

OFFICIAL RULES OF SOFTBALL
(Copyright of the International Softball Federation Playing Rules Commission)
REVISED 2001

*New Rules and/or changes are bolded and italicized in each section.
References to (SP ONLY) include Co-ed Slow Pitch.*

"Permission to reprint THE OFFICIAL RULES has been granted by
THE INTERNATIONAL SOFTBALL FEDERATION PLAYING RULES COMMISSION"

Wherever "he" or "him" or their related pronouns may appear in this rule book either as words or as parts of words, they have been used for literary purposes and are meant in their generic sense (i.e., To include all humankind, or both male and female sexes).

RULE 1. DEFINITIONS.

Sec. 1. ALTERED BAT.

A bat is altered when the physical structure of a legal bat has been changed. Examples of altering a bat are: replacing the handle of a metal bat with a wooden or other type handle, inserting material inside the bat, applying excessive tape (more than two layers) to the bat grip, or painting a bat at the top or bottom for other than identification purposes. Replacing the grip with another legal grip is not considered altering the bat. A "flare" or "cone" grip attached to the bat is considered an altered bat.

Sec. 2. APPEAL PLAY.

A live or dead ball appeal play is a play upon which an umpire cannot make a decision until requested by a manager, coach or player of the defensive team.

EXCEPTION: An offensive manager, coach, or player may appeal for illegal defensive team substitution violations.

If made by a fielder, the fielder must be in the infield when making the appeal. The appeal may not be made after any one of the following has occurred

- a. A legal or illegal pitch has been thrown,
Exception: An appeal for the use of an Illegal Substitute or an Illegal Re-entry may be made at any time while the Illegal Player is still in the game.
- b. The pitcher and all defensive players have left fair territory; or
- c. The umpires have left the field of play following the last play of the game.

These are the types of appeals:

- 1. Missing a base*
- 2. Leaving a base on a caught fly ball before the ball is first touched*
- 3. Batting out-of-order*
- 4. Attempting to advance to second base after making a turn at first base*
- 5. Illegal substitutions*
- 6. Illegal Re-entry*

Sec. 3. BASE ON BALLS.

A base on balls permits a batter to gain first base without liability to be put out and is awarded to a batter by the umpire when four pitches are judged to be balls. This is sometimes referred to as a walk.

Sec. 4. BASE PATH.

A base path is a direct line between a base and the runner's position at the time a defensive player is attempting (or about to attempt) to tag a runner.

Sec. 5. BATTED BALL.

A batted ball is any ball that hits the bat, or is hit by the bat, and lands either in fair or foul territory. No intention to hit the ball is necessary.

Sec. 6. BATTER'S BOX.

The batter's box is the area to which the batter is restricted while in position with the intention of helping his team to obtain runs. The lines are considered as being within the batter's box.

Sec. 7. BATTER-RUNNER.

A batter-runner is a player who has finished a turn at bat but has not yet been put out or touched first base.

Sec. 8. BATTING ORDER.

The batting order is the official listing of offensive players in the order in which members of that team must come to bat. When the lineup card is submitted, it shall also include each player's position.

Sec. 9. BLOCKED BALL.

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

Sec. 10. BUNT. (FP ONLY)

A bunt is a batted ball not swung at, but intentionally met with the bat and tapped slowly within the infield.

Sec. 11. CATCH.

A catch is a legally caught ball, which occurs when the fielder catches a batted or thrown ball with his hand(s) or glove. If the ball is merely held in the fielder's arm(s) or prevented from dropping to the ground by some part of the fielder's body, equipment, or clothing, the catch is not completed until the ball is in the grasp of the fielder's hand(s) or glove. It is not a catch if a fielder, immediately after he contacts the ball, collides with another player or wall or falls to the ground and drops the ball as a result of the collision or falling to the ground. In establishing a valid catch, the fielder shall hold the ball long enough to prove he has complete control of the ball and that his release of the ball is voluntary and intentional. If a player drops the ball while in the act of throwing it, it is a valid catch.

NOTE: A ball which strikes anything other than a defensive player while it is in flight is ruled the same as if it struck the ground.

Sec. 12. CATCHER'S BOX.

The catcher's box is that area within which the catcher must remain until

- a. (FP ONLY) The pitch is released. The lines are to be considered within the catcher's box.
- b. (SP ONLY) The pitched ball is batted, touches the ground or plate, or reaches the catcher's box. The lines are to be considered within the catcher's box. The catcher is considered within the box except when touching the ground outside the catcher's box.

Sec. 13. CHARGED CONFERENCE.

A charged conference takes place when

- a. *(Offensive Conference) The offensive team requests a suspension of play to allow the manager, or other team representative, to confer with any member of their team.*
- b. *(Defensive Conference) The defensive team requests a suspension of play for any reason and a representative (not in the field) of the defensive team enters the playing field and communicates with any defensive player.*

Sec. 14. CHOPPED BALL. (SP ONLY)

A chopped hit ball is one at which the batter strikes downward with a chopping motion of the bat so that the ball bounces high into the air.

Sec. 15. COACH.

- a. A coach is a person who is responsible for the team's actions on the field and he represents the team in communications with the umpire and opposing team. A player may be designated as a coach in the event the coach is absent, or that player is a playing coach.
- b. For the purpose of these rules, the manager of a team is considered to be the Head Coach.

Sec. 16. CROW HOP. (FP ONLY)

A crow hop is defined as the act of a pitcher who steps, drags, or hops off the front of the pitcher's plate, replants the pivot foot, establishes a second impetus (or starting point), pushes off from the newly established starting point, and completes the delivery. (THIS IS AN ILLEGAL ACT)

Sec. 17. DEAD BALL.

A dead ball is one that

- a. Touches any object that is not part of the official equipment or official playing area or a player/person not engaged in the game,
- b. Lodged in umpire's gear or in an offensive player's clothing, or
- c. The umpire has ruled dead.

The ball is not in play and is not considered in play again until the pitcher

1. (FP ONLY) is holding the ball within the pitcher's circle
2. (SP ONLY) is holding the ball on or near the pitcher's plate and the plate umpire has called "PLAY BALL."

Sec. 18. DEFENSIVE TEAM.

The defensive team is the team in the field.

Sec. 19. DELAYED DEAD BALL.

A Delayed Dead Ball is game situation in which the ball remains alive until the conclusion of a play. When the entire play is completed, the umpire shall rule a dead ball, and enforce the appropriate ruling. (Refer to Rule 9, Sec. 3)

Sec. 20. DISLODGED BASE.

A dislodged base is a base dislodged from its proper position.

Sec. 21. DOUBLE PLAY.

A double play is a play by the defense in which two offensive players are legally put out as a result of continuous action.

Sec. 22. EJECTION FROM THE GAME.

Ejection is the act of any umpire ordering a player, official or any team member to leave the game and the grounds for a repeated violation of the rules, a deliberate or unsportsmanlike act.

NOTE: Failure of the ejected person to leave the game will warrant forfeiture of the game.

Sec. 23. FAIR BALL.

A fair ball is a legally batted ball which

- a. Settles on fair territory between home and first base or between home and third base.
- b. Bounds past first or third base on or over fair territory.
- c. Touches first, second or third base.
- d. While on or over fair territory touches the person or clothing of an umpire or player.
- e. First falls on fair territory beyond first and third base.
- f. While over fair territory, passes out of the playing field beyond the outfield fence.
- g. Hits the foul line pole on the fly.

NOTE: 1. 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 on fair or foul territory at the time of touching 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.

2. The position of the ball at the time of interference determines whether the ball is fair or foul, regardless if the ball rolls untouched to foul or fair territory.

Sec. 24. FAIR TERRITORY.

Fair territory is that part of the playing field within, and including, the first and third base foul lines from home base to the bottom of the extreme playing field fence and perpendicularly upwards.

Sec. 25. FAKE TAG.

A 'fake tag' is a form of obstruction on a runner, while advancing or returning to a base, by a fielder who neither has the ball nor is about to receive the ball, and which impedes the progress of the runner. The runner does not have to stop or slide. Merely slowing down when a fake tag is administered would constitute obstruction.

Sec. 26. FIELDER.

A fielder is any defensive player of the team on the field.

Sec. 27. FLY BALL.

A fly ball is any ball batted into the air.

Sec. 28. FORCE OUT.

A force-out is an out which can be made only when a runner loses the right to the base which he is occupying because the batter becomes a batter-runner, and before the batter-runner or a succeeding runner has been put out.

Sec. 29. FOUL BALL.

A foul ball is a legally batted ball which

- a. Settles on foul territory between home and first base or between home and third base.
- b. Bounds past first or third on or over foul territory.
- c. First touches on foul territory beyond first or third base.
- d. While on or over foul territory touches the person or clothing of an umpire or player, or any object foreign to the natural ground.
- e. Touches batter while within the batter's box.
- f. Immediately rebounds up from the ground or home plate and hits the bat a second time while the batter is in the batter's box.

NOTE: 1. A foul 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 on fair or foul territory at the time of touching the ball.
2. The position of the ball at the time of interference determines whether the ball is fair or foul, regardless if the ball rolls untouched to foul or fair territory.

Sec. 30. FOUL TIP.

A foul tip is a batted ball which

- a. Goes directly from the bat to the catcher's hands.
- b. Goes not higher than the batter's head, and
- c. Is legally caught by the catcher.

NOTE: It is not a foul tip unless caught; and any foul tip that is caught is a strike. In Fast Pitch the ball is in play. In Slow Pitch the ball is dead. It is not a catch if it is a rebound, unless the ball first touched the catcher's hand(s) or glove.

Sec. 31. HELMET.

- a. A helmet must have two ear flaps (one on each side) and shall be the type that has safety features equal to or greater than those provided by the full plastic cap with padding on the inside. A liner covering the ears only does not meet the rule specifications.
- b. A helmet worn by a catcher may be the skull type without the earflaps.
- c. Any helmet that is cracked, broken, dented or altered shall be declared an illegal helmet and removed from the game.

Sec. 32. HOME TEAM.

The home team is the team on whose grounds the game is played, or if the game is played on neutral ground, the home team shall be designated by mutual agreement or by a flip of a coin.

Sec. 33. ILLEGAL BAT.

An illegal bat is one that does not meet the requirements of Rule 3. Sec. 1.

Sec. 34. ILLEGAL EXTRA PLAYER. (SP ONLY)

An Illegal Extra Player is one who violates any of the provisions of Rule 4, Sec. 6.

Sec. 35. ILLEGAL PITCHER.

An Illegal Pitcher is a player legally in the game, but one who may not pitch as a result of

- a. Being removed from the pitching position, by the umpire or the manager, *as a result of the defensive charged conference limit being exceeded*, or
- b. (SP ONLY) Being removed from the pitching position by the umpire, as a result of pitching with excessive speed after a warning.

Sec. 36. ILLEGAL PLAYER.

An Illegal Player is

- a. A starting player who may legally return to the game after being substituted for and who has done so without reporting to the umpire.
- b. A substitute entering the game without reporting to the umpire.

NOTE: When brought to the plate umpire's attention by the offended team after the first legal or illegal pitch, and before the team in violation informs the umpire, the use of the Illegal Player results in the removal of that player from the game and declaring him ineligible.

Sec. 37. ILLEGAL RE-ENTRY.

An Illegal Re-entry occurs when

- a. A starting player returns to the game a second time after twice being substituted.
- b. The EP (SP ONLY) returns to the game after being substituted.
- c. A starting player returns to the game after being substituted but not in his original position in the offensive lineup.
- d. A substitute who has legally been in the game returns to the game after being replaced by either the original starting player or another substitute.
- e. *The DEFO (FP ONLY) is placed into the batting order in a position other than that of the starting DP.*
- f. *The starting DP (FP ONLY) is placed into the batting order in a position other than his original starting position.*

Sec. 38. ILLEGAL SUBSTITUTE.

An Illegal Substitute is a player who has entered the game without being announced to the umpire. He may be

- a. A player who has not previously been in the game;
- b. A declared Illegal Player;
- c. A declared Ineligible Player;
- d. An Illegal Re-entry; or
- e. *An Illegal DP (FP ONLY) or EP (SP ONLY).*

Sec. 39. ILLEGALLY BATTED BALL.

An illegally batted ball occurs when

- a. A batter hits a ball fair or foul while his entire foot is completely out of the box, on the ground, when he hits the ball.
- b. Any part of the batters foot is touching home plate when he hits the ball.
- c. The batter hits the ball with an illegal or altered bat.
- d. *The batter steps with his entire foot out of the batter's box, and returns to contact the ball while inside the batter's box.*

Sec. 40. ILLEGALLY CAUGHT BALL.

An illegally caught ball occurs when a fielder catches a batted, thrown, or pitched ball with his cap, mask, glove, or any part of his uniform while it is detached from its proper place.

Sec. 41. INELIGIBLE PLAYER.

An Ineligible Player is a player who may no longer legally participate in the game, because the umpire has removed him. An Ineligible Player may no longer participate as a player. The use of an Ineligible Player will constitute a forfeit.

Sec. 42. IN FLIGHT.

In flight describes any batted, thrown, or pitched ball that has not yet touched the ground or some object other than a fielder.

Sec. 43. IN JEOPARDY.

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

Sec. 44. INFIELD.

The infield is that portion of the field in fair territory that includes areas normally covered by infielders.

Sec. 45. INFIELD FLY.

An Infield Fly is 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, or first, second, and third bases are occupied, before two are out. The pitcher, catcher, and any outfielder that positions himself in the infield on the play shall be considered infielders for the purpose of this rule.

NOTE: When it seems apparent that a batted ball will be an infield fly, the umpire shall immediately declare, "INFIELD FLY, IF FAIR-THE BATTER IS OUT," for the benefit of the runners. The ball is alive and runners may advance at the risk of the ball being caught, or retouch and advance after the ball is touched, the same as on any fly ball. If the hit becomes a foul ball, it is treated the same as any foul.

If a declared infield fly is allowed to fall untouched to the ground, and bounces foul before passing first or third base, it is a foul ball. If a declared infield fly falls untouched to the ground outside the baseline, and bounces fair before passing first or third base, it is an infield fly.

Sec. 46. INNING.

An inning is that portion of a game within which the teams alternate on offense and defense, and in which there are three outs for each team. A new inning begins immediately after the final out of the previous inning.

Sec. 47. 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.

Sec. 48. LEAPING (FP ONLY).

Leaping is the act of a pitcher, which causes him to be airborne on his initial move and push from the pitcher's plate. The momentum built by the forward movement of the pitcher causes the entire body, including both the pivot and stepping (non-pivot) foot to be in the air at the same time and moving towards home plate as the delivery is completed. Leaping is an illegal act.

Sec. 49. LEGAL TOUCH.

A legal touch occurs when the ball touches a runner or batter-runner who is not touching a base, while it is securely held in a fielder's hand. The ball is not considered as having been securely held if it is juggled or dropped by the fielder after having touched the runner, unless the runner deliberately knocks the ball from the hand of the fielder. It is sufficient for the runner to be touched with the hand or glove with which the ball is held.

Sec. 50. LEGALLY CAUGHT BALL.

A legally caught ball occurs when a fielder catches a batted, thrown or pitched ball, provided it is not caught in the fielder's cap, helmet, mask, protector, pocket, or other part of his uniform. It must be caught and firmly held in the hand(s) or glove.

Sec. 51. LINE DRIVE.

A line drive is a ball *in flight* that is batted sharply and directly into the playing field.

Sec. 52. LINE-UP CARD.

A line-up card is the official record of the team members involved in the game. The card shall contain

1. The last name, first name, position and uniform number of the starting players in the batting order, and
2. The last name, first name and uniform number of available substitutes, and
3. The last name and first name of the manager.

NOTE: If an incorrect uniform number is listed on the line-up card, it may be corrected and the game continued with no penalty.

Sec. 53. OBSTRUCTION.

Obstruction is the act of

- a. A defensive player or team member that hinders or prevents a batter from striking or hitting a pitched ball.
- b. *A fielder, while*
 1. *not in possession of the ball, or*
 2. *not in the act of fielding a batted ball,**which impedes the progress of a runner or batter-runner that is legally running bases.*

Sec. 54. OFFENSIVE TEAM.

The offensive team is the team at bat.

Sec. 55. ON-DECK BATTER.

The on-deck batter is the offensive player whose name follows the name of the batter in the batting order.

Sec. 56. OPTION PLAY.

An Option Play is a play in which the offensive coach/manager is given the choice of taking the enforcement of the illegal action or the result of the play. Such options include

- a. Catcher obstruction
- b. Use of illegal glove
- c. Illegal substitution

- d. Illegal pitch
- e. Illegal pitcher returned to game and pitching
- f. **Female batter on a walk (Co-ed SP ONLY)**

Sec. 57. OUTFIELD.

The outfield is that portion of the field that is outside the diamond formed by the baselines or the area not normally covered by an infielder and within the foul lines beyond first and third bases, and boundaries of the grounds.

Sec. 58. OVER-SLIDE.

An over-slide is the act of an offensive player when as a runner he over-slides a base he is attempting to reach. It is usually caused when his momentum causes him to lose contact with the base, which then causes him to be in jeopardy. The batter-runner may over-slide first base without being in jeopardy if he immediately returns to that base.

Sec. 59. OVERTHROW.

An overthrow is a play in which a ball is thrown from one fielder to another, resulting in the ball going beyond the boundary lines of the playing field or becoming blocked.

Sec. 60. PASSED BALL. (FP ONLY)

A passed ball is a *pitch* that should have been held or controlled by the catcher with ordinary effort.

Sec. 61. PITCH.

A pitch is the act performed by the pitcher in delivering the ball to the batter.

NOTE: If the pitch becomes blocked or goes out of play, one base is awarded all runners.

Sec. 62. PITCHER'S CIRCLE. (FP ONLY)

The pitcher's circle is the area within 2.44 m (8 ft.) of the pitcher's plate. The lines are considered within the circle.

Sec. 63. PIVOT FOOT.

The pivot foot is that foot

- a. (FP ONLY) with which the pitcher pushes off the pitcher's plate.
- b. (SP ONLY) which, when placed in contact with the pitcher's plate by the pitcher, must remain in contact with the pitcher's plate until the pitched ball is released.

Sec. 64. "PLAY BALL."

"Play ball" is the term used by the plate umpire to indicate that play shall begin or be resumed when the pitcher holds the ball and

- a. (FP ONLY) is within the pitcher's circle.
- b. (SP ONLY) is on or near the pitcher's plate.

All defensive players, (except the catcher who must be in the catcher's box) must be in fair territory to put the ball in play.

Sec. 65. QUICK RETURN PITCH.

A quick return pitch is one made by the pitcher with the obvious attempt to catch the batter off balance. This would be before the batter takes his desired position in the batter's box or while he is still off balance as a result of the previous pitch.

Sec. 66. RE-ENTRY.

Re-entry is the act of any of the starting players, except the EP (SP ONLY), returning to the game after being legally or illegally substituted.

Sec. 67. REMOVAL FROM THE GAME.

Removal is the act of the umpire declaring a player ineligible for further participation in the game as a result of an infraction of the rules.

NOTE: Any person so removed may continue to sit on the bench but shall not participate further in the game except as a coach.

Sec. 68. REPLACEMENT PLAYER.

A Replacement Player is a player required to enter the game for a defined period of time to replace a player who must leave the game to attend to an injury that has caused bleeding. The replacement player may be a person who has previously been in the game provided that such player has not been either removed or ejected by the umpire for a violation of the rules. A Replacement Player is not classified as a substitute.

Sec. 69. RUNNER.

A runner is a player of the team at bat who has finished a turn at bat, reached first base, and has not yet been put out.

Sec. 70. SLAP HIT. (FP ONLY)

A slap hit is a batted ball that has been struck with a controlled short, chopping motion rather than with a full swing. The two most common types of slap hit are:

- a. Those in which the batter takes his stance as if to bunt, but then either drives the ball into the ground with a quick, short swing or punches the ball over the infield.*
- b. Those in which the batter takes running steps (within the batter's box) toward the pitcher before making contact with the pitch.*

NOTE: A slap hit is not considered to be a bunt.

Sec. 71. SQUEEZE PLAY. (FP ONLY)

A squeeze play is a play in which the offensive team, with a runner on third base, attempts to score that runner by means of the batter contacting the ball.

Sec. 72. STARTING PLAYERS.

Starting Players are the players listed on the official lineup given to the Umpire-In-Chief and/or the plate umpire.

Sec. 73. STEALING.

Stealing is the act of a runner attempting to advance during a pitch to the batter. Stealing is not allowed in Slow Pitch.

Sec. 74. STRIKE ZONE.

- a. (FP ONLY) The strike zone is that space over any part of home plate between the batter's armpits and the top of his knees when the batter assumes his natural batting stance.
- b. (SP ONLY) The strike zone is that space over any part of home plate that is between the batter's back shoulder and his knees when the batter assumes his natural batting stance.

Sec. 75. TAG.

A tag is the act of a fielder touching

- a. A base with any part of his body while holding the ball securely in his hand(s) or glove; or
- b. A runner with the ball; or
- c. A runner with the glove holding the ball while continuously holding the ball securely, during and immediately following the tag action.

Sec. 76. TAGGING UP.

Tagging up is the action of a runner returning to his base, or remaining on his base, before he legally advances on a batted fly ball that is first touched by a fielder. Not to be confused with the action of a fielder tagging a base or a runner.

Sec. 77. TEAM MEMBER.

A team member includes any person authorized to sit on the team bench.

Sec. 78. THROW.

A throw is the act performed by a fielder when throwing the ball to another fielder.

NOTE: If the throw becomes blocked or goes out of play, two bases are awarded all runners from the last base touched at the time of the throw.

Sec. 79. TIME.

"Time" is the term used by the umpire to order the suspension of play during which the ball is dead.

Sec. 80. TRAPPED BALL.

A trapped ball is

- a. A legally batted fly ball or line drive that hits the ground or a fence prior to being caught.
- b. A legally batted fly ball that is caught against a fence with the glove or bare hand.
- c. A thrown ball to any base for a force out which is caught with the glove over the ball on the ground rather than under the ball.
- d. (FP ONLY) A pitched ball that touches the ground on a strike prior to the catcher catching it.

Sec. 81. TRIPLE PLAY.

A triple play is a continuous action play by the defense on which three offensive players are put out.

Sec. 82. TURN AT BAT.

A turn at bat begins when a player first enters the batter's box and continues until the batter is put out or becomes a batter-runner.

Sec. 83. WILD PITCH. (FP ONLY)

A wild pitch is a *pitch* so high, so low, or so wide of the plate that the catcher cannot, or does not, stop and control it with ordinary effort.

Sec. 84. WILD THROW.

A wild throw is a play in which a ball is thrown from one fielder to another, and cannot be caught or controlled, is not blocked and remains in play.

RULE 2 - THE PLAYING FIELD

(Refer to Drawing Showing Official Dimensions of Softball Diamond.)

Sec. 1. THE PLAYING FIELD

- a. Is the area within which the ball maybe legally played and fielded.

NOTE: A ball is considered "outside the playing field" when it touches the ground, person on the ground, or object outside the playing area.

- b. Shall have a clear and unobstructed area within the minimum radius of:
 1. **67.06 m (220 ft) for female fast pitch; or**
 2. **76.20 m (250 ft) for male fast pitch; or**
 3. 80.77 m (265 ft) for female slow pitch; or
 4. **83.82m (275 ft) for Co-ed slow pitch, or**
 5. **91.44 m (300 ft) for male slow pitch**from home plate between the foul lines.
- c. Shall have an unobstructed area of not less than 7.62m (25 ft), nor more than 9.14m (30 ft) in width, outside the foul lines and between home plate and the backstop.
- d. Should have a warning track. If a warning track is used, it shall be:
 1. An area within the playing field and adjacent to any permanent fence along the outfield and side boundaries.
 2. A minimum of 3.65m (12 ft) to a maximum of 4.57m (15 ft) from the outfield and/or side fences.
 3. Made of material (dirt, gravel) that is level with, but different from, the playing surface. The material must distinguish itself from the outfield surface, and signals players when they are approaching the fence.

NOTE: There is no requirement for facilities to cut a warning track in the permanent outfield surface (grass or otherwise) when temporary fencing is used (i.e. when a fast pitch game is played on a field designed primarily for slow pitch.)

Sec. 2. GROUND OR SPECIAL RULES

Ground or special rules establishing the limits of the playing field may be agreed upon by leagues, or opposing teams, whenever backstops, fences, stands, vehicles, spectators, or other obstructions are within the prescribed area.

- a. Any obstruction on fair territory less than **67.06m (220 ft)** for female fast pitch and **76.20m (250 ft)** for male fast pitch; 80.77m (265 ft) for female slow pitch, **83.82m (275 ft) for Co-ed slow pitch** and **91.44m (300 ft)** for male slow pitch from home plate, should be clearly marked for the umpire's information.
- b. If using a baseball field, the mound should be removed and the backstop set at the prescribed distance from home plate.

Sec. 3. THE OFFICIAL DIAMOND SHALL HAVE BASE LINES AS FOLLOWS:

ADULT DIVISIONS	DISTANCES	YOUTH DIVISIONS	DISTANCES
Fast Pitch		Fast Pitch	
Female	18.29m (60 ft)	Girls 15-under	18.29m (60 ft)
Male	18.29m (60 ft)	Boys 15-under	18.29m (60 ft)
		Girls 18-under	18.29m (60 ft)
		Boys 18-under	18.29m (60 ft)
Slow Pitch		Slow Pitch	
Female	19.81m (65 ft)	Girls 15-under	19.81m (65 ft)
Male	19.81m (65 ft)	Boys 15-under	19.81m (65 ft)
<i>Co-ed</i>	19.81m (65 ft)	Girls 18-under	19.81m (65 ft)
		Boys 18-under	19.81m (65 ft)

THE OFFICIAL DIAMOND SHALL HAVE PITCHING DISTANCES AS FOLLOWS:

ADULT DIVISIONS	DISTANCES	YOUTH DIVISIONS	DISTANCES
Fast Pitch		Fast Pitch	
<i>Female</i>	13.11m (43 ft)	Girls 15-under	12.19m (40 ft)
Male	14.02m (46 ft)	Boys 15-under	14.02m (46 ft)
		Girls 18-under	12.19m (40 ft)
		Boys 18-under	14.02m (46 ft)
Slow Pitch		Slow Pitch	
Female	14.02m (46 ft)	Girls 15-under	14.02m (46 ft)
Male	15.24m (50 ft)	Boys 15-under	14.02m (46 ft)
<i>Co-ed</i>	15.24m (50 ft)	Girls 18-under	14.02m (46 ft)
		Boys 18-under	14.02m (46 ft)

NOTE: If during the game, the base distance or the pitching distance is found to be at the wrong distance, correct the error at the start of the next full inning and continue playing the game.

Sec. 4. DIAMOND LAYOUT

For the layout of the diamond, refer to drawing showing official dimensions of softball diamond. This section serves as an example for laying out a diamond with 18.29m (60 ft) bases and a 14.02m (46 ft) pitching distance.

1. To determine the position of home plate, draw a line in the direction it is desired to lay the diamond. Drive a stake at the corner of home plate nearest the catcher. Fasten a cord to this stake and tie knots or otherwise mark the cord at 14.02m (46 ft), 18.29m (60 ft), 25.86m (84 ft 10 ¼ in) and at 36.58m (120 ft).
 2. Place the cord (without stretching) along the direction line and place a stake at the 14.02m (46 ft) marker. This will be the front line at the middle of the pitcher's plate. Along the same line, drive a stake at the 25.86m (84 ft 10 ¼ in) marker. This will be the center of second base. For the 19.81m (65 ft) base distance, this line will be 28.02m (91 ft 11 in)
 3. Place the 36.58m (120 ft) marker at the center of second base and, taking hold of the cord at the 18.29m (60 ft) marker, walk to the right of the direction line until the cord is taut and drive a stake at the 18.29m (60 ft) marker-this will be the outside corner of first base and the cord will now form the lines to first and second bases.
 4. Again holding the cord at the 18.29m (60 ft) marker, walk across the field and in like manner, mark the outside corner of third base. Home plate, first base, and third base are wholly inside the diamond.
 5. To check the diamond, place the home plate end of the cord at the first base stake and the 36.58m (120 ft) marker at third base. The 18.29m (60 ft) marker should now check at home plate and second base.
 6. In laying out a 19.81m (65 ft) base path diamond, follow the same procedure with the following substitute dimensions: 19.81m (65 ft), 39.62m (130 ft), and 28.02m (91 ft 11 in).
 7. Check all distances with a steel tape whenever possible.
- a. THE ONE-METER (3 ft) LINE is drawn parallel to and 0.91 m (3 ft) from the baseline, starting at a point halfway between home plate and first base.
 - b. THE BATTER'S ON-DECK CIRCLE is a 1.52m (5 ft) circle 0.76m (2 1/2 ft) radius placed adjacent to the end of players' bench or dugout area closest to home plate.

