

FORT CAMPBELL KENTUCKY SOFTBALL RULE BOOK

This Rulebook is for Fort Campbell MWR Intramural Sports use only. As of 6 August 6, 2018

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.

Note: A coach or manager may only make a dead ball appeal, 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 any one 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 An appeal for the use of an Illegal Substitute, Illegal Re-entry, a Replacement Player or Withdrawn Player (either leaving or returning to the line-up under the Replacement Player Rule) and not reporting to the umpire can be made anytime while such player is still in the game. 2. An appeal for runners switching positions on the bases they occupied may be made at any time until all such runners are in the dugout or the half inning 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. BASE LINE. A Base Line is a direct line between bases.

Sec. 4. BASE ON BALLS. 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 (the ball is dead).

Sec. 5. 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. 6. 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. 7. 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. 8. 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. 9. 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. 10. 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. 11. 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.

Sec. 12. BUNT. A bunt is a batted ball not swung at, but intentionally met with the bat and tapped slowly within the playing field.

Sec. 13. 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. 14. CATCHER'S BOX. The catcher's box is that area within which the catcher must remain until:

a. 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. 15. CHARGED CONFERENCE. A charged conference takes place when

a. Offensive Conference: The offensive team requests a suspension of play or delays 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 15b: 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. 16. 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. 17. 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. 18. 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. 19. DEFENSIVE TEAM. The defensive team is the team in the field.

Sec. 20. DELAYED DEAD BALL. A Delayed Dead Ball is a game situation in which the ball remains alive until the conclusion of a play. When the entire play is completed, if required the umpire shall rule a dead ball, and enforce the appropriate ruling.

Sec. 21. DISLODGED BASE. A dislodged base is a base displaced from its proper position.

Sec. 22. 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. 23. DUGOUT. The dugout 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. 24. 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, and the next scheduled game.

Sec. 25. EXTRA PLAYER. A team can use up to **2 Extra Player (EP)** under the following circumstances:

- a. The EP must be declared on the starting lineup. An EP cannot be added to the lineup after lineups become official at the plate meeting.

- b. The EP may bat in any spot in the batting order. However, the EP spot in the batting order may not change during the game. That is, if you have the EP in the three-hole at the start of the game, the EP remains in the three-hole for the entire game, irrespective of substitutions into and out of the EP slot.

- c. The EP is eligible for substitution and re-entry into the game.

- d. The EP may be entered into the game defensively. Combined with the free re-entry rule, this means that a manager can make defensive moves that include the EP, including swapping a defensive player for the EP, where upon the defensive player that was just swapped out can become the new EP. In short, the manager can shuffle his 12 players in the batting order among the 10 defensive positions. These are defensive swaps, not substitutions.

- e. **The EP role may not be eliminated during the game. Once you start with an EP, you must keep the EP for the entire game. The only exception is if your team drops to only ten players due to injury, or players leaving early.**

Sec. 26. 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. 27. 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.

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Sec. 29. 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. 30. FIELDER. A fielder is any defensive player of the team on the field.

Sec. 31. FLY BALL. A fly ball is any ball batted into the air.

Sec. 32. 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 a succeeding runner prior to the appeal then this is no longer a force out.

Sec. 33. 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. 34. 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. 35. FOUL TERRITORY. Foul territory is any part of the playing field that is not included in fair territory.

Sec. 36. 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 an out. 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. 37. 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. The home team shall take the third base dugout and play defense first.

Sec. 38. ILLEGAL BAT. An illegal bat is one that does not meet the requirements of ASA.

Sec. 39. ILLEGAL EXTRA PLAYER. An Illegal Extra Player is one who violates any of the provisions of Rule 4, Sec. 6.

Sec. 40. 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, as a result of the defensive charged conference limit being exceeded, or

b. Being removed from the pitching position by the umpire, as a result of pitching with excessive speed after a warning.

Sec. 41. ILLEGAL PLAYER. An Illegal Player is a player:

a. A player who takes a position in the line-up either on offense or defense, who has not reported to the plate umpire,

b. A player who takes a position on offense or defense, who does not have a legal right to that position.

Sec. 42. 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 substituted for by either the original starting player or another substitute.

Sec. 43. 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 EP;

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. 44. 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. 45. 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. 46. 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. 47. 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 removed from the game by the umpire for a violation of the rules.
- b. Is in the current line-up.
- c. Is not in the current line-up, but eligible to re-enter the game.

Sec. 48. 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. 49. IN JEOPARDY. In jeopardy is a term indicating that the ball is in play and an offensive player may be put out.

