

SCHOOL GAMES FEDERATION OF INDIA

OFFICIAL RULES OF SOFTBALL

ISF(International School Sports Federation) Playing Rule Changes with Comments New Rules and/or changes are bolded and italicized in each section.

References to (SP ONLY) include Co-ed Slow Pitch. Wherever "FAST PITCH ONLY (FP ONLY)" appears in the Official Rules, the same rules apply to Modified Pitch with the exception of the pitching rule. "Any reprinting of THE OFFICIAL RULES without the expressed written consent of the International Softball Federation is strictly prohibited.

"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.

Engraved "ID" marking on the knob end only of a metal bat is not considered an altered bat. Engraved "ID" marking on the barrel end of a metal bat is considered an altered bat. Laser marking for "ID" purposes anywhere on the bat is not considered an altered bat.

Sec. 2. APPEAL PLAY.

A live or dead ball appeal is a play or situation on which an umpire cannot make a decision unless requested by a manager, coach or player of the non-offending team. A coach or manager may only make a dead ball appeal and only after stepping onto the playing field. If made by a fielder, the fielder must be in the infield when making the appeal. The appeal may not be made after anyone of the following has occurred.

a. A legal pitch has been thrown or an illegal pitch has been called.

EXCEPTION:

1. An appeal for the use of an Illegal Substitute, Illegal Re-entry, a Replacement Player or Withdrawn payer (either leaving or returning to the line-up under the Replacement Player Rule) and not reporting to the umpire can be made any time while such player is still in the game.

2. An appeal for runners switching positions on the bases they occupied may be made any time until all such runners are in the dugout or the half admning is over.

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:

- a. Missing a base
- b. Leaving a base on a caught fly ball before the ball is first touched
- c. Batting out-of-order
- d. Attempting to advance to second base after making a turn at first base
- e. Illegal substitutions
- f. The use of unannounced players under the Replacement Player Rule
- g. Illegal re-entry
- h. The use of unannounced players under the Designated Player Rule
- i. Runners switching positions on the bases they occupied.

Sec. 3. BALL COMPRESSION.

Ball Compression is the "Load force" in kilograms (pounds) required to compress a softball 6.5mm (0.25 inches) when measured in accordance with the ASTM (American Society for Testing and Materials) test method for measuring compression-displacement of softballs.

Sec. 4. BALL COR.

The Coefficient of Restitution of a softball when measured with the TCM (Technical Committee and Materials) test method for measuring the Coefficient of Restitution of softballs.

Sec. 5. BASE LINE.

A Base Line is a direct line between bases.

Sec.6.

BASE ON BALLS.

(FP and SP) A base on balls occurs when four pitches are judged by the plate umpire to be balls, including illegal pitches. The batter is awarded first base. This is sometimes referred to as a Walk (FP the ball is alive; SP the ball is dead)

Sec. 7. 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. 8. 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. 9. BATTER.

A batter is an offensive player who enters the batter's box with the intention of aiding his team to score runs. He continues to be a batter until he is either declared out by the umpire or he becomes a batter-runner.

Sec. 10. 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. 11. 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. 12. 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 line - up card is submitted, it shall also include each player's position.

Sec. 13. BLOCKED BALL.

A blocked ball is a batted, thrown or pitched ball that:

- a. Becomes lodged in the fencing, or
- b. Is touched, stopped or handled by a person not engaged in the game, or
- c. Touches any object that is not part of the official equipment or playing area, or
- d. Is touched by a defensive player who is in contact with the ground that is not part of the playing area.

A thrown ball touching a base coach accidentally (in or out of the coaches box) is not a blocked ball.

Sec. 14. BUNT.

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

Sec. 15. 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.

A. In establishing a valid catch, the fielder shall hold the ball long enough to prove the ball is securely held and/or that the release of the ball is voluntary and intentional. If the player drops the ball after reaching into the glove to remove it or while in the act of throwing, it is a valid catch.

B. 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.

C. The fielder's feet must be within the field of play, touching the 'out of play' line or being in the air after leaving live ball territory in order to have a valid catch. If the player has control of the ball when returning to the ground in the 'out of play' area, it is a valid catch. A player who is in "out of play area" and returns to the live ball territory must have both feet touching the playable area prior to touching the ball in order to have a valid catch.

D. It is not a catch, if a fielder (while gaining control), collides with another player, umpire or a fence, or falls to the ground and drops the ball as a result of the collision or falling to the ground.

E.A batted ball striking anything other than a defensive player while it is in flight is ruled the same as if it struck the ground.

Sec. 16.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, plate, or batter, 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. 17. 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 to allow a representative of the defensive team to enter the playing field to communicate with any defensive player or a fielder leaves his position and goes to the dugout and gives the umpire reason to believe that he received instruction.

Note to Sec 17 b : It is not a charged conference if the coach/manager notifies the plate umpire of a change of pitchers either before or after communicating with the pitcher.

Sec. 18. CHOPPED BALL.

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. 19.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. 20. CROW HOP. (FP ONLY)

A Crow hop is defined as the act of a pitcher who does not push off from the pitcher's plate to deliver the ball.

THIS IS AN ILLEGAL ACT if the pitcher steps off the pitcher's plate, thereby establishing a second impetus (or starting point) and then pushes off from the new starting point and completes the delivery.