- c. THE BATTER'S BOX, one on each side of home plate, shall measure 0.91m (3 ft) by 2.13m (7 ft). The inside lines of the batter's box shall be 15.2cm (6 in) from home plate. The front line of the box shall be 1.22m (4 ft) in front of a line drawn through the center of home plate. The lines are considered as being within the batter's box.
- d. THE CATCHER'S BOX shall be 3.05m (10 ft) in length from the rear outside corners of the batters' boxes and shall be 2.57m (8 ft 5 in) wide.
- e. EACH COACH'S BOX is behind a line 4.57m (15 ft) long drawn outside the diamond. The line is parallel to and 3.65m (12 ft) from the first and third baselines, extended from the bases toward home plate.
- f. THE HOME PLATE shall be made of rubber. It shall be a five-sided figure 43.2cm (17 in) wide, across the edge facing the pitcher. The sides shall be parallel to the inside lines of the batter's box and shall be 21.6cm (8 1/2 in) long. The sides of the point facing the catcher shall be 30.5cm (12 in) long.
- g. THE PITCHER'S PLATE shall be of rubber 61cm (24 in) long and 15.2cm (6 in) wide. The top of the plate shall be level with the ground. The front line of the plate shall be the following distance from the outside corner of home plate: Male Fast Pitch - 14.02m (46 ft); Male Slow Pitch - 15.24m (50 ft); Female Slow Pitch - 14.02m (46 ft); Female Fast Pitch - 12.19m (40 ft). (FP ONLY) The pitcher's plate shall have a 4.88m (16 ft) circle drawn from the pitcher's plate 2.44m (8 ft) in radius.

NOTE: The lines that define an area are part of that area.

h. BASES

The bases, other than home plate, shall be 38.1cm (15 in) square and shall be made of canvas or other suitable material, and not more than 12.7cm (5 in) in thickness. The bases should be securely fastened in position.

- 1. The double base is approved for use at first base. This base is 38.1cm by 76.2cm (15 in by 30 in), made of canvas or other suitable material and no more than 12.7cm (5 in) in thickness. Half the base is secured in fair territory, and half the base (of a different solid contrasting color) is secured in foul territory.

NOTE: THE FOLLOWING RULES APPLY TO THE DOUBLE BASE:

- a) A batted ball hitting the fair portion is declared fair, and a batted ball hitting the foul portion only is declared foul.
- b) If a play is made at first base on any batted ball, or (FP ONLY) the batter runs on a dropped third strike, and the batter-runner touches only the fair portion, and if the defense appeals prior to the batter-runner returning to first base, the batter-runner is out.

NOTE: This is treated the same as missing the base.

- c) A defensive player must use only the fair portion of the base at all times.

EXCEPTION: On any live ball play made from first base foul territory, the batter-runner and the defensive player may use either base.

- d) After over-running the base, the batter-runner must return to the fair portion.
- e) On balls hit to the outfield when there is no play being made at the double base, the batter-runner may touch either portion of the base.
- f) When tagging up on a fly ball, the fair portion must be used.
- g) On an attempted pick-off play, the runner must return to the fair portion.
- h) Once a runner returns to the fair portion, should he stand on the foul portion only, it is considered not in contact with the base and the runner shall be called out, if
 - 1) He is tagged with the ball, or
 - 2) He leads off from the foul portion on a pitched ball.

NOTE: The double base must be used in ISF World Championship play.

RULE 3. EQUIPMENT.

Sec. 1. THE OFFICIAL BAT.

- a. Shall be made of one piece of hardwood or formed from a block of wood consisting of two or more pieces of wood bonded together with an adhesive in such a way that the grain direction of all pieces is parallel to the length of the bat.
- b. Shall be metal, bamboo, plastic, graphite, carbon, magnesium, fiberglass, ceramic, or any other composite material approved by the ISF Equipment Standards Commission.

NOTE: Bats made of or containing TIMETAL 15-3 or TELEDYNE 15-333 titanium alloy will be temporarily refrained from use in international championship play until further testing is completed.

- c. Can be laminated, but must contain only wood or adhesive and have a clear finish (if finished).
- d. Shall be round and shall be smooth.
- e. Shall not be more than 86.4cm (34 in) long, nor exceed 1077.0 g (38 ounces) in weight.
- f. Shall not be more than 5.7cm (2 1/4 in) in diameter at its largest part. A tolerance of 0.80mm (1/32 in) is permitted to allow for expansion.
- g. If metal, may be angular.
- h. Shall not have exposed rivets, pins, rough or sharp edges, or any form of exterior fastener that would present a hazard. A metal bat shall be free of burrs and cracks.
- i. If metal, shall not have a wooden handle.
- j. Shall have a safety grip of cork, tape (no smooth, plastic tape), or composition material. The safety grip shall not be less than 25.4cm (10 in) long and shall not extend more than 38.1cm (15 in) from the small end of the bat. Resin, pine tar, or spray substances placed on the safety grip to enhance the grip are permissible on the grip only.

NOTE: Tape applied to any bat must be continuously spiral. It does not have to be a solid layer of tape. It shall not exceed two layers.

- k. If metal and not made of one-piece construction with the barrel end closed, shall have a rubber or vinyl plastic or other material insert approved by the ISF Equipment Standards Commission, firmly secured at the large end of the bat.
- l. Shall have a safety knob of a minimum of 0.6cm (one fourth inch) protruding at a 90-degree angle from the handle. It may be molded, lathed, welded, or permanently fastened.

NOTE: A "flare" or "cone" grip attached will be considered an altered bat.

- m. Shall be marked by the manufacturer in a prominent manner so as to be easily visible: "OFFICIAL ISF APPROVED SOFTBALL", or other notification as may be selected and approved by the ISF Equipment Standards Commission. If the approval notice cannot be read due to wear on the bat, the bat may still be permitted in play if it is in compliance with ISF Rules in all other respects and that compliance is determinable with reasonable certainty.
- n. The weight, distribution of weight, or length of the bat must be permanently fixed at the time of manufacture and may not be altered in any way thereafter, except as otherwise specifically provided in Rule 3, Section 1.

Sec. 2. WARM-UP BATS.

The warm-up bat must be of one-piece construction, and must have a safety grip. It must be marked "warm-up" in 3.2cm (1 1/4 in) letters on the barrel end. The barrel end must be in excess of 5.7cm (2 1/4 in).

Sec. 3. THE OFFICIAL SOFTBALL.

- a. Shall be a regular, smooth-seamed, concealed stitched or flat surfaced ball.
- b. Shall have a center core made of either No. 1 quality long fibre kapok, a mixture of cork and rubber, a polyurethane mixture, or other materials approved by the ISF Equipment Standards Commission.
- c. May be hand or machine wound with a fine quality twisted yarn and covered with latex or rubber cement.
- d. Shall have a cover cemented to the ball by application of cement to the underside of the cover and sewn with waxed thread of cotton or linen, or shall have a molded cover bonded to the core or molded integrally with the core, and have authentic facsimile of stitching, as may be approved by the ISF Equipment Standards Commission.
- e. Shall have a cover of the finest quality No. 1 chrome tanned horsehide or cowhide, made of synthetic material, or made of other materials approved by the ISF Equipment Standards Commission.
- f. Softballs used in ISF championship play must meet the standards set by the ISF Equipment Standards Commission, and must be stamped with the ISF approval notice adopted and approved by the ISF Equipment Standards Commission.
 - 1. The completed 30.5cm (12 in) ball shall be between 30.2cm (11 7/8 in) and 30.8cm (12 1/8 in) in circumference, and shall weigh between 178.0g (6 1/4 ounces) and 198.4g (7 ounces). The flat seam style shall have not less than 88 stitches in each cover, sewn by the two-needle method.
 - 2. The completed 27.9cm (11 in) ball shall be between 27.6cm (10 7/8 in) and 28.3cm (11 1/8 in) in circumference and shall weigh between 166.5g (5 7/8 ounces) and 173.6g (6 1/8 ounces). The flat seam style shall have not less than 80 stitches in each cover, sewn by the two-needle method.

3. The completed ball shall have a coefficient of restitution and compression standard as shall be determined and set by the ISF Equipment Standards Commission.
- g. **The white cover, white-stitch or yellow optic cover, red-stitch 30.5cm (12 inch) ball with a COR of .47 or under shall be used in the following ISF championship play: Men's and Women's Fast Pitch, Boys Fast Pitch and Slow Pitch, and Girls Fast Pitch. It shall have an ISF logo marking.**
- h. The red-stitch 30.5cm (12 inch) ball with a COR of .47 and under shall be used in all adult Men's Slow Pitch and **Coed Slow Pitch**, and must have a marking of MSP-47, in addition to the ISF logo.
- i. The red-stitch 27.9cm (11 inch) ball with a COR of .47 and under shall be used in all Women's Slow Pitch and Girls Slow Pitch. It must have a GWSP-47 marking in addition to the ISF logo.
- j. Beginning January 1, 2002, on balls used in ISF Championship Play, the load force required to compress the ball 0.25 inches must not exceed 525 pounds when such balls are measured in accordance with the ASTM test method for measuring compression-displacement of softballs, which is endorsed by the ISF Equipment Standards Commission.

Listed below are the standards established for each ball:

Softball	Thread Color	Min. Size	Max. Size	Min. Wt.	Max. Wt.	Marking
30.5cm (12" FP)	white stitch	30.2cm (11-7/8")	30.8cm (12-1/8")	178.0g (6 1/4 oz.)	198.4g (7 oz.)	ISF LOGO
30.5cm (12" SP)	red stitch	30.2cm (11-7/8")	30.8cm (12-1/8")	178.0g (6 1/4 oz.)	198.4g (7 oz.)	MSP-47 & ISF LOGO
27.9cm (11" SP)	red stitch	27.6cm (10-7/8")	28.3cm (11-1/8")	166.5g (5-7/8 oz.)	173.6g (6-1/8 oz.)	GWSP-47 & ISF LOGO

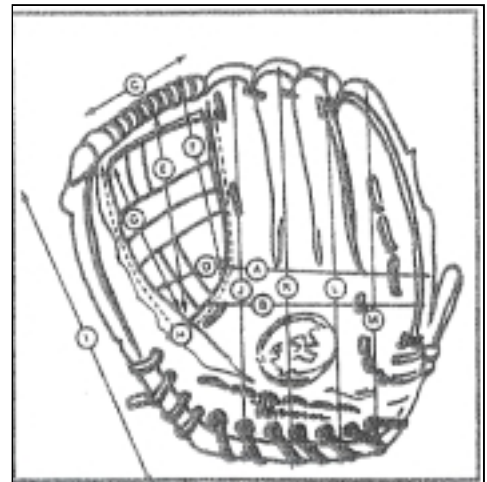
Sec. 4. GLOVES & MITTS.

Any player may wear a glove, but only the catcher and first baseman may use mitts.

- No top lacing, webbing, or other device between the thumb and body of the glove or mitt worn by a first baseman or catcher or a glove worn by any fielder, shall be more than 12.7cm (5 in) in length.
- The pitcher's glove shall be of one solid color other than white or gray. Multicolored gloves are acceptable for all other players.
- Gloves with white or gray circles on the outside, giving the appearance of a ball, are illegal for all players. (SEE DRAWING AND SPECIFICATIONS)

SPECIFICATIONS:

- | | |
|-----------------------------------|--------------------|
| (a) Palm width (top) | 20.3cm (8 in) |
| (b) Palm width (bottom) | 21.6cm (8 1/2 in) |
| (c) Top opening of web | 12.7cm (5 in) |
| (d) Bottom opening of web | 11.5cm (4 1/2 in) |
| (e) Web top to bottom | 18.4cm (7 1/4 in) |
| (f) 1st finger crotch seam | 19.0cm (7 1/2 in) |
| (g) Thumb crotch seam | 19.0cm (7 1/2 in) |
| (h) Crotch seam | 44.5cm (17 1/2 in) |
| (i) Thumb top to bottom edge | 23.5cm (9 1/4 in) |
| (j) 1st finger top to bottom edge | 35.6cm (14 in) |
| (k) 2nd finger top to bottom edge | 33.7cm (13 1/4 in) |
| (l) 3rd finger top to bottom edge | 31.1cm (12 1/4 in) |
| (m) 4th finger top to bottom edge | 27.9cm (11 in) |



Sec. 5. SHOES.

All players must wear shoes. A shoe shall be considered official if it is made with either canvas or leather uppers or similar materials.

- The soles may be either smooth or have soft or hard rubber cleats.
- Ordinary metal sole and heel plates may be used if the spikes on the plates do not extend more than 1.9cm (3/4 in) from the sole or heel of the shoe. Shoes with rounded metal spikes are illegal.

- c. *No hard plastic, nylon or polyurethane spikes similar to a metal sole and heel plate are allowed in any division at any level of play.*
- d. *Shoes with detachable cleats that screw onto the shoe are not allowed; however, shoes with detachable cleats that screw into the shoe are allowed.*

YOUTH DIVISION, MODIFIED FAST PITCH AND *CO-ED SLOW PITCH* ONLY: *No metal cleats are allowed in any division at any level of play.*

Sec. 6. PROTECTIVE EQUIPMENT.

- a. MASKS (FP ONLY). All catchers must wear masks, throat protector and helmet.

NOTE: Catchers (or other members of the defensive team) must wear a mask, throat protector and helmet while receiving warm-up pitches from the pitching plate, *or in the warm-up area. If the person catching the pitch will not wear the mask, he must be replaced by a person who will do so.* An extended wire protection attached to the mask can be worn in lieu of the throat protector.

- b. MASKS (SP ONLY). Youth catchers must wear a mask with helmet. Masks are recommended in adult slow pitch.

NOTE: (Sec 6a & 6b) The ice hockey goalie style facemask is approved for use by catchers. (FP ONLY) If there is no throat protector built onto the mask, the throat attachment must be added to the mask before using.

- c. **FACE MASKS.** *Any defensive or offensive player can wear an approved plastic face mask/guard. Face masks/guards that are cracked or deformed, or if padding has deteriorated or is missing, are prohibited from use and must be removed from the game.*

NOTE: *Fast Pitch catchers cannot wear the plastic face mask/guard in place of the regular mask with throat protector.*

- d. BODY PROTECTORS. Adult female catchers and all youth catchers in Fast Pitch must wear a body protector. Female catchers may wear a body protector in Slow Pitch.
- e. SHIN GUARDS (FP ONLY). Youth catchers must wear shin guards that will offer protection to the kneecap.
- f. HELMETS (FP ONLY). Helmets are mandatory for batters, on-deck batters, batter-runners, runners, catchers, youth age players (FP and SP) who coach in the first and third base coaches box, and youth age representatives (FP and SP) that participate as a bat boy or girl while on the field or in the dugout. Any defensive player may wear a cap or an approved helmet of identical color to the team caps.

NOTE: Any helmets that are broken, cracked, dented, or altered are prohibited, and must be removed from the game.

1. Failure to wear the batting helmet when ordered to do so by the umpire shall cause said player to be declared out.

EXCEPTION: On-deck batters, youth age players in the coach's box or catchers, who will be ejected from the game after a warning.

2. Deliberately wearing the helmet improperly or deliberately removing the helmet during a live ball play, except on a home run hit over the fence, and seen by the umpire as a deliberate act shall cause the violator to be declared out immediately.

EFFECT: The ball remains live. Calling a runner out for removing a helmet deliberately does not cancel any force play.

3. If a thrown or batted ball hits the helmet while it is detached from its proper place on his person and this contact interferes with the play being made, or a defensive player comes in contact with the helmet while it is on the ground and this contact prevents him from making a play, the offensive player who was wearing the helmet shall be called out.

EFFECT: The ball is dead. For a blocked ball created by offensive equipment see Rule 3, Section 7.

Sec. 7. EQUIPMENT ON PLAYING FIELD.

No equipment shall be left lying on the field, either in fair or foul territory.

EFFECT – Sec. 7:

The ball is dead. For offensive equipment causing a blocked ball (and creating interference), the player being played on is out. If no apparent play is obvious, no runner will be called out, but all runners will return to the last base touched at the time of the dead ball declaration.

Sec. 8. UNIFORM.

All players on a team shall wear uniforms alike in color, trim and style. Reference to coaches uniform is found under Rule 4, Section 1b.

NOTE: If a player is requested by the umpire to remove jewelry, illegal shoes or illegal parts of the uniform and they refuse, the player will be removed from the game.

a. CAPS.

- 1) Ball caps must be alike and are mandatory for all male players and must be worn properly.
- 2) Caps, visors, and headbands are optional for female players but can be mixed. If more than one type is worn, they all must be of the same color and each of the same type must be of the same color and style.

EXCEPTION: Should a defensive player elect to wear an approved helmet of identical color of the team cap, he will not be required to wear a cap.

- b. **UNDERSHIRTS.** Players may wear a uniform, solid colored undershirt (it may be white). It is not mandatory that all players wear an undershirt if one player wears one, but those that are worn must be alike. No player may wear ragged, frayed, or slit sleeves on exposed undershirts.
- c. **PANTS/SLIDING PANTS.** All player pants shall be either all long or all short in style. Players may wear a uniform solid color pair of sliding pants. It is not mandatory that all players wear sliding pants, but if more than one player wears them, they must be alike in color and style except temporary, snap-on or velcro sliding pads. No players may wear ragged, frayed or slit legs on exposed sliding pants.
- d. **NUMBERS.** An Arabic number of contrasting color at least 15.2cm (6 in) high, must be worn on the back of all uniform shirts. No manager, coach, or player on the same team may wear identical numbers, (numbers 1 and 01 are examples of identical numbers.) Only whole numbers 01 to 99 shall be used. Players without numbers will not be permitted to play.
- e. **NAMES.** Individual names may be worn above the numbers on the back of all uniform shirts.
- f. **CASTS.** Casts (plaster, metal or other hard substances in its final form) may not be worn in a game.

NOTE: Any exposed metal (other than a cast) may be considered legal if adequately covered by a soft material, taped and approved by the umpire.

- g. **JEWELRY.** Exposed jewelry such as wristwatches, bracelets, any type earrings, neck chains, or any other item judged dangerous by the umpire, may not be worn during the game. Medical alert bracelets or necklaces are not considered jewelry, but if worn, they must be taped to the body.

Sec. 9. ALL EQUIPMENT.

Notwithstanding the foregoing, the ISF reserves the right to withhold or withdraw approval of any equipment which, in the ISF's sole determination, significantly changes the character of the game, affects the safety of participants or spectators, or renders a player's performance more a product of his equipment rather than his individual skill.

RULE 4. COACHES, PLAYERS AND SUBSTITUTES.

Sec. 1. COACHES.

- a. The Head Coach is responsible for signing the line-up card.
- b. Coaches must be neatly attired, including the wearing of suitable footwear, or dressed in team uniform in accordance with the color code of the team. If a coach wears a hat or cap, it must be approved headwear.
- c. An offensive team coach (base coach) is an eligible member of the team at bat who takes his place on the field, within the coach's box.
 1. Two coaches are allowed to give words of assistance and direction to the members of their team while at bat.
 2. One shall be stationed near first base and one near third base and they are obligated to stay within the confines of their respective coach's box.

EXCEPTION: A coach may leave the coach's box to signal a runner to slide, advance or return to a base, or move out of a fielder's way, as long as he does not interfere with the play.

3. A base coach may address only his own team members.
4. One coach can have in his possession in the coach's box, a score book, pen or pencil and an indicator, all of which shall be used for score keeping or record keeping purposes only.
- d. A defensive team coach/manager is an eligible member of the team in the field, who may be either a non-playing coach who remains in the dugout, or a playing coach who takes his place on the field. This coach may give direction and assistance to his team while they are playing defense.
- e. Coaches may not use language that will reflect negatively upon players, umpires or spectators.
- f. No communication equipment is allowed between:
 1. The coaches on the field;
 2. The coaches and the dugout;
 3. The coaches and any player;
 4. The spectator area and the field, including the dugout, coaches and players.

EFFECT - Sec. 1e-f:

Any infraction will result in the ejection of the coach.

Sec. 2. LINE-UP CARDS AND ROSTERS.

- a. Official line-up cards are to be completed and submitted to the Official Scorer, or umpire, at the start of each game. The plate umpire retains the card for the duration of the game.
 1. A player's name shall not be on the starting line-up, unless the player is present in the team area and in uniform.
 2. All available substitutes should be listed in the designated place by their last name, first name and uniform number.
 3. Eligible roster members may be added to the available substitute list at any time during the game.
 4. The name of the head coach/manager must be listed on the line-up card.
- b. Male rosters shall include only male players and female rosters shall include only female players.

Sec. 3. PLAYERS.

- a. A team shall consist of players in the following positions:
 1. Fast Pitch. Nine players: pitcher (F1), catcher (F2), first baseman (F3), second baseman (F4), third baseman (F5), shortstop (F6), left fielder (F7), center fielder (F8) and right fielder (F9).
 2. ***Fast pitch with a Designated Player (DP). Ten players: same as fast pitch plus a DP.***
 3. Slow Pitch. Ten players: pitcher (F1), catcher (F2), first baseman (F3), second baseman (F4), third baseman (F5), shortstop (F6), left fielder (F7), left center fielder (F8), right fielder (F9) and right center fielder (F10).
 4. Slow pitch with an Extra Player (EP). Eleven players: same as slow pitch plus an EP who bats in the lineup.
 5. ***Co-ed Slow Pitch: Ten players – (five male and five female) with the following positioning requirements: two male and two female in both the infield and the outfield, and one male and one female as pitcher or catcher.***
 6. ***Co-ed slow pitch with Extra Players (EP). Twelve players – six male and six female: same as Co-ed slow pitch plus two EP's who bat in the line-up.***

NOTE: Players of the team in the field may be stationed anywhere on fair territory, except the catcher, who must be in the catcher's box, and the pitcher, who must be in a legal pitching position at the start of each pitch, or within the pitcher's circle (FP ONLY) when putting the ball in play.

- b. A team must have the required number of players present in the team area to start or continue a game.

EFFECT- Sec. 3b:

The game is forfeited.

Sec. 4. STARTING PLAYERS.

A starting player shall be official when the line-up card is inspected, and approved, by the plate umpire and team representative at the pre-game meeting.

- a. The names may be entered on the official line-up card in advance of this meeting.

- b. However, in case of injury or illness, changes may be made at the pre-game meeting with the umpires. A listed substitute may take the place of a player whose name is in his team's batting order. He would then be considered the starting player.
- c. The player so replaced at the meeting could enter the game, as a substitute, at any time later in the game.

Sec. 5. DESIGNATED PLAYER. (FP ONLY)

- a. A "DESIGNATED PLAYER", referred to as a "DP", may be used as a batter for any defensive player, provided it is made known prior to the start of the game and his name is entered on the line-up sheet as one of the nine hitters in the batting order.
- b. The starting DP may be substituted and may re-enter one time, as long as he returns to the position in the batting order that he occupied when he left the game.
- c. The name of the defensive player for whom the DP is batting (known as the "DEFO"), will be placed in the tenth (10th) position on the line-up sheet.
- d. The starting player listed as the DP must remain in the same position in the batting order whenever he is in the game.
- e. The DP and his substitute, or replacement, may never play offense at the same time.
- f. The DP may be substituted for at any time, either by a batter, runner, or by the DEFO for whom he is batting.

NOTE: The DEFO replacing the DP is not a substitution.

If the starting player is replaced on offense by the DEFO, or by a substitute, the DP is considered to have left the game.

- 1. *If replaced by the DEFO, this reduces the number of players from ten to nine. If the DP does not re-enter, the game may continue and legally end with nine players.*
- 2. *If the DP re-enters, he may play offense and defense (continue the game with nine players), or he may bat in his original place in the batting order, and the DEFO returns to the 10th position and plays defense only again.*

EFFECT – Sec. 5a-f:

The provisions of Rule 4 Sec.8 and penalties for violations apply. Placing the DP in a position in the batting order other than his starting position is considered an Illegal Re-Entry.

- g. *The DP may play defense at any position. Should the DP play defense for a player other than the DEFO, that player will continue to bat, but not play defense, and is NOT considered to have left the game.*
- h. *The DP may play defense for the DEFO and that person IS considered to have left the game, reducing the number of players to nine.*
- i. *The DEFO may be substituted for at any time, either by a legal substitute or the DP for whom he is playing defense. The DEFO may re-enter the game one time, either in the 10th position, or in the DP's position in the batting order.*
 - 1. *If returning to the number 10 position, he will again play defense only, but may play in any defensive position.*
 - 2. *If returning to the DP's position in the batting order, he will play offense and defense, and the game will continue with nine players.*

EFFECT – Sec. 5g-i:

The provisions of Rule 4 Sec.8 and penalties for violations apply. Placing the DEFO in a position in the batting order other than that of the DP is considered an Illegal Re-Entry.

Sec. 6. EXTRA PLAYER. (SP ONLY)

- a. An "EXTRA PLAYER," referred to as an "EP" is optional, but if one is used, it must be made known prior to the start of the game, and the player's name listed on the line-up card as one of the eleven hitters in the batting order.
- b. If the EP is used, he must be used the entire game. NOTE: Failure to complete the game with an EP results in forfeiture of the game.
- c. If an EP is used, all eleven must bat and any ten can play defense. Defensive positions can be changed, but the batting order must remain the same.
- d. **(CO-ED ONLY)** *If two EP's are used, all twelve must bat and any ten (five male and five female) may play defense. Defensive positioning may change as long as the Co-ed positioning is followed. The batting order must remain the same throughout the game.*

EXCEPTION: If a team cannot complete the game with two EP's, they may continue with only one EP, but an out must be automatically recorded when the missing EP is due to bat.

- e. The EP must remain in the same position in the batting order for the entire game.
- f. The EP may be substituted for at any time, either by a substitute runner or substitute hitter, who then becomes the EP. The substitute must be a player who has not yet been in the game.
- g. The EP replaced by a substitute hitter or a substitute runner may not return to the game at any time, unless required to enter the game as a Replacement Player.

EFFECT – Sec. 6a-g:

When a team violates any of the above provisions (***except Sec. 6d***), or uses an Illegal EP, the player in violation shall be ejected.

Sec. 7. RE-ENTRY.

- a. Any of the starting players, except the EP (SP ONLY), may be withdrawn and re-enter once, provided such players occupy the same batting position whenever they are in the lineup.

NOTE: The original player and the substitute(s) cannot be in the lineup at the same time.

- b. If a manager/coach removes a substitute from the game and re-enters the same substitute later in the game, this is considered an Illegal Re-Entry.

EFFECT - Sec. 7a-b:

- 1. Violation of the re-entry rule is handled as an appeal, which may be made at any time while the Illegal Substitute is in the game.
- 2. The appeal need not be made prior to the next pitch; however, all plays that occurred while the Illegal Substitute was in the game shall stand.
- 3. The penalty for an Illegal Re-Entry is: the ejection of both the manager/coach (whose name appears on the line-up card) and the Illegal Substitute.

NOTE: If the Illegal Re-Entry also violates the unreported substitute ruling (Rule 4, Sec 8g) those penalties would also be in effect.

- 4. The name of the new coach who is to assume responsibility for the team must be provided to the umpire.

Sec. 8. SUBSTITUTES.

A substitute may take the place of a player whose name is in his team's batting order. The following regulations govern player substitutions.