Sec. 50. INFIELDED. The infield is that portion of the field in fair territory that includes areas normally covered by infielders.

Sec. 51. 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. 52. INFIELDED 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, "INFIELDED 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. 53. 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. 54. 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. 55. 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. 56. 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 or runner 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. 57. 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. 58. 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. 59. LINE DRIVE. A line drive is a ball in flight that is batted sharply and directly into the playing field.

Sec. 60. 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 EP, if being used. The line-up card will contain 1. The last name, first name, 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. 61. 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. 62. OFFENSIVE TEAM. The offensive team is the team at bat.

Sec. 63. 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. 64. ON-DECK BATTER. The on-deck batter is the offensive player whose name follows the name of the batter in the batting order.

Sec. 65. ON DECK CIRCLE. The on-deck circle is that area where the on-deck batter may warm-up or takes practice swings, while waiting his turn to enter the batter's box.

Sec. 66. 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. 67. 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 pitcher returned to game and pitching

Sec. 68. 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. 69. 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. 70. 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. 71. PITCH. A pitch is the act performed by the pitcher in delivering the ball to the batter.

Sec. 72. PIVOT FOOT. The pivot foot is that foot 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. 73. "PITCH." "Pitch" is the term used by the plate umpire to indicate that play shall begin or be resumed when the pitcher holds the ball and is on or near the pitcher's plate.

Note 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. 74. 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 confirm and approve the line-ups of each team, and to review any special ground rules that may be applicable.

Sec. 75. 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. 76. 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. 77. RE-ENTRY. Re-entry is the act of any of the starting players, returning to the game after being legally or illegally substituted.

Sec. 78. 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. 79. 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:

a. 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. 80. 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. 81. STARTING PLAYERS. Starting Players are the players listed on the official line-up given to SCOREKEEPER.

Sec. 82. STEALING. Stealing is the act of a runner attempting to advance during or after a pitch to the batter. Stealing is not allowed in Slow Pitch.

Sec. 83. STRIKE ZONE. The strike zone is that space over any part of home plate that is between the batter's back shoulder and his knees when he assumes his natural batting stance. The ball must arc with at a minimum of 6ft and maximum of 10ft.

Sec. 84. SUBSTITUTE. A substitute is a player listed on the official line-up card, who is:

a. A non-starting player who has not been in the game, other than as a Replacement Player.

b. A starting player who has left the game once and who may legally return to the line-up.

NOTE b: *This is referred to as a re-entry and the player may only return to his previous position in the batting order.*

Sec. 85. TAGGING UP. Tagging up is the action of a runner returning to his base, or remaining on his base, before he legally advances on a batted fly ball that is first touched by a fielder. Not to be confused with the action of a fielder tagging a base or a runner.

Sec. 86. TEAM MEMBER. A team member includes any person authorized to sit on the team bench.

Sec. 87. THROW. A throw is the act performed by a fielder when throwing the ball to another fielder.

Sec. 88. TIME. "Time" is the term used by the umpire to order the suspension of play during which the ball is dead.

Sec. 89. TRAPPED BALL. A trapped ball is:

- a. A legally batted fly ball or line drive that hits the ground or a fence prior to being caught, or
- b. A legally batted fly ball that is caught against a fence with the glove or bare hand, or
- c. A thrown ball to any base for a force out which is caught with the glove over the ball on the ground rather than under the ball.

Sec. 90. TRIPLE PLAY. A triple play is a continuous action play by the defense on which three offensive players are put out.

Sec. 91. TURN AT BAT. A turn at bat begins when a player first enters the batter's box and continues until the batter is put out or becomes a batter-runner.

Sec. 92. 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. 93. 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

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 from home plate between the foul lines.

c. Shall have an unobstructed area, outside the foul lines and between home plate and the backstop.

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 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. A detailed instruction to lay out a diamond with 18.29 m (60 ft.) base lines and a 14.02 (46 ft.) pitching distance. Dimensions for the following are:

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.

h. BASES

1. The bases, other than home plate, shall be made of canvas or other suitable material. The bases should be securely fastened in position.

2. The double base is approved for use at first base. This base shall be 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 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.*

RULE 3. EQUIPMENT

Sec. 1. THE OFFICIAL BAT. See ASA non-Approved bat list attached

Sec. 2. 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. The pitcher's glove may be any combination of colors, provided none of the colors (including the lacing) are the color of the ball. Gloves worn by any player other than the pitcher may be any combination of colors.

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

Sec. 3. SHOES. All team members must wear shoes. A shoe shall be considered official if it is made with either canvas or leather uppers or similar materials and is fully enclosed.

