with an error for a base on balls, a batter being hit, an illegal pitch, a passed ball, or a wild pitch.
2. A catcher is not charged with an error for a wild throw in an attempt to prevent a stolen base, unless the base stealer advances another base because of the wild throw.
3. Neither catcher nor infielder is charged with an error for a wild throw in an attempt to complete a double play, unless the throw is so wild that it permits a runner to advance an additional base. However, if a player drops a thrown ball when a double (or triple) play would have been completed by holding onto it, it is an error.
4. It is a passed ball when the catcher fails to stop or control a pitch when catcher should have been able to do so with ordinary effort and on which a runner (other than the batter) is able to advance. When a passed ball occurs

Rule 9-6 Scoring & Record Keeping Page 86

on a third strike (F.P. & Modified), permitting a batter to reach first base, score a strikeout and a passed ball.

5. A fielder is not charged with an error for accurately throwing to a base when the baseman fails to stop or tries to stop the ball, provided there was good reason for such throw. If the runner advances because of the throw, the error is charged to the baseman, or fielder who should have covered that base.

6. If a fielder drops a fair fly ball but recovers in time to force out a runner, the fielder is not charged with an error. It is recorded as a force out.

NUMBER 6: PITCHER' S RECORD

LTR A . . . A wild pitch (F.P. & Modified) shall be charged to the pitcher when a ball legally delivered to the batter is so high, or so low (including any pitch which touches the ground in front of home base), or so far away from home base that the catcher does not stop or control it with ordinary effort and the batter-runner advances to first base or any runner advances a base.

NOTE: (F.P., Modified & S.P. in classifications where stealing is allowed):

When the catcher enables a runner (other than the batter-runner) to advance by failing to control a pitch which should have been controlled, it is not a wild pitch but a "passed ball." For dropping third strike (F.P. & Modified) see 9-5-E Exception 4.

LTR B . . . The number of bases on balls, batters being hit by a pitch (F.P. & Modified), strikeouts, and base hits allowed by each pitcher shall be recorded in the summary. If a batter is hit by what would have been the fourth ball (F.P. & Modified), it is recorded as a hit batter.

LTR C . . . An earned run shall be charged against the pitcher when a runner advances to home base because of a safe hit, a sacrifice, a stolen base, a putout, a base on balls, a hit batter (F.P. & Modified), or a wild pitch (even when the wild pitch is a third strike F.P. & Modified), provided that in each case it is before the team in the field has had an opportunity to make a third putout. When there is doubt as to whether an act is an error or as to which base a runner would have been held if there had been perfect fielding, the pitcher shall be given the benefit. If a pitcher commits a fielding error, it is treated the same as any other fielder's error.

NOTE: For the tie-breaker procedure, the run scored by the player starting as a runner at second base shall be charged to the defensive team, not to the pitcher.

Page 87 Scoring & Record Keeping Rule 9-6

LTR D . . . A strikeout is credited to the pitcher when a third strike is delivered to a batter, even though the batter might reach first base because the third strike is a wild pitch (F.P. & Modified) or is not caught (F.P. & Modified). It is also a strikeout if an attempted third strike bunt (F.P. & Modified) is an uncaught foul.

LTR E . . . A relief pitcher shall not be charged with any earned run scored by a runner who was on base when such pitcher entered nor with any hit or advance by a batter who had more balls than strikes when such pitcher entered.

LTR F . . . Winning and losing pitchers are determined as follows:

1) The starting pitcher is credited with a win in the following circumstances:

- a. When she pitches at least half of the innings in the game and her team stays ahead for the remainder of the game.
- b. When she pitches the required number of innings, her team is ahead or tied when she is replaced, she re-enters the game with her team behind, and her team subsequently recaptures the lead.

NOTE: A pitcher cannot receive credit for a save if she receives the win.

2) The relief pitcher is credited with a win in the following circumstances:

- a. The starting pitcher did not pitch the required number of innings, or their team fell behind.
 - b. The relief pitcher who pitches most PENALTYively after the starting pitcher did not pitch the required number of innings, more than one relief pitcher was used and the lead was never lost.
 - c. The relief pitcher was the pitcher of record when their team gained the lead and stayed in the lead.
 - d. A relief pitcher left the pitching position while the score was tied or their team was behind, and re-entered as the pitcher and regained the lead.
- 3) If a pitcher is replaced by a pinch hitter or a pinch runner, the runs scored by the team during the inning of removal are to be credited to that pitcher's benefit for deciding the pitcher of record when the team takes the lead.
- 4) A pitcher shall be charged with the loss when the team is behind or falls behind because of runs assessed to that pitcher and the team does not subsequently tie the score nor take the lead.