NOTE: The pitcher may leap, from the pitcher's plate, land and, with a continuous motion, deliver the ball to the plate. The pivot foot may push off and/or follow through with this continuous action and this is NOT considered a crow hop.

Sec. 21. 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, or
- b. Lodges in the umpire's gear or in an offensive player's clothing, or
- c. The umpire has ruled dead.

Sec. 22. DEFENSIVE TEAM.

The defensive team is the team in the field.

Sec. 23. 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. 24. DESIGNATED PLAYER (DP) (FP ONLY)

The Designated Player is a starting offensive player who bats in the line - up for the FLEX PLAYER listed in the tenth (10th) position on the line - up card.

Sec. 25. DISLODGED BASE.

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

Sec. 26. 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. 27. DUG OUT.

The dug out is an area in dead ball territory designated for players, coaches, bat boys or girls, and official representatives of the team only. There shall be no smoking in this area.

Sec. 28. 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 rule violation for the remainder of the game,

Sec. 29. FAIR BALL.

A fair ball is a legally batted ball which

- a. Settles or is touched on or over 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, regardless of where the ball hits after going over the base.

- 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. While in flight hits the foul line pole.

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. 30. 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. 31. FAKE TAG.

A 'fake tag' is a form of obstruction on a runner, while advancing or returning to a base, by a fielder who is not in possession of the ball, that impedes the progress of the runner. The runner does not have to stop or slide. Merely slowing down when a fake tag is simulated would constitute obstruction.

Sec. 32. FIELDER.

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

Sec. 33. FLY BALL.

A fly ball is any ball batted into the air.

Sec. 34 FLEX

PLAYER (FP ONLY). The Flex Player is the starting player for whom the Designated Player (DP) is batting and whose name appears in the tenth (10th) position on the line - up card.

Sec. 35. 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.

On an appeal play the force out is determined by the force situation at the time the appeal is made; not at the time of the infraction. E.g. if the force has been broken by an out of an succeeding runner prior to the appeal then this is no longer a force out.

Sec. 36. FORFEIT

A forfeit is the act of the plate umpire ruling that the game is over by declaring the non-offending team the winner.

Sec. 37. 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, attached or detached equipment or clothing of an umpire or player, or any object foreign to the natural ground.
- e. Touches the batter or the bat in the batter's hand(s) a second time while the batter is within the batter's box.
- f. Goes directly from the bat, not higher than the batter's head, to any part of the catcher's body or equipment and is caught by another fielder.
- g. Hits the pitcher's plate and rolls untouched to foul territory before reaching first or third base.

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. 38 FOUL TERRITORY.

Foul territory is any part of the playing field that is not included in fair territory.

Sec. 39

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. 40. HELMET.

A helmet

a. 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. Worn by a catcher may be the skull type without the earflaps.

c. Worn by a defensive player does not need earflaps.

d. That is cracked, broken, dented or altered shall be declared an illegal helmet and removed from the game.

Sec. 41 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. 42 ILLEGAL BAT.

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

Sec. 43. ILLEGAL EXTRA PLAYER (SP ONLY)

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

Sec. 44. 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. 45. ILLEGAL PLAYER.

An Illegal Player is a player who takes a position in the line - up, either on offense or defense, who has not been reported to the plate umpire. These are the types of "Illegal Players" :

a. A REPLACEMENT PLAYER entering the game (under the Replacement Player rule) without reporting to the plate umpire.

b. A WITHDRAWN PLAYER (under the Replacement Player rule) returning to the game without reporting to the plate umpire.

Sec. 46. 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. A starting player returns to the game after being substituted but not in his original position in the offensive line -up.
- c. 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.
- d. The starting DP (FP ONLY) or his substitute is placed into the batting order in a position other than his original starting position.
- e. A Flex player who is placed in the batting order in a position other than that of the starting DP.

Sec. 47. ILLEGAL SUBSTITUTE.

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

- a. A substitute who has not previously been in the game;
- b. An Illegal Player;
- c. A declared Ineligible Player;
- d. An Illegal Re - entry; or
- e. An Illegal DP or FLEX PLAYER (FP ONLY) or EP (SP ONLY).
- f. A replacement player who remains in the game as an unannounced substitute for a withdrawn player who has not returned to the game within the time permitted under the provisions of the replacement player rule.

Sec. 48. ILLEGALLY BATTED BALL.

An illegally batted ball occurs when the batter hits the ball fair or foul:

- a. While his entire foot is completely out of the batter's box, on the ground, when he makes contact with the ball.
- b. While any part of the batter's foot is touching home plate, when he makes contact with the ball.
- c. While contacting the ball with an illegal, non - approved, or altered bat.
- d. After he steps with either foot entirely out of the batter's box, and then returns and makes contact with the ball while within the batter's box.

Sec. 49. 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. 50. 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 but may continue in the game as a coach.

Sec. 51. INELIGIBLE REPLACEMENT PLAYER.

An Ineligible Replacement Player is a player who may NOT enter the game to replace a player who must leave the game to attend to an injury that has caused bleeding. An Ineligible Replacement Player is one who:

- a. Has been either removed or ejected from the game by the umpire for a violation of the rules.
- b. Is in the current line - up.