- a. Any player may be substituted from the game at any time.
- b. The manager or team representative of the team making the substitution shall immediately notify the plate umpire at the time a substitute enters.
- c. Substitute players will be considered in the game when announced to the plate umpire.
- d. The plate umpire shall then report the change to the scorer prior to the next pitch.
- e. A player will not violate the substitution rule until a pitch is thrown. If the team manager, or the player in violation, informs the umpire prior to the opposing team's notification, there is no violation, regardless of how long the player(s) was illegally in the game.

NOTE: The use of an Illegal Substitute is an appeal play that must be brought to the attention of the plate umpire by the offended team, while the Illegal Substitute is in the game.

- f. If a violation is discovered prior to a pitch being made (legal or illegal), there is no penalty and the Illegal Substitute shall be declared legal.
- g. An Illegal Substitute is considered in the game and the player from the starting line-up being illegally substituted for is considered to have left the game, if a pitch (legal or illegal) has been made.

EFFECT – Sec. 8g:

1. FOR OFFENSIVE TEAM VIOLATIONS:

- (a) If the illegal player is discovered while at bat,

- (1) A legal substitute, or the original starting player (subject to the Re-Entry provisions) assumes the ball and strike count.
- (2) Any advance of runners while the illegal player is at bat is legal.
- (b) If the illegal player is discovered after completing his turn at bat and prior to the next pitch,
 - (1) The illegal player is called out, and
 - (2) Any advance of runners as a result of an obstruction, an error, a hit batsman, a walk, or a base hit is nullified.
- (c) If the illegal player is discovered after completing his turn at bat and after the next pitch,
 - (1) No one is out, and any advance by runners while the illegal player was at bat is legal.
- (d) If the illegal player is discovered while in the game as a runner,
 - (1) A legal substitute, or the original starting player (subject to the Re-Entry provisions), assumes the position on the base, and
 - (2) Any bases advanced by the Illegal player shall be legal.

2. FOR DEFENSIVE TEAM VIOLATIONS:

- (a) If the illegal player is discovered after making a play and prior to the next pitch, the offensive team has the option of:
 - (1) Taking the result of the play, or
 - (2) Having the play nullified, with runners returning to the last base held at the time of the play.

EXCEPTION: If the play was the result of the completion of the batter's turn at bat, that player resumes batting, assuming the ball and strike count he had prior to the discovery of the Illegal Player, and runners are returned to the bases held at the time of the pitch.

- (b) If the illegal player is detected after a pitch to the next batter, all play(s) stand.

In all violations, the Illegal Player will be declared an Ineligible Player and removed from the game.

NOTE: Should an ineligible player return to the game, it is declared a forfeit to the team not at fault.

- h. A player substituted from the game shall not participate in the game again, except as a coach.

EXCEPTION: The starting line-up may re-enter once only (See Rule 4, Sec. 7)

- i. Multiple substitutions can be made for the player listed on the starting line-up but no substitute can return to the game after being withdrawn from the line-up.
 - 1. The starting player, who re-enters and is substituted for a second time, would not be allowed to participate in the game any more as a player.
 - 2. The starting player who re-enters can play any position on defense but must remain in the same batting order as listed as a starter.

EXCEPTION: A starting pitcher, who has been removed from the pitching position *as a result of the defensive team exceeding their limit of charged conferences*, or (SP ONLY) for pitching with excessive speed, may re-enter but not as a pitcher.

NOTE: The provisions of Rule 4, Sec. 8 will not apply in the event of the required use of a Replacement Player. (See Rule 4, Sec. 11).

Sec. 9. DISPUTED CALLS.

Any team member disputing *any judgment decision by an umpire* will constitute a team warning. Any repeat offense shall result in the ejection of that team member.

Sec. 10. DUGOUT CONDUCT.

Coaches, players, substitutes, or other bench personnel shall not be outside the designated bench dugout area, except when the rule allows or considered justified by the umpire.

NOTE: This includes players other than the on-deck batter (who must remain in the on-deck circle) at the start of the game, between innings, or when a new pitcher is warming up.

EFFECT - Sec. 10:

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

Sec. 11. REPLACEMENT PLAYER.

In the event of any player bleeding during the game, that player must be withdrawn from the game if the bleeding cannot be stopped within a reasonable time, or if his uniform becomes covered in blood. The withdrawn player shall not return to the game until all bleeding ceases, the area cleaned and covered and, if necessary, his uniform replaced.

NOTE: If a change of number is required due to the new uniform shirt, there is no penalty.

- a. The withdrawn player shall be replaced by a Replacement Player, who may act for the withdrawn player for the remainder of the inning in progress (i.e., until the end of the inning of the team batting second), AND for the following complete inning.
- b. The Replacement Player must be reported to the umpire.
- c. The Replacement Player shall be permitted to bat in the turn of the withdrawn player and field for the withdrawn player under all circumstances that would apply to the withdrawn player.
- d. The withdrawn player may return to the game at any time in accordance with the Official Rules of Softball or following the expiration of the time permitted to treat the injury as per (a) above.
- e. The umpire must be advised that the withdrawn player is returning to the game.
- f. The use of a replacement player is not subject to the provisions of the substitution rule (Rule 4, Sec. 8) provided that the withdrawn player returns to the game within the time permitted.

EFFECT – Sec. 11:

1. Should the withdrawn player not be able to return to the game after being out for the time described in (a) above, the Replacement Player must be treated as a substitute in accordance with Rule 4, Sec. 8.
2. If the replacement player is one who has previously been in the game then he must be replaced by a legal substitute who has not yet been in the game.
3. The withdrawn player may subsequently re-enter the game subject to the provisions of Rule 4, Sec. 7.
4. Should the team not have a legal substitute available, the game will be forfeited.

RULE 5 - THE GAME

Sec. 1. CHOICE OF TURN AT BAT.

The choice of the first or last bat in the inning shall be decided by a toss of a coin, unless otherwise stated in the rules of the organization under which the schedule of games is being played.

Sec. 2. FITNESS OF GROUND.

The fitness of the ground for a game shall be decided solely by the plate umpire.

Sec. 3. REGULATION GAME.

A regulation game shall consist of seven innings.

- a. A full seven innings need not be played if the team second at bat scores more runs in six innings or before the third out in the last of the seventh inning.
- b. A game that is tied at the end of seven innings shall be continued by playing additional innings, or until one side has scored more runs than the other at the end of a complete inning, or until the team second at bat 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 team second at bat has scored more runs than the other team has scored in five or more innings. The umpire is empowered to call a game at any time because of darkness, rain, fire, panic or other cause, which puts the patrons or players in peril.
- d. A regulation tie game shall be declared if the score is equal when the game is called at the end of five or more completed innings, or if the team second at bat has equaled the score of the first team at bat in the incomplete inning.
- e. These provisions do not apply to any acts on the part of players or spectators, which might call for forfeiture of the game. The plate umpire may forfeit the game if any team member or spectator attacks any umpire physically.
- f. The plate umpire shall declare a forfeit in favor of the team not at fault in the following cases:
 1. If a team fails to appear on the field or, being on the field, refuses to begin a game for which it is scheduled or assigned at the time scheduled or within a time set for forfeitures by the organization in which the team is playing.

2. If, after the game has begun, one side refuses to continue to play, unless the game has been suspended or terminated by the umpire.
 3. If, after the umpire has suspended play, one side fails to resume playing within two minutes after the umpire has called "PLAY BALL."
 4. If a team employs tactics designed to delay or to hasten the game.
 5. If, after warning by the umpire, any one of the rules of the game is willfully violated.
 6. If the order for the removal or ejection of a player or any person authorized to sit on the team bench is not obeyed within one minute.
 7. If, because of the removal or ejection of the players from the game by the umpire or for any cause there are less than 9 (FP ONLY), **10 (FP with a DP)**, 10 (SP ONLY), or 11 (SP with an EP) players on either team.
 8. If a declared Ineligible Player re-enters the game and one pitch has been thrown.
- g. A game that is
1. Not considered regulation, or
 2. A regulation tie game,
- shall be replayed from the beginning. Original lineups may be changed when the game is replayed.

EXCEPTION: When the chief umpire suspends a World Championship or Continental Game, it shall be resumed at the exact point where the game was suspended.

Sec. 4. WINNER OF GAME.

The winner of the game shall be the team that scores more runs in a regulation game.

- a. The score of a called regulation game shall be the score at the end of the last complete inning, unless the team second at bat has scored more runs than the first team at bat in the incomplete inning. In this case, the score shall be that of the incomplete inning.
- b. The score of a regulation tie game shall be the tie score when the game was terminated. A regulation tie game shall be replayed from the beginning.
- c. The score of a forfeited game shall be 7-0 in favor of the team not at fault.

Sec. 5. MERCY RULE.

- a. A run ahead rule "mercy rule" must be used at all ISF Championships.
 1. (FP and MP ONLY) *Twenty (20) runs after three (3) innings, fifteen (15) runs after four (4) innings or ten (10) runs after five (5) innings.*
 2. (SP ONLY) Twenty (20) runs after four (4) innings or fifteen (15) runs after five (5) innings.
- b. Complete innings must be played unless the team second at bat scores the required number of runs while at bat. When the team first at bat reaches the required number of runs in the top half of the inning, the team second at bat must have their opportunity to bat in the bottom half of the inning.

Sec. 6. TIE-BREAKER.

Starting with the top of the *eighth* inning, and each half inning thereafter, the offensive team shall begin its turn at bat with the player who is scheduled to bat ninth (9th in FP), tenth (10th in SP, 11th in SP with an EP, or **12th in Co-ed SP with EP's**) in that respective half-inning being placed on second base. The player who is running can be substituted in accordance with the substitution rules.

Sec. 7. SCORING OF RUNS.

- a. One run shall be scored each time a runner legally touches first, second, third bases and home plate before the third out of the inning.
- b. A run shall not be scored if the third out of the inning is a result of
 1. The batter-runner being put out before legally touching first base.
 2. A runner being forced out (*including on an appeal play*) due to the batter becoming a batter-runner.
 3. (FP ONLY) The runner fails to keep contact with the base to which he is entitled until a pitch is released.
 4. (SP ONLY) The runner fails to keep contact with the base to which he is entitled until a pitch is batted or reached home plate.
 5. A preceding runner being declared out.

Sec. 8. CHARGED CONFERENCES.

- a. *Offensive Conferences.* *There shall only be one charged offensive conference in an inning.*

NOTE: 1. *This includes the batter, runner, on-deck batter and the coaches among themselves.*

2. *It is not a charged conference when a pitcher is putting on a warm-up jacket while on base, or if the offense confers while the defensive team is in conference, provided the offense is ready to play when the defense is ready.*
3. *Umpires should not permit any such conferences in excess of one per inning.*

EFFECT – Sec. 8a:

A second charged conference shall result in the ejection of the manager or coach insisting on another charged conference.

- b. **Defensive Conferences.** *There shall only be three charged defensive conferences in a seven-inning game. For every inning beyond seven, there shall be one charged conference per inning.*

NOTE: 1. *A conference includes players in the field leaving their position and going to the dugout for instructions, regardless of whether ‘Time’ has been requested or not.*

2. *Should a manager/coach from the dugout report a change to the umpire, this is not considered a charged defensive conference unless the manager then crosses the foul line to talk with any defensive player after making the change.*

EXCEPTION: *If this change is a pitching change and the pitcher leaves the pitching position prior to the manager crossing the foul line, the manager may legally enter fair territory to talk with any defensive player, while the new pitcher is taking his warm-up pitches, without a conference being charged.*

3. *The conference is over when the manager/coach crosses the foul line returning to the dugout.*
4. *Conferences are consecutive and do not start over with a new player entered into the game.*
5. *If all three conferences are not used in the first seven innings, they are lost and a team must then follow the one per extra inning rule.*
6. *It is not a charged conference for the defense if they confer during a charged offensive conference, provided they are ready to play when the offense is ready.*

EFFECT: Sec. 8b:

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 pitcher, who is the listed pitcher at the time of the excess conference, being declared an Illegal Pitcher who may not pitch again for the remainder of the game.

NOTE: *A declared Illegal Pitcher can play another position on defense but cannot pitch again.*

- c. *Conferences will not be charged if they take place at any time when the umpire has suspended play.*

RULE 6. PITCHING REGULATIONS (Fast Pitch Only).

N.B. The EFFECT for all Sections 1 - 8 follow at end of Section 8:

Sec. 1. PRELIMINARIES.

Before commencing the delivery (pitch), the pitcher

- a. *May not take the pitching position on or near the pitcher's plate without having the ball in his possession.*
- b. *Shall not be considered in the pitching position unless the catcher is in position to receive the pitch.*
- c. *Must have both feet on the ground within the 0.61cm (24 in) length of the pitcher's plate. The hips shall be in line with first and third bases and both feet must be in contact with the pitcher's plate.*
- d. *Must, while standing on the plate and with the ball in either the glove or the pitching hand, take the signal, or appear to be taking a signal, from the catcher with the hands separated.*
- e. *Must, after taking the signal, bring his whole body to a full and complete stop with the ball held in both hands in front of the body. This position must be held for not less than **two (2)** seconds and not more than ten (10) seconds before releasing the ball.*

Sec. 2. STARTING THE PITCH.

- a. *The pitch starts when one hand is taken off the ball.*

Sec. 3. LEGAL DELIVERY.

- a. *The pitcher must not make any motion to pitch without immediately delivering the ball to the batter.*

- b. The pitcher must not use a pitching motion in which, after having the ball in both hands in the pitching position, he removes one hand from the ball, takes a backward and forward swing, and returns the ball to both hands in front of the body.
- c. The pitcher must not use a windup in which there is a stop, or reversal, of the forward motion.
- d. The pitcher must not make two revolutions of the arm on the windmill pitch. However, he may drop his arm to the side and to the rear before starting the windmill motion. This allows the arm to pass the hip twice.
- e. The delivery must be an underhanded motion, with the hand below the hip and the wrist not farther from the body than the elbow.
- f. The release of the ball and follow through of the hand and wrist must be forward and past the straight line of the body.
- g. Both feet must remain in contact with the pitching plate at all times prior to the forward step.
- h. In the act of delivering the ball, the pitcher must take one step simultaneous with the release of the ball. The step must be forward toward the batter and within the 61.0cm (24 in) length of the pitcher's plate.

NOTE: It is not a step if the pitcher slides his foot across the pitcher's plate, provided contact is maintained with the plate. Lifting the pivot foot off the pitcher's plate and returning it to the plate, creating a rocking motion, is an illegal act.

- i. The pivot foot may remain in contact with, or may push off and drag away from, the pitcher's plate prior to the stepping (non-pivot) foot touching the ground, provided the pivot foot remains in contact with the ground.
- j. Pushing off with the pivot foot from a place other than the pitcher's plate before the stepping (non-pivot) foot has left the plate is considered a "crow hop" and is illegal.
- k. The pitcher must not continue to wind up after releasing the ball.
- l. The pitcher shall not deliberately drop, roll or bounce the ball in order to prevent the batter from hitting it.
- m. The pitcher has 20 seconds to release the next pitch after receiving the ball, or after the umpire indicates, "Play Ball."

NOTE: An additional ball is awarded the batter.

Sec. 4. INTENTIONAL WALK.

If the pitcher desires to walk a batter intentionally all pitches must be legally delivered to the batter.

NOTE: A "pitch out" for the purpose of intentionally walking a batter is not considered an illegal pitch.

Sec. 5. DEFENSIVE POSITIONING.

- a. The pitcher shall not deliver a pitch, unless all defensive players, except the catcher who must be in the catcher's box, are positioned in fair territory.
- 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.

NOTE: A pitch does not have to be released. The offending player shall be ejected from the game.

- c. With a runner on third base trying to score by means of a squeeze play or steal, no defensive player may
 1. Step on, or in front of, home plate without the ball, or
 2. Touch the batter or bat.

PENALTY: The ball is dead. The batter shall be awarded first base on the obstruction *and all runners shall advance one base on the Illegal Pitch.*

Sec. 6. FOREIGN SUBSTANCE.

- a. No member of the defensive team shall, at any time during the game, be permitted to use any foreign substance on the ball.

NOTE: If any defensive team member continues to place a foreign substance on the ball, the pitcher shall be ejected from the game.

- b. Applying resin to the ball, or into the glove and then placing the ball in the glove, is an illegal act. Resin must be kept on the ground behind the pitcher's plate when not in use.
- c. Under the supervision and control of the umpire, powdered resin may be used to dry the hands.
- d. The pitcher shall not wear tape on his fingers, or a sweatband, bracelet, or similar type item on the wrist or forearm of the pitching arm.

NOTE: If a pitcher needs to wear a sweatband on the pitching arm as a result of an injury, both arms should be covered with an undershirt.

Sec. 7. THE CATCHER.

- a. Must remain within the lines of the catcher's box until the pitch is released.
- b. Shall return the ball directly to the pitcher after each pitch, including after a foul ball.

NOTE: An additional ball shall be awarded to the batter.

EXCEPTION: This does not apply

1. After a strikeout, or
2. When the batter becomes a batter-runner, or
3. When there are runners on base, or
4. When a foul ball is fielded close to the foul line and the catcher throws to any base for a possible out, or
5. When, on a checked swing on a dropped third strike situation, the catcher throws to first base to retire the batter-runner.

Sec. 8. THROWING TO A BASE.

The pitcher, after he has taken the pitching position, shall not throw to a base during a live ball while his foot is in contact with the pitcher's plate. If the throw from the pitcher's plate occurs during a live ball appeal play, the appeal is cancelled.

NOTE: The pitcher may remove himself from the pitching position by stepping backwards off the pitcher's plate prior to separating his hands. Stepping forward or sideways constitutes an Illegal Pitch.

THE FOLLOWING IS THE EFFECT FOR ALL SECTIONS 1 - 8 ABOVE:

EFFECT - Sections 1-8:

Any infraction of Sections 1-8 is an Illegal Pitch. (EXCEPTION: Rules 6, Sec. 3m and Sec. 7b)

1. The umpire shall give a delayed dead ball signal.
2. If the illegal pitch is not hit
 - (a) An extra ball is awarded to the batter (first base if ball four), and
 - (b) Runners are advanced one base.

EXCEPTION: If a runner legally advances on the illegal pitch (passed ball or wild throw by the catcher), any extra bases obtained may be retained.

3. If the illegal pitch is hit, the manager of the offensive team has the option of taking
 - (a) The award for the illegal pitch, or
 - (b) The result of the play.

EXCEPTION: 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 actions as a result of the batted ball stand and no option is given.

4. If the manager does not take the result of the play, the Illegal Pitch is enforced by awarding a ball to the batter (first base if ball four) and advancing all runners one base. The ball is dead.
5. When an illegal pitch hits the batter, the ball is dead, the batter is awarded first base and all runners are advanced one base. No option is given.

Sec. 9. WARM-UP PITCHES.

- a. 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 five pitches to the catcher or another team member.

EXCEPTION: This does not apply if the umpire delays the start, or resumption, of play due to substitution, conference, injuries, etc.

EFFECT – Sec. 9a:

For excessive warm-up pitches, a pitcher shall be penalized by awarding a ball to the batter for each pitch in excess of five.

- b. Play shall be suspended during this time.
- c. A pitcher returning to pitch in the same half inning will not be entitled to warm-up pitches.

EFFECT – Sec. 9c:

A ball shall be awarded to the batter for each pitch taken.

- d. There is no limit to the number of times a player can return to the pitching position provided he has not:
 - 1. Left the batting order, or
 - 2. Been declared an Illegal Pitcher by the umpire.

Sec. 10. NO PITCH.

No pitch shall be declared when

- a. The pitcher pitches during a suspension of play.
- b. The pitcher attempts a quick return of the ball
 - 1. Before the batter has taken his position, or
 - 2. When the batter is off balance as a result of a previous pitch.
- c. A runner is called out for leaving a base prior to the pitcher releasing the pitch.
- d. The pitcher pitches before a runner has retouched his base after a foul ball has been declared and the ball is dead.
- e. A player, manager, or coach
 - 1. Calls "Time", or
 - 2. Employs any other word or phrase, or
 - 3. Commits any act while the ball is alive and in play

for the obvious purpose of trying to make the pitcher commit an illegal pitch.

NOTE: 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.

EFFECT - Sec. 10a-e:

The ball is dead, and all subsequent action on that pitch is cancelled.

Sec. 11. DROPPED BALL.

If the ball slips from the pitcher's hand during his delivery:

- 1. A ball is declared on the batter, and
- 2. The ball will remain in play, and
- 3. The runners may advance at their own risk.

Sec. 12. ILLEGAL PITCHER.

A pitcher, who has been declared an Illegal Pitcher *as a result of the team exceeding the charged conference limit*, may not return to the pitching position at any time for the remainder of the game.

EFFECT - Sec. 12:

If the Illegal Pitcher has returned and has thrown one pitch, either legal or illegal, he is ejected from the game. If he is discovered prior to the next pitch, the manager of the offensive team has the option of

- 1. Taking the result of the play, or
- 2. Having the play nullified, with runners returning to the last base held at the time of the play.

EXCEPTION: If the play was the result of the completion of the batter's turn at bat, that batter resumes batting, assuming the ball and strike count he had prior to the discovery of the Illegal Pitcher, with each runner returning to the base held at the time of the pitch.

RULE 6. PITCHING REGULATIONS (Modified Pitch Only).

N.B. The EFFECT for all Sections 1 - 8 follow at end of Section 8:

Sec. 1. PRELIMINARIES.

Before commencing the delivery (pitch), the pitcher

- a. May not take the pitching position on or near the pitcher's plate without having the ball in his possession.
- b. Shall not be considered in the pitching position unless the catcher is in position to receive the pitch.

- c. Must have both feet on the ground within the 0.61cm (24 in) length of the pitcher's plate. The shoulders shall be in line with first and third bases and both feet must be in contact with the pitcher's plate.
- d. Must, while standing on the plate and with the ball in either the glove or the pitching hand, take the signal, or appear to be taking a signal, from the catcher with the hands separated.
- e. Must, after taking the signal, bring his whole body to a full and complete stop with the ball held in both hands in front of the body. This position must be held for not less than *two (2)* seconds and not more than ten (10) seconds before releasing the ball.

Sec. 2. STARTING THE PITCH.

- a. The pitch starts when one hand is taken off the ball.

Sec. 3. LEGAL DELIVERY.

- a. The pitcher must not make any motion to pitch without immediately delivering the ball to the batter.
- b. The pitcher must not use a pitching motion in which, after having the ball in both hands in the pitching position, he removes one hand from the ball, takes a backward and forward swing, and returns the ball to both hands in front of the body.
- c. The pitcher must not use a windup in which there is a stop or reversal of the forward motion.
- d. The pitcher may take the ball behind his back on the back swing.
- e. The pitcher must not use a windmill or slingshot-type pitch, or make a complete revolution in the delivery.
- f. The ball must not be outside the pitcher's wrist on the downward motion and during the complete delivery.
- g. The delivery must be an underhanded motion with the hand below the hip, and the palm may be pointing downward.
- h. On the forward swing of the pitching arm
 - 1. The elbow must be locked at the point of release, and
 - 2. The shoulders and driving hip must be squared to home plate when the ball is released.
- i. The release of the ball must be on the first forward swing of the pitching arm must past the hip. The release must have a complete, smooth follow-through with no abrupt stop of the arm near the hip.
- j. Both feet must remain in contact with the pitching plate at all times prior to the forward step.
- k. In the act of delivering the ball, the pitcher must take one step simultaneous with the release of the ball. The step must be forward toward the batter and within the 61.0cm (24 in) length of the pitcher's plate.

NOTE: It is not a step if the pitcher slides his foot across the pitcher's plate, provided contact is maintained with the plate. Lifting the pivot foot off the pitcher's plate and returning it to the plate, creating a rocking motion, is an illegal act.

- l. Pushing off with the pivot foot from a place other than the pitcher's plate before the stepping foot has left the plate is considered a crow hop and is illegal.
- m. The pitcher must not continue to wind-up after releasing the ball.
- n. The pitcher shall not deliberately drop, roll or bounce the ball in order to prevent the batter from hitting it.
- o. The pitcher has 20 seconds to release the next pitch after receiving the ball, or after the umpire indicates "Play Ball."

NOTE: An additional ball is awarded the batter.

Sec. 4. INTENTIONAL WALK.

If the pitcher desires to walk a batter intentionally all pitches must be legally delivered to the batter.

NOTE: A "pitch out" for the purpose of intentionally walking a batter is not considered an Illegal Pitch.

Sec. 5. DEFENSIVE POSITIONING.

- a. The pitcher shall not deliver a pitch unless all defensive players, except the catcher who must be in the catcher's box, are positioned in fair territory.
- 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.

NOTE: A pitch does not have to be released. The offending player shall be ejected from the game.

- c. With a runner on third base trying to score by means of a squeeze play or steal, no defensive player may
 - 1. Step on, or in front of, home plate without the ball, or
 - 2. Touch the batter or bat.

PENALTY: The ball is dead. The batter shall be awarded first base on the obstruction *and all runners shall advance one base on the illegal pitch.*

Sec. 6. FOREIGN SUBSTANCE.

- a. No member of the defensive team shall, at any time during the game, be permitted to use any foreign substance on the ball.

NOTE: If any defensive team member continues to place a foreign substance on the ball, the pitcher shall be ejected from the game.

- b. Applying resin to the ball, or into the glove and then placing the ball in the glove, is an illegal act. Resin must be kept on the ground behind the pitcher's plate when not in use.
c. Under the supervision and control of the umpire, powdered resin may be used to dry the hands.
d. The pitcher shall not wear tape on his fingers, or a sweatband, bracelet, or similar type item on the wrist or forearm of the pitching arm.

NOTE: If a pitcher needs to wear a sweatband on the pitching arm as a result of an injury, both arms should be covered with an undershirt.

Sec. 7. THE CATCHER.

- a. Must remain within the lines of the catcher's box until the pitch is released.
b. Shall return the ball directly to the pitcher after each pitch, including after a foul ball.

NOTE: An additional ball is awarded the batter.

EXCEPTION: This does not apply

1. After a strikeout,
2. When the batter becomes a batter-runner,
3. When there are runners on base,
4. When a foul ball is fielded close to the foul line and he throws to any base for a possible out.
5. When, on a checked swing on a dropped third strike situation, he throws to first base to retire the batter-runner.

Sec. 8. THROWING TO A BASE.

The pitcher, after he has taken the pitching position, shall not throw to a base during a live ball while his foot is in contact with the pitcher's plate. If the throw from the pitcher's plate occurs during a live ball appeal play, the appeal is cancelled.

NOTE: The pitcher may remove himself from the pitching position by stepping backwards off the pitcher's plate prior to separating his hands. Stepping forward or sideways constitutes an Illegal Pitch.

THE FOLLOWING IS THE EFFECT FOR ALL SECTIONS 1 - 8 ABOVE:

EFFECT - Sections 1-8:

Any infraction of Sections 1-8 is an Illegal Pitch. (EXCEPTION: Rules 6, Sec. 3o and Sec. 7b)

1. The umpire shall give a delayed dead ball signal.
2. If the illegal pitch is not hit
 - (a) An extra ball is awarded to the batter (first base if ball four), and
 - (b) Runners are advanced one base.

EXCEPTION: If a runner legally advances on the illegal pitch (passed ball or wild throw by the catcher), any extra bases obtained may be retained.

3. If the illegal pitch is hit, the manager of the offensive team has the option of taking
 - (a) The award for the illegal pitch, or
 - (b) The result of the play.

EXCEPTION: 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 actions as a result of the batted ball stand and no option is given. .

4. If the manager does not take the result of the play, the Illegal Pitch is enforced by awarding a ball to the batter (first base if ball four) and advancing all runners one base. The ball is dead.
5. When an illegal pitch hits the batter, the ball is dead, the batter is awarded first base and all runners are advanced one base. No option is given.

Sec. 9. WARM-UP PITCHES.

- a. 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 pitches to the catcher or another team member.

EXCEPTION: This does not apply if the umpire delays the start, or resumption, of play due to substitution, conference, injuries, etc.

EFFECT – Sec. 9a:

For excessive warm-up pitches, a pitcher shall be penalized by awarding a ball to the batter for each pitch in excess of three.