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

b. No hard plastic, nylon or polyurethane spikes similar to a metal sole and heel plate are allowed.

c. Shoes with detachable cleats that screw onto the shoe are not allowed.

Sec. 4. PROTECTIVE EQUIPMENT. 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.

Sec. 5. 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.

Sec. 6. UNIFORM 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.

Sec. 7. DISTRACTING ADORNMENTS. No exposed items, including jewelry, judged by the umpire to be distracting to opposing players may be worn or displayed. The umpire shall require the item to be removed or covered. Medical alert bracelets and/or necklaces, if deemed distracting shall be required to be taped to the body in such a manner that the medical alert information is visible.

Sec. 8. ALL EQUIPMENT. Notwithstanding the foregoing, the Fort Campbell Sports Office reserves the right to withhold or withdraw approval of any equipment which, in the Fort Campbell Sports Office'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 headgear.

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-e 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 15 minutes prior to the start of each game.

1. All available players should be listed in the designated place, by their last name, first name and uniform number.

2. Eligible roster members may not be added to the substitute list at any time during the game.

3. The name of the head coach/manager must be listed on the line-up card.

Sec. 3. PLAYERS.

a. A team shall consist of players in the following positions 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), and 1 or 2 Extra Player (EP).

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

b. A team must have 9 eligible players present in the team area to start or continue a game.

EFFECT- Sec. 3b: The game is forfeited.

Sec. 4. STARTING PLAYERS. A starting player shall be official when the line-up card is inspected, and approved, by the Scorekeeper and team representative.

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

b. However, in case of injury or illness, changes may be made at the pre-game meeting with the umpires. A listed substitute may take the place of a starting player whose name is in his/her team's starting line-up. He/she would then be considered the starting player.

c. The starting player so changed at the meeting could enter the game, as a substitute, at any time later in the game.

Sec. 5. EXTRA PLAYER.

a. An "EXTRA PLAYER," referred to as an "EP" is optional, but if one is used, it must be made known prior to the start of the game, and the player's name listed on the line-up card as 1 of the 12 hitters in the batting order.

b. If the EP is used, he must be used the entire game.

NOTE: Failure to complete the game with an EP results in automatic out for that EP.

c. If an EP is used, all 12 must bat and any 10 can play defense. Defensive positions can be changed, but the batting order must remain the same.

d. The EP must remain in the same position in the batting order for the entire game.

e. The starting EP may re-enter the game one time after having been substituted, as long as he returns to the position in the batting order that he occupied when he left the game, other than as a Replacement Player.

EFFECT – Sec. 6a-f: When a team violates any of the above provisions or uses an Illegal EP, the player and head coach in violation shall be ejected.

Sec. 6. RE-ENTRY.

a. Any of the starting players, may be substituted and re-enter once, provided such players occupy the same batting position whenever they are in the line-up.

EXCEPTION: If the starting player (currently not in the line-up) is brought into the line-up as a Replacement Player.

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

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

EXCEPTION: When the substitute is used as a Replacement Player.

c. When a starting player re-enters the game and occupies a different position in the offensive line-up, it is considered an Illegal Re-entry.

EFFECT - Sec. 7a-c: 1. Violation of the re-entry rule is handled as an appeal, which may be made at any time while the Illegal Player is in the game. 2. The appeal need not be made prior to the next pitch; 3. The penalty for an Illegal Re-Entry is: the ejection of both the manager/coach (whose name appears on the line-up card) and the Illegal Substitute. 4. The name of the new manager/coach who is to assume responsibility for the team must be provided to the umpire.

Sec. 8. SUBSTITUTES/ILLEGAL PLAYER. A substitute may take the place of a player whose name is in his team's line-up. The following regulations govern player substitutions.

a. The coach or team representative of the team making the substitution shall immediately notify the plate umpire at the time the substitute enters. The plate umpire shall report the change to the scorer. A substitute is not officially in the game until a pitch has been thrown or a play made.

PENALTY: If not reported, it is treated the same as an Unreported Substitute/Illegal Player.

b. If a substitute enters the game without reporting, and after a pitch has been thrown (legal or illegal), or after a play has been made, the player will be "Declared Ineligible" when discovered. The use of an unreported substitute, an illegal substitute, an unannounced replacement player, or the unannounced return of a withdrawn player, under the Replacement Player Rule, is handled as an appeal by the offended team and must be brought to the attention of the umpire while such player is in the game. If the team manager or the player in violation informs the umpire prior to the offended team's appeal, there is no violation regardless of how long the player or players were illegally in the game. All action prior to the discovery is legal. If the team in violation has no substitutes to replace the player "Declared Ineligible" (or if the starter has re-entered one time), the game is forfeited.