Sec. 52. 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. 53. IN JEOPARDY.

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

Sec. 54. INFIELD.

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

Sec. 55. INFIELDER.

An infielder is a defensive player, including the pitcher and catcher, who is generally positioned anywhere near or within the lines of the base paths forming fair territory. A player who normally plays in the outfield may be considered an infielder if he moves into the area normally covered by infielders.

Sec. 56. 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:

1. 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.
2. 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 a declared infield fly becomes a foul ball, it is treated the same as any foul.
3. 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.
4. 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. 57. 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. 58 INTENTIONAL BASE ON BALLS

An intentional base on balls occurs when the defensive team desires to place the batter on first base without the requirement to deliver four pitched balls. This is referred to as an Intentional Walk. The ball is dead.

Sec. 59. INTENTIONALLY DROPPED FLY BALL.

An intentionally dropped fly ball is a fair fly ball, including a line drive or a bunt, with less than two outs and a runner on first base, which can be caught by an infielder with ordinary effort, and the infielder. Intentionally drops, after it is controlled with a hand or a glove. A trapped ball or a fly ball allowed to bounce shall not be considered as having been intentionally dropped.

Sec. 60. INTERFERENCE.

Interference is the act of:

- a. An offensive player or team member that impedes, hinders, or confuses a defensive player attempting to execute a play.
- b. An umpire who impedes a catcher's attempt to throw out a runner who is off the base.
- c. An umpire being hit with a fair - batted ball prior to it passing an infielder, excluding the pitcher.
- d. A spectator who reaches into the playing field and impedes a fielder playing the ball, or makes contact with the ball that a fielder is attempting a play on.

Sec. 61. LEAPING (FP ONLY).

Leaping is the act of a pitcher that 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. The pitch is completed when the pitcher lands and with a continuous motion delivers the ball to the plate. The pivot foot may push off and/or follow through with this continuous action. Leaping is a legal act.

Sec. 62. LEGAL TOUCH (TAG).

A legal touch (tag) is the action of a fielder in touching (or tagging):

- a. A batter - runner or runner who is not in contact with a base, with the ball securely held in his hand (s) or glove. The ball is not considered as having been securely held if it is juggled or dropped by the fielder after touching (tagging) the batter - runner or runner, unless that player deliberately knocks the ball from the hand (s) or glove of the fielder. The runner must be touched (tagged) with the hand (s) or glove with which the ball is held.
- b. A base with the ball securely held in his hand(s) or glove. The base may be touched (tagged) with any part of the body to be a legal touch (tag), (e.g., the fielder could touch (tag) the base with a foot, with a hand, sit on the base, etc.) This would apply on any force out or appeal situation.

Sec. 63. 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. 64. LINE DRIVE.

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

Sec. 65. LINE - UP AND LINE - UP CARD.

A line - up is the list of players who are currently involved playing offensive and defensive positions in the game, including the DP and FLEX PLAYER (FP ONLY) and EP (SP ONLY), is being used. The line - up card will contain

1. The last name, first name, position and uniform number of the starting players in the line - up, 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. If a player wearing an incorrect number violates any rule, the violation has precedence and must be enforced. If the player remains in the game following the violation, then correct the number and continue to play.

Sec. 66. OBSTRUCTION.

Obstruction is the act of:

- a. A defensive player or team member who hinders or prevents a batter from striking at or hitting a pitched ball.
- b. A fielder who impedes the progress of a runner or batter - runner who is legally running bases while:
 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, or
 4. In possession of the ball and who pushes a runner off a base, or
 5. In possession of the ball, but not in the act of making a play on the runner, impedes the progress of that runner, while he is legally running the bases.

Sec 67 OFFENSIVE PLAYER ONLY (FP ONLY)

An Offensive Player Only (OPO) is a player in the batting order, other than the FLEX, for whom the DP is playing defense. The OPO continues to play offense, but not play defense.

Sec. 68. OFFENSIVE TEAM.

The offensive team is the team at bat.

Sec 69 OFFICIAL EQUIPMENT

Official Equipment is considered to be any equipment (bats, gloves, helmets, etc.) in current use by the defensive or offensive team in the course of play. Defensive equipment (gloves for example) left on the field by the team playing offense would not be considered as Official Equipment.

Sec. 70. ON - DECK BATTER.

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

Sec. 71. ON DECK CIRCLE

The on -deck circle is that area closest to the player's bench where the on -deck batter may warm -up or takes practice swings, while waiting his turn to enter the batter's box.

Sec. 72 . ONE METER (THREE FOOT) LINE.

The One -Meter (Three Foot) Line is the area the last half distance between home and first base where a batter-runner must run to avoid being called out for interfering with a thrown ball from the home plate area, or with a fielder's attempt to take such a throw, while running to first base.

Sec. 73

.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 an illegal glove
- c. An illegal substitution
- d. An illegal pitch
- e. An illegal pitcher returned to game and pitching
- f. A female batter on a two - out walk (Co -ed SP ONLY)

Sec. 74. 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. 75. 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 provided he immediately returns to that base.

Sec. 76.OVERTHROW.

An overthrow is a play in which a ball is thrown from one fielder to another, resulting in the ball

a.going beyond the boundary lines of the playing field, or

b.becoming blocked.