5) A pitcher cannot be given credit for pitching a shutout if the pitcher does not pitch the complete game, unless the player enters the game with no one out before the opponents have scored in the first inning and they do not permit the opposition to score during the game.

LTR G . . . In order for a pitcher to be credited with a save, she shall meet all three of the following criteria:

Rule 9-7 Scoring & Record Keeping Page 88

- 1) they are the last pitcher in a game won by her team; and
- 2) they are not the winning pitcher; and
- 3) they meet at least one of the following:
 - a. they enter the game with a lead of not more than three runs and pitches at least one inning; or
 - b. they enter the game, regardless of the count on the batter, with the potential tying run either on base, at bat or on deck; or
 - c. they pitch PENALTYively for at least three innings.

NOTE: A starting pitcher who is replaced and then re-enters as pitcher can be credited with a win but not a save.

NUMBER 7: GENERAL SUMMARY

LTR A . . . The game summary includes the following:

- 1) total score and runs scored in each inning.
- 2) stolen base(s) for each runner (F.P., Modified & S.P. in classifications where "stealing" is allowed).
- 3) sacrifice(s) by each batter.
- 4) base hit(s) by each batter and total against each pitcher.
- 5) wild pitch(es) (F.P. & Modified) by each pitcher.
- 6) time(s) each pitcher hits batter with pitch, as well as the names of those hit (F.P. & Modified).
- 7) two- or three-base hit(s) and home runs.
- 8) time(s) at bat for each player and total against each pitcher.
- 9) strikeout(s) by each pitcher.
- 10) base(s) on balls by each pitcher.
- 11) passed balls by catcher (F.P., Modified & S.P. in classifications where "stealing" is allowed).
- 12) name of each umpire.

LTR B . . . Percentage records are computed as follows:

- 1) percentage of games won and lost—divide the number of games won by the total games won and lost.
- 2) batting average—divide the total number of base hits, not the total bases on hits, by the total times at bat.
- 3) fielding average—divide the total putouts and assists by the total of putouts, assists and errors.
- 4) earned-run average—divide the total runs earned while pitching by the total number of innings pitched (average runs per inning) and multiply by seven (average runs per game).

Page 89 Umpiring Rule 10-2

- 5) slugging percentage is total bases (i.e., double = two bases, triple = three bases, etc.) divided by official at bats.
- 6) on-base percentage is total times on base divided by official at bats, walks, errors, interference, etc.

NOTE: If there is a fraction of ½ or more, a full point is added.

Rule 10: Umpiring

NUMBER 1: GENERAL

LTR A . . . Game officials include the plate umpire and may include one, two or three field umpires. Any umpire has the authority to order a player, coach/manager or bench personnel to do or refrain from doing anything which affects the administering of these rules, and to enforce prescribed penalties.

LTR B . . . Umpire jurisdiction begins upon the arrival of one umpire within the confines of the field and ends when the umpires leave the field of play at the conclusion of the game.

LTR C . . . If there is only one umpire, that umpire has complete jurisdiction in administering the rules and shall take a position behind the catcher.

LTR D . . . Any umpire's decision which involves judgment, such as whether a hit is fair or foul, whether a pitch is a strike or ball, or whether a runner is safe or out, is final. If there is a reasonable doubt about some decision being in conflict with the rules, the coach/manager may ask that the correct ruling be made. The umpire making the decision may ask another umpire for information before making a final decision. The use of videotape by game

officials for the purpose of making calls or rendering decisions is prohibited. No umpire shall criticize or interfere with another umpire's decision unless asked by the one making it.

NOTE: The plate umpire sometimes asks for aid from the base umpire when there is a question as to whether a batter's half-swing is to be called a strike.

LTR E . . . The umpire's right to disqualify players or to remove nonplayers for objecting to decisions or for unsporting conduct is absolute.

LTR F . . . Umpires shall not use tobacco products in any form in the vicinity of the playing field.

NUMBER 2: PLATE UMPIRE

LTR A . . . If there are two (or more) umpires, the plate umpire shall stand behind the catcher, call and count balls and strikes, signal fair hits, and call out **Rule 10-2 Umpiring Page 90**

"foul ball" while signaling each foul hit and make all decisions on the batter.

The plate umpire shall make all decisions except those commonly reserved for the field umpire.