EXCEPTION (8b) 1. If an Unreported Substitution on offense bats and reaches base, and then is discovered and appealed before a pitch to the next batter, or if at the end of the game and before the umpires leave the field, all runners (including the batter) will return to the base occupied at the time of the pitch, and the Unreported Substitute is "Declared Ineligible" and called out. All outs that occur on this play will stand. 2. If the Substitute is an Illegal Player for any reason, the substitute will be subject to the penalty for that violation.

NOTE: The use of an Illegal Substitute, an unannounced Replacement Player, or the unannounced return of a withdrawn player under the Replacement Player rule, is an appeal play that must be brought to the attention of the umpire by the offended team, while the Illegal Substitute, or player in violation of the Replacement Player rule, is in the game.

c. Any player may be substituted from the game during any dead ball.

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

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

EXCEPTION: The starting line-up may re-enter once only.

f. Multiple substitutions can be made for the player listed on the starting line-up, but no substitute can return to the game after being withdrawn from the line-up, except as a Replacement Player.

NOTE: The provisions of Rule 4, Section 8 will not apply in the event of the required use of a "Replacement Player," unless such player is legally appealed for failure to report to the umpire. (See Rule 4, Sec. 11)

g. An Illegal Player is a player who takes a position in the line-up, either on offense or defense, who does not have a legal right to that position. A player will not violate the Illegal Player rule until one pitch (legal or illegal) has been thrown or a play made.

EFFECT – Sec. 8g: ILLEGAL PLAYERS INCLUDE: 1. ILLEGAL PITCHER. An illegal pitcher is a player who returns to pitch after being excluded from the pitching position by the umpire. PENALTY: Once discovered, the Illegal Pitcher shall be EJECTED. NOTE: A pitcher, who has been excluded by the umpire from the pitching position as a result of the defensive team exceeding their limit of charged conferences, or for pitching with excessive speed, may continue to play offense and defense, but not as a pitcher 2. ILLEGAL RUNNER. An Illegal Runner occurs when the offensive team places a player already in the batting line-up as a runner for another runner. 4. ILLEGAL RE-ENTRY/UNREPORTED SUBSTITUTE An illegal re-entry occurs: (a) A starting player returns to the game a second time after being substituted twice. (b) A starting player returns to the game, but is not in his starting position in the batting order.

EFFECT: Sections 2-4: Any action that occurs while the Unreported Substitute/Illegal Player is in the game is governed as follows:

OFFENSE: If the Illegal player/Unreported Substitute is discovered by the defense: (a) While the illegal player is at bat, the Illegal Player is "Declared Ineligible", and a replacement shall assume the ball and strike count. Any advance of runners while the Illegal Player is at bat, shall be legal (b) After the Illegal Player has completed a turn at bat, and before the next legal or illegal pitch, before the defensive team has left the field and before the umpires have left the

game, the Illegal Player is called out and “Declared Ineligible.” Any advance of runners as a result of the Illegal Player becoming a batter-runner is nullified. Any additional outs that were recorded on the play will stand. (c) After the Illegal Player has completed a turn at bat, and after the next legal or illegal pitch, or after the defense has left the field, the Illegal Player is “Declared Ineligible.” If still on base, a legal substitute will take that base. Any advance of runners as a result of the Illegal Player becoming a batter-runner is legal. (d) If the player is in the game illegally as a runner, and it is brought to the attention of the umpire before the next legal or illegal pitch has been thrown or a play made, this is a correctable situation. (e) If the player is in the game illegally as a runner, and is discovered after a legal or illegal pitch has been thrown, or a play made, the player is “Declared Ineligible” and replaced on the base. Any advance of the runner(s) is legal. **DEFENSE:** If the Illegal Player/Unreported Substitute is discovered by the offense: (a) After the Illegal Player makes a play and before the next legal or illegal pitch, before the defense has left the field, and before the umpires have left the game, the Illegal Player Is “Declared Ineligible and the offensive team has the option of: (1) Taking the result of the play, or (2) Having the last batter return and assume the ball and strike count the batter had, prior to the discovery of the Illegal Player. Each runner would return to the base occupied prior to the play. b. After a legal or illegal pitch to the next batter, the Illegal Player is “Declared Ineligible”, and all play stands.

NOTE: The provisions of Rule 4, Sec. 8 will not apply in the event of the required use of a Replacement Player, unless such player is legally appealed for failure to report to the umpire. (See Rule 4, Sec. 11).