Sec. 77 PASSED BALL. (FP ONLY)

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

Sec. 78.PITCH.

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

Sec. 79. 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. 80.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. 81. "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. 82. PRE - GAME MEETING.

The pre - game meeting is a meeting held at the home plate area, at a pre - determined time, between the umpires and the head coaches/managers or team representatives of the respective teams. This meeting is held to:

a. Confirm and approve the line - ups of each team, and to distribute a copy to the opposition, and

b. Review any special ground rules that may be applicable.

Sec. 83 . PROTESTS.

A protest (separate from an appeal) is the action of a defensive or offensive team objecting to:

- a. The interpretation or application of a playing rule by an umpire, or
- b. The eligibility of a team roster member.

Sec. 84. 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. 85. RE - ENTRY.

Re - entry is the act of any of the starting players, returning to the game after being legally or illegally substituted.

Sec. 86. REMOVAL FROM THE GAME.

Removal is the act of the umpire declaring a player ineligible for further participation in the game, other than as a coach, 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. 87. 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 is causing bleeding.

c. The Replacement Player may be:

1. A listed substitute who has not yet been in the game, or
2. A listed substitute who has been in the game but subsequently substituted from the game, or
3. A starting player who is no longer in the line - up and who is no longer eligible to re -enter the game.

b. A Replacement Player is not classified as a substitute, but must be reported to the umpire.

Sec. 88. 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. 89. 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 those in which the batter takes :

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

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

Sec. 103

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.

Sec. 104. **WITHDRAWN PLAYER.**

A Withdrawn Player is a player forced to leave the game (line - up) in accordance with the Replacement Player ruling.

RULE 2 –THE PLAYING FIELD

(Refer to Appendix 1 for a Drawing Showing Official Dimensions of Softball Diamond.)

Sec. 1. THE PLAYING FIELD

a. Is the area within which the ball may be 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 as set out in the Distance Table (Appendix 2), from home plate between the foul lines.

c. Shall have an unobstructed area, outside the foul lines and between home plate and the backstop as shown in the diagram in Appendix 1.

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 the minimum fence distances set out in the Distance table, Appendix 2, 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 AND PITCHING DISTANCES AS SET OUT IN THE DISTANCE TABLE:

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 in Appendix 1 - A. A detailed instruction to lay out a diamond with 18.29 m (60 ft) base lines and a 14.02 (46 ft) pitching distance can be found in Appendix 3. Dimensions for the following are contained in Appendix 2:

- a. THE ONE - METER (3 ft) LINE is drawn parallel to from the baseline, starting at a point halfway between home plate and first base.
- b. THE BATTER'S ON - DECK CIRCLE is placed adjacent to the end of players' bench or dugout area closest to home plate.
- c. THE BATTER'S BOX, are located on each side of home plate. The lines are considered as being within the batter's box.
- d. THE CATCHER'S BOX shall be located to the rear of the batter's boxes.
- e. EACH COACH'S BOX is parallel to the first and third baselines, extended from the bases toward home plate.
- f. THE HOME PLATE shall be made of rubber and shall be a five - sided figure. The sides shall be parallel to the inside lines of the batter's box.
- g. THE PITCHER'S PLATE shall be of rubber.
 1. The top of the pitcher's plate shall be level with the ground.
 2. The front line of the pitcher's plate shall be the distance from the back or point of home plate as set out in the Distance Table (Appendix 2).
 - 3.(FP ONLY) The pitcher's plate shall have a circle drawn from the pitcher's plate as set out in Appendices 1 A&B.

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

h. BASES. The bases, other than home plate, shall be of the dimensions set out in Appendix 1-D, and shall be made of canvas or other suitable material. The bases should be securely fastened in position.

1.The double base is approved for use at first base. This base shall be of the dimensions set out in Appendix 1-D and made of canvas or other suitable material. 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 the fair portion of 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. When the defensive player uses the foul portion of the double base, the batter - runner can run in fair territory and if hit by a throw from the foul side of first base it would not be interference. If intentional interference is ruled, the batter - runner would be out. NOTE: The one meter line is doubled on throws from foul territory.

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 (FP ONLY) 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.

RULE 3. EQUIPMENT.

Sec. 1. THE OFFICIAL BAT.

- a. Shall be of one - piece construction, multi-piece permanently assembled or two piece interchangeable construction. If the bat is designed with interchangeable components it must meet the following criteria:
 1. Mating components must have a unique locking key to prevent uncertified equipment combinations in the field.
 2. All component combinations must meet the same standards as if it were a one - piece bat when combined or a portion of a one - piece bat if separated.
- b. 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.
- c. Shall be metal, bamboo, plastic, graphite, carbon, magnesium, fiberglass, ceramic, or any other composite material approved by the ISF Equipment Standards Commission.
- d. Can be laminated, but must contain only wood or adhesive and have a clear finish (if finished).
- e. Shall be round and shall be smooth.
- f. Shall not be more than 86.4cm (34 in) long, nor exceed 1077.0 g (38 ounces) in weight.
- g. Shall not be more than 5.7cm (2 ¼ in) in diameter at its largest part. A tolerance of 0.80mm (1/32 in) is permitted to allow for expansion.
- h. If metal, may be angular.
- i. 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.
- j. If metal, shall not have a wooden handle.
- k. 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 spiraling. It does not have to be a solid layer of tape. It shall not exceed two layers.