LTR B . . . The plate umpire has final authority to forfeit a game, and has jurisdiction over any rules matters not mentioned in 10-2-A and not assigned to

LTR C . . . The duties include those listed in 10-2-A and also the following:

1) conduct the pregame conference as in 4-1-B. Inspect equipment, including batting and catcher's helmets, bats, inspect the condition of the field, define the dugout/bench areas, if necessary, designate the official scorekeeper (9-2-B).

2) call and/or signal "Play Ball" to start the game or to resume play, and call and/or signal "Time" or "Dead Ball" whenever the ball becomes dead.

3) eject or restrict to the dugout/bench a player, coach/manager or bench personnel.

4) announce each substitute.

5) call game during league play if conditions become unfit.

6) penalize for rules infractions, such as illegal pitch, interference, delay, unwarranted disputing of decision, unsporting conduct or defacement of the ball.

7) make final decision on points not covered by the rules.

8) forfeit the game for prescribed infractions by spectators, players or bench personnel.

9) when game is played under the auspices of an organization which permits protests to be filed, the plate umpire shall report the protest to the organization along with all related conditions at the time of the protested play, provided the protest is brought to the attention of an umpire by the offended team at the time of the play and before the next pitch after such play.

NOTE: If the protest occurs during a tournament contest the umpire shall for consultation with tournament director/UIC prior to resuming play.

EXCEPTION: Protests resulting from the last play of the game shall be brought to the attention of an umpire by the offended team prior to the umpires leaving the field. The plate umpire shall then inform the coach of the opposing team and the official scorekeeper.

NOTE: If there is a question about a rule that was possibly misapplied, the team's coach or captain shall inform the umpire at the time of the play and before a pitch to the next batter of the team currently at bat or before the first batter for the team that was on defense, if the teams have changed

Page 91 Umpiring Rule 10-4

positions; or before the umpires leave the field, if the play in question was the last play of the game.

10) keep a record of defensive and offensive team charged conferences and team warnings for each team.

11) immediately remove a player from the game who exhibits signs, symptoms, or behaviors consistent with a concussion.

12) penalize for equipment violations.

13) rectify any situation in which an umpire's decision that was reversed has placed either team in jeopardy.

14) correct a scorekeeping error if brought to an umpire's attention before the umpires leave the field when the game is over.

NUMBER 3: FIELD UMPIRE

LTR A . . . A field umpire shall aid the plate umpire in administering the rules.

The field umpire shall make all decisions on the bases except those reserved for the plate umpire. The field umpire shall have concurrent jurisdiction with the plate umpire in calling time, illegal pitches, defacement or discoloration of ball by the pitcher, when a fly ball is caught, or in disqualifying any player for blatant, unsporting conduct or infraction as prescribed by the rules. In some instances, the field umpire will rule on the ball being fair or foul.

LTR B . . . When there is only one field umpire, that umpire shall make all decisions at first and second base, unless a play takes the field umpire beyond the infield, in which case the plate umpire shall make the call at those bases.

The field umpire also shall make such decisions at third that cannot be made by the plate umpire.

LTR C . . . If additional field umpires are used, also referred to as base umpires, they have concurrent jurisdiction with the first field umpire.

NUMBER 4: EQUIPMENT & APPAREL

LTR A . . . Umpires working the plate in fast and modified pitch shall wear a throat protector that is part of or attached to the mask and extends far enough to adequately protect the throat. An attached throat protector must be commercially manufactured, properly attached, unaltered and worn properly. A chest protector and shin pads are recommended in fast pitch.

LTR B . . . The proper uniform for an umpire consists of a powder blue shirt (pullover or button style), heather gray slacks, navy blue jacket, pullover knit sweater, cap and navy or gray ballbag (plate umpire only). In slowpitch, the

Rule 10-4 Umpiring Page 92

umpire may wear navy blue shorts and navy ball bag. Shoes, socks and belt shall be black.

EXCEPTION: In slow pitch, white athletic socks are permitted with two or three navy blue socks or white ankle style socks.

If an undershirt is worn under the powder blue shirt, it shall be white and short sleeved.

LTR C . . . Casts, splints and braces may be worn, if padded.

1. Strike/Out

Fist to hammer at

90 degrees

2. Safe

Verbalize

“Safe”

3. Count

Left hand indicates balls, followed by strikes on the right hand. Verbally give count

4. Fair Ball

Point to fair territory with hand closest to infield. No verbal call.

6. Infield Fly

Verbalize

“infield fly”

7. Home Run

Right fist in the air, rotate counter clockwise.