- b. Play shall be suspended during this time.
- c. A pitcher returning to pitch in the same half inning will not be entitled to warm-up pitches.

EFFECT – Sec. 9c:

A ball shall be awarded to the batter for each pitch taken.

- d. There is no limit to the number of times a player can return to the pitching position provided he has not
 1. Left the batting order, or
 2. Been declared an Illegal Pitcher by the umpire.

Sec. 10. NO PITCH.

No pitch shall be declared when

- a. The pitcher pitches during a suspension of play.
- b. The pitcher attempts a quick return of the ball
 1. Before the batter has taken his position, or
 2. When the batter is off balance as a result of a previous pitch.
- c. A runner is called out for leaving a base prior to the pitcher releasing the pitch.
- d. The pitcher pitches before a runner has retouched his base after a foul ball has been declared and the ball is dead.
- e. A player, manager, or coach
 1. Calls "Time", or
 2. Employs any other word or phrase, or
 3. Commits any act while the ball is alive and in playfor the obvious purpose of trying to make the pitcher commit an illegal pitch.

NOTE: 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.

EFFECT - Sec. 10a-e:

The ball is dead, and all subsequent action on that pitch is cancelled.

Sec. 11. DROPPED BALL.

If the ball slips from the pitcher's hand during his delivery

1. A ball is declared on the batter, and
2. The ball will remain in play, and
3. The runners may advance at their own risk.

Sec. 12. ILLEGAL PITCHER.

A pitcher, who has been declared an Illegal Pitcher *as a result of the team exceeding the charged conference limit*, may not return to the pitching position at any time for the remainder of the game.

EFFECT - Sec. 12:

If the Illegal Pitcher has returned and has thrown one pitch, either legal or illegal, he is ejected from the game. If he is discovered prior to the next pitch, the manager of the offensive team has the option of:

1. Taking the result of the play, or

2. Having the play nullified, with runners returning to the last base held at the time of the play.

EXCEPTION: If the play was the result of the completion of the batter's turn at bat, that batter resumes batting, assuming the ball and strike count he had prior to the discovery of the Illegal Pitcher, with each runner returning to the base held at the time of the pitch.

RULE 6. PITCHING REGULATIONS (Slow Pitch Only).

N.B. The EFFECT for all Sections 1 - 7 follow at end of Section 7:

Sec. 1. PRELIMINARIES.

Before commencing the delivery (pitch), the pitcher

- a. Shall not be considered in the pitching position unless the catcher is in position to receive the pitch.
- b. Must take a position with both feet firmly on the ground and with one or both feet in contact with the pitcher's plate.
- c. Must come to a full and complete stop with the ball held in one or both hands in front of the body. The front of the body must face the batter. This position must be held for not less than one second and not more than ten seconds before starting the delivery.

Sec. 2. STARTING THE PITCH.

- a. The pitch starts when the pitcher makes any motion that is part of his windup after the required stop. Prior to the required stop, any motion may be used.

Sec. 3. LEGAL DELIVERY.

- a. The pitcher must not make any motion to pitch without immediately delivering the ball to the batter.
- b. The windup must be a continuous motion.
- c. The pitcher must not use a windup in which there is a stop or reversal of the forward motion.
- d. The pitcher must deliver the ball toward home plate on the first forward swing of the pitching arm past the hip with an underhanded motion.
- e. The pivot foot must remain in contact with the pitcher's plate until the pitched ball leaves the hand. If a step is taken, it can be forward, backward, or to the side, provided the pivot foot is in contact with the pitcher's plate and the step is simultaneous with the release of the ball.
- f. The pitcher shall not pitch the ball
 1. Behind his back, or
 2. Through his legs, or
 3. From the glove.
- g. The pitch shall be released at a moderate speed.

NOTE: The speed is left entirely up to the judgement 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, he shall be declared an Illegal Pitcher and may not pitch again for the remainder of the game.

- h. The ball must be delivered with a perceptible arc of at least 1.83m (6 ft), and not more than 3.65m (12 ft), from the ground.
- i. The pitcher may not continue to windup after he releases the ball.
- j. The pitcher has 10 seconds to release the next pitch after receiving the ball, or after the umpire indicates, "play ball."

Sec. 4. DEFENSIVE POSITIONING.

- a. The pitcher shall not deliver a pitch unless all defensive players, except the catcher who must be in the catcher's box, are positioned in fair territory.
- 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.

NOTE: A pitch does not have to be released. The offending player shall be ejected from the game.

Sec. 5. FOREIGN SUBSTANCE.

- a. No member of the defensive team shall, at any time during the game, be permitted to use any foreign substance on the ball.

NOTE: If any defensive team member continues to place a foreign substance on the ball, the pitcher shall be ejected from the game.

- b. Under the supervision and control of the umpire, powdered resin may be used to dry the hands.
- c. Applying resin to the ball, or into the glove and then placing the ball in the glove, is an illegal act. Resin must be kept on the ground behind the pitcher's plate when not in use.
- d. The pitcher may not use any foreign substance on the pitching hand or fingers.

Sec. 6. THE CATCHER.

- a. 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. Shall return the ball directly to the pitcher after each pitch, including after a foul ball.

EXCEPTION: This does not apply after a strikeout or put out made by the catcher.

Sec. 7. QUICK PITCH.

The pitcher shall not attempt a quick return of the ball

- a. Before the batter has taken his position, or
- b. When the batter is off balance as a result of a pitch.

THE FOLLOWING IS THE EFFECT FOR ALL SECTIONS 1 - 7 ABOVE:

EFFECT - Sections 1-7:

Any infraction of Sections 1-7 is an Illegal Pitch.

- 1. The umpire shall give a delayed dead ball signal.
- 2. A ball shall be called on the batter.
- 3. Runners are not advanced.

EXCEPTION: If a batter swings at any Illegal Pitch, it is nullified and all play stands.

Sec. 8. WARM-UP PITCHES.

- a. 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 pitches to the catcher or other team member.

EXCEPTION: This does not apply if the umpire delays the start, or resumption, of play due to substitution, conference, injuries, etc.

EFFECT – Sec. 8a:

For excessive warm-up pitches, a pitcher shall be penalized by awarding a ball to the batter for each pitch in excess of three.

- b. Play shall be suspended during this time.
- c. A pitcher returning to pitch in the same half inning will not be entitled to warm-up pitches.

EFFECT – Sec. 8c:

A ball shall be awarded to the batter for each pitch taken.

- d. There is no limit to the number of times a player can return to the pitching position provided he has not
 - 1. Left the batting order, or
 - 2. Been declared an Illegal Pitcher by the umpire.

Sec. 9. NO PITCH.

No pitch shall be declared when

- a. The pitcher pitches during a suspension of play.
- b. A runner is called out for leaving his base before the pitched ball reaches home plate, is batted, or touches the ground before home plate.
- c. The pitcher pitches before a runner has retouched his base after a foul ball has been declared and the ball is dead.
- d. The ball slips from the pitcher's hand during his windup or during the back swing.
- e. A player, manager, or coach
 - 1. Calls "Time", or

2. Employs any other word or phrase, or
 3. Commits any act while the ball is alive and in play
- for the obvious purpose of trying to make the pitcher commit an illegal pitch.

NOTE: 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.

EFFECT - Sec. 9a-e:

The ball is dead, and all subsequent action on that pitch is cancelled.

Sec. 10. ILLEGAL PITCHER.

A pitcher, who has been declared an Illegal Pitcher as a result of

1. *The team exceeding the charged defensive conference limit*, or
2. Pitching with excessive speed,

may not return to the pitching position at any time for the remainder of the game.

EFFECT - Sec. 10:

If the Illegal Pitcher has returned and thrown one pitch, either legal or illegal, he is ejected from the game. If the pitch is hit and he is discovered prior to the next pitch, the manager of the offensive team has the option of:

1. Taking the result of the play, or
2. Having the play nullified, with
 - (a) That batter returning to bat and assuming the ball and strike count he had prior to the discovery of the Illegal Pitcher, and
 - (b) Each runner returning to the base held at the time of the pitch.

RULE 7. BATTING.

Sec. 1. THE ON-DECK BATTER.

- a. Is the offensive player whose name follows the name of the batter in the batting order.
- b. Shall take a position within the lines of the on-deck circle nearest his bench.
- c. May loosen up with no more than two official softball bats, an approved warm-up bat, or a combination not to exceed two.

NOTE: A bat with which the On-Deck Batter is loosening up may not have anything attached to it other than an ISF approved bat attachment. (Approved in 1997 is the Power Wrap)

EFFECT- Sec. 1c:

When using other than a legal bat while loosening up, the illegal equipment must be removed from the game. Continued use of the equipment after removal would subject the player using such equipment to ejection from the game.

- d. May leave the on-deck circle
 1. When he becomes the batter, or
 2. To direct runners advancing from third to home plate.
 3. To avoid possible interference on fly ball or overthrown ball.
- e. May not interfere with the defensive player's opportunity to make a play

EFFECT - Sec 1e:

The ball is dead and if this interference is

1. With a defensive fielder's attempt to retire a runner,
 - (a) The runner closest to home plate at the time of the interference shall be called out, and
 - (b) Other runners are returned to the last base held at the time of the interference, unless forced because the batter became a batter-runner.
2. With a defensive fielder attempting to catch a fly ball, or with a fly ball that a fielder is attempting to catch,
 - (a) The batter-runner shall be called out, and
 - (b) Runners are returned to the base held at the time of the pitch.

Sec. 2. BATTING ORDER.

- a. The batting order of each team must be on the score sheet/lineup card and must be delivered before the game by the manager or captain to the plate umpire. He shall submit it to the inspection of the manager or captain of the opposing team.
- b. **(CO-ED SP ONLY)** *The batting order shall alternate the sexes.*

NOTE: *If a team does not have enough male or female players, an out must be taken when two players of the same sex bat back-to-back.*

- c. The batting order delivered to the umpire must be followed throughout the game unless a player is replaced by a substitute. When this occurs, the substitute must take the place of the removed player in the batting order.
- d. The first batter in each inning shall be the batter whose name follows that of the last player who completed a turn at bat in the preceding inning.

EFFECT - Sec. 2c-d:

Batting out-of-order is an appeal play that may be made by the manager, coach, or player of the defensive team only. The defensive team forfeits its right to appeal for batting out-of-order when all fielders have clearly vacated their normal fielding positions and have left fair territory on their way to the bench or dugout.

1. If the error is discovered while the incorrect batter is at bat
 - (a) The correct batter may legally take his place, and assume the ball and strike count of the incorrect batter.
 - (b) Any runs scored or bases run while the incorrect batter is at bat shall be legal.
2. If the error is discovered after the incorrect batter has completed his turn at bat and before a legal or illegal pitch has been made to another batter
 - (a) The player who should have batted is out.
 - (b) Any advance or score made as a result of the improper batter becoming a batter-runner shall be nullified. Any out that is made prior to discovering this infraction, remains out.**
 - (c) The next batter is the player whose name follows that of the player called out for failing to bat. ***If the next player was the incorrect batter who was called out, go to the next person in the line-up.***
 - (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 by ordinary play.
3. If the error is discovered after the first legal or illegal pitch to the next batter:
 - (a) The turn at bat of the incorrect batter is legal.
 - (b) All runs scored and bases run are legal.
 - (c) The next batter in order shall be the one whose name follows that of the incorrect batter.
 - (d) No one is called out for failure to bat.
 - (e) 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.
4. No runner shall be removed from the base he is occupying to bat in his proper place. He merely misses his turn at bat with no penalty. The batter following him in the batting order becomes the legal batter.

EXCEPTION: The batter-runner who has been taken off the base by the umpire as in Section 2b above.

- e. When the third out in an inning is made before the batter has completed the turn at bat, that batter shall be the first batter in the next inning, and the ball and strike count shall be cancelled.

Sec. 3. BATTING POSITION.

- a. The batter must take his position in the batter's box within 10 seconds after the umpire has declared "Play Ball".

EFFECT - Sec 3a:

The umpire will call a strike. A pitch does not need to be thrown and the ball remains dead.

- b. The batter must have both feet completely within the batter's box prior to the start of the pitch. He may touch the lines, but no part of his foot may be outside the lines prior to the pitch.

Sec. 4. A STRIKE IS CALLED BY THE UMPIRE.

- a. **(FP ONLY)** When any part of a legally pitched ball enters the strike zone before touching the ground and at which the batter does not swing.
(SP ONLY) For each legally pitched ball entering the strike zone before touching the ground and at which the batter does not swing.

EXCEPTION: It is not a strike if the pitched ball touches home plate and is not swung at.

- b. (FP ONLY) For each legally pitched ball struck at and missed by the batter.
- (SP ONLY) For each pitched ball including an illegal pitch, struck at and missed by the batter.

NOTE: Sec. 4a & b (SP ONLY) The batter cannot legally swing at any pitched ball that hits the ground or plate. However, if the batter swings and misses the pitch prior to the ball hitting the ground or plate, it is a strike.

EFFECT - Sec. 4a & 4b:

(FP ONLY) The ball is in play and runners may advance with liability to be put out.

(SP ONLY) The ball is dead and runners may not advance.

- c. For each foul tip.

EFFECT - Sec. 4c:

(FP ONLY) The ball is in play and runners may advance with liability to be put out. The batter is out if it is the third strike.

(SP ONLY) The batter is out if it is the third strike. The ball is dead on any strike.

- d. For each foul ball when the batter has less than two strikes.
- e. For each pitched ball struck at and missed which touches any part of the batter.
- f. When any part of the batter's person or clothing is hit with his own-batted ball when he is in the batter's box and he has less than two strikes.
- g. When a pitched ball hits the batter while the ball is in the strike zone.
- h. When the batter fails to enter the batter's box within 10 seconds after the umpire calls "PLAY BALL."

EFFECT - Sec. 4d-h:

The ball is dead and runners must return to their bases without liability to be put out.

Sec. 5. A BALL IS CALLED BY THE UMPIRE.

- a. (FP ONLY) For each legally pitched ball that
 1. Does not enter the strike zone, or
 2. Touches the ground before reaching home plate and is not swung at,
 3. Touches home plate and at which the batter does not swing.

EFFECT - Sec. 5a:

The ball is in play and runners may advance with liability to be put out.

- b. (SP ONLY) For each legally pitched ball that
 1. Does not enter the strike zone,
 2. Touches the ground before reaching home plate,
 3. Touches home plate and at which the batter does not swing.
 4. The batter swings at, after the ball hits the ground or home plate.

EFFECT - Sec. 5b:

The ball is dead. Runners may not advance.

- c. (FP ONLY) For each illegally pitched ball.
 1. Which the batter does not hit, or
 2. When the manager elects not to take the result of the play after the ball has been hit.

EFFECT - Sec. 5c:

The ball is dead and runners are entitled to advance one base without liability to be put out.

- d. (SP ONLY) For each illegally pitched ball not swung at.

EFFECT - Sec. 5d:

The ball is dead. Runners may not advance.

- e. (SP ONLY) When a delivered ball by the pitcher hits the batter outside of the strike zone.
- f. For each excessive warm-up pitch.

EFFECT - Sec. 5e-f:

The ball is dead. Runners may not advance.

- g. When the catcher fails to return the ball directly to the pitcher as required.
- h. When the pitcher fails to pitch the ball within 20 seconds (FP or MP) or 10 seconds (SP).

EFFECT - Sec. 5g-h:

(SP ONLY) The ball is dead and runners may not advance.

(FP ONLY) The ball remains alive, except whenever the ball has become dead for any reason.

Sec. 6. THE BATTER IS OUT.

- a. When the third strike is swung at and missed and the ball touches any part of the batter's person.
- b. When a batter enters the batter's box with, or is discovered using, an altered bat.

NOTE: The batter is also ejected from the game.

- c. When the batter enters the batter's box with, or is discovered using, an illegal bat.

NOTE: Sec. 6b-c: The bat is removed from the game.

- d. When his foot is completely outside the lines of the batter's box and touching the ground, or any part of a foot is touching home plate when he hits the ball fair or foul.
- e. *When he leaves the box to gain a running start, but has returned to the box when he makes contact with the ball.*

EXCEPTION: If no contact is made with the pitched ball there is no penalty. If the batter swings and misses, the ball remains live (FP ONLY) or dead (SP ONLY).

- f. (FP ONLY) When he bunts foul after the second strike.

EXCEPTION: If a runner interferes with

- 1. A fielder attempting to catch a bunted fly ball in foul territory, or
- 2. A foul fly ball that a fielder is attempting to catch, the runner is out. The batter-runner will then return to bat with an additional strike on the foul ball, providing the count prior to hitting the ball was less than two strikes.

NOTE: If this interference, in the umpire's judgement, is an obvious attempt to prevent a double play, the runner closest to home plate at the time of the interference shall also be called out.

NOTE: If the bunted fly ball is caught, the ball remains alive and in play.

- g. (SP ONLY) When a third strike is called, including an uncaught foul ball that is hit after two strikes.
- h. (SP ONLY) When he bunts or chops the ball downward.
- i. When he hits a fair ball with the bat a second time over fair territory.

EXCEPTION: If the batter is standing in the batter's box and contact is made while the bat is in his hands, a foul ball is ruled, even if the ball is hit a second time over fair territory.

NOTE: If the batter drops the bat and the ball rolls against the bat over fair territory, and, in the umpire's judgement, there was no intention to interfere with the course of the ball, he is not out, and the ball remains alive and in play.

- j. *(CO-ED SP ONLY) When two batters of the same sex bat back-to-back.*

NOTE: It is the missing player (male or female) who shall be declared automatically out.

- k. When he steps directly in front of the catcher to the other batter's box while the pitcher (FP ONLY) is taking the signal, or appears to be taking a signal, from the pitcher's plate, or (SP ONLY) is in position to pitch, or anytime thereafter prior to the release of the pitch.

EFFECT - Sec. 6a-k:

The ball is dead and each runner must return to the base that, in the umpire's judgement, was touched at the time of the pitch.

- l. When he
 1. Hinders the catcher from catching or throwing the ball by stepping out of the batter's box, or
 2. Intentionally hinders the catcher while standing within the batter's box, or
 3. Interferes with a play at home plate.

EFFECT- Sec. 6l:

The ball is dead and each runner must return to the last base that, in the umpire's judgement, was touched at the time of the interference.

- m. (FP ONLY) When a called or swinging third strike is caught by the catcher.
- n. (FP ONLY) When he has three strikes and first base is occupied, with less than two out.

EFFECT- Sec. 6m-n:

The ball is live and runners may advance with liability to be put out.

RULE 8. BATTER-RUNNER AND RUNNER.

Sec. 1. THE BATTER BECOMES A BATTER-RUNNER.

- a. When he legally hits a fair ball.
- b. (FP ONLY) When the catcher fails to catch the third strike before the ball touches the ground and
 1. There are less than two outs and first base is unoccupied, or
 2. There are two outs.This is known as the third strike rule.

EFFECT - Sec. 1a-b:

The ball is in play and the batter becomes a batter-runner with liability to be put out.

- c. When four balls have been called by the umpire.

EFFECT - Sec. 1c:

The batter is awarded one base without liability to be put out, provided he advances to and touches first base.

1. (FP ONLY) The ball is in play unless it has become blocked.
2. (SP ONLY) The ball is dead and runners may not advance unless forced. If the pitcher desires to walk a batter intentionally he may do so by notifying the plate umpire who shall award the batter first base. If two batters are to be walked intentionally the second intentional walk may not be administered until the first batter reaches first base. The pitcher's notification to the umpire shall be considered a pitch.

NOTE: If the umpire mistakenly allows two walks at one time and the first batter fails to touch first base, no appeal will be honored on the first batter.

3. *(CO-ED SP ONLY) The ball is dead and any walk to a male batter, intentional or otherwise, will result in a two base award. The next batter, a female, will bat.*

EXCEPTION: *With two outs, the female batter has the option to walk or bat.*

NOTE: *Should the female batter-runner pass a male batter-runner when choosing to walk, no out shall be called during this dead ball period.*

- d. When the catcher or any other defensive player obstructs, hinders, or prevents the batter from striking at, or hitting a pitched ball.

EFFECT – Sec. 1d:

1. The umpire shall give a delayed dead ball signal with the ball remaining live until the end of play.
2. The manager of the offensive team has the option of:
 - (a) Taking the award for "catcher obstruction", or
 - (b) Taking the result of the play.
3. 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 cancelled. All action as a result of the batted ball stands. No option is given.

NOTE: Once a runner has passed a base, even if he misses it, he is considered to have reached that base.

4. If the manager does not take the result of the play, "catcher obstruction" is enforced by awarding the batter first base and advancing all other runners only if forced.
- e. When a fair ball strikes the person, attached equipment, or clothing of the umpire or a runner. If the runner is hit with a fair ball while touching a base, he is not out.

EFFECT - Sec. 1e:

If the contact is made

1. After touching a fielder (including the pitcher), the ball is in play.
2. 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. Before passing a fielder, excluding the pitcher, without being touched, the ball is dead.
 - (a) If the runner is hit by the ball while off base he is out, and the batter-runner is entitled to first base without liability to be put out.

EXCEPTION: If, in the umpire's judgement, no fielder had an opportunity to make an out, the runner is not out but the ball remains dead. Any runner not forced by the batter-runner must return to the base he had reached prior to the interference.

- (b) If the runner is hit while in contact with a base, the ball remains dead or alive depending on the position of the fielder closest to the base.
- f. (FP ONLY) When a pitched ball not swung at, nor called a strike, touches any part of the batter's person or clothing while he is in the batter's box. It does not matter if the ball strikes the ground before hitting him.

NOTE: The batter's hands are not to be considered a part of the bat.

EFFECT – Sec. 1f:

The ball is dead and he is entitled to one base without liability to be put out.

EXCEPTION: If no attempt is made to avoid being hit, the umpire calls either a ball or a strike.

- g. When a fair batted fly ball
 1. Goes over the fence, or
 2. Goes directly off the fielder's glove *or body* and over the fence *in fair territory, or makes contact with the top of the fence and goes over the fence in fair territory*, or
 3. Contacts the foul pole above the fence line.

EFFECT - Sec. 1g:

The batter-runner is awarded a home run and must touch all bases in regular order.

EXCEPTION: If

1. The ball passes out of the grounds at a distance less than those prescribed in Rule 2, Sec 1, or
2. A fair-batted fly ball goes off a fielder's glove *or body* and over the fence in foul territory, *or*
3. *A fair-batted fly ball first contacts the fence, deflects off a fielder and then goes over the fence*, the batter-runner shall be awarded two bases from the time of the pitch.

NOTE: The point at which the fence is less than the prescribed distance from home plate shall be plainly marked for the umpire's guidance.

- h. When any person, other than a team member, enters the playing field and interferes with
 1. A fair batted ground ball, or
 2. A fielder about to field or catch a thrown ball, or
 3. A fielder about to throw a ball, or
 4. A ball thrown by a fielder.

EFFECT - Sec. 1h:

The ball is dead and the batter-runner shall be awarded the base or bases he would have made, in the umpire's judgement, had the interference not occurred.

Sec. 2. BATTER-RUNNER IS OUT.

- a. (FP ONLY) When the catcher drops the third strike and he is legally touched with the ball while off base or thrown out prior to reaching first base.
- b. When a fielder legally catches a fly ball before it touches the ground, or any object or person other than a defensive player.
- c. When, after hitting a fair ball, he is tagged while off base or thrown out prior to reaching first base.
- d. When he fails to advance to first base and instead enters his team area
 1. After a fair ball is hit, or
 2. After a base on balls is issued, or
 3. Anytime that he may legally advance to first base.
- e. When an Infield Fly is declared.

EFFECT - Sec. 2a-e:

The ball is in play and runners may advance at their own risk.

EXCEPTION: When the ball is dead (FP ONLY) on a hit batter, or (SP ONLY) on a base on balls, the batter-runner is not out and runners cannot advance unless forced.

- f. When, after he hits a fair ball, he touches only the fair portion of the double base on his first attempt at that base and a play is made at the base.

EFFECT – Sec. 2f:

This is an appeal play and the defensive team loses the privilege of putting the batter-runner out, if the appeal is not made before he returns to first base, after over-running the base.

- g. When he
 1. Runs outside the one meter (3 ft) lane and, in the umpire's judgement, interferes with
 - (a) The fielder taking the throw at first base, or
 - (b) The thrown ball, preventing a fielder from making a play at first base.

NOTE: A thrown ball striking a batter-runner does not necessarily constitute interference.

2. Interferes with a fielder attempting to field a batted ball.

NOTE: The batter-runner may run outside the one-meter line to avoid a fielder attempting to field the batted ball.

3. Interferes with a fielder attempting to throw a ball.
4. Intentionally interferes with a thrown ball.
5. Interferes with a fair-batted ball (out of the batter's box) before reaching first base.
6. (FP ONLY) Interferes with a dropped third strike.

NOTE - Sec. 2g (1-6): If this interference is, in the umpire's judgement, an obvious attempt to prevent a double play, the runner closest to home plate at the time of the interference shall also be called out.

- h. When he interferes with a play at home plate in an attempt to prevent an obvious out at the plate.

NOTE: The runner is also out.

- i. When he *steps* back toward home plate to avoid or delay a tag by a fielder.
- j. ***If, when using the double base, and there is a force play on the batter-runner (on a ball thrown by any fielder), who touches only the fair portion and collides with the fielder on the fair portion, who is about to catch the ball.***
- k. When a member of the team at bat interferes with a player attempting to field a batted foul fly ball.

EXCEPTION: If a runner creates the interference, then the runner is out and the batter-runner returns to bat with an additional strike on the foul ball provided the count prior to hitting the ball was less than two strikes.

1. (FP ONLY) If this interference is the third out, the batter-runner will return to bat as the lead off batter in the next inning, with the original ball and strike count cancelled.
2. (SP ONLY) If this is the third strike, the batter-runner is also out, unless the third out of the inning was the runner interference call, in which case the batter-runner shall be deemed to have completed his turn at bat.

EFFECT - Sec. 2g-k:

The ball is dead and all runners must return to the last base legally touched at the time of the pitch.

EXCEPTION: If a play is made on a runner prior to the interference, and

1. An out is made on the runner, the result of that play shall stand.
 2. No out is made on the runner, the result of that play shall stand, unless the interference by the batter-runner is the third out. Others runners not played on must return to the last base legally held at the time of the pitch.
1. When, with less than two out and a runner on first base, a fielder intentionally drops a fair fly ball (including a line drive or a bunt) that could be caught by an infielder with ordinary effort, after it is controlled with a hand or a glove.

NOTE: A trapped ball, or a fly ball allowed to bounce, shall not be considered as having been intentionally dropped.

EFFECT - Sec. 2l:

The ball is dead and the runners must return to last base held at the time of the pitch.

NOTE - Sec. 1: If an infield fly is ruled, it has precedence over an intentionally dropped ball.

- m. When the immediate preceding runner who is not yet out intentionally interferes, in the umpire's judgement, with a fielder who is attempting to
 1. Catch a thrown ball, or
 2. Throw a ball in an attempt to complete the play.

EFFECT - Sec. 2m:

The ball is dead and the runner shall also be called out. All other runners must return to the last base legally held at the time of the interference.

- n. When any person, other than a team member, enters the playing field and interferes with
 1. A fielder about to catch a fly ball, or
 2. A fly ball that a defensive player, in the judgement of the umpire, is able to catch.

EFFECT - Sec. 2n:

The ball is dead and runners may be awarded a base or bases they would have made, in the umpire's judgement, had the interference not occurred.

Sec. 3. THE BATTER-RUNNER IS NOT OUT.

When a fielder makes a play on a batter-runner while using an illegal glove.

EFFECT - Sec. 3:

The manager of the offended team has the option of

- (a) Taking the result of the play, or
- (b) Having the player resume batting, assuming the ball and strike count prior to the pitch, with other runners returned to the base held at the time of the pitch.

Sec. 4. TOUCHING BASES IN LEGAL ORDER.

Runners must touch bases in legal order (i.e. first, second, third and home plate).

- a. When a runner is returning to
 1. The base left before a caught fly ball is first touched, or
 2. The missed base,while the ball is in play, he must touch the bases in reverse order.

EFFECT - Sec. 4a:

The ball is in play and runners must return with liability to be put out.