NOTE 1 – Effect Sec 2-4 Should an Ineligible Player return to the game, it is declared a forfeit in favor of the team not at fault.

NOTE 2 - Effect 2-4 After an upheld appeal for an unreported substitute or an illegal re-entry, the original starting player or his substitute is considered to have left the game

Sec. 9. DISPUTED CALLS. Any team member disputing any judgment decision by an umpire will constitute a team warning. Any repeat offense shall result in the ejection of that team member.

Sec. 10. DUGOUT CONDUCT.

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

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

b. There shall be no smoking in the designated dugout area.

Effect – Sec. 10. The first offense is a team warning. Any repeat offense shall result in the ejection of that team member.

Sec. 11. REPLACEMENT PLAYER. In the event of any player bleeding during the game, that player must be withdrawn from the game if the bleeding cannot be stopped within a

reasonable length of time, or his uniform becomes covered with blood. The withdrawn player shall not return to the game until all bleeding ceases, the injury cleaned and covered and, if necessary, his uniform replaced.

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

a. The withdrawn player shall be replaced by a Replacement Player, who may act for the withdrawn player for the remainder of the inning in progress (i.e., until the end of the inning of the team batting second), AND for the following complete inning.

b. The umpire MUST be notified that a Replacement Player is entering the game.

EFFECT 11a-b: 1. The use of an ineligible "Replacement Player" shall be considered an Illegal ReEntry with the relevant penalties to apply. 2. Failure to notify the umpire of the use of a "Replacement Player" shall, upon a legal appeal, subject the player to the provisions of the "Unreported Substitute" rule.

c. The Replacement Player shall be permitted to bat in the turn of the withdrawn player and field for the withdrawn player under all circumstances that would apply to the withdrawn player.

d. The withdrawn player may return to the game at any time during the period of time as described in (a) above without being treated as a substitution.

e. The umpire MUST be notified that the withdrawn player is returning to the game.

EFFECT – Sec. 11d-e: 1. Should the withdrawn player not be able to return to the game after being out for the time described in (a) above, the Replacement Player must be treated as a substitute in accordance with the provisions of the substitute rule. 2. If the replacement player is one who has previously been in the game then he must be replaced by a legal substitute who has not yet been in the game. 3. Failure to notify the umpire of the return of the withdrawn player shall, upon a legal appeal, subject the player to the provisions of the Unreported Substitute rule. f. The withdrawn player may subsequently re-enter the game after the expiry of the time described in (a) above, subject to the provisions of the Re-entry rule. g. The use of a "Replacement Player" is not subject to the provisions of the "Substitute Rule" (except when unannounced to the umpire), provided the "Withdrawn Player" returns to the game within the time permitted.

Sec 13. VIOLATIONS AND PENALTIES.

a. Team members shall not make disparaging, or insulting, remarks to, or about, opposing players, officials, or spectators, or commit other acts that could be considered unsportsmanlike conduct.

b. The penalty for violations by a team member shall be

1. For a first offense, the offender may be warned.

2. For a second offense, or if a first offense is considered serious enough by the umpire, the offender is EJECTED.

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

c. A team member EJECTED from the game, shall leave the grounds.

d. Failure of a person so EJECTED, to leave the game immediately, will warrant a forfeiture of the game.

e. An officiating umpire may report a team member for offensive conduct, language or physical abuse any time after a game has been called, in which case the reported team member will appear before the organization under which the game or tournament is played.

RULE 5 - THE GAME

Sec. 1. CHOICE OF TURN AT BAT. The team listed first on the scoresheet is the “HOME” team and the team listed second is the “VISITOR” team.

Sec. 2. FITNESS OF GROUND. The fitness of the ground for a game shall be decided Fort Campbell Sports Office Representative and the plate umpire.

Sec. 3. REGULATION GAME. A regulation game shall consist of seven innings or 60 minutes.

a. A full seven innings need not be played if:

1. 60 minutes expires,

2. The team second at bat scores more runs in six innings or before the third out in the last of the seventh inning.

b. A game that is tied at the end of seven innings shall be continued by playing additional innings, or until one side has scored more runs than the other at the end of a complete inning, or until the team second at bat has scored more runs in their half of the inning before the third out is made.

c. A game called by the umpire shall be regulation if 4 or more complete innings have been played, or if the team second at bat has scored more runs than the other team has scored in five or more innings. The umpire is empowered to call a game at any time because of darkness, rain, fire, panic or other cause, which puts the patrons or players in peril.

d. A regulation tie game shall be declared if the score is equal when the game is called at the end of 4 or more completed innings, or if the team second at bat has equaled the score of the first team at bat in the incomplete inning.

e. These provisions do not apply to any acts on the part of players or spectators, which might call for forfeiture of the game. The plate umpire may forfeit the game if any team member or spectator attacks any umpire physically.

f. The plate umpire shall declare a forfeit in favor of the team not at fault in the following cases:

1. If a team fails to appear on the field or, being on the field, refuses to begin a game for which it is scheduled or assigned at the time scheduled or within a time set for forfeitures by the organization in which the team is playing.