8. Double

First two fingers in the air

9. Play Ball

Verbalize

“Play ball”

10. Do Not Pitch

Signal toward pitcher

11. Delayed Dead Ball

Extend left arm out, fist

with palm down (or out)

12. Time Out/Foul Ball/Dead Ball

Verbalize "Time," "Foul ball" or
Dead ball"

Page 93 Umpire's Hand Signals

Lightning Protocol Page 94

2013 Official Rules of Softball

National Wheelchair Softball Addendum

RULE 1 – DEFINITIONS

RULE 2 – THE PLAYING FIELD

RULE 3 – EQUIPMENT

RULE 4 – PLAYERS, COACHES, SUBSTITUTES

Section 1. PLAYERS.

RULE 6 – PITCHING

Section 4. DEFENSIVE POSITIONING.

- A. The pitcher shall not deliver a pitch unless all available defensive players are positioned in fair territory, except the catcher who must be in the catcher's box.

1. (Wheelchair) All 4 infielders must have at least one wheel on the restraining line or on the infield side of the restraining line. All outfielders, other than the short fielder, must be behind the outfield restraining line.

RULE 7 – BATTING

Section 6. THE BATTER IS OUT.

- H. NOTE: (Wheelchair) All batters are allowed to chop. A quad is allowed to bunt or chop the ball.

RULE 8 – BATTER-RUNNER AND RUNNER

Section 4. RUNNERS ARE ENTITLED TO ADVANCE WITH LIABILITY TO BE PUT OUT.

K. 1. (Wheelchair) If a throw results in an overthrow or blocked ball, runners may advance a maximum of one base after retouching the original base. All baserunners may advance at their own risk.

M. (Wheelchair) If a runner is knocked out of their chair, they may proceed to the previous or next base by any means other than hopping, walking, or running, and make contact with the base with any part of their body.

Section 5. THE RUNNERS ARE ENTITLED TO ADVANCE WITHOUT LIABILITY TO BE PUT OUT.

- B. 4. (Wheelchair) When a fielder is out of the chair when catching or advancing (throwing) the ball.

PENALTY: The umpire(s) shall call obstruction and the runner(s) shall be awarded the base(s) which would have been reached, in the umpire's judgment, had there been no obstruction.

Section 7. THE RUNNER IS OUT.

Z. When the runner places a lower extremity on the ground or on someone else's chair to stop their chair.

Junior Division Rules
National Wheelchair Softball Association
(NWSA)



The NWSA Junior Division wheelchair softball rules and regulations are derived from the NWSA DI and DII rules and the Amateur Softball Association (ASA) rules. The following rules and regulations for the Junior Division are used at the Varsity and Junior Varsity (JV) levels of play. The Junior Division is played according to the rules of the ASA except wherein modifications, deletions and additions have been made, as follows:

Eligibility-Section 1

1. Athletes must be 21 years old and under **and** enrolled in a recognized high school program. If an athlete is over the age of 18 years old they will need to have their high school program complete a Verification of Enrollment Form. A high school program is defined as any program that individual is attending to receive their high school diploma. Transitional schools are eligible high school programs if the athlete has not yet received and are attempting to achieve their high school diploma.

2. The Junior Division will not adhere to a point system for disability classification to play. Athletes in the Junior Division must have a primary physical disability, which includes (but not limited to): a significant neurological involvement (muscular dystrophy, cerebral palsy), traumatic brain injury, spinal cord injury, spina bifida, amputee, or shunt problems that affect mobility/coordination/ strength/endurance as determined by the NWSA Junior Commissioner. However, exemptions to this rule may be

applied under the discretion of the NWSA Junior Commissioner (i.e. able body athletes to fill a roster).

3. Athletes in the Junior Division are allowed to play on a Division I and/or Division II team during the regular season. For the NWSA National Championships an athlete in the Junior Division can participate in the DI, DII, and/or Junior tournament under the discretion of the NWSA Junior Commissioner.

4. Athletes in the Junior Division are allowed to play on a Junior Division Varsity and JV teams during the regular season. However, for the NWSA Junior National Championships an athlete must choose to play only on a Varsity or a Junior Varsity team. However, exemptions to this rule may be applied under the discretion of the NWSA Junior Commissioner.

Equipment-Section 3

3. All players must use manual wheelchairs with foot platforms. All metal parts of a wheelchair that are above the foot platform must be covered to prevent injuries in a collision. This will be inspected by the head umpire prior to each game.