- b. When a runner or batter-runner acquires the right to a base by touching it before being put out, he is entitled to hold the base until he has legally touched the next base in order, or is forced to vacate it for a succeeding runner.
- c. When a runner dislodges a base from its proper position neither he nor succeeding runner(s) in the same series of plays are compelled to follow a base unreasonably out of position.

EFFECT - Sec. 4b-c:

The ball is in play and runners may advance, or return, with liability to be put out.

- d. Two runners may not occupy the same base simultaneously.

EFFECT - Sec. 4d:

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.

- e. Failure of a preceding runner to touch a base, or to leave a base legally 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.

EXCEPTION: 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.

- f. No runner may return to touch a missed base or one left illegally, after a following runner has scored, or he leaves the field of play.
- 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.

EFFECT - Sec. 4e-h:

The runner shall be declared out, if the defense makes a legal appeal before the next legal or illegal pitch.

Sec. 5. RUNNERS ARE ENTITLED TO ADVANCE WITH LIABILITY TO BE PUT OUT.

- a. (FP ONLY) When the ball leaves the pitcher's hand on his delivery.
- b. (SP ONLY) When a pitched ball is batted.
- c. On a thrown ball or fair batted ball that is not blocked.
- d. On a thrown ball that hits an umpire.
- e. When a legally caught fly ball is first touched.
- f. When a fair batted ball
 1. 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
 2. Has been touched by a fielder, including the pitcher.

EFFECT - Sec. 5a-f:

The ball is in play.

Sec. 6. A RUNNER FORFEITS HIS EXEMPTION FROM LIABILITY TO BE PUT OUT.

- a. If, at any time, he fails to touch a base he is entitled to before attempting to make the next base.
- b. If, after overrunning first base, he attempts to continue to second base.
- c. If, after dislodging a base, he attempts to continue to the next base.

Sec. 7. 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.

EFFECT - Sec. 7a:

(FP ONLY) The ball remains in play unless it is blocked. Any runner affected is entitled to one base and may advance farther at his own risk if the ball is in play.

(SP ONLY) The ball is dead.

- b. When a fielder obstructs the runner from making a base, or impedes the progress of a runner or batter-runner who is legally running bases; if the fielder is
 1. *Not in possession of the ball, or*
 2. *Not in the act of fielding a batted ball, or*
 3. *Making a fake tag without the ball.*

EFFECT - Sec. 7b:

When any obstruction occurs (including a rundown)

1. A Delayed Dead Ball should be signaled, with the ball remaining alive until the end of the play.
2. The obstructed runner, and each other runner affected by the obstruction, will always be awarded the base or bases they would have reached, in the umpire's judgement, had there been no obstruction. If the umpire feels there is justification, a defensive player making a fake tag could be ejected from the game.
3. If the obstructed runner is put out prior to reaching the base he would have reached had there not been obstruction, a dead ball is called. The obstructed runner and each other runner affected by the obstruction will be awarded the base, or bases, they would have reached, in the umpire's judgment had obstruction not occurred. An obstructed runner may never be called out between the two bases where he was obstructed, unless an act of interference occurs after the obstruction is ruled, or the runner is legally appealed for
 - (a) Missing a base, or
 - (b) Leaving a base before a fly ball was first touched,
4. If the obstructed runner is put out after passing the base he would have reached had there not been obstruction, the obstructed runner will be called out. The ball remains alive.
5. Catcher obstruction on the batter is covered under Rule 8, Sec. 1d.

NOTE: 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.

- c. (FP ONLY) When a wild pitch or passed ball goes under, over, through or lodges in the backstop.

EFFECT - Sec. 7c:

The ball is dead. All runners are awarded one base only. The batter is awarded first base only on the fourth ball.

- d. When forced to vacate a base because the batter was awarded first base.
- e. (FP ONLY) When a pitcher makes an illegal pitch.
- f. When a fielder intentionally contacts, or catches a fair batted, thrown, or pitched ball with his cap, helmet, mask, protector, pocket, detached glove or any part of his uniform that is detached from its proper place on his person.

EFFECT - Sec. 7f:

All runners, including the batter-runner, shall be entitled to

1. Three bases from the time of the pitch if on a fair batted ball, or
2. Two bases from the time of the throw if on a thrown ball, or
3. (FP ONLY) One base from the time of the pitch, on a pitched ball,

but in each situation, they may advance farther at their own risk, as the ball remains live.

NOTE: If the illegal catch or touch is made on a fair hit ball that, in the umpire's judgement, would have cleared the outfield fence in flight, the batter-runner shall be awarded a home run.

EXCEPTION – Sec. 7f-3: The batter is awarded one base only on the third strike when he can legally run to first base. 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.

- g. When the ball is in play and is overthrown (beyond the boundary lines) or is blocked.

EFFECT – Sec. 7g:

All runners, including the batter-runner, shall be awarded two bases, and the award will be governed by the position of the runners when the ball left the fielder's hand. **Runners may return to touch a base left too soon on a caught fly ball, or a missed base.** If two runners are between the same bases, the award is based on the position of the lead runner.

EXCEPTION:

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 became blocked.
2. If a runner touches the next base and returns to his original base, the original base he left is considered the "last base touched" for purposes of an overthrow award.

3. If the ball becomes blocked due to offensive team equipment, 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 a play, the runner being played on is called out. (If this player has scored prior to the blocked ball being ruled, the runner closest to home is called out).

h. When a fair-batted fly ball

1. Goes over the fence,
2. Goes directly off the fielder's glove or body and over the fence in fair territory, or makes contact with the top of the fence and goes over the fence in fair territory, or
3. Contacts the foul pole above the fence level.

EFFECT - Sec. 7h:

The ball is dead and all runners shall be entitled to advance to home plate.

EXCEPTION: If

1. The ball passes out of the grounds at a distance less than those prescribed in Rule 2, Sec. 1, or
2. A fair-batted fly ball goes off a fielder's glove, or body, and over the fence in foul territory, or
3. A fair-batted fly ball that goes off the fence, deflects off the fielder and then over the fence,

then runners shall be awarded two bases from the time of the pitch.

i. When a fair ball bounces over, or rolls under or through a fence or any designated boundary of the playing field. Also, if it deflects off

1. A defensive player or an umpire, or
2. A runner, after passing a fielder, excluding the pitcher, and provided no other fielder had a chance to make an out
and goes out of play in foul territory.

EFFECT - Sec. 7i:

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

j. When a live ball is unintentionally carried by a fielder from playable territory into dead ball territory.

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

EFFECT – Sec. 7j:

The ball is dead and all runners are awarded one base from the last base touched at the time the fielder entered dead ball territory.

k. When, in the umpire's judgement, a fielder intentionally carries, kicks, pushes, or throws a live ball from playable territory into dead ball territory.

NOTE: A dead ball line is considered in play.

EFFECT – Sec. 7k:

The ball is dead and all runners are 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.

l. When any person, other than a team member, enters the playing field and interferes with

1. A fielder about to catch a fly ball, or
2. A fly ball that a defensive player is able to catch, or
3. A fair ball ground ball, or
4. A fielder about to field or catch a thrown ball, or
5. A fielder about to throw a ball, or
6. A ball thrown by a fielder.

EFFECT – Sec. 7l:

The ball is dead and runners may advance to the base or bases they would have reached, in the umpire's judgement, had the interference not occurred.

Sec. 8. A RUNNER MUST RETURN TO HIS BASE.

A runner must return to his base, but need not touch the intervening bases,

- a. When a batted ball is declared foul.
- b. When the umpire declares the ball to have been illegally batted.
- c. When a batter-runner is called out for interference.
- d. When the on-deck batter, or any other non-playing team member, creates interference.**
- e. (FP ONLY) When any part of the batter's person is touched by a pitched ball swung at and missed.
- f. (FP ONLY) When a pitched ball hits a batter.
- g. When, with less than two out and a runner on first base, a fielder intentionally drops a fair fly ball (including a line drive or a bunt) that could be caught by an infielder with ordinary effort, after it is controlled with a hand or a glove.

NOTE: If an infield fly is ruled, it has precedence over an intentionally dropped ball.

EFFECT: Sec. 8a-g:

The ball is dead and he must return, without liability to be put out, to the last base legally held at the time of the pitch, unless forced to advance because the batter became a batter-runner.

- h. When a batter, or runner, is called out for interference.

EFFECT – Sec. 8h:

The ball is dead and he must return, without liability to be put out, to the last base legally held at the time of the interference, unless forced to advance because the batter became a batter-runner.

- i. (FP ONLY) When the plate umpire, or his clothing, interferes with the catcher's attempt to retire a runner stealing, or on an attempted pick off play.

NOTE: If, on a passed ball or wild pitch, a thrown ball from the catcher hits the umpire, it is not umpire interference and the ball remains live.

EFFECT - Sec. 8i:

A Delayed Dead Ball should be signaled, with the ball remaining live until the conclusion of the play. If the runner being played on

1. Is ruled out, the out will stand and the ball is live.
2. Is ruled safe, the ball is dead and all runners return to the last base held at the time of the throw.

- j. (SP ONLY) When a runner steals a base. Under no conditions is a runner permitted to steal a base when a pitched ball is not batted. The runner must return to his base.

EFFECT – Sec. 8j:

Base stealing is not allowed.

Sec. 9. THE RUNNER IS OUT.

- a. When, while running to any base in regular or reverse order, he runs more than 0.91m (3 ft) from *the base path* to avoid being touched by the ball in the hand(s) of a fielder.
- b. When, while the ball is in play and he is not in contact with a base, he is legally touched with the ball in the hand(s) of a fielder.
- c. When, on a force play, a fielder
 1. While holding the ball, contacts the base to which the runner is forced to advance.
 2. Touches the ball to the base before the runner reaches the base.
 3. Tags the runner before he reaches the base.

NOTE: If a forced runner, after touching the next base, retreats for any reason toward the base he had last occupied, the force play is reinstated.

- d. When, while the ball is in play, he fails to return to touch the base he previously occupied or missed and a legal appeal is made.

- e. When anyone, other than another runner, physically assists him while the ball is in play.**

NOTE: If a fly ball is caught on the play, the batter-runner will also be out.

EFFECT – Sec. 9a-e:
The ball remains in play.

f. When he physically passes a preceding runner before that runner has been called out.

EFFECT - Sec. 9f:
The ball remains in play.

EXCEPTION: When the runner passes a preceding runner during a dead ball play, the ball will remain dead.

- g. When he leaves his base to advance to another base before a caught fly ball has touched a fielder.
- h. When he fails to touch the intervening base, or bases, in regular or reverse order.
- i. When the batter-runner becomes a runner by touching first base, passes it, then attempts to run to second base and is legally touched with the ball in the hand(s) of a fielder, while off base.
- j. When, in running or sliding for home plate, he fails to touch it, makes no attempt to return to it and a fielder holds the ball in his hand(s), while touching the plate, and appeals to the umpire for a decision.

EFFECT - Sec. 9g-j:

These are appeal plays and the runner will not be out unless the appeal is made legally.

1. Appeals may be made while the ball is alive or dead, but the defensive team loses the privilege of making an appeal if it is not made
 - (a) Before the next legal, or illegal, pitch.
 - (b) Before all fielders have clearly vacated their normal fielding positions and have left fair territory on their way to the bench or dugout area. If a fielder makes the appeal, the fielder must be in the infield when making the appeal.
 - (c) In the case of the last play of the game, before the umpires have left the field of play.
2. (FP ONLY) Runners may leave their base during live ball appeal plays when
 - (a) The ball leaves the pitcher's circle, or
 - (b) The ball leaves the pitcher's possession, or
 - (c) The pitcher makes a throwing motion indicating a play or fake throw.
3. DEAD BALL APPEAL. Once the ball has been returned to the infield and "Time" has been called by the umpire, or the ball becomes dead, any defensive team member in the infield, 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. The administering umpire should acknowledge the appeal, and then make a decision on the play. No runner may leave his base during this period, as the ball remains dead until the next pitch.

EXCEPTION: A runner who has left a base too soon on a caught fly ball, or who has missed a base, may attempt to return to such base while the ball is dead.

NOTE: (a) If the ball goes out of play, the dead ball appeal cannot be made until the umpire places a new ball into the game.
(b) If the pitcher has possession of the ball and is in contact with the pitching plate when making a verbal appeal, no Illegal Pitch is called.
(c) If the umpire has declared "Play Ball" and the pitcher then requests an appeal, the umpire would again call "Time" and allow the appeal process.

4. Additional out appeals may be made after the third out as long as it is made properly and are made to remove a run.
- k. When he is struck with a fair-batted ball *in fair territory* while off base, and before it passes a fielder, excluding the pitcher, unless in the umpire's judgement, no fielder had an opportunity to make an out.
 - l. When he intentionally kicks a ball that a fielder has missed.
 - m. When he interferes with a fielder attempting to field a fair-batted ball, or intentionally interferes with a thrown ball.

NOTE – Sec. k-m: If this interference, in the judgement of the umpire, is an obvious attempt to prevent a double play, the immediate succeeding runner shall also be called out.

- n. When, after a runner, batter or **batter-runner** has been declared out, or after a runner has scored, the runner, batter or **batter-runner** interferes with a defensive player's opportunity to make a play on another runner. A runner continuing to run and drawing a throw will be considered a form of interference.

NOTE: The runner closest to home plate, at the time of the interference, will be called out.

- o. When one or more members of the offensive team stand at, 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 batboy or any other person authorized to sit on the team's bench.

- p. 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.

NOTE: It is the runner closest to home plate that shall be called out.

- q. When a coach

1. Intentionally interferes with a thrown ball while in the coach's box, or
2. Interferes with the defensive team's opportunity to make a play on a runner, or batter-runner.

NOTE: It is the runner closest to home plate, at the time of the interference, who shall be declared out.

- r. When a defensive player has the ball, or is about to receive a thrown ball, and is waiting for the runner, and the runner remains on his feet and deliberately crashes into the defensive player.

NOTE: If the act is determined to be flagrant, the offender shall be ejected.

EFFECT - Sec. 9k-r:

The ball is dead and other runners must return to the last base legally held at the time of the interference, unless forced to advance because the batter became a batter-runner.

- s. When he runs bases in reverse order either to confuse the fielders or to make a travesty of the game.

EFFECT – Sec. 9s:

The ball is dead and all other runners must return to the last base legally held at the time of the runner being declared out, unless forced to advance because the batter became a batter-runner.

- t. (SP ONLY) When he fails to keep contact with the base to which he is entitled, until a pitched ball touches the ground, reaches home plate, or is batted.

- u. (FP ONLY) When he fails to keep contact with the base to which he is entitled, until a legally pitched ball leaves the pitcher's hand.

EFFECT – Sec. 9t-u:

The ball is dead, a "No Pitch" is declared and other runners must return to the last base legally held at the time of the pitch.

- v. (FP ONLY) When he is legitimately off his base after a pitch, or as a result of a batter completing his turn at bat and, while the pitcher has the ball within the pitcher's circle, he does not immediately return to his base, or attempt to advance to the next base.

EFFECT - Sec. 9v:

1. The ball is dead and all other runners must return to the last legally held base at the time of the runner being declared out.
2. Failure to immediately proceed to the next base, or return to his base, once the pitcher has the ball within the pitcher's circle, shall result in the runner being declared out.
3. Once the runner returns to a base for any reason, he shall be declared out if he leaves said base, unless
 - (a) A play is made on him or another runner (a fake throw is considered a play), or
 - (b) The pitcher no longer has possession of the ball within the pitcher's circle, or
 - (c) The pitcher releases the ball by a pitch to the batter.

NOTE: A base on balls, or dropped third strike (*FP ONLY*) in which the runner is entitled to run, is treated the same as a batted ball. The batter-runner may continue past first base, and is entitled to run toward second base, as long as he does not stop at first base. If he stops after he rounds first base, he then must comply with '2' above.

- w. When he abandons a base and enters his team area, or leaves the field of play, while the ball is alive.
- x. When he positions himself behind, and not in contact with, a base to get a running start on any fly ball.

EFFECT - Sec. 9w-x:

The ball remains live.

- y. When a batter-runner, interferes with a play at home plate, in an attempt to prevent an obvious out on an advancing runner at the plate.

EFFECT – Sec. 9y:

The ball is dead, the batter-runner is also declared out, and the other runners must return to the last base held at the time of the pitch.

Sec. 10. THE RUNNER IS NOT OUT.

- a. When he runs behind, or in front of the fielder and outside the *base path*, in order to avoid interfering with a fielder attempting to field the batted ball in the base path.
- b. When he does not run in a direct line to the base, provided the fielder in the direct line does not have the ball in his possession.
- c. When more than one fielder attempts to field a batted ball and the runner comes in contact with the one who, in the umpire's judgement, was not entitled to field the ball.
- d. When he is hit with a fair, untouched batted ball that has passed a fielder, excluding the pitcher, and in the umpire's judgement, no fielder had a chance to make an out.
- e. When he is hit with a fair, untouched batted ball over foul territory and, in the umpire's judgement, no fielder had a chance to make an out.
- f. When he is hit with a fair-batted ball after it touches, or is touched by, any fielder, including the pitcher, and he could not avoid contact with the ball.
- g. When he is touched while off base
 - 1. With a ball not securely held by a defensive player, or
 - 2. With a hand or glove of a defensive player and the ball is in the other hand.
- h. When the defensive team does not request the umpire's decision on an appeal play until after the next legal or illegal pitch, or until after all fielders have clearly vacated their normal fielding positions and have left fair territory on their way to the bench or dugout.
- i. When a batter-runner becomes a runner, by touching first base, passes it and then returns directly to the base.
- j. When he is not given sufficient time to return to a base. He will not be called out for being off base before the pitcher releases the ball and he may advance as though having left the base legally.
- k. When he has legally started to advance. He may not be stopped by the pitcher receiving the ball while on the pitching plate, nor by the pitcher stepping onto the plate while holding the ball.
- l. When he holds his base until a fly ball touches a fielder and then attempts to advance.
- m. When hit by a batted ball when touching his base, unless he intentionally interferes with the ball, or a fielder making a play.
- n. When he slides into a base and dislodges it from its proper position. The base is considered to have followed the runner.

NOTE: A runner reaching a base safely will not be out for being off that base, if it becomes dislodged. He may return to that base without liability to be put out when the base has been replaced. A runner forfeits this exemption, if he attempts to advance beyond the dislodged base before it is again in proper position.

- o. When a fielder makes a play on a runner while using an illegal glove.

NOTE: A pitch by the pitcher is not considered making a play.

EFFECT – Sec. 10o:

The manager of the offended team has the option of

- 1. Taking the result of the play, or
- 2. Having the entire play nullified, with runners returning to the last base held at the time of the play.

EXCEPTION: If the play was the result of the completion of the batter's turn at bat, that player resumes batting, assuming the ball and strike count he had prior to completing his turn at bat, and runners are returned to the bases held at the time of the pitch.

RULE 9. DEAD BALL - BALL IN PLAY.

Sec. 1. THE BALL IS DEAD.

The ball is dead and not in play in the following circumstances.

- a. When the ball is batted illegally.
- b. When the batter steps from one box to another when the pitcher is (FP ONLY) taking the signal, or appears to be taking the signal from the pitcher's plate, or (SP ONLY) steps on the pitching plate.
- c. When "no pitch" is declared.
- d. When a pitched ball touches any part of the batter's person or clothing whether the ball is struck at or not.
- e. When a foul fly ball is not caught.
- f. When the offensive team causes interference:
- g. *When a fair-batted ball strikes an umpire, or runner***
 - 1. *Before touching a fielder, including the pitcher.***
 - 2. *Before passing a fielder, other than the pitcher, without being touched.***
- h. When the ball is outside the established playing limits of the playing area.
- i. When an accident to a batter-runner or runner prevents him from proceeding to the awarded base, he may be substituted. The substitute will be allowed to proceed to any awarded bases. The substitute must legally touch all awarded or missed bases not previously touched.
- j. (SP ONLY) When the batter bunts or chops the pitched ball.
- k. (FP ONLY) When a wild pitch or passed ball goes under, over or through the backstop.
- l. When the umpire calls "Time".
- m. When any part of the batter's person is hit with his own-batted ball, while still in the batter's box.
- n. When a runner runs bases in reverse order, either to confuse the fielders, or to make a travesty of the game.
- o. When the coach near third base runs in the direction of home plate, on or near the baseline, while the fielder is attempting to make a play on a batted or thrown ball and thereby draws a throw to home plate.
- p. When one or more members of the offensive team stand or collect at, or around, a base to which a runner is advancing, thereby confusing the fielders and adding to the difficulty of making a play.
- q. (FP ONLY) When a runner fails to keep contact with the base to which he is entitled, until a legally pitched ball has been released.
- r. (SP ONLY) When a runner fails to keep contact with the base to which he is entitled, until a legally pitched ball has reached home plate.
- s. (SP ONLY) After each strike or ball.
- t. When a blocked ball is declared.
- u. When a batter enters the batter's box with, or uses, an altered bat.
- v. When a batter enters the batter's box with, or uses, an illegal bat.
- w. When, with less than two out and a runner on first base, a fielder intentionally drops a fair fly ball (including a line drive) (FP and SP) or bunt (FP ONLY) that could be caught by an infielder with ordinary effort, after it is controlled with a hand or glove.

NOTE: If an infield fly is ruled, it has precedence over an intentionally dropped ball.

- x. When a fielder carries a live ball into dead ball territory.
- y. When "Time" has been called and a defensive player is making an appeal.
- z. When the batter fails to enter the batter's box within 10 seconds after the umpire calls "PLAY BALL."
- aa. When any person, other than a team member, enters the playing field and creates interference.
- ab. When the batter-runner moves back toward home plate to avoid or delay a tag by a fielder.

EFFECT - Sec. 1a-ab:

Runners cannot advance on a dead ball, unless forced to do so by reason by the batter having reached first base as entitled to, or they are awarded a base, or bases.

Sec. 2. THE BALL IS IN PLAY.

The ball is in play in the following circumstances.

- a. At the start of the game and each half inning, when the pitcher has the ball while standing in his pitching position and the plate umpire has called "PLAY BALL."

- b. When the Infield Fly rule is enforced.
- c. When a thrown ball goes past a fielder and remains in playable territory.
- d. When a fair ball strikes an umpire, or runner, on fair ground after
 1. Passing a fielder, excluding the pitcher, and no other fielder had a chance to make an out, or
 2. Touching a fielder, including the pitcher.
- e. When a fair ball strikes an umpire on foul ground.
- f. When the runners have reached the bases to which they are entitled, after the fielder illegally fields a batted, thrown or pitched ball.
- g. When a runner is called out for passing a preceding runner.

EXCEPTION: When a runner is called out for passing a preceding runner while the ball is dead, the ball will remain dead.

- h. When no play is being made on an obstructed runner, the ball shall remain alive until the play is over.
- i. When a fair ball is legally batted.
- j. When a runner must return in reverse order, while the ball is in play.
- k. When a runner acquires the right to a base, by touching it before being put out.
- l. When a base is dislodged, while runners are progressing around the bases.
- m. When a runner runs more than 0.91m (3 ft) from a direct line between a base and the next one in regular, or reverse order, to avoid being touched by the ball in the hand of a fielder.
- n. When a runner is tagged, or forced out.
- o. When the umpire calls the runner out, for failure to return and touch the base when play is resumed after a suspension of play.
- p. When a live ball appeal play is legally being made.
- q. When the batter hits the ball.
- r. When a live ball strikes a photographer, groundskeeper, policeman, etc., assigned to the game.
- s. When a fly ball has been legally caught.
- t. When a thrown ball strikes an offensive player.
- u. If the batter drops the bat and the ball rolls against the bat in fair territory and, in the umpire's judgement, there was no intention to interfere with the course of the ball.
- v. When a thrown ball strikes an umpire.
- w. Whenever the ball is not dead, as provided in Section 1 of this rule.
- x. When a thrown ball *accidentally* strikes a coach.
- y. (FP ONLY) When a ball has been called on the batter, and when four balls have been called but the batter may not be put out before he reaches first base.
- z. (FP ONLY) When a strike has been called on the batter and when three strikes have been called on the batter.
- aa. (FP ONLY) When a foul tip has been legally caught.
- ab. (SP ONLY) As long as there is a play as a result of the hit by the batter. This includes a subsequent appeal play.
- ac. (FP ONLY) When the ball slips from a pitcher's hand during his windup, or during the back swing.
- ad. When a runner is called out, for getting a running start from a base on any fly ball.
- ae. When a runner abandons a base, does not attempt to advance to the next base, enters his team area, or leaves the field of play and is called out.
- af. When a runner is called out for being physically assisted by anyone other than another runner.**

EXCEPTION: *When assisted on a foul ball not caught, the ball will remain dead.*

Sec. 3. DELAYED DEAD BALL.

There are five situations when a violation of the rule occurs. An umpire recognizes it and the ball remains live until the conclusion of the play. These situations are

- a. An illegal pitch.
- b. Catcher's obstruction
- c. (FP ONLY) Plate umpire interference
- d. Obstruction
- e. Detached equipment contacting a thrown ball, a pitched ball, or a fair-batted ball

Sec. 4. BALL REMAINS ALIVE IN SLOW PITCH.

(SP ONLY) The ball remains live until the umpire calls "Time", which should be done when the ball is held by a player in the infield area and, in the opinion of the umpire, all play has ceased.

RULE 10. UMPIRES.

Sec. 1. POWER AND DUTIES.

The umpires are the representatives 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 do or omit to do any act which in their judgement is necessary to give force and effect to one or all of these rules and to inflict penalties as herein prescribed. The plate umpire shall have the authority to make decisions on any situations not specifically covered in the rules.

GENERAL INFORMATION FOR UMPIRES

- a. The umpire shall not be a member of either team. Examples: player, coach, manager, officer, scorer or sponsor.
- b. The umpire should be sure of the date, time and place for the game and should arrive at the playing field 20-30 minutes ahead of time, start the game on time and leave the field when the game is over.
- c. The male and female umpire must wear
 1. A powder blue long or short-sleeved shirt.
 2. Dark navy blue socks.
 3. Dark navy blue slacks.
 4. Dark navy blue cap with white and blue trimmed ISF letters on the front.
 5. Dark navy blue ball bag (plate only).
 6. Dark navy blue jacket and/or sweater.
 7. Black shoes and belt.
 8. A white T-shirt worn under the powder blue shirt.
- d. Umpires must not wear exposed jewelry that may pose a hazard.

EXCEPTION: Medical Alert Bracelets and/or necklaces.

- e. The plate umpire in fast pitch
 1. Must wear a black facemask, black *or tan* padding and black throat protector. (An extended wire protector may be worn in lieu of a throat protector on the mask).
 2. Is recommended to wear a body protector and shin guards.
- f. The umpires should introduce themselves to the captains, managers and scorers.
- g. The umpires should inspect the playing field boundaries, equipment and clarify all ground rules to both teams and their coaches.
- h. Each umpire shall have the power to make decisions on violations committed any time during playing time or during suspension of play until the game is over.
- i. Neither umpire has the authority to set aside or question decisions made by the other within the limits of their respective duties as outlined in these rules.
- j. An umpire may consult his associate at any time. However, the final decision shall rest with the umpire whose exclusive authority it was to make the decision and who requested the opinion of the other.
- k. In order to define their respective duties, the umpire judging balls and strikes shall be designated as the "Plate Umpire," the umpire judging base decisions as the "Base Umpire."
- l. The plate umpire or base umpire shall have equal authority to
 1. Call a runner out for leaving a base too soon.
 2. Call "TIME" for suspension of play.
 3. Remove, or eject, a player, coach or manager from the game for violation of rules.
 4. Call all illegal pitches.
- m. The umpire shall declare the batter or runner out without waiting for an appeal for such decision in all cases where such player is retired in accordance with these rules.

NOTE: Unless appealed to, the umpire does not call a player out for having failed to touch base, leaving a base too soon on a fly ball, batting out of order, being an unreported substitute, being an Illegal Re-Entry, or making an attempt to go to second after reaching first base, as provided in these rules.

- n. Umpires shall not penalize a team for infraction of a rule when imposing the penalty would be to the advantage of the offending team.
- o. Failure of umpires to adhere to Rule 10 shall not be grounds for protest. These are guidelines for umpires.