 1. 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 firmly secured in the large end of the bat.
 1. The insert of the end cap shall be firmly and permanently sealed so it cannot be removed by anyone other than the manufacturer without damaging or destroying the end cap or barrel.
 2. The bat shall be free of rattles.
 3. The bat shall not have signs of tampering.

Note: A bat that is not free of rattles shall be considered an illegal bat. A bat that shows signs of tampering shall be considered an altered bat.
 - m. Shall have a safety knob of a minimum of 0.6cm (1/4") protruding at a 90 - degree angle from the handle. The safety knob may be molded, lathed, welded, or permanently fastened.

NOTE: A "flare" or "cone" grip attached to the bat will result in the bat being considered an altered bat.
 - n. 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.
 - o. 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.

p. The official bat shall not be an 'Altered Bat.' The weight, distribution of weight, and length of the bat, as well as all other characteristics 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, or a specification approved by the ISF Equipment Standards Commission.

Sec. 2. WARM - UP BATS.

The warm - up bat must be of one - piece construction, and it shall comply with the safety grip and safety knob requirements of the official bat.

It must be marked "warm - up" in 3.2cm (1 ¼ in) letters on the barrel end. The barrel end must be in excess of 5.7cm (2 ¼ 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 Fast Pitch or Slow Pitch approved mark adopted and approved by the Equipment Standards Commission. See Appendix 4 for approved ball standards.

Sec. 4. GLOVES & MITTS.

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

a. 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.

b. Gloves worn by any player may be any combination of colors, provided none of the colors (including the lacing) are the color of the ball.

c. Gloves with white, gray, or yellow optic circles on the outside, giving the appearance of a ball, are illegal for all players.

(SEE APPENDIX 5 FOR DRAWING AND SPECIFICATIONS)

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.

a. The soles may be either smooth or have soft or hard rubber cleats.

b. 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.

Effect: Section 5: Failure to comply with the provisions of Section 5, after a warning from the umpire, shall result in the ejection of the player from the game.

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. All catchers in Fast Pitch (Adult and youth) must wear a body protector. Female catchers may wear a body protector in Slow Pitch.

e. SHIN GUARDS (FP ONLY) Adult and youth catchers must wear shin guards that will offer protection to the kneecap.

f. HELMETS (FP ONLY).

NOTE – Sec. 6f: Any helmets that are broken, cracked, dented, or altered are prohibited, and must be removed from the game.

i) Any defensive player may wear a cap or an approved helmet of similar color of the team uniform cap.

ii) Helmets are mandatory on offense for batters, on - deck batters, batter - runners, runners, youth age players (FP and SP) who coach in the first and third base coach's boxes, and youth age representatives (FP and SP) that participate as a bat boy or girl while on the field or in the dugout.

EFFECT –Sec 6f - [ii]

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

EXCEPTION to Effect 6f - [ii] : On -eck 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. The ball remains live.

EXCEPTION – 6 – f - 2: If a thrown or batted ball contacts the deliberately removed helmet, the ball becomes dead and runners must return to the last base held at the time of such contact.

NOTE: Calling a runner out for removing a helmet deliberately does not cancel any force play situation.

3) If a helmet is accidentally dislodged from its proper place on a batter, batter

-
runner or runner,

there is no penalty and the ball remains live.

4) 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 incontact with the helmet while it is on the ground and this contact prevents him from making a play, the ball is dead, the offensive player who was wearing the helmet shall be called out, even if he had scored and the run is nullified..

Sec. 7. EQUIPMENT ON PLAYING FIELD.

Equipment that is not part of the official equipment shall not be left lying on the playing field in either fair or foul territory.

EFFECT – Sec. 7: The ball is dead if it contacts equipment that is not part of the official equipment.

a. For offensive equipment causing a blocked ball (and creating interference), the player being played on is out.

b. 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.

c. For defensive equipment causing a blocked ball, runners are awarded:

(i) one base from the base last touched at the time of the pitch on a pitched ball,

(ii) two bases from the base last touched at the time of the throw on a thrown ball, or

(iii) two bases from the base last touched at the time of the pitch on a fair batted ball.

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.

EXCEPTION: Players and coaches may, for religious reasons, be permitted to wear specific head covering and apparel that does not conform to standard uniform requirements without penalty.

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. Plastic or hard visors are not allowed.

EXCEPTION: Should a defensive player elect to wear an approved helmet of similar color of the team uniform 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. No items, other than medical alert bracelets or necklaces, may be worn. Medical alert bracelets and/or necklaces are not considered jewelry, but if worn, they must be taped to the body.

EFFECT –Sec 8a-g: If a player refuses to comply with the provisions of Section 8, then that player will be removed from the game.

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 cap, it must be approved head gear. Caps are mandatory for male coaches.
- 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 required to remain, with both feet, 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 1b – f Any infraction shall result in a warning for the first offense. Any subsequent infraction by a coach/manager of the same team shall result in the ejection of the Head Coach.

Sec. 2. LINE -UP CARDS AND ROSTERS.