2. If, after the game has begun, one side refuses to continue to play, unless the game has been suspended or terminated by the umpire.

3. If, after the umpire has suspended play, one side fails to resume playing within two minutes after the umpire has called "PLAY BALL."

4. If a team employs tactics designed to delay or to hasten the game. 5. If, after warning by the umpire, any one of the rules of the game is willfully violated.

EXCEPTION: If the pitcher continues to repeatedly violate the pitching regulation he shall be excluded from the pitching position for the remainder of the game.

6. If the order for the removal or ejection of a player or any person authorized to sit on the team bench is not obeyed within one minute.

7. If, because of the removal or ejection of the players from the game by the umpire or for any cause there are less than 9 players.

8. If a declared Ineligible Player re-enters the game and one pitch has been thrown.

9. If an ejected player/coach/manager is discovered participating in the game again.

g. A game that is

1. Not considered regulation, or

2. A regulation tie game, shall be replayed from the beginning. Original line-ups may be changed when the game is replayed.

Sec. 4. WINNER OF GAME. The winner of the game shall be the team that scores more runs in a regulation game.

a. The score of a called regulation game shall be the score at the end of the last complete inning, unless the team second at bat has scored more runs than the first team at bat in the incomplete inning. In this case, the score shall be that of the incomplete inning.

b. The score of a regulation tie game shall be the tie score when the game was terminated. A regulation tie game shall be replayed from the beginning.

c. The score of a forfeited game shall be 7-0 in favor of the team not at fault.

Sec. 5. RUN AHEAD RULE.

a. A run ahead rule shall be 20 runs after 3 innings; 15 runs after 4 innings; or 10 runs after 5 innings.

b. Complete innings must be played unless the team second at bat scores the required number of runs while at bat. When the team first at bat reaches the required number of runs in the top half of the inning, the team second at bat must have their opportunity to bat in the bottom half of the inning.

c. When the VISITOR team achieves the Run Ahead Rule at the bottom of the inning, the VISITOR team will become the HOME team at the beginning of the next inning.

Sec. 6. TIE-BREAKER. Starting with the top of the next inning, and each half inning thereafter, the offensive team shall begin its turn at bat with the player who is scheduled to bat last in that respective half-inning being placed on second base with no OUTs. The player who is running can be substituted in accordance with the substitution rules.

NOTE: If an incorrect runner in the line-up is placed on second base, this error may be corrected as soon as it is noticed. There is no penalty.

Sec. 7. SCORING OF RUNS.

a. One run shall be scored each time a runner legally touches first, second, third bases and home plate before the third out of the inning.

EXCEPTION: When the tie-breaker is used, the runner starting at second base does not have to touch first base in order for a legal run to be scored.

b. A run shall not be scored if the third and/or last out of the inning is a result of

1. The batter-runner being put out before legally touching first base.

2. A runner being forced out (including on an appeal play) due to the batter becoming a batter runner.

3. The runner fails to keep contact with the base to which he is entitled until a pitch is batted.

4. A preceding runner being declared out.

c. Additional out appeals may be made after the third out to remove a run(s).

Sec. 8. CHARGED CONFERENCES.

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

NOTE: 1. This includes the batter, runner, on-deck batter and the coaches among themselves. 2. It is not a charged conference when a pitcher is putting on a warm-up jacket while on base, or if the offense confers while the defensive team is in conference, provided the offense is ready to play when the defense is ready.

EFFECT – Sec. 8a: A second charged conference shall result in the ejection of the manager or coach insisting on another charged conference.

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

NOTE: 1. A conference includes players in the field leaving their position and going to the dugout for instructions, regardless of whether ‘Time’ has been requested or not. 2. Should a coach/manager report a pitching change to the plate umpire, either before or after communicating with the pitcher, it is not a charged conference. 3. Should a manager/coach from the dugout report a change to the umpire, this is not considered a charged conference. After making the change, the manager may then cross the foul line to talk to any defensive player. 4. The conference is over when the manager/coach crosses the foul line returning to the dugout. 5. Conferences are accumulative and do not start over with a new pitcher entered into the game. 6. If all three conferences are not used in the first seven innings, they are lost and a team must then follow the one per extra inning rule. 7. It is not a charged conference for the defense if: (a) They confer during a charged offensive conference, provided they are ready to play when the offense is ready. (b) They shout instructions from the dugout. (c) A manager playing in the game confers with any defensive player, however an umpire may control meetings between a playing manager and a pitcher by first issuing a warning and then ejecting the playing manager.