Sec. 2. THE PLATE UMPIRE.

- a. Shall take a position in back of the catcher. He shall have full charge of, and be responsible for, the proper conduct of the game.
- b. Shall call all balls and strikes.
- c. Shall, by agreement and in cooperation with the base umpire, call plays, hit balls, fair or foul, legal or illegal caught balls. On plays that would necessitate the base umpire leaving the infield, the plate umpire shall assume the duties normally required of the base umpire.
- d. Shall determine and declare whether
 1. A batter bunts, or chops, a ball.
 2. A batted ball touches the person, or clothing, of the batter.
 3. A fly ball is an infield or an outfield fly.
- e. Shall render base decisions when required to do so.
- f. Shall determine when a game is forfeited.
- g. Shall assume all duties, when assigned as a single umpire to a game.

Sec. 3. THE BASE UMPIRE.

- a. Shall take such positions on the playing field as required in accordance with the relevant umpire systems.
- b. Shall assist the plate umpire in every way, to enforce the rules of the game.

Sec. 4. RESPONSIBILITIES OF A SINGLE UMPIRE.

If only one umpire is assigned, his duties and jurisdiction shall extend to all points. The umpire's starting position for each pitch shall be from behind home plate. On each batted ball or play that develops, the umpire shall move out from behind the plate and into the infield to obtain the best position for any play that develops.

Sec. 5. CHANGE OF UMPIRES.

Umpires cannot be changed during a game by the consent of the opposing teams, unless an umpire is incapacitated by injury, or illness.

Sec. 6. UMPIRE'S JUDGEMENT.

There shall be no appeal from any decision of any umpire, on the grounds that he was not correct in his conclusion as to whether a batted ball was fair or foul, a runner safe or out, a pitched ball a strike or ball, or on any play involving accuracy of judgment. No decision rendered by any umpire shall be reversed, except that he be convinced it is in violation of one of these rules. In case the manager, captain, or either team does seek a reversal of a decision based solely on a point of the rules, the umpire whose decision is in question shall, if in doubt, confer with his associate before taking any action. But under no circumstances shall any player or person, other than the manager or the captain of either team, have any legal right to protest on any decision and seek its reversal, on a claim that it is in conflict with these rules.

Under no circumstances shall any umpire seek to reverse a decision made by his associates, nor shall any umpire criticize or interfere with the duties of his associates, unless asked to do so by him.

The umpires, in consultation, may rectify any situation in which the reversal of an umpire's decision, or a delayed call by an umpire, places a batter-runner or runner in jeopardy, or places the defensive team at a disadvantage.

NOTE: This correction is not possible after one legal, or illegal, pitch has been thrown, or if all players on the defensive team have abandoned fair territory.

Sec. 7. SIGNALS.

- a. To indicate that play shall begin, or be resumed; the umpire shall call "PLAY BALL" and, at the same time, motion the pitcher to deliver the ball.
- b. A STRIKE shall be indicated by raising the right hand upward, indicating the number of strikes by the fingers and, at the same, time calling "STRIKE" in a clear and decisive voice, followed by calling the number of the strike.
- c. To indicate a BALL, no arm signal is used. The number of the ball follows the call of "BALL".
- d. To indicate the total COUNT of balls and strikes, the balls are called first.
- e. To indicate a FOUL, the umpire shall call "FOUL BALL" and extend an arm horizontally away from the diamond, according to the direction of the ball.
- f. To indicate a FAIR BALL, the umpire shall extend an arm toward the center of the diamond, using a pumping motion.

- g. To indicate a batter or runner OUT, the umpire shall raise the right hand upward above the right shoulder, with fist closed.
- h. To indicate that a player is SAFE, the umpire shall extend both arms horizontally to the side of the body, with palms toward the ground.
- i. To indicate suspension of play, the umpire shall call "TIME" and, at the same time, extend both arms above the head. The other umpires shall immediately acknowledge the suspension of play, with similar action.
- j. To indicate a DELAYED DEAD BALL, the umpire shall extend the left arm horizontally, with fist closed.
- k. To indicate a TRAPPED BALL, the umpire shall extend both arms horizontally to the side of the body, with palms toward the ground.
- l. To indicate a GROUND RULE DOUBLE, the umpire shall extend the right hand above the head and at the same time indicate, with two fingers, the number of bases awarded.
- m. To indicate a HOME RUN, the umpire shall extend the right hand, with closed fist closed, above the head and circle the arm in a clockwise movement.
- n. To indicate an INFIELD FLY, the umpire shall call "INFIELD FLY, IF FAIR, THE BATTER IS OUT." The umpire shall extend one arm above the head.
- o. To indicate NOT TO PITCH, the umpire should raise one hand, with the palm facing the pitcher. "NO PITCH" shall be declared, if the pitcher pitches while the umpire has his hand in said position.

Sec. 8. SUSPENSION OF PLAY.

- a. An umpire may suspend play when, in his judgement, conditions justify such action.
- b. Play shall be suspended whenever the plate umpire leaves his position to brush the plate, or to perform other duties not directly connected with the calling of plays.
- c. The umpire shall suspend play whenever a batter, or pitcher, steps out of position for a legitimate reason.
- d. An umpire shall not call "TIME", after pitcher has started the windup.
- e. An umpire shall not call "TIME", while any play is in progress
- f. In case of injury, except in the umpires' judgement with a serious injury (which may put the player in danger), "TIME" shall not be called until all plays in progress have been completed, or runners have been held at their base.

EFFECT – Sec. 8f:

All runners will be returned to the last legally touched base.

- g. Umpires shall not suspend play at the request of players, coaches or managers, until all action in progress by either team has been completed.
- h. (SP ONLY) When, in the opinion of an umpire, all immediate play is apparently completed, "TIME" should be called.

Sec. 9. VIOLATIONS AND PENALTIES.

- a. Players, coaches, or managers shall not make disparaging, or insulting, remarks to, or about, opposing players, officials, or spectators, or commit other acts that could be considered unsportsmanlike conduct.
- b. The penalty for violations by a player is either prompt REMOVAL, or EJECTION, of the offender from the game.
- c. The penalty for violations by a manager, coach or other team official shall be
 - 1. For a first offense, the offender may be warned.
 - 2. For a second offense, or if a first offense is considered serious enough by the umpire, the offender is EJECTED.

NOTE: In the event the Head Coach is ejected from a game, he shall submit to the umpire the name of the person who is to assume the Head Coach duties for the remainder of the game.

- d. A player REMOVED from the game may sit on the bench but shall not participate further in the game except as a coach.
- e. A player, manager, coach, or other team official EJECTED from the game, shall go directly to the dressing room for the remainder of the game, or leave the grounds.
- f. Failure of a person so REMOVED, or EJECTED, to leave the game immediately, will warrant a forfeiture of the game.

RULE 11. PROTESTS.

Sec. 1. PROTESTS THAT WILL NOT BE RECEIVED.

Protests shall not be received, or considered, if they are based solely on a decision involving the accuracy of judgement on the part of an umpire, or if the team lodging the protest won the game.

Examples of protest that will not be considered are

- a. Whether a batted ball was fair, or foul.
- b. Whether a runner was safe, or out.
- c. Whether a pitched ball was a strike, or a ball.
- d. Whether a pitch was legal, or illegal.
- e. Whether a runner did, or did not, touch a base.
- f. Whether a runner left the base too soon on a caught fly ball.
- g. Whether a fly ball was, or was not, caught legally.
- h. Whether it was, or was not, an Infield Fly.
- i. Whether there was, or was not, an interference.
- j. Whether there was, or was not, an obstruction.
- k. Whether a player, or live ball, did or did not, enter a dead ball area, or touch some object or person in a dead ball area.
- l. Whether a batted ball did, or did not, clear the fence in flight.
- m. Whether the field is fit to continue, or resume, play.
- n. Whether there is sufficient light to continue play.
- o. Any other matter involving only the accuracy of the umpire's judgement.

Sec. 2. PROTESTS THAT WILL BE RECEIVED.

Protests that shall be received and considered include matters of the following types

- a. Misinterpretation of a playing rule.
- b. Failure of an umpire to apply the correct rule to a given situation.
- c. Failure to impose the correct penalty for a given violation.

NOTE: 1. Protests for the above must be made before the next pitch, or before all infielders have left fair territory, or, if on the last play of the game, before the umpires leave the playing field.

2. After one pitch has been thrown (legal or illegal), no change can be made on any umpire's ruling.

- d. Eligibility of a team roster member.

NOTE: Protests for the above are to be submitted to the appropriate authority (not the umpires) and may be made at any time, subject to the provisions of Rule 11 Section 5.

Sec. 3. PROTESTS INVOLVING JUDGEMENT AND INTERPRETATION OF RULE.

Protests may involve both a matter of judgement and the interpretations of a rule.

An example of a situation of this type follows:

With one out and the runners on second and third bases, the batter flied out. The runner on third tagged up after the catch, the player on second did not. The runner on third crossed the plate before the ball was played at second base for the third out. The umpire did not allow the run to score. The questions as to whether the runners left their bases before the catch and whether the play at second was made before the player on third crossed the plate, are solely matters of judgement and are not protestable. The failure of the umpire to allow the run to score was a misinterpretation of a playing rule and was a proper subject for protest.

Sec. 4. NOTIFICATION OF INTENT TO LODGE PROTEST.

The notification of intent to protest must be made immediately before the next pitch. (EXCEPTION): Player ineligibility.

- a. The manager, or acting manager, of the protesting team shall immediately notify the plate umpire that the game is being continued under protest. The plate umpire shall, in turn, notify the opposing manager and official scorekeeper.
- b. All interested parties shall take notice of the conditions surrounding the making of the decision that will aid in the correct determination of the issue.

NOTE: On appeal plays, the appeal must be made before the next pitch, legal or illegal or before the defensive team has left the field. For the purpose of this rule, the defensive team has "left the field" when the pitcher and all players have left fair territory, on the way to the bench or dugout area.

Sec. 5. TIME TO LODGE AN OFFICIAL PROTEST.

The official written protest must be filed within a reasonable time.

- a. In the absence of a league or tournament rule fixing the time limit for filing a protest, a protest should be considered if filed within a reasonable time, depending upon the nature of the case and the difficulty for obtaining the information on which to base the protest.
- b. Within 48 hours after the scheduled time of the contest is generally considered a reasonable time.

Sec. 6. INFORMATION REQUIRED FOR WRITTEN PROTEST.

The formal 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 section of the Official Rules, or local rules, under which the protest is made.
- d. The decision and conditions surrounding the making of the decision.
- e. All essential facts involved in the matter protested.

Sec. 7. RESULT OF PROTEST.

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

- a. The protest is found invalid and the game score stands as played.
- b. When a protest is allowed for misinterpretation of a playing rule, the game is replayed from the point at which the incorrect decision was made, with the decision corrected.
- c. When a protest for ineligibility of a team roster member is allowed, the game shall be forfeited by the offending team.

RULE 12. SCORING.

Sec. 1. THE OFFICIAL SCORER.

- a. Shall keep records of each game as outlined in the following rules.
- b. Shall have the sole authority to make all decisions involving judgement. For example, it is the scorer's responsibility to determine whether a batter'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.

Sec. 2. THE BOX SCORE.

- a. Each player's name and the position, or positions to be played, shall be listed in the order in which he batted, or would have batted, unless the player is legally substituted, ejected, or removed from the game, or the game ends before his turn at bat.

NOTE: (Blood Ruling) Any statistics by the Replacement Player at bat, or in the field, are credited to the withdrawn player.

1. *(FP ONLY) The Designated Player (DP) is optional, but if one is used, it must be made known prior to the start of the game and be listed on the score sheet in the regular batting order. Ten names will be listed, with the tenth name being the player (DEFO) for whom the DP is batting.*
2. *(SP ONLY) The Extra Player (EP) is optional, but if one is used, it must be made known prior to the start of the game and be listed on the score sheet in the regular batting order. Eleven names (twelve for Co-ed) will be on the official batting order and all will bat.*

NOTE: If an EP is used, he must be used the entire game. Failure to complete the game with an EP results in forfeiture of the game.

EXCEPTION: (CO-ED SP ONLY) The game is not forfeited but an out must be taken when two players of the same sex bat back-to-back.

- b. Each player's batting and fielding record must be tabulated.
 1. The first column shall show the number of times at bat by each player, but a time at bat shall not be charged against the player when that player
 - a) Hits a sacrifice fly that scores a runner.
 - b) Is awarded a base on balls.
 - c) Is awarded first base because of obstruction.
 - d) (FP ONLY) Hits a sacrifice bunt.
 - e) (FP ONLY) Is hit by a pitched ball.

2. The second column shall show the number of runs by each player.
3. The third column shall show the number of base hits made by each player. A base hit is a batted ball that permits the batter to reach the base safely.
 - a) When a batter-runner reaches first base, or any succeeding base, safely on a fair ball that settles on the ground, clears the fence, or strikes the fence before being touched by a fielder.
 - b) When a batter-runner reaches first base safely on a fair ball which is hit with such force, or such slowness, or which takes an unnatural bounce, making it impossible to field with ordinary effort in time to retire the batter-runner.
 - c) When a fair ball, which has not been touched by a fielder, becomes "dead" because of touching the person, or clothing, of a runner or umpire.
 - d) When the fielder unsuccessfully attempts to retire a preceding runner and, in the scorer's judgement, the batter-runner would not have been retired at first base by perfect fielding.
 - e) When the batter ends the game with a base hit that drives in a sufficient number of runs to give his team the lead, the batter shall be credited with only as many bases as were advanced by the runner scoring the winning run, provided the batter runs a similar number of bases.

EXCEPTION: When the batter ends the game with an out of the park home run, he shall be credited with a home run and all runners, including himself, shall be allowed to score.

4. The fourth column shall show the number of opponents put out by each player.
 - a) A putout is credited to a fielder each time he
 - 1) Catches a fly ball or line drive.
 - 2) Catches a thrown ball that retires a batter or runner.
 - 3) Touches a runner with the ball when the runner is off the base to which he is entitled.
 - 4) Is nearest the ball when a runner is declared out for being struck by a fair ball, or interfering with the fielder.
 - 5) Is nearest the unreported substitute, who is declared out in accordance with Rule 4, Sec. 8g OFFENSE (1b).
 - 6) Is nearest a runner, who is called out for running out of the baseline.
 - b) A putout is credited to the catcher
 - 1) When a third strike is called.
 - 2) (SP ONLY) When the batter bunts, or chops the ball downward.
 - 3) When the batter fails to bat in correct order.
 - 4) When the batter interferes with the catcher.
 - 5) (SP ONLY) When the batter hits a third strike foul ball.
 - 6) When the batter is called out, for batting illegally.
 - 7) (FP ONLY) When the batter is called out, for an attempted bunt on the third strike.
 - 8) When the batter is declared out, for using an illegal or altered bat.
 - 9) ***When the batter is called out for changing batter's box.***
 - 10) ***(CO-ED SP ONLY) When an automatic out is declared for two players of the same sex batting back-to-back.***
5. 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 putout of the runner. Only one assist and no more shall be given to any player who handles the ball in any putout. A player, who has aided in a rundown or other play of the kind, may be credited with both an assist and a putout.
 - b) To each player who handles, or throws, the ball in such a manner that a putout would have resulted, except for an error of a teammate.
 - c) To each player who, by deflecting a batted ball, aids in a putout.
 - d) To each player who handles the ball in a play which results in a runner being called out for interference, or for running out of base line.
6. The sixth column shall show the number of errors made by each player. Errors are recorded in the following situations
 - a) For each player who commits a misplay which prolongs the turn at bat of the batter, or life of the present runner.
 - b) For the fielder, who fails to touch the base after receiving the ball to retire the runner on a force-out, or when a runner is compelled to return to base.
 - c) For the catcher, if a batter is awarded first base for obstruction.
 - d) For the fielder, who fails to complete a double play because of dropping the ball.

- e) For the fielder, if a runner advances a base, because of his failure to stop, or try to stop, a ball accurately thrown to a base, providing there was occasion for the throw. When more than one player could receive the throw, the scorer must determine which player gets the error.

Sec. 3. BASE HITS SHALL NOT BE RECORDED.

A base hit shall not be scored in the following cases.

- a. When a runner is forced out by 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 judgement, the batter-runner could have been retired at first base.
- d. *When a batter-runner reaches first base safely, as a result of a preceding runner being called out for interfering with a batted ball, or a defensive player.*

EXCEPTION: If, in the judgement of the scorer, the batter would have reached first base safely had the interference not occurred, a safe hit shall be credited to the batter.

Sec. 4. SACRIFICE FLY BALLS.

A sacrifice fly is scored when, with less than two outs,

- a. The batter scores a runner with a fly ball which is caught, or
- b. The ball, or the line drive, handled by an outfielder (or an infielder running in the outfield) is dropped and a runner scores and, in the scorer's judgement, the runner could have scored after the catch, had the fly ball been caught.

Sec. 5 RUNS BATTED IN.

A run batted in is a run scored because of one of the following reasons.

- a. A safe hit.
- b. A sacrifice bunt *or slap hit* (FP ONLY), or sacrifice fly (FP and SP).
- c. A foul fly caught.
- d. An infield putout, or fielder's choice.
- e. A runner forced home because of obstruction, the batter being hit with a pitched ball, or being given a base on balls.
- f. A homerun and all runs scored as a result.

Sec. 6. PITCHER CREDITED WITH A WIN.

A pitcher shall be credited with a win in the following situations.

- a. When he is the starting pitcher, and has pitched at least four innings, and his team was not only in the lead when he is replaced but remains in the lead for the remainder of the game.
- b. When a game is ended after five innings of play, and the starting pitcher has pitched at least three innings, and his team scores more runs than the other team when the game is terminated.

Sec. 7. PITCHER CHARGED WITH A LOSS.

A pitcher shall be charged with a loss, regardless of the number of innings he has pitched, if he is replaced when his team is behind in the score and his team thereafter fails to tie the score, or gain the lead.

Sec. 8. GAME SUMMARY.

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 hit.
- c. Two-base hits and by whom hit.
- d. Three-base hits and by whom hit.
- e. Home runs and by whom hit.
- f. Sacrifice flies and by whom hit.
- g. Double plays and players participating in them.
- h. Triple plays and players participating in them.
- i. Number of walks given by each pitcher.
- j. Number of batters struck out 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.
- p. (FP ONLY) Stolen bases and by whom.
- q. (FP ONLY) Sacrifice bunts.
- r. (FP ONLY) The names of batters hit by a pitched ball and the pitcher who hit them.
- s. (FP ONLY) The number of wild pitches made by each pitcher.
- t. (FP ONLY) The number of passed balls made by each catcher.

Sec. 9. STOLEN BASES.

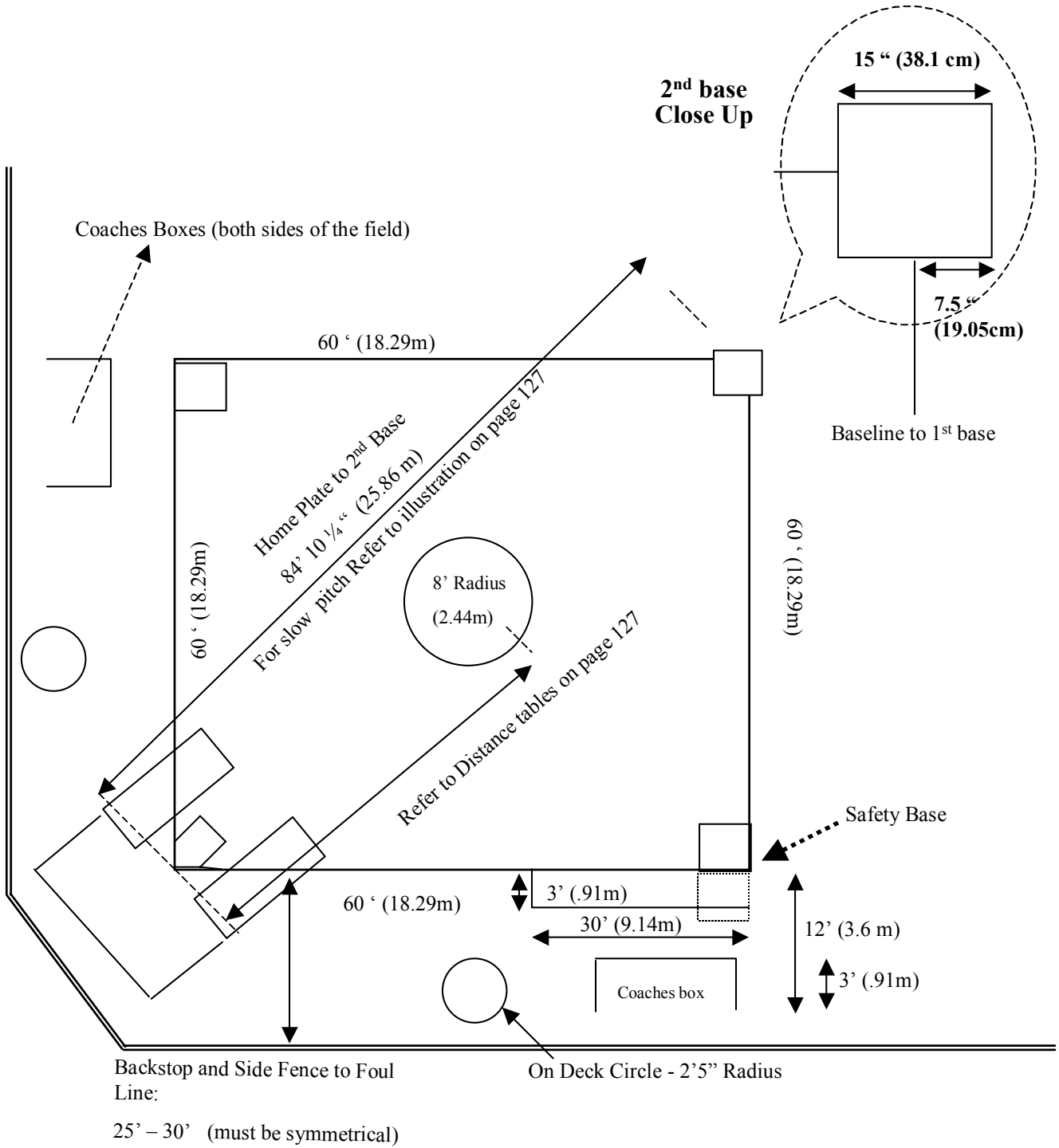
(FP ONLY) Stolen bases are credited to a runner whenever he advances one base unaided by a hit, a putout, an error, a force-out, a fielder's choice, a passed ball, a wild pitch or an illegal pitch.

- a. This includes a batter-runner advancing to second on an awarded base on balls.

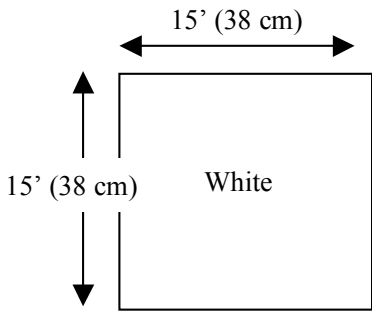
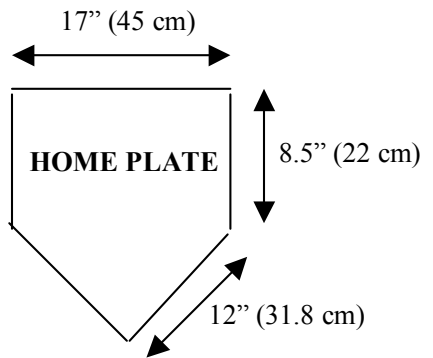
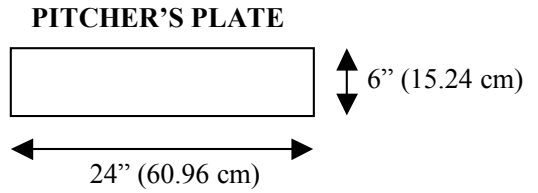
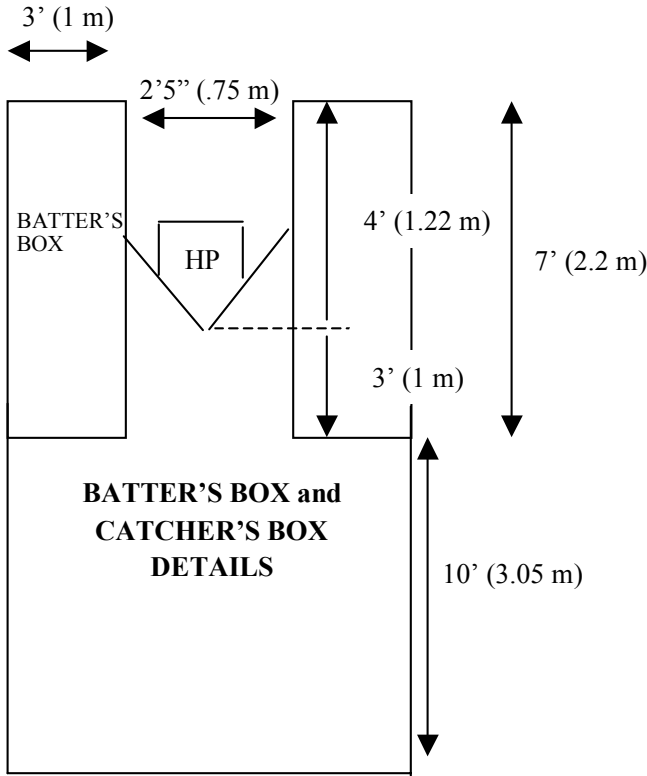
Sec. 10. RECORDS OF FORFEITED GAMES.

All records of a forfeited game shall be included in the official records, except that of a pitcher's won-lost record.