- a. Official line - up cards are to be completed and submitted to the Official Scorer and the plate 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 line - up.
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.

RULE 6. PITCHING REGULATIONS (Fast Pitch Only).

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

Sec. 1. PRELIMINARIES.

Before commencing the delivery (pitch) the pitcher. 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 61.0cm (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 the hand or glove with both held together in front of the body. This position must be held for not less than two (2) seconds and not more than five (5) seconds before releasing the ball. NOTE: Holding the ball in both hands to the side of the body is considered in front of the body.

Sec. 2. STARTING THE PITCH.

The pitch starts when one hand is taken off the ball or the pitcher makes any motion that is part of his wind - up.

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 pitcher's plate and the pivot foot must remain motionless at all times before the start of the pitch.
- h. The pivot foot must remain in contact with the pitcher's plate at all times before the forward drag, leap or hop.
- i. In the act of delivering the ball, the pitcher may take one step with the leading, non - pivot foot 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:

(h-i) It is not a step if the pitcher slides his foot across the pitcher's plate, provided contact is maintained with the plate and there is no movement backwards of the non- pivot foot. Lifting the pivot foot off the pitcher's plate and returning it to the plate, creating a rocking motion, is an illegal act.

j. The pivot foot must remain in contact with the pitcher's plate, or push off and drag away from the pitcher's plate or be airborne prior to the stepping (non- pivot) foot touching the ground. Note: It is legal to drag, leap or hop and then land and throw as long as the original push starts from the pitcher's plate. It is not legal to step off with the pivot foot and then drag, leap or hop and throw.

k. The pitcher shall not push off from a place other than the pitcher's plate prior to separating his hands.

l. The pitcher must not continue to wind up after releasing the ball.

m. The pitcher shall not deliberately drop, roll or bounce the ball in order to prevent the batter from hitting it.

n. The pitcher has twenty (20) seconds to release the next pitch after receiving the ball, or after the umpire indicates,

"Play Ball."

Effect – 3n: An additional ball is awarded the batter.

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.

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. 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. A pitcher who licks his fingers must wipe off his fingers before making contact with 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.

Note: Approved manufactured cloths that are embedded with resin only are permitted.

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. 6.THE CATCHER.

a. Must remain within 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. 7. 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 - 7 ABOVE: EFFECT -

Sections 1- 7:

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

1. The umpire shall give a delayed dead ball signal and call an illegal pitch.

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. If the runner is put out after advancing one base, that runner will be called out.

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 - runner reaches first base as a result of a hit, and if all other runners have advanced at least one base on the play, the illegal pitch is nullified. All actions as a result of the play stand and no option is given.

4. If the illegal pitch is swung at, missed and the catcher drops the third strike, but throws the batter out at first base, and other runners advance at least one base, 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 - runner reaches first base as a result of a dropped third strike, and if all other runners have advanced at least one base on the play, the illegal pitch is nullified. All action as a result of the play stand and no option is given.

5. 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.

6. 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. 8 INTENTIONAL BASE ON BALLS.

If the defensive team desires to have an intentional base on balls awarded to a batter, either the pitcher, catcher or coach may do so by notifying the plate umpire who shall award the batter first base. This notification to the umpire shall be considered a pitch. The ball is dead

NOTE: The notification can occur at any time prior to a batter beginning and ending his time at bat regardless of the count. The ball is dead, runners cannot advance unless forced.

Sec. 9. WARM - UP PITCHES.

a. At the beginning of the first inning for both teams, 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. At the start of each half inning (after the first inning), the pitcher shall be allowed only three warm - up pitches to warm up.

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 extra pitch taken.

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

to EFFECT Sec. 12 (2):

If the play was the result of the completion of the batter's turn at bat, and the option is taken to nullify the play, that batter resumes batting, assuming the ball and strike count he had prior to completing his turn at bat and runners are returned to the base held at the time of the pitch.

RULE 6. PITCHING REGULATIONS (Modified Pitch Only).

N.B.T

he EFFECT for all Sections 1 - 7 follow at end of Section 7:

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 61.0 cm (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 and 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. The stepping foot must be pointed toward home plate and must not touch the ground in front of, or cross over a straight line between the pivot foot and home 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."
- EFFECT : An additional ball is awarded the batter.

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.

- 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. 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. A pitcher who licks his fingers must wipe the fingers off before bringing them in contact with 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.

Note: Approved manufactured cloths that are embedded with resin only are permitted.

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. 6.

THE CATCHER.

a. Must remain within 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. 7.

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 him 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 - 7

ABOVE: EFFECT -

Sections 1-7:

Any infraction of Sections 1-7

is an Illegal Pitch. (EXCEPTION: Rules 6, Sec. 3o and Sec. 6 b)

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. If the runner is put out after advancing one base, that runner will be called out.

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 - runner reaches first base as a result of a hit or a dropped third strike, and if all other runners have advanced at least one base on the batted ball, the illegal pitch is nullified.

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. 8.

INTENTIONAL BASE ON BALLS.

If the defensive team desires to have an intentional base on balls awarded to a batter, either the pitcher, catcher or coach may do so by notifying the plate umpire who shall award the batter first base. This notification to the umpire shall be considered a pitch. The ball is deadNOTE: The notification can occur at any time prior to a batter beginning and ending his time at bat regardless of the count. As the ball is dead, runners cannot advance unless forced.