4. All players are allowed to have assisted devices to alter their bat to improve their grip. The altered bat must be approved by the home plate umpire for safety concerns (no sharp or pointed edges, etc.).

5. Athletes that have trouble with catching a ball may wear a glove on either or both hands regardless of position (including pitcher).

6. All batters, fielders, and catchers are allowed to wear a helmet but are not required.

7. If player chooses to use a tee they must notify umpire before start of game (see Section 4, Article 3) and must use the tee for the entire game. When using a tee the front casters of a player's wheelchair are allowed to cross into the batters box in order to reach the tee.

8. All team members should wear uniforms of the same color and style. Uniforms are allowed to be altered to ensure safety for athletes. Each player must have a number on the back of their uniform.

Game Play-Section 4

1. Game length is determined as one hour and fifteen minutes or six innings, whichever occurs first. No new inning can be started within ten minutes remaining in the game (one hour and five minutes).

2. A minimum of eight players is needed to start a game: three outfielders, four infielders and a catcher. A maximum of ten players is allowed on the field at a time.

3. Each team must submit an official lineup to the home plate umpire at the start of each game. The lineup must state each player's name, number and whether the player hits from the tee or not. Any athletes not listed on the official lineup at the start of the game are not allowed to be added to the lineup and/or enter the game once the game has started.
4. Players and coaches will pitch from the pitching stripe, located at 28 ½ feet from home plate (see Section 2, Article 5).
 - 4a. At the Varsity level of play, athletes will pitch to opposing athletes.
 - 4b. At the JV level of play, coaches will pitch to their own athletes. A JV athlete playing in the pitchers position must have at least one wheel (casters, side-wheels, fifth/sixth wheels, etc.) within the exterior outline of the pitchers mound area.
5. When pitching there must be a minimum arc of six feet or a noticeable amount of arc. If a pitch is does not have a minimum arc of six feet or a noticeable amount of arc, the pitch can be called an illegal pitch by the umpire. On the first occurrence, the umpire will issue a warning to the coach/team. On the second occurrence, the umpire will issue an automatic strike for the illegal pitch.
6. While at bat all wheels (casters, side-wheels, fifth/sixth wheels, etc.) on a player's wheelchair must be within the exterior outline of the batter's box.
7. A thrown bat may result in an immediate out; umpire's discretion. Umpire has the ability to give a warning to a team if he/she chooses.
8. Base on balls or intentional walks are not allowed at the Junior Division.
9. At the Varsity level of play, strikes will be called (swinging or looking). At the JV level, strikes will be called only on swinging strikes.
10. Each player receives one courtesy foul ball. If the ball is hit into foul territory after the one courtesy foul ball is awarded it is now a strike. If a batter using a tee hits only the tee, a foul ball will be called.
11. If a hit ball hits the coach pitching the result of the play is a dead ball and the ball is repitched.
12. The defensive baseman and the base runner must touch the four foot diameter base (see Section 2, Article 6) with one or more wheels in order to tag the base.
13. If the runner is within the path to the next base and runs into a fielder, while in a rundown or trying to advance, they are awarded the base they were trying to achieve. If they run into a fielder outside the path to the next base they are called out. The path to the next base is under the umpire's discretion.

14. For JV level of play there will be a five run limit for the first three innings. No run limit will be administered after the first three innings.

15. If a team is ahead by 15 runs after three innings or 10 runs after five innings, the game will be called.

16. If the score is tied at the end of regulation (time/innings) extra innings will be played until a team leads in runs after a full inning.

Sportsmanship-Section 5

1. If a coach or player is ejected from a game by the umpires the coach or player will be removed for the duration of the current game and will be suspended for one additional game.

2. Players or coaches can and will be ejected upon performing the following actions: fighting, abuse language, inappropriate gestures, intent to cause harm, cheating and other behavior that the umpire seems unfit for play.

Umpires-Section 6

1. Two umpires are required for each game and at least one umpire will be an ASA certified official. With consent, the NWSA Junior Commissioner has the rights to waive this rule.

2. Umpires must have ability to communicate PENALTYively to players and coaches to ensure that the umpire's game calls are interpreted correctly.

General questions or concerns to a game time situation will refer back to the ASA rules and/or NWSA DI and DII rules.

Junior Division rules are subject to change by the NWSA Junior Commissioner after each year.

NATIONAL WHEELCHAIR SOFTBALL ASSOCIATION
JUNIOR DIVISION

VERIFICATION OF ENROLLMENT FORM
HIGH SCHOOL PROGRAM