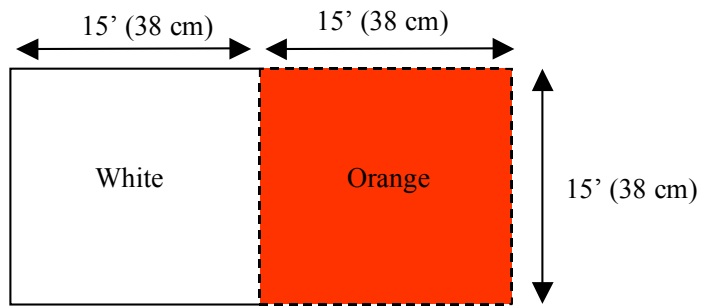
OFFICIAL DIMENSIONS FOR SOFTBALL FIELDS



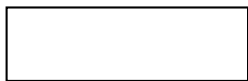
BASE, PLATE AND BATTERS BOX MEASUREMENTS



SECOND & THIRD BASE (top view)



FIRST BASE - SAFETY BASE (top view)



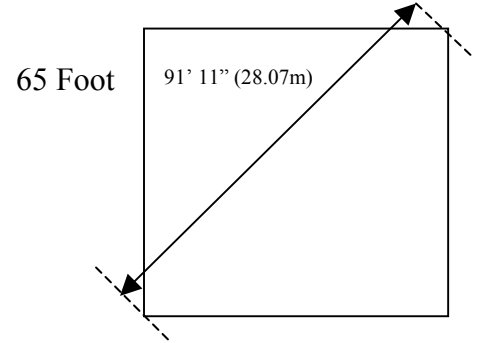
SECOND & THIRD BASE (side view)



FIRST BASE - SAFETY BASE (side view)

PLAYING FIELD MEASUREMENTS
Prepared by the International Softball Federation

DISTANCE TABLE				
ADULT				
GAME	DIVISION	BASES	PITCHING	FENCES
FAST PITCH	FEMALE	60 ft.(18.29 m)	43' (13.11 m)	220' (67.1m)
	MALE	60 ft.(18.29 m)	46' (14.0 m)	250' (76.2m)
MODIFIED	FEMALE	60 ft.(18.29 m)	40' (12.2 m)	200' (60.96m)
	MALE	60 ft.(18.29 m)	46' (14.0 m)	265' (80.80m)
SLOW PITCH	FEMALE	65 ft.(19.81 m)	46' (14.0 m)	250' (76.20m)
	MALE	65 ft.(19.81 m)	46' (14.0 m)	275' (83.82m)
	CO-ED	65 ft.(19.81 m)	46' (14.0 m)	275' (83.82m)



YOUTH					
GAME	DIVISION	BASES	PITCHING	FENCES	
				MINIMUM	MAXIMUM
FAST PITCH	Girls 16-under	60 ft.(18.29 m)	40' (12.2 m)	175' (53.34m)	220' (67.1m)
	Boys 16-under	60 ft.(18.29 m)	46' (14.0 m)	175' (53.34m)	220' (67.1m)
	Girls 19-under	60 ft.(18.29 m)	40' (12.2 m)	220' (67.1m)	225' (68.58m)
	Boys 19-under	60 ft.(18.29 m)	46' (14.0 m)	220' (67.1m)	225' (68.58m)

PLAYING FIELD MEASUREMENTS

		MEASUREMENTS	
		METRIC	IMPERIAL
ADULT			
a.	<i>FP Female - Home to outfield fence - minimum</i>	67.06m	220 ft
b.	<i>FP Male - Home to outfield fence - minimum</i>	76.20m	250 ft
c.	SP Female - Home to outfield fence - minimum	80.77m	265 ft
d.	<i>SP Male - Home to outfield fence - minimum</i>	91.44m	300 ft
e.	<i>SP Co-ed - Home to outfield fence - minimum</i>	83.82m	275 ft
f.	FP/SP - Home to backstop - minimum	7.62m	25 ft
g.	FP/SP - Home to backstop - maximum	9.14m	30 ft
h.	FP - Home to 1st base	18.29m	60 ft
i.	SP - Home to 1st base	19.81m	65 ft
j.	<i>FP Female - Home to pitcher's plate</i>	13.11m	43 ft
k.	FP Male - Home to pitcher's plate	14.02m	46 ft
l.	SP Female - Home to pitcher's plate	14.02m	46 ft
m.	SP Male - Home to pitcher's plate	15.24m	50 ft
n.	<i>SP Co-ed - Home to pitcher's plate</i>	15.24m	50 ft
o.	FP - Home to 2nd base with 18.29 m (60 ft) base distances	25.86m	84 ft 10 1/4 in
p.	SP - Home to 2nd base with 19.81m (65 ft) base distances	28.02m	91 ft 11 in
q.	FP/SP - One Meter line	0.91m	3 ft
r.	FP/SP - On-deck circle diameter	1.52m	5 ft
s.	FP/SP - On-deck circle radius	0.76m	2 ft 6 in
t.	FP/SP - Batter's box (each side of home plate)	15.2cm	6 in
u.	FP/SP - Batter's box length	2.13m	7 ft
v.	FP/SP - Batter's box width	0.91m	3 ft
w.	FP/SP - Batter's box front line from centre line of home plate	1.22m	4 ft
x.	FP/SP - Coach's box length	4.57m	15 ft
y.	FP/SP - Coach's box distance from 1st or 3rd base lines	3.65m	12 ft
z.	FP/SP - Coach's box width extends from outside lines of each batter's box	13.71m	45 ft
aa.	FP/SP - Catcher's box length	3.05m	10 ft
ab.	FP/SP - Catcher's box width extends from outside lines of each batter's box	2.57m	8 ft 5 in
ac.	FP/SP - Pitcher's circle diameter	4.88m	16 ft
ad.	FP/SP - Pitcher's circle radius	2.44m	8 ft
ae.	FP/SP - Warning Track (Minimum distance from outfield fence)	3.65m	12 ft
	(Maximum distance from fence)	4.57m	15 ft
YOUTH			
a.	FP G12-U - Home to outfield fence	53.34m	175 ft
b.	FP B12-U - Home to outfield fence	53.34m	175 ft
c.	FP G15-U - Home to outfield fence	53.34m	175 ft
d.	FP B15-U - Home to outfield fence	53.34m	175 ft
e.	FP G19-U - Home to outfield fence	60.96m	200 ft
f.	FP B19-U - Home to outfield fence	60.96m	200 ft
g.	SP G12-U - Home to outfield fence	53.34m	175 ft
h.	SP B12-U - Home to outfield fence	53.34m	175 ft
i.	SP G15-U - Home to outfield fence	53.34m	175 ft
j.	SP B15-U - Home to outfield fence	68.58m	225 ft
k.	SP G19-U - Home to outfield fence	68.58m	225 ft
l.	SP B19-U - Home to outfield fence	83.82m	275 ft
m.	FP B&G-all divisions - Base distance	18.29m	60 ft
n.	SP B&G-all divisions - Base distance	19.81m	65 ft
o.	FP G15-U - Home to pitcher's plate	12.19m	40 ft
p.	FP G19-U - Home to pitcher's plate	12.19m	40 ft
q.	SP G15-U - Home to pitcher's plate	14.02m	46 ft
r.	FP B15-U - Home to pitcher's plate	14.02m	46 ft
s.	FP B19-U - Home to pitcher's plate	14.02m	46 ft
t.	SP G19-U - Home to pitcher's plate	14.02m	46 ft
u.	SP B15-U - Home to pitcher's plate	14.02m	46 ft
v.	SP B19-U - Home to pitcher's plate	14.02m	46 ft
w.	FP/SP B&G - all divisions - Warning track (Minimum distance from outfield fence)	3.65m	12 ft
	(Maximum distance from fence)	4.57m	15 ft

EQUIPMENT

	MEASUREMENTS	
	METRIC	IMPERIAL
a. Pitcher's plate length	61.0cm	24 in
b. Pitcher's plate width	15.2cm	6 in
c. Bat length (no more than)	86.4cm	34 in
d. Bat diameter (at largest part)	5.7cm	2 1/4 in
e. Bat weight (not to exceed)	1077.0g	38 oz
f. Bat safety grip length (not less than)	25.4cm	10 in
g. Bat safety grip length (not to extend more than from knob end of bat)	38.1cm	15 in
h. Warm-up bat diameter (not less than)	6.4cm	2 1/2 in
i. Softball (30.5cm size - min circumference)	30.2cm	11 7/8 in
j. Softball (30.5cm size - max circumference)	30.8cm	12 1/8 in
k. Softball (27.9cm size - min circumference)	27.6cm	10 7/8 in
l. Softball (27.9cm size - max circumference)	28.3cm	11 1/8 in
m. Softball (30.5cm size - min weight)	178.0g	6 1/4 oz
n. Softball (30.5cm size - max weight)	198.4g	7 oz
o. Softball (27.9cm size - min weight)	166.5g	5 7/8 oz
p. Softball (27.9cm size - max weight)	173.6g	6 1/8 oz
q. Home plate front edge facing pitcher	43.2cm	17 in
r. Home plate sides parallel to batter's box	21.6cm	8 1/2 in
s. Home plate sides of point toward catcher	30.5cm	12 in
t. Bases squared at	38.1cm	15 in
u. Bases thickness (not more than)	12.7cm	5 in
v. Glove - (A) Palm width (upper)	20.3cm	8 in
w. Glove - (B) Palm width (lower)	21.6cm	8 1/2 in
x. Glove - (C) Top opening of web	12.7cm	5 in
y. Glove - (D) Bottom opening of web	11.5cm	4 1/2 in
z. Glove - (E) Web top to bottom	18.4cm	7 1/4 in
aa. Glove - (F) 1st finger to crotch seam	19.0cm	7 1/2 in
ab. Glove - (G) Thumb to crotch seam	19.0cm	7 1/2 in
ac. Glove - (H) Crotch seam	44.5cm	17 1/2 in
ad. Glove - (I) Thumb top to bottom edge	23.5cm	9 1/4 in
ae. Glove - (J) 1st finger top to bottom edge	35.6cm	14 in
af. Glove - (K) 2nd finger top to bottom edge	33.7cm	13 1/4 in
ag. Glove - (L) 3rd finger top to bottom edge	31.1cm	12 1/4 in
ah. Glove - (M) 4th finger top to bottom edge	27.9cm	11 in
ai. Shoes - spikes must not exceed	1.9cm	3/4 in

INDEX

	R U L E	S E C T I O N	A R T I C L E
(References are to Rule, Section and Article)			
ALTERED BAT.	1	1	
Bat specifications.	3	1	
Batter in box with.	7	6	b
Batter is out for using.	7	6	b
Dead ball.	9	1	u
“Flare” or “Cone” grip attachment.	3	1	l Note
APPEAL PLAY.	1	2	
Additional out appeals.	8	9	Effect g - j 4
After Time Out.	8	9	Effect g - j 3
Batter-runner touches wrong base at 1st base.	9	1	y
Batting out of order.	8	2	f
Dead Ball Appeal.	7	2	Effect 2c - d
Illegal Re-entry.	8	9	Effect g - j 3
May not be made.	4	7	Effect 1
Offensive team members may appeal.	1	2	a-c
Runners can leave base on dead ball appeal.	8	9	Effect g - j 1
Runners can leave base on live ball appeal.	1	2	Exception
Runners cannot return.	4	7	Effect 1
Runners out.	4	8	e Note
Tag up play (Example).	8	7	g Effect
Types of appeals.	8	9	Effect g-j 3 Exception
AUTOMATIC OUT (Co-ed SP).	8	9	i Effect 2
Scoring.	8	4	f
Slips from pitcher's hand (FP) (MP).	8	9	g - j Effect 1
Slips from pitcher's hand (SP).	11	3	
Yellow optic covered may be used.	1	2	1 - 6
BALL	4	3	b Effect Exception
Called by umpire.	4	6	d Exception
Carried into dead ball territory (intentional).	7	2	b Note
Carried into dead ball territory (unintentional).	7	6	j & Note
Dead ball situations.	12	2	a 2 Note Exception
Delayed Dead Ball situations.	12	2	b 4(b)(10)
Fair ball.	1	23	
In play.	9	2	
No signal used.	10	7	c
Official.	3	3	
Out of play on attempted tag.	8	7	g Effect Exception 1
Putting in play.	9	2	a
Size of ball.	3	3	
Slips from pitcher's hand (FP) (MP).	6	11	
Slips from pitcher's hand (SP).	6	9	d
Yellow optic covered may be used.	3	3	g
BASE ON BALLS.	1	3	
Batter becomes batter-runner.	8	1	c
Intentional (SP).	8	1	c Effect 2
(FP) (MP).	6	4	
(Co-ed SP).	8	1	c Effect 3
Treated same as batted ball.	8	9	v Effect Note
BASE PATH.	1	4	
Runner not out.	8	10	a
Running outside of.	8	9	a
BASE UMPIRE.	10	3	
BASES.	2	4	h
Must be run in legal order.	8	4	
BAT (Specifications).	3	1	
Attachment on bat.	7	1	c Note

Hits ball a second time.	7	6	i
Removed from game.	7	6	b & c Note
Titanium bats illegal.	3	1	b Note
Warm-up bat.	3	2	
BAT BOY/GIRL			
Must wear helmet.	3	6	f
BATTED BALL.	1	5	
Becomes a fair ball.	1	23	
Becomes a foul ball.	1	29	
Settles on home plate.	1	23	a
Touches a base.	1	23	c
BATTER			
Awarded two bases (Co-ed SP).	8	1	c Effect 3
Becomes a batter-runner.	8	1	
Bats illegally.	7	6	d - e
Bunts (SP).	7	6	h
	9	1	j
Bunts foul after 2 strikes (FP).	7	6	f
Chops down on ball (SP).	1	14	
	7	6	h
	9	1	j
Deliberately distracted by defense (FP) (MP).	6	5	b
(SP).	6	4	b
Ejected from game.	7	6	b Note
Enters box with altered bat.	7	6	b
	9	1	u
Enters box with illegal bat.	7	6	c
	9	1	v
Hit by a legal pitch (FP).	8	1	f
(SP).	7	5	e
	9	1	d
Hit by an Illegal Pitch (FP) (MP).	6		Effect 1-8 (5)
(SP).	7	5	e
Hitting ball with bat a second time.	7	6	i
Intentionally walked (SP).	8	1	c Effect 2
Interferes with fielder's opportunity to make a play after being called out.	8	9	n
Interferes with play at home plate.	7	6	l 3
Interferes with the catcher.	7	6	l 1 - 2
In game illegally.	4	8	g Effect 1(a-c)
Leaves box to get a running start.	7	6	e
Not taking position within 10 seconds.	7	3	a
	7	4	h
	9	1	z
Obstructed.	8	1	d
On-deck batter.	7	1	
Out.	7	6	
Out automatically (Co-ed SP).	4	3	b Effect Exception
	4	6	d Exception
	7	2	b Note
	7	6	j & Note
	12	2	a 2 Note Exception
	12	2	b 4(b)(10)
Out for failing to wear helmet.	3	6	f 1 & 2
Out on third strike foul tip (SP).	7	4	c Effect
Position in batter's box.	7	3	b
Stepping across home plate while pitcher is taking signal from catcher.	7	6	k
Takes a running start before hitting ball.	7	6	e
Using an altered bat.	7	6	b
Using an illegal bat.	7	6	c
When a third out is made while at bat.	7	2	e
BATTER-RUNNER.	1	7	
Fails to go directly to first base.	8	2	d
Fails to touch fair portion of double base.	8	2	f
Forfeits exemption from liability to be put out.	8	6	
Hit by fair ball.	8	2	g 5
Illegal glove used on play.	8	3	
Interferes with play at plate.	8	2	h
Interferes with a fair-batted ball.	8	2	g 5
Interferes with a dropped third strike (FP).	8	2	g 6
Interferes with fielder at first base.	8	2	j
Interferes with a fielder fielding a batted ball.	8	2	g 2
Interferes with a fielder throwing the ball.	8	2	g 3
Interferes with a thrown ball.	8	2	g 4

Not out.	8	3	
(Co-ed SP).	8	1	c Effect 3 Note
Obstructed.	8	1	d
Out.	8	2	
Out for removing helmet.	3	6	f 2
Out on dropped third strike (FP).	8	2	a
Out when immediate preceding runner interferes.	8	2	m
Out when Infield Fly declared.	8	2	e
Out when fielder intentionally drops a fly ball.	8	2	l
Out when member of team at bat interferes.	7	1	e Effect 2
	8	2	k
Out when non-team member interferes.	8	2	n
Overruns first base.	8	10	i
	8	9	v Effect Note
Runs outside one-meter line.	8	2	g 1
Steps back toward home plate.	8	2	i
Touches wrong base when running to first base.	8	2	f
BATTER'S BOX.	1	6	
Dimensions.	2	4	c
BATTER'S ON-DECK CIRCLE.	2	4	b
On-deck batter may leave.	7	1	d
BATTING ORDER.	1	8	
	7	2	
Designated Player (FP).	4	5a-b, d & f 2	
Extra Player (SP).	4	6a, c & d	
Must be alternating sexes (Co-ed SP).	7	2	b
BATTING OUT OF ORDER.	7	2	c - d
Discovered while on base.	7	2	d Effect 4
Two or more outs may be achieved	7	2	c - d Effect 2(b)
BLOCKED BALL.	1	9	
Award of bases.	8	7	g
Ball becomes dead.	9	1	t
Caused by offensive equipment on field.	3	6	f 3
	3	7	
BLOCKING A BASE			
Fielder may not do so without possession of ball.	1	53	b 1
	8	7	b 1
BODY PROTECTORS.	3	6	d
For umpires.	10	1	e 2
BOX SCORE.	12	2	
BUNT (FP).	1	10	
Foul ball with two strikes on batter (FP).	7	6	f
Not treated as an Infield Fly.	1	45	
BUNT (SP).	7	6	h
CAPS.	3	8	a
CASTS.	3	8	f
CATCH.	1	11	
Deliberately dropped.	8	2	l
	8	8	g
	9	1	w
Legally caught ball.	1	50	
When completed.	1	11	
CATCHER			
Cannot wear plastic face mask/guard (FP).	3	6	c Note
Must be in position to receive pitch (FP) (MP).	6	1	b
	6	7	a
(SP).	6	1	a
	6	6	a
Must return ball directly to pitcher (FP) (MP).	6	7	b
(SP).	6	6	b
Must wear a helmet (FP).	3	6	e
Obstructs batter.	8	1	d
CATCHER'S BOX.	1	12	
Dimensions.	2	4	d
CATCHER'S OBSTRUCTION.	8	1	d
Creates a delayed dead ball.	9	3	b
CHANGE OF UMPIRES.	10	5	
CHARGED CONFERENCE.	1	13	
Conference is over.	5	8	b Note 3
Defensive.	5	8	b
Defensive conferences are consecutive.	5	8	b note 4
Includes players going to dugout.	5	8	b Note 1
Offensive.	5	8	a

CHOPPED BALL (SP).	1	14	
Batter is out (SP).	7	6	h
CLEATS (Shoes).	3	5	
COACH.	1	15	
Assists runner.	4	1	
Attempts to create an Illegal Pitch (FP) (MP).	8	9	e
(SP).	6	10	e
Defensive team coach.	6	9	e
Draws throw from fielder.	4	1	d
Ejected from game.	8	9	p
	4	7	Effect 3
	5	8	a Effect
	10	9	c, e & f
Interferes with a throw.	8	9	q 1
Interferes with opportunity to make a play.	8	9	q 2
Manager referred to as Head Coach.	1	15	b
May not use communication equipment.	4	1	f
May not use offensive language.	4	1	e
Offensive team coach.	4	1	c
Players may be designated as coach.	1	15	a
Two coaches may be on field.	4	1	c 1
COACH'S BOX.	2	4	e
COIN TOSS.	5	1	
COMMUNICATION EQUIPMENT			
Not allowed.	4	1	f
CONDITIONS OF FIELD.	5	2	
CONFERENCES.	1	13	
Defensive.	5	8	b
Not charged.	5	8	a Note 2
	5	8	b Note 2 Exception
	5	8	b Note 6
	5	8	c
Offensive.	5	8	a
COURTESY RUNNER (ILLEGAL)			
Injured runner may be substituted.	9	1	i
CROW HOP (FP).	1	16	
Is an illegal act (FP).	6	3	j
(MP).	6	3	l
DEAD BALL.	1	17	
	9	1	a - ab
DEFENSIVE CONFERENCES.	1	13	b
Limited to three per game.	5	8	b
DEFENSIVE TEAM.	1	18	
DEFO (FP)			
Listed in 10th position on line-up card.	4	5	c
May play offense & defense.	4	5	i 2
May re-enter game.	4	5	i
May replace the Designated Player.	4	5	f & Note
DELAYED DEAD BALL.	1	19	
	9	3	
Catcher obstruction.	8	1	d
Contacting ball with detached equipment.	8	7	f
Illegal pitch (FP) (MP).	6		Effect Sec 1-8
(SP).	6		Effect Sec 1-7
Obstruction.	8	7	b
Plate umpire interferes with throw (FP).	8	8	i
Signal.	10	7	j
DELIBERATE CRASH BY RUNNER.	8	9	r
DESIGNATED PLAYER "DP" (FP).	4	5	
Game can proceed with 9 or 10 players.	4	5	f 1
May be replaced by the DEFO.	4	5	f
May play offense & defense.	4	5	g - h
May re-enter.	4	5	b
Minimum number of players when using.	4	3	b
Scoring.	12	2	a 1
DIAMOND DIMENSIONS. . . . (Also refer to drawings).	2		
DISLODGED BASE.	1	20	
Runner may be put out.	8	6	c
Runner not out when he dislodges base.	8	10	n
Succeeding runners not required to touch.	8	4	c
DISPARAGING REMARKS.	10	9	a
Coaches may not use.	4	1	e
DISPUTED CALLS.	4	9	

DOUBLE BASE.	2	4	h 1
Batted ball hits base.	2	4	h 1 (a)
Dropped third strike (FP).	2	4	h 1 (b)
No play made at base.	2	4	h 1 (e)
Play made at base on a batted ball.	2	4	h 1 (b)
Play made from first base foul territory.	2	4	h 1 (c) Exception
DOUBLE, GROUND RULE.	8	1	g Effect Exception
	8	7	h Effect Exception
	8	7	i
DOUBLE PLAY.	1	21	
DROPPED BALL DURING PITCHER'S WIND-UP (FP) (MP).	6	11	
(SP).	6	9	d
DROPPED THIRD STRIKE			
Batter is out (FP).	7	6	n
(SP).	7	6	g
Batter-runner is out (FP).	8	2	a
Batter-runner may use either portion of double base (FP).	2	4	h 1 (b)
DUGOUT CONDUCT.	4	10	
EIGHT FOOT CIRCLE RULE (FP).	8	9	v
EJECTION FROM GAME.	1	22	
Additional charged offensive conference.	5	8	a Effect
Batter using altered bat.	7	6	b
Deliberate crash by runner.	8	9	r Note
Employing tactics to create illegal pitch (FP) (MP).	6	10	e Note
(SP).	6	9	e Note
Fielder distracts batter (FP).	6	5	b Note
(SP).	6	4	b Note
Fielder obstructs with a fake tag.	8	7	b Effect 2
Illegal Extra Player (SP).	4	6	Effect
Illegal Pitcher returns to game (FP) (MP).	6	12	Effect
(SP).	6	10	Effect
Illegal Re-entry.	4	7	Effect 3
Of coach.	4	1	Effect
Of team members.	4	9	
	4	10	
	10	9	b, e, & f
Of team officials.	10	9	c, e, & f
On-deck batters.	3	6	f 1 Exception
Umpires may eject for violations.	10	1	1 3
Using illegal warm-up bats.	7	1	c Effect
ELIGIBILITY OF PLAYER MAY BE PROTESTED.	11	2	d
EQUIPMENT.	3		
Left on field.	3	7	
ERRORS (Scoring of).	12	2	b 6
EXTRA PLAYER "EP" (SP).	4	6	
May only re-enter if required as a Replacement Player.	4	6	f
Minimum number of players when using.	4	1	b
Scoring.	12	2	a 2
Use of (Co-ed SP).	4	6	d & Exception
FACE MASKS.	3	6	c
Catchers may not wear (FP).	3	6	c Note
Damaged facemasks prohibited.	3	6	c
FAIR BALL.	1	23	
Contacts the foul pole.	8	1	g 3
	8	7	h 3
Interfered with.	8	1	e
	8	1	h 1
Judged by position of ball.	1	23	Note 1 & 2
Signal.	10	7	f
Strikes batter-runner.	8	2	g 5
Strikes runner.	8	1	e
	8	5	f 1
	8	10	d-f
	9	2	d
Strikes umpire.	8	1	e
	8	5	f 1
	9	2	d - e
FAIR TERRITORY.	1	24	
FAKE TAG.	1	25	
Causes obstruction.	8	7	b Effect 2
FIELDER.	1	26	
Causes obstruction.	8	7	b
Deflects a batted ball out of play.	8	1	g 2 & Effect

			Exception 2 & 3
	8	7	h 2 & Effect
			Exception 2 & 3
	8	7	i 1
Deliberately kicks ball out of play.	8	7	k
Distracts batter (FP) (MP).	6	5	b
(SP).	6	4	b
Intentionally carries ball out of play.	8	7	k
In game illegally.	4	8	g Effect 2
Interfered with.	7	6	e Exception 1
	7	6	l 3
	8	1	h 2 & 3
	8	2	g 1 (a)
	8	2	g 2 & 3
	8	2	h
	8	2	j
	8	2	k
	8	2	m
	8	2	n 1
	8	7	l 1, 4, & 5
	8	9	m
	8	9	n
	8	9	r
	8	9	y
Loses possession of ball on tag play.	8	7	g Effect Exception 1
Positions on diamond.	4	3	a
Unintentionally carries ball out of play.	8	7	j
FITNESS OF GROUND.	5	2	
FLY BALL.	1	27	
Carried into dead ball area.	8	7	j - k
Deliberately dropped.	8	2	l
	8	8	g
	9	1	w
Interfered with.	7	6	e Exception 2
	8	2	n 2
	8	7	l 2
FORCE OUT.	1	28	
	8	2	c
	8	9	c
FOREIGN SUBSTANCE ON BALL (FP) (MP).	6	6	
(SP).	6	5	
FORFEITED GAME.	4	3	b Effect
	5	3	f 1-8
Ineligible player returns to game.	4	8	g Effect Note
Ineligible roster member used.	11	7	c
No substitute available.	4	11	Effect 4
Plate umpire declares.	10	2	f
Removed or ejected team member fails to leave game.	10	9	f
Score of.	5	4	c
Scoring records.	12	10	
FOUL BALL.	1	29	
Signal.	10	7	e
FOUL TIP.	1	30	
Is a strike.	1	30	Note
	7	4	c
GAME CALLED BY UMPIRE.	5	3	c
GLOVES (refer to softball glove drawing).	3	4	
Use of illegal glove.	8	3	
	8	10	o
GROUND RULE DOUBLE.	8	1	g Effect Exception
	8	7	h Effect Exception
	8	7	i
Signal.	10	7	l
GROUND RULES.	2	2	
Discussion with managers.	10	1	g
HANDS NOT PART OF BAT.	8	1	f & Note
HEAD BANDS.	3	8	a 2
HEAD COACH.	1	15	b
Must provide name of new coach in case of ejection.	4	7	Effect 4
	10	9	c Note
Name must be listed on line-up card.	4	2	a 4
Responsible for signing line-up card.	4	1	a
HEIGHT OF PITCH (SP).	6	3	h

HELMETS	1	31	
Are mandatory (FP).	3	6	f
Damaged helmets prohibited.	1	31	c
Defensive player may wear.	3	6	f Note
Must have two earflaps.	3	8	a Exception
Removal of during play.	1	31	a
Thrown ball contacts helmet.	3	6	f 2
HIT BY PITCH (Batter) (FP).	3	6	f 3
(SP).	8	1	f
(FP) (MP).	7	4	e
Ball is dead.	6		Effect 1-8 (5)
HOME PLATE.	9	1	d
HOME RUN.	2	4	f
Removal of helmet on a home run.	8	1	g Effect
Signal.	8	7	h Effect
HOME TEAM.	3	6	f 2
ILLEGAL BAT.	10	7	m
Batter in box with.	1	32	
Batter is out for using.	1	33	
Dead ball.	7	6	c
Titanium bats illegal.	7	6	c
ILLEGAL GLOVE.	9	1	v
Batter-runner not out.	3	1	b Note
Runner not out.	8	3	
ILLEGAL PITCH (FP) (MP).	8	10	o
(SP).	6		Effect Sec 1-8
Hits batter (FP) (MP).	6		Effect Sec 1-7
(SP).	6		Effect Sec 1-8 5
Is nullified (FP) (MP).	7	4	e & g
(SP).	7	5	d
On squeeze play (FP) (MP).	6		Effect Sec 1-8 3
Option given (FP) (MP).	6		Exception
Pitcher throws to base from pitcher's plate (FP) (MP).	6		Effect Sec 1-7
What constitutes (FP) (MP).	6		Exception
(SP).	7	4	b
ILLEGAL EXTRA PLAYER (SP).	6	5	c & Penalty
Use of.	6		Effect Sec 1-8 3
ILLEGAL PITCHER.	6	8	
Returns to pitching position (FP) (MP).	6	1-8	
(SP).	6	1-7	
ILLEGAL PLAYER.	1	34	
May be appealed.	4	6	Effect
Penalty for use of.	1	35	
ILLEGAL RE-ENTRY.	6	12	& Effect
DEFO bats for other than DP (FP).	6	10	& Effect
DP bats in incorrect position (FP).	6	36	
Penalty for use of.	4	7	Effect 1
ILLEGAL SUBSTITUTE.	4	8	e Note
Penalty for use of.	4	7	b Effect 3
ILLEGAL WARM-UP BATS.	4	8	g Effect
Penalty for use of.	7	1	c Effect
ILLEGALLY BATTED BALL.	1	39	
Ball is dead.	9	1	a
Batter is out.	7	6	d - e
Runners must return.	8	8	b
ILLEGALLY CAUGHT BALL.	1	40	
Runners may advance without liability.	8	7	f
INCOMPLETE GAME.	5	3	g
INCORRECT UNIFORM NUMBER ON LINE-UP CARD.	1	52	Note
INELIGIBLE PLAYER.	4	11	Note
Called out.	1	41	
Causes forfeit.	4	8	g Effect 1(b)(1)
Removed from game.	5	3	f 8
	4	8	g Effect