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 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

to EFFECT Sec. 12 (2):

If the play was the result of the completion of the batter's turn at bat, and the option is taken to nullify the play, that batter resumes batting, assuming the ball and strike count he had prior to completing his turn at bat and runners are returned 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 judgment of the umpire. The umpire shall warn the pitcher who delivers a pitch with excessive speed. If the pitcher repeats such an act after being warned, 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.
 - e. The pitcher shall not wear a glove on the pitching hand.

Sec. 6.

THE CATCHER.

- a. Must remain within the catcher's box until the pitched ball is batted, touches the ground, plate, or batter 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

INTENTIONAL BASE ON BALLS.

If the defensive team desires to have an intentional base on balls awarded to a batter, either the pitcher, catcher or coach may do so by notifying the plate umpire who shall award the batter first base. This notification to the umpire shall be considered a pitch. The ball is dead.

NOTE: This can occur at any time prior to a batter beginning and ending their time at bat regardless of the count. The ball is dead, runners cannot advance unless forced.

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 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. 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. 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. 10a-e:

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

Sec. 11.

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. 11: 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.

EXCEPTION

to EFFECT Sec. 11 (2): If the play was the result of the completion of the batter's turn at bat, and the option is taken to nullify the play, that batter resumes batting, assuming the ball and strike count he had prior to completing his turn at bat and runners are returned to the base held at the time of the pitch.

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 plate umpire.

EFFECT - Sec. 1c:

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

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.

3. If the defensive team desires to walk a batter intentionally either the pitcher, catcher or coach 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. This notification to the plate umpire shall be considered a pitch.

NOTE: This can occur at any time prior to a batter beginning and ending his time at bat, regardless of the count. The ball is dead and runners cannot advance unless forced.

4. (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. Once the batter enters the batter's box, or reaches first base, the option is considered to have been selected and cannot be changed.

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.

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.

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 shall call a ball and not award a base.

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 judgment, had the interference not occurred.

Sec. 2. BATTER - RUNNER IS OUT.

a.(FP ONLY) When the catcher drops the third strike and the batter - runner 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 on an intentional base on balls , or (FP ONLY) on a batter hit by a pitch, 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 the fair portion of first base, after over - running the base.

g. When he

1. Runs outside the one meter (3 ft) line and, in the umpire's judgment, 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.

7. Throws his bat, after batting the ball, in such a manner as to cause interference with a fielder's opportunity to make an out.

NOTE - Sec. 2g (1 - 7): If this interference is, in the umpire's judgment, 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 in a force play situation, he touches only the fair portion of the base and collides with a fielder who is about to catch a thrown ball and who is also using the fair portion of the base.

k. When a member of the team at bat, who is not a batter, batter – runner, runner or on - deck batter,

interferes with a fielder attempting to catch a batted foul fly ball or with a foul fly ball that a fielder is attempting to catch.

EXCEPTION:

If this interference occurs while there are runners on base, then the runner closest to home at the time of the interference is out.

NOTE: In this case 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 leadoff 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 considered 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. Other runners not played on must return to the last base legally held at the time of the pitch.

1. When, with less than two outs 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 judgment, 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 judgment 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 judgment, 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).

EXCEPTION: If a runner is obstructed at a base preventing the runner from touching that base.

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.

EXCEPTION: Unless a runner is obstructed at a base preventing the runner from touching that base.

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

EFFECT -Sec. 5a -g: 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.

EXCEPTION: If a runner is obstructed at a base preventing the runner from touching that 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.
- d. (FP Only) If, on an illegal pitch not hit, he attempts to advance beyond the one base to which he is legally entitled.

- e. When advancing beyond an entitled base due to

1. A fielder intentionally contacting a thrown ball with detached equipment.

2. A fielder intentionally contacting a fair batted ball with detached equipment.

- f. When advancing beyond a protected or awarded base when he has been obstructed.

- g. (FP Only) When advancing beyond one base on an illegal pitch that is also a passed ball or a wild pitch.
- h. (FP Only) When advancing beyond the base to which he is forced because of a base on balls being issued to the batter.

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 prevents 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.

- 4. In possession of the ball and he pushes a runner off a base in an attempt to gain an out, or

- 5. In possession of the ball, but not in the act of making a play on the runner which intentionally impedes the progress of that runner or batter - runner who is legally running the bases.

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 judgment, 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.

- 4. An obstructed runner may never be called out between the two bases where he was obstructed;

EXCEPTION: 1 : If the obstructed runner commits an act of interference after the obstruction is ruled, or the runner is legally appealed for

- a. Missing a base, unless the runner has been obstructed at that base and the obstruction prevents him from touching the base, or

- b. Leaving a base before a fly ball was first touched, or

- (c) After passing the base he would have reached had there not been obstruction, the obstructed runner may be called out and the ball remains alive.

- 2: If the obstructed runner safely obtains the base he would have been awarded, in the umpire's judgment, and there is a subsequent play on a different runner, the obstructed runner is no longer protected between the bases where the runner was obstructed, and may be put 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.

EXCEPTION: If a runner is obstructed at a base preventing the runner from touching that base.