EFFECT: Sec. 8b: The fourth, and each additional charged conference in a seven-inning game, or for any charged conference in excess of one per inning in an extra inning game, shall result in the pitcher, who is the listed pitcher at the time of the excess conference, being declared an Illegal Pitcher who may not pitch again for the remainder of the game. **NOTE:** A declared Illegal Pitcher can play another position on defense but cannot pitch again.

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

RULE 6. PITCHING REGULATIONS

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 6 ft. and not more than 10 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 must be kept on the ground behind the pitcher's plate.

c. Approved manufactured cloths that are embedded with resin only are permitted to dry the hands and must be kept in the back pocket or in the belt.

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 (1st inning only), or when a pitcher relieves another, not more than one minute may be used to deliver not more than 5 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 5.

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 7. BATTING.

Sec. 1. THE ON-DECK BATTER. The on-deck batter

- a. At the start of an inning, is the lead-off batter, who must remain in his on-deck circle until called to the batter's box.
- b. Once an inning has started, is the offensive player who in the batting line-up is the next player to enter the batter's box.
- c. May take a position within either on-deck circle so he is behind the batter and not on the batter's open side.
- d. May loosen up with no more than two official softball bats, an approved warm-up bat, or a combination not to exceed two.

EFFECT- Sec. 1d: When using other than a legal bat while loosening up, the illegal equipment must be removed from the game. Continued use of the equipment after removal would subject the player using such equipment to ejection from the game.

e. May leave the on-deck circle

1. When he becomes the batter, or
2. To direct runners advancing from third to home plate, or
3. To avoid possible interference on fly ball or thrown ball.

f. May not interfere with the defensive player's opportunity to make a play

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

Sec. 2. BATTING ORDER.

a. The batting order of each team must be on the score sheet/line-up card and must be delivered before the game by the manager or captain to the official Scorer.

b. The batting order delivered must be followed throughout the game unless a player is replaced by a substitute. When this occurs, the substitute must take the place of the removed player in the batting order.

c. The first batter in each inning shall be the batter whose name follows that of the last player who completed a turn at bat in the preceding inning.

EFFECT - Sec. 2c-d: Batting out-of-order is an appeal play that may be made by the scorekeeper, manager, coach, or player of the defensive team only. The defensive team forfeits its right to appeal for batting out-of-order when all fielders have clearly vacated their normal fielding positions and have left fair territory on their way to the bench or dugout. 1. If the error is discovered while the incorrect batter is at bat (a) The correct batter may legally take his place, and assume the ball and strike count of the incorrect batter. (b) Any runs scored or bases run while the incorrect batter is at bat shall be legal. 2. If the error is discovered after the incorrect batter has completed his turn at bat and before a legal or illegal pitch has been made to another batter. (a) The player who should have batted is out. (b) Any advance or score made as a result of the improper batter becoming a batter-runner shall be nullified. Any out that is made prior to discovering this infraction, remains out. (c) The next batter is the player whose name follows that of the player called out for failing to bat. If the next player was the incorrect batter who was called out, go to the next person in the line-up.

NOTE: If the player who was the improper batter was called out, his turn at bat shall not take place in the same inning, until all other batters in the batting order have completed their turn at bat. If his turn at bat occurs before this happens, go to the next batter.

(d) If the batter declared out under these circumstances is the third out, the correct batter in the next inning shall be the player who would have come to bat had the player been put out by ordinary play. (e) If the third out is made on a runner prior to the discovery of the infraction, an appeal may still be made in order to reinstate the correct batting order. This appeal, if made, does not result in an additional out. 3. If the error is discovered after the first legal or illegal pitch to the next batter: (a) The turn at bat of the incorrect batter is legal. (b) All runs scored and bases run are legal. (c) The next batter in order shall be the one whose name follows that of the incorrect batter. (d) No one is called out for failure to bat. (e) Players who have not batted and who have not been called out have lost their turn at bat until reached again in the regular order. 4. No runner shall be removed from the base he is occupying to bat in his proper place. He merely misses his turn at bat with no penalty. The batter following him in the batting order becomes the legal batter.