Returning to game.	4	8	g Effect Note
INFIELD.	1	44	
INFIELD FLY.	1	45	
Ball remains alive.	9	2	b
Batter-runner out.	8	2	e
Signal.	10	7	n
Takes precedence over deliberately dropped ball.	8	2	l Effect Note
	8	8	g Note
	9	1	w Note
IN FLIGHT.	1	42	
IN JEOPARDY.	1	43	
INJURED PLAYER			
May be substituted at pre-game meeting.	4	4	b
May be substituted prior to advancing to an awarded base.	9	1	i
Umpire should suspend play.	10	8	f
INNING.	1	46	
IN PLAY (Ball).	9	2	a - af
Out of play lines.	8	7	k Effect Note
INSULTING REMARKS TOWARD PLAYERS OR UMPIRES.	10	9	a
INTENTIONAL WALK (SP).	8	1	c Effect 2
Pitcher must pitch (FP) (MP).	6	4	
Pitch Out allowed (FP) (MP).	6	4	Note
INTENTIONALLY DROPPED FLY BALL			
Ball dead.	9	1	w
Batter-runner out.	8	2	l
Infield Fly takes precedence.	8	2	l Effect Note
Runner returns.	8	8	g
Trapped ball not considered to be dropped.	8	2	l Note
INTERFERENCE.	1	47	
Act of overrides obstruction.	8	7	b Effect 3
Ball dead.	9	1	f
	9	1	aa
Batted ball striking umpire.	8	1	e
Batter-runner returns to bat.	8	2	k & Exception
By base coach.	8	9	p - q
By batter.	7	6	l
By batter-runner.	8	2	g - j
	8	9	y
By immediate preceding runner.	8	2	m
By member of team at bat.	8	2	k
By non-team member.	8	2	n
	8	7	l
	9	1	aa
By on-deck batter	7	1	e
By plate umpire (FP).	8	8	i
By runner.	8	9	k - n
	8	9	r
Caused by offensive team equipment.	8	7	g Effect & Exception 3
Hitting a batted ball a second time.	7	6	i
On attempted squeeze play (FP) (MP).	6	5	c & Penalty
Runners return unless forced.	8	8	c
	8	8	h
	8	9	k - r & Effects
With a dropped third strike (FP).	8	2	g 6
With a live ball.	8	2	g 1 (b)
	8	2	g 4
	8	2	g 5
	8	2	n 2
	8	5	f 1
	8	7	f
	8	7	l 2
	8	7	l 3
	8	7	l 6
	8	8	i Note
	8	9	k - m
	8	9	q 1
JEWELRY.	3	8	g
Player removed from game	3	8	Note
JUDGMENT DECISIONS DISPUTED.	4	9	
LEAPING (FP).	1	48	
LEGAL DELIVERY (FP) (MP) & (SP).	6	3	
LEGAL TOUCH.	1	49	

Batter-runner is out.	8	2	a & c
Runner is out.	8	9	b - c
LEGAL WARM-UP BATS.	3	2	
On-deck batter may use.	7	1	c
LEGALLY CAUGHT BALL.	1	50	
LINE DRIVE.	1	51	
Deliberately dropped.	8	2	l
	8	8	g
	9	1	w
Not an Infield Fly.	1	45	
LINE-UP CARD.	1	52	
	4	2	a
Batting Order to be followed.	7	2	c
Ejection of named manager/coach.	4	7	Effect 3
Head coach must sign.	4	1	a
LIVE BALL.	9	2	a - af
Carried into dead ball territory.	8	7	j - k
LOSS, CHARGED TO PITCHER (Scoring).	12	7	
MANAGER EJECTED.	4	7	Effect 3
	10	9	c, e & f
MASKS AND THROAT PROTECTORS.	3	6	a - b
Umpire must wear (FP).	10	1	e l
MAXIMUM ARC ON PITCH (SP).	6	3	h
MEDICAL APPARATUS.	3	8	f - g
MERCY RULE.	5	5	
MINIMUM ARC ON PITCH (SP).	6	3	h
MITTS.	3	4	
MODIFIED PITCHING RULES (MP).	6		
MULTICOLOURED GLOVES (Use of).	3	4	
NO PITCH (FP) (MP).	6	10	
(SP).	6	9	
Signal.	10	7	o
NAMES (Uniform).	3	8	e
Must be listed on line-up card.	4	2	
NON-TEAM MEMBER CREATES INTERFERENCE			
Ball is dead.	9	1	aa
Batter-runner is out.	8	2	n
Causes a blocked ball.	1	9	
Runners entitled to advance.	8	7	l
NUMBERS (Uniform).	3	8	d
Incorrect number on line-up card.	1	52	Note
OBSTRUCTION.	1	53	
Act of interference takes precedence.	8	7	b Effect 3
By catcher.	8	1	d
Defensive team.	8	7	b
Fielder cannot block base without possession of ball.	1	53	b 1
	8	7	b 1
On squeeze play (FP) (MP).	6	5	c
Runner cannot be out.	8	7	b Effect 2 & 3
Runner may be out.	8	7	b Effect 4
OFFENSIVE CONFERENCES.	1	13	a
	5	8	a
OFFENSIVE TEAM.	1	54	
Attempts to create an Illegal Pitch (FP) (MP).	6	10	e
(SP).	6	9	e
OFFICIAL BALL.	3	3	
OFFICIAL SCOREKEEPER.	12	1	
ON-DECK BATTER.	1	55	
May leave on-deck circle.	7	1	d
May not interfere.	7	1	e
Must wear a helmet (FP).	3	6	f & 1 Exception
Using illegal warm-up bats.	7	1	c Effect
ON-DECK CIRCLE.	2	4	b
ONE-METER LINE.	2	4	a
Batter-runner not out.	8	2	g Note
Batter-runner out.	8	2	g 1
OPTION PLAYS.	1	56	
Catcher obstruction.	8	1	d Effect
Illegal Pitch (FP) (MP).	6		Effect Sec 1-8
			3 & 4
Illegal Pitcher returns to pitch (FP) (MP).	6	12	Effect
(SP).	6	10	Effect
On a walk (intentional or otherwise) (Co-ed SP).	8	1	c Effect 3 Exception

Outs made using illegal glove.	8	3	
Unannounced substitute.	8	10	o
OUT	4	8	g Effect 2(a)
Automatic (Co-ed SP).	4	3	b Effect Exception
	4	6	d Exception
	7	2	b Note
	7	6	j & Note
	12	2	a 2 Note Exception
	12	2	b 4(b)(10)
Batter.	7	6	
Batter-runner.	8	2	
	8	9	y Effect
Batting out-of-order	7	2	c - d Effect 2
Runner.	8	9	
Signal.	10	7	g
OUTFIELD.	1	57	
OVERRUNNING FIRST BASE			
Runner attempts to go to second base.	8	9	i
Runner may overrun on a base on balls.	8	9	v Effect Note
Runner not out.	8	10	i
OVER SLIDE.	1	58	
Appeal play at home plate.	8	9	j
Runner is out.	8	9	b
OVERTHROW.	1	59	
Award of bases.	8	7	g Effect
Runners entitled to advance.	8	5	c
PASSED BALL (FP).	1	60	
Runners entitled to advance.	8	7	c
PERSON ASSIGNED TO GAME			
Interferes with fielder or ball.	8	2	n
	8	7	l
	9	1	aa
Struck by a live ball.	9	2	r
PINE TAR			
Not allowed on ball or pitcher's hand (FP) (MP).	6	6	a
(SP).	6	5	a
Permissible on bat grip.	3	1	j
PITCH.	1	61	
Deliberately dropped or rolled (FP).	6	3	l
(MP).	6	3	n
Delivered with catcher not in catcher's box (FP) (MP).	6	7	a
(SP).	6	6	a
Height of pitch (SP).	6	3	h
Hits batter (SP).	7	5	e
(FP).	8	1	f
Hits batter in strike zone.	7	4	g
	7	6	a
Illegal (FP) (MP).	6		Effect Sec 1-8
(SP).	6		Effect Sec 1-7
Illegal on squeeze play (FP) (MP).	6	5	c & Penalty
Illegal Pitch hits batter (FP) (MP).	6		Effect Sec 1-8 5
(SP).	7	4	b
	7	5	d
Intentional walk (FP) (MP).	6	4	
(SP).	8	1	c Effect
No pitch declared (FP) (MP).	6	10	
(SP).	6	9	
Quick return pitch (FP) (MP).	6	10	b
(SP).	6	7	
Must be returned directly by catcher (FP) (MP).	6	7	b
(SP).	6	6	b
Starts (FP) (MP) & (SP).	6	2	
Slips from pitcher's hand (FP) (MP).	6	11	
	9	2	ac
	6	9	d
Warm-up pitches allowed (FP) (MP)	6	9	
(SP).	6	8	
PITCHER			
Becomes an Illegal Pitcher.	5	8	b Effect
(SP).	6	3	g Note
Cannot pitch behind back (SP).	6	3	f
Cannot throw to base while in contact with plate (FP) (MP).	6	8	

Charged with a loss (scoring).	12	7	
Credited with a win (scoring).	12	6	
Crow Hop not legal (FP).	1	16	
(MP).	6	3	j
Fails to pitch within allowed time (FP) (MP).	6	3	l
(SP).	7	5	m Effect
(SP).	6	3	h
Hits batter with a legal pitch (FP) (MP).	7	5	j
(SP).	7	5	h
Hits batter in strike zone.	8	1	f
(SP).	7	5	e
Hits batter with an Illegal Pitch (FP) (MP).	7	4	g
(SP).	7	6	a
(SP).	6		Effect 1-8 5
(SP).	7	4	b
(SP).	7	5	d
Illegal Pitcher returns to pitch (FP) (MP).	6	12	
(SP).	6	10	
Legal delivery (FP) (MP) & (SP).	6	3	
May legally step off pitcher's plate (FP) (MP).	6	8	Note
May not pitch with excessive speed (SP).	6	3	g
May re-enter.	4	7	
May take a step on delivery (SP).	6	3	e
May use resin to dry hands (FP) (MP).	6	6	b
(SP).	6	5	b
Must bring body to full & complete stop (FP) (MP).	6	1	e
(SP).	6	1	c
Must release pitch within certain time (FP) (MP).	6	3	m
(SP).	6	3	j
Must step on delivery (FP).	6	3	h
(MP).	6	3	k
Must take signal from catcher (FP) (MP).	6	1	d
Not considered in position (FP) (MP).	6	1	b
(SP).	6	1	a
Not credited with win or loss (scoring).	12	10	
Not required to step (SP).	6	3	e
Penalty for extra warm-up pitches (FP) (MP).	6	9	Effects a & c
(SP).	6	8	Effects a & c
Pitches during suspension of play (FP) (MP).	6	10	a
(SP).	6	9	a
Playing runners back from pitcher's circle (FP).	8	9	v Effect 3
Preliminaries (FP) (MP) & (SP).	6	1	
Prevents batter from striking at pitch (FP).	6	3	l
(MP).	6	3	n
Removed after excessive charged defensive conferences (FP) (MP).	6	12	
(SP).	6	10	
Rocking motion illegal (FP).	6	3	h Note
(MP).	6	3	k Note
Starting player (pitcher).	1	72	
Tape on finger of pitching hand (FP) (MP).	6	6	d
(SP).	6	5	d
Throws from pitcher's plate (FP) (MP).	6	8	
Warm-up pitches allowed (FP) (MP)	6	9	
(SP).	6	8	
Sweatband not permitted on wrist or forearm of pitching hand (FP) (MP).	6	6	d
PITCHER'S CIRCLE (FP).	1	62	
PITCHER'S PLATE.	2	4	g
Pitcher must maintain contact with (FP) (MP).	6	1	c
(FP).	6	3	g
(MP).	6	3	h Note
(MP).	6	3	j
(MP).	6	3	k Note
(SP).	6	1	b
(SP).	6	3	e
PITCHING DISTANCES.	2	3	
PITCHING POSITION (FP) (MP) & (SP).	6	1	
PITCHOUT (FP) (MP).	6	4	Note
PIVOT FOOT.	1	63	
Must remain in contact with pitcher's plate (FP).	6	3	g - i
(MP).	6	3	j - l
(SP).	6	3	e
PLATE UMPIRE.	10	2	
Decides on fitness of ground.	5	2	

PLAYERS.	4	3	
Attempt to create an Illegal Pitch (FP) (MP).	6	10	e
(SP).	6	9	e
Become starting players.	4	4	
Defensive positions.	4	3	a
Defensive positions prior to pitch (FP) (MP).	6	5	
(SP).	6	4	
Ejected for attempting to create an Illegal Pitch (FP) (MP).	6	10	e Note
(SP).	6	9	e Note
Ejected for distracting batter (FP) (MP).	6	5	b & Note
(SP).	6	4	b & Note
Ejected for fake tag obstruction.	8	7	b 3 & Effect 2
Ejected for Illegal Re-entry.	4	7	Effect 3
Ejected for using illegal warm-up bat.	7	1	c Effect
Ejection of Illegal EP (SP).	4	6	Effect
Entering as a Replacement Player.	4	11	
May act as a coach.	1	15	a
May be substituted.	4	8	a
May play with uneven number of males and females (Co-ed SP).	4	3	b Exception
May sit on bench after being removed from game.	10	9	d
May wear facemasks/guards.	3	6	c
May wear helmets while on defense.	3	6	f
Minimum number required to play.	4	3	a
Must be required number to start or continue game.	4	3	b
Must leave game and ground when ejected.	10	9	e
Officially in game.	4	8	c
Penalty for violations.	10	9	b
Removed from game after being declared as Ineligible Player.	4	8	g Effect
Removed from game for failure to remove illegal uniform.	3	8	Note
Substituted from game.	4	8	
PLAY BALL.	1	64	
Batter must take position after umpire calls.	7	3	a
Pitcher must be in pitching position to put ball in play.	9	2	a
Signal.	10	7	a
Team fails to resume play after call of.	5	3	f 3
PLAY MADE BY UNANNOUNCED SUBSTITUTE.	4	8	g Effect 2
PLAYING FIELD.	2	1	
Fitness for play.	5	2	
Ground rules establishing limits.	2	2	
Diamond layout.	2	4	
Using baseball field.	2	2	b
Warning track.	2	1	d
PRE-GAME MANAGER'S MEETING.	4	4	
PROTESTS.	11		
Effect of result of protest decision.	11	7	
Information needed.	11	6	
Notification of intent to lodge.	11	4	
That will be considered.	11	2	
That will not be considered.	11	1	
Time limit to lodge.	11	5	
QUICK RETURN PITCH.	1	65	
Becomes a No Pitch (FP) (MP).	6	10	b
Is illegal (SP).	6	7	
RE-ENTRY.	1	66	
Designated Player may re-enter (FP).	4	5	b
Extra Player may not re-enter (SP).	4	7	a
Illegal re-entry.	4	7	Effect
REFUSING TO PLAY OR CONTINUE GAME.	5	3	f 2
REGULATION GAME.	5	3	a - g
REMOVAL FROM GAME.	1	67	
Altered & illegal bat must be removed.	7	6	b - c Note
Ineligible player.	4	8	g & Effect
Failure of player to leave game in required time.	5	3	f 6
.	10	9	f
Failure of player to remove jewellery.	3	8	Note
Umpires may remove players for violations.	10	1	1 3
REMOVAL FROM PITCHING POSITION			
For exceeding defensive conference limit.	5	8	b Effect
For pitching with excessive speed (SP).	6	3	g Note
REPLACEMENT PLAYER.	1	68	
Can bat & field.	4	11	c
Substituted EP may act as (SP).	4	6	g
Must be reported to umpire.	4	11	b

Not subject to provisions of substitutions rule.	4	11	f
Required when player bleeding.	4	11	
Statistics to be credited (scoring).	12	2	a Note
To be treated as a substitute.	4	11	Effect 1
RESIN			
May be used on bat.	3	1	j
Use by pitcher (FP) (MP).	6	6	b - c
(SP).	6	5	b - c
RETURN OF PITCH TO PITCHER BY CATCHER (FP) (MP).	6	7	b
(SP).	6	6	b
ROSTERS.			
Eligible members may be added to line-up at any time.	4	2	a 3
Must be male or female only.	4	2	b
Use of ineligible roster members may be protested.	11	2	d & Note
RUNNER.			
Abandons base.	8	9	w
	9	2	ae
Advances on an Illegal Pitch (FP) (MP).	6	7	Effect 1-8 2(b)
	7	5	c Effect
	8	7	e
Award of bases due to contact with detached player equipment.	8	7	f & Effect
Award of bases on ball carried out of play.	8	7	j - k
Award of bases on ball overthrown out of play.	8	7	g & Effect
Can steal bases (FP).	1	73	
	8	5	a
Cannot leave base until pitch reaches home plate (SP).	8	9	t
Cannot leave base until pitcher releases the pitch (FP).	8	9	u
Cannot steal a base (SP).	1	73	
	8	8	j & Effect
Closest to home is out.	7	1	e Effect 1(a)
	7	6	f Exception Note
	8	2	g Note 1-6
	8	9	l Note
	8	9	n Note
	8	9	p Note
	8	9	q Note
Comes in contact with fielder attempting to field fair-batted ball.	8	9	m
Comes in contact with fielder not entitled to field ball.	8	10	c
Deflects a fair-batted ball.	8	7	i 2
Deliberately crashes into fielder with ball.	8	9	r
Dislodges a base.	8	4	c
	8	6	c
Enters team area while ball alive.	8	9	w
Entitled to advance with liability to be put out.	8	5	
Entitled to advance without liability to be put out.	8	7	
Entitled to hold base.	8	4	b
Ejected due to deliberate crash.	8	9	r Note
Fails to return to base or proceed to next base when ball in circle (FP).	8	9	v
Fails to return to base while ball in play.	8	9	d
Forfeits exemption from liability to be put out.	8	6	
Hit by batted ball.	8	1	e & Effect
	8	5	f 1
	8	7	i 2
	8	9	k
	8	10	d - f
Illegal glove used on play.	8	10	o
In game illegally.	4	8	g Effect 1 (d)
Injured.	9	1	i
	10	8	f
Intentionally kicks ball.	8	9	l
Interferes with batted ball.	7	6	f Exception 2
	8	1	e & Effect
	8	5	f 1
	8	7	i 2
	8	9	k
Interferes with fielder attempting to catch a thrown ball.	8	2	m 1
Interferes with fielder attempting to field a batted ball.	7	6	f Exception 1
	8	2	k Exception
	8	9	m
Interferes with fielder attempting to throw ball.	8	2	m 2
Interferes with play after being called out or after scoring.	8	9	n
Interferes with thrown ball.	8	9	m
Leaves base too soon (FP).	8	4	a 1

	8	7	b Effect 3(b)
	8	9	g & u
(SP).	8	4	a 1
	8	7	b Effect 3(b)
	8	9	g & t
May advance when ball is batted (SP).	8	5	b
May leave base on an appeal play (FP).	8	9	Effect g - j 2
May leave base when fly ball first touched.	8	4	a 1
	8	5	e
	8	10	l
May not return to a missed base after following runner has scored.	8	4	f
May return to a missed base when ball is dead.	8	7	g Effect
	8	9	Effect g - j 3 Exception
May wear a plastic facemask/guard.	3	6	c
Misses a base.	8	4	a 2
	8	6	a
	8	7	b Effect 3(a)
	8	9	h
Misses home plate.	8	9	j
Must return to base.	8	8	
	10	8	f Effect
Must touch awarded bases in legal order.	8	4	h
Must wear a helmet (FP).	3	6	f
Not out.	8	10	
Obstructed.	8	7	b
Obstructed but cannot be out.	8	7	b Effect 3
Obstructed but may be put out.	8	7	b Effect 4
Off base when pitcher has ball in pitcher's circle (FP).	8	9	v
Offensive team collecting at a base to confuse defense.	8	9	o
Out.	8	9	
Out after an obstruction.	8	7	b Effect 4
Out for removing helmet.	3	6	f 2
Out on appeal plays.	8	9	g - j & Effect
Out on batter-runner interference.	8	2	m
	8	9	y
Out on force play.	8	9	c
Out when assisted by anyone other than a runner.	8	9	e
Passes another runner.	8	9	f
Runs bases in reverse order.	8	9	s
Runs out of base path.	8	9	a
	8	10	a - b
Struck by a fair ball.	8	1	e & Effect
	8	5	f 1
	8	7	i 2
	8	9	k
	8	10	d - f
Struck by a fair ball in foul territory.	8	10	e
Struck by a fair ball while touching a base.	8	1	e & Effect 3(b)
	8	10	m
Struck by a foul ball.	1	29	d
Takes a running start on a fly ball.	8	9	x
Two occupying base at same time.	8	4	d
RUNS BATTED IN (Scoring).	12	5	
RUNS DO NOT SCORE.	5	7	b
Succeeding runner may not score.	8	4	e Exception
RUNS LEGALLY SCORE.	5	7	
On squeeze play (FP) (MP).	6	5	c & Penalty
SACRIFICE FLY (Scoring).	12	4	
SAFE SIGNAL.	10	7	h
SCOREKEEPER'S SUMMARY.	12	8	
SCORING.	12		
Forfeited game records.	12	10	
SHIN GUARDS (FP).	3	6	e
For umpires.	10	1	e 2
SHOES MUST BE WORN.	3	5	
SINGLE UMPIRE - RESPONSIBILITIES.	10	4	
SLAP HIT (FP).	1	70	
Not considered to be a bunt.	1	70	Note
SOFTBALL - OFFICIAL BALL.	3	3	
SPECTATOR			
Abuse to.	10	9	a
Causes forfeit.	5	3	e
Interference by.	1	9	

	8	1	h
	8	2	n
	8	7	l
	9	1	aa
SPEED OF PITCH (SP).	6	3	g
SPIKES (SHOES)	3	5	
SPRAY SUBSTANCES			
Permitted on bat grip.	3	1	j
SQUEEZE PLAY (FP).	1	71	
Runner attempting to score (FP) (MP).	6	5	c & Penalty
STARTING LINE-UP.	1	52	1
	4	2	a 1
	4	4	
Designated Player (FP).	4	5	a
Extra Player (SP).	4	6	a
Order of line-up.	7	2	
Re-entry of.	4	7	a
Shall alternate sexes (Co-ed SP).	7	2	b
STARTING PLAYERS.	1	72	
Shall be official.	4	4	
STEALING.	1	73	
Runner may attempt to steal (FP).	8	5	a
Not allowed (SP).	8	8	j
Umpire interferes with catcher's attempt to retire runner (FP).	8	8	i
STEP NOT NECESSARY BY PITCHER (SP).	6	3	e
STEP MUST BE TAKEN BY PITCHER (FP).	6	3	h
(MP).	6	3	k
STEPPING OUT OF BATTER'S BOX.	7	3	b
Batter hits ball illegally.	7	6	d - e
Batter steps from one box to the other.	7	6	k
	9	1	b
STOLEN BASE (SP).	8	8	j
Scoring (FP).	12	9	
STRIKE			
Ball hits batter on swing.	7	4	e
Ball hits batter on third strike.	7	6	a
Called by umpire.	7	4	a - h
Dropped third strike (SP).	7	6	g
Illegal Pitch swung at (SP).	7	4	b
Signal.	10	7	b
Third strike rule (FP).	8	1	b
STRIKE ZONE (FP).	1	74	a
(SP).	1	74	b
SUBSTITUTES.	4	8	
Cannot re-enter.	4	7	b
Eligible roster members may be added to list of.	4	2	a 3
For injured runners.	9	1	i
Illegal substitutes considered in game.	4	8	g
Legally considered in game.	4	8	c
May enter at pre-game meeting.	4	4	b
May not participate in game further as players.	4	8	h
Multiple substitutions allowed.	4	8	i
Must notify umpire when entering game.	4	8	b
No substitutes available.	5	3	f 7
	4	11	Effect 4
No violation.	4	8	e - f
Provisions do not to apply for Replacement Players.	4	11	f
Unannounced.	1	36	
	1	38	
Use of Illegal Substitutes must be appealed.	4	8	e Note
SUSPENSION OF PLAY.	10	8	
Team fails to resume play.	5	3	f 3
Signal.	10	7	i
TAG.	1	75	
Batter-runner is out.	8	2	a & c
Illegal tag.	8	10	g
Runner is out.	8	9	b - c
TAGGING UP.	1	76	
Runner fails to tag up on a fly ball.	8	7	b Effect 3(b)
	8	9	g
Runner may legally advance.	8	5	e
Runner not out.	8	10	l
TAPE ON BAT.	3	1	j

TAPE ON PITCHING HAND (FP) (MP).	6	6	d
(SP).	6	5	d
TEAM.	4	3	
Forfeits.	5	3	f
Number of players required to start or continue a game.	4	3	b
TEAM MEMBER.	1	77	
TEAM OFFICIALS EJECTED.	10	9	c 2
For a second charged offensive conference.	5	8	a Effect
For an Illegal Re-entry.	4	7	Effect 3
For attempting to create an Illegal Pitch (FP) (MP).	6	10	e Note
(SP).	6	9	e Note
For coaching infractions.	4	1	Effect
THIRD STRIKE RULE (FP).	8	1	b
(SP).	7	6	g
THROAT PROTECTORS (Mask).	3	6	a - b & Notes
Umpires.	10	1	e 1
THROW.	1	78	
THROWING TO A BASE WHILE FOOT IS IN CONTACT WITH PITCHER'S PLATE (FP) (MP).	6	8	
TIEBREAKER.	5	6	
TIE GAMES.	5	3	
Play continues.	5	3	b
Regulation tie game declared.	5	3	d
Shall be replayed.	5	3	g
	5	4	b
TIME.	1	79	
Dead ball.	9	1	l
Signal.	10	7	i
Suspension of play.	10	8	
TRAPPED BALL.	1	80	
Not considered deliberately dropped.	8	2	l Note
Signal.	10	7	k
TRIPLE PLAY.	1	81	
TURN AT BAT.	1	82	
Player misses his turn.	7	2	Effect 4
Scoring.	12	2	b 1
UMPIRES.	10		
Deflects a ball out of play.	8	7	i 1
Equipment, Uniform.	10	1	c - e
Fair-batted ball strikes umpire.	1	23	d
	8	1	e
	8	5	f 1
	9	2	d - e
Foul ball strikes umpire.	1	29	d
Hit by thrown ball.	8	8	i Note
	9	2	v
Judgement.	10	6	
May confer with partner.	10	6	
May not override a call.	10	6	
May not wear exposed jewelry.	10	1	d
May rectify calls placing players in jeopardy.	10	6	
Plate umpire interferes with catcher's attempt to throw (FP).	8	8	i
	9	3	c
Signals.	10	7	a - o
UNIFORMS			
Players.	3	8	
Umpires.	10	1	c - e
UNREPORTED SUBSTITUTES.	1	36	b
	1	38	
	4	8	g
VISORS.	3	8	a (2)
WARM-UP BATS.	3	2	
	7	1	c
WARM-UP PITCHES FOR RELIEVING PITCHER OR BETWEEN INNINGS - PENALTY (FP) (MP).	6	9	Effects a & c
(SP).	6	8	Effects a & c
Being taken in warm-up area.	3	6	a Note
WHITE WEBBING, CIRCLE, OR FIGURE ON GLOVE.	3	4	
WITHDRAWN PLAYERS			
Provisions for use of Replacement Player.	4	11	
WILD PITCH (FP).	1	83	
Goes out of play.	8	7	c
WILD THROW.	1	84	

WIN, CREDITED TO PITCHER (Scoring)	12	6	
WIND-UP (Pitcher's) (FP)	6	3	a - d
	6	3	k
(MP)	6	3	a - e
	6	3	m
(SP)	6	3	a - d
	6	3	i
WINNER OF GAME	5	4	
WRISTBANDS NOT PERMITTED FOR PITCHER (FP) (MP)	6	6	d
YOUTH AGE PLAYERS MUST WEAR A HELMET WHILE COACHING OR ACTING AS BAT BOYS/GIRLS	3	6	f & 1 Exception