- 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. (FP ONLY) When a pitcher makes an illegal pitch.

- e. 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. 7e:

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

EXCEPTION – Sec. 7e -

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

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,

EXCEPTION – Sec. 7e -

3: 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.

NOTE: The batter may only advance to first base on ball four, or on a dropped third strike. In each situation, they may advance farther at their own risk, as the ball remains alive.

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

EFFECT – Sec. 7f:

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).

g. 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. 7g:

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.

h. 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. 7h:

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

i. 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. 7i:

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.

j. When, in the umpire's judgment, 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. 7j:

The ball is dead and all runners are awarded two bases from the last base touched at the time the fielder entered, in the ball was kicked, pushed, or thrown in to, dead ball territory.

k. 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. 7k:

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

l. When a ball is lodged in:

1. Umpire gear or clothing, or
2. In offensive player's clothing.

EFFECT – Sec 7l: The ball is dead and the runners are advanced to the base or bases they would have reached, in the umpire's judgment, had the ball not been lodged.

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 or when the ball becomes dead after a home run or an award of bases.

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

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

EXCEPTION to Effect Sec. 9 e: When the runner is assisted after a home run or an award of bases, the ball remains dead.

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. If the ball becomes a foul ball or an uncaught fly foul ball, the runner who passes is not out.

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.

EXCEPTION: If a runner is obstructed at a base preventing the runner from touching that base.

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:

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.

Appendix 1 – A

OFFICIAL DIMENSIONS FOR SOFTBALL DIAMONDS

Appendix 1 - B

OFFICIAL DIMENSIONS FOR SOFTBALL DIAMONDS

Appendix 1 - C

65 FOOT DIAMOND ILLUSTRATION FOR SLOW PITCH

28.07 m (91' 11") Home Plate to 2nd Base

Appendix 1 - D

BASE, PLATE AND BATTER'S BOX MEASUREMENTS

Appendix 1 - E

QUICK REFERENCE DISTANCE TABLE

Backstop 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.

Bases

a. Home plate to first/third

18.29m (60 ft) from the back part of home plate to the back of the baseb.

Home plate to second

25.86m (84 ft 10 ¼ in) from back point of home plate to the middle of the base Batters boxes 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. Catcher's box

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.

Coaches' boxes 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.

Fences Refer to Appendix 2 Home plate 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.

Infield -Skinned portion 18.29m (60 ft) arc from the front center of the pitchers plate Lines 50mm to 100 mm (2 to 4

in) wide On- deck circle 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 One Meter Line Drawn parallel to and 0.91 m (3 ft) from the baseline, starting at a point halfway between home plate and first base Pitcher's circle 4.88m (16 ft) circle drawn from center of the front edge of the pitcher's plate 2.44m (8 ft) in radius.

Pitcher's plate Made of rubber 61cm (24 in) long and 15.2cm (6 in) wide and the top of the plate shall be level with the ground (14.02m (46 ft) for men and 13.11m (43 ft) for women from the back point of home plate. Sideline 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 Warning track Minimum of 3.65m (12 ft) to a maximum of 4.57m (15 ft) from the outfield and/or side fences.

Appendix 2

DISTANCE TABLE	CATEGORY	PITCHING	BASE PATHS	FENCES(Minimums)
Junior Women's	FP 17 and under	12.19 m	(46 ft) 18.29 m	(60 ft) 67.06 m (220 ft)
Junior Women's	FP 19 and under	13.11 m	(43 ft) 18.29 m	(60 ft) 67.06 m (220 ft)
Junior Men's	FP 17 and under	14.02 m	(46 ft) 18.29 m	(60 ft) 76.20 m (250 ft)
Junior Men's	FP 19 and under	14.02 m	(46 ft) 18.29 m	(60 ft) 76.20 m (250 ft)
Women's FP	13.11 m (43 ft)	18.29 m (60 ft)	67.06 m (220 ft)	
Men's FP	14.02 m (46 ft)	18.29 m (60 ft)	76.20 m (250 ft)	
Junior Women's	SP 17 and under	14.02 m	(46 ft) 19.81 m	(65 ft) 80.77 m (265 ft)
Junior Women's	SP 19 and under	15.24 m	(50 ft) 19.81 m	(65 ft) 80.77 m (265 ft)
Junior Men's	SP 17 and under	14.02 m	(46 ft) 19.81 m	(65 ft) 91.44 m (300 ft)
Junior Men's	SP 19 and Under	15.24 m	(50 ft) 19.81 m	(65 ft) 91.44 m (300 ft)
Women's SP	15.24 m (50 ft)	19.81 m (65 ft)	83.82 m (275 ft)	
Men's SP	15.24 m (50 ft)	19.81 m (65 ft)	91.44 m (300 ft)	
Co-Ed SP	15.24 m (50 ft)	19.81 m (65 ft)	83.82 m (275 ft)	

Appendix 3 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.

Appendix 4 Ball Standards

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.

4. 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, Junior Men's Fast Pitch and Slow Pitch, and Junior Women's Fast Pitch. The balls shall have an ISF logo marking.

5. 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.

6. 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.

7. On balls used in ISF Championship Play, the load force required to compress the ball 0.64cm (0.25 inches) must not exceed 170.1kg (375 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.