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

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

Sec. 3. BATTING POSITION.

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

EFFECT - Sec 3a: The umpire shall call a strike. A pitch does not need to be thrown and the ball becomes dead.

b. An offensive team member may not, under any circumstances, deliberately erase the lines of the batter's box at any time during a game. This includes a coach erasing the lines during the pre-game meeting.

EFFECT – Sec 3b: If a batter erases the lines, the umpire shall call a strike. A pitch does not need to be thrown and the ball becomes dead. If the coach or a non-playing team member erases the lines, a strike shall be called on the next scheduled batter (or his substitute) in the line-up.

NOTE: Should any person continue to deliberately erase a line after a first offense, that person shall be ejected from the game.

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

d. After the batter first enters the batter's box he must remain in the batter's box between pitches by keeping at least one foot in the box including while taking signals and practice swings.

Exception to Sec 3d 1. If the ball is hit fair or foul 2. On a swing, or an attempted swing, which includes a slap or checked swing provided the momentum of the swing or attempted swing carries the batter out of the batter's box 3. If forced out of the box by a pitch 4. If "Time" has been called 5. If the pitcher leaves the pitcher's rubber. 6. On a three ball pitch that is a strike that the batter thinks is a ball

Effect Sec 3d: If the batter leaves the batter's box, delays play, and none of the exceptions apply; the umpire shall call a strike. No pitch has to be thrown and the ball is dead.

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

a. For each legally pitched ball entering the strike zone before touching the ground and at which the batter does not swing.

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

b. For each pitched ball including an illegal pitch, struck at and missed by the batter.

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

EFFECT - Sec. 4a & 4b: The ball is dead and runners may not advance.

c. For each foul ball when the batter has less than two strikes.

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

e. For each pitched ball struck at and missed which touches any part of the batter.

f. When any part of the batter's person or clothing is hit with his own-batted ball when he is in the batter's box and he has less than two strikes.

g. When a pitched ball hits the batter while the ball is in the strike zone.

h. When the batter fails to enter the batter's box within 10 seconds after the umpire calls "PLAY BALL" or "PITCH."

i. When an offensive team member deliberately erases the lines of the batter's box.

Effect – Section 4a-i The ball is dead on any strike and runner(s) must return to their bases without liability to be put out. k. When the batter steps out of the batter's box with both feet in violation of Rule 7 Section 3 d

EFFECT - Sec. 4c-i: The ball is dead and runners must return to their bases without liability to be put out.

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

- a. For each legally pitched ball that
 - 1. Does not enter the strike zone.
 - 2. Touches the ground before reaching home plate.
 - 3. Touches home plate and at which the batter does not swing.

EFFECT - Sec. 5b: The ball is dead. Runners may not advance.

- b. For each illegally pitched ball not swung at.

EFFECT - Sec. 5d: The ball is dead. Runners may not advance.

- c. When a delivered ball by the pitcher hits the batter outside of the strike zone.
- d. For each excessive warm-up pitch.

EFFECT - Sec. 5e-f: The ball is dead. Runners may not advance.

- e. When the catcher fails to return the ball directly to the pitcher as required.
- f. When the pitcher fails to pitch the ball within 10 seconds.

EFFECT - Sec. 5e-f: The ball is dead and runners may not advance.

Sec. 6. THE BATTER IS OUT.

- a. When the third strike is:
 - 1. Swung at and missed and the ball touches any part of the batter's person.
 - 2. Not swung at and the pitched ball hits the batter while the pitch is in the strike zone.

- b. When a batter enters the batter's box with, or is discovered using, an altered bat.

NOTE: The batter is also ejected from the game.

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

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

d. When his foot is completely outside the lines of the batter's box and touching the ground, or any part of a foot is touching home plate when he hits the ball fair or foul.

e. When he leaves the box to gain a running start, but has returned to the box when he makes contact with the ball.

EXCEPTION: If no contact is made with the pitched ball there is no penalty. If the batter swings and misses, the ball remains dead.

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

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

g. When a third strike is called, including an uncaught foul ball that is hit after two strikes.

h. When he bunts or chops the ball downward.

i. When he hits a fair ball with the bat a second time over fair territory.

EXCEPTION- Sec 6i: 1. If the batter is standing in the batter's box and contact is made while the bat is in his hands, a foul ball is ruled, even if the ball is hit a second time over fair territory. 2. If the batter drops the bat and the ball rolls against the bat over fair territory, and in the umpire's judgment, there was no intention to interfere with the course of the ball, the ball should be ruled fair or foul depending on where it comes to rest or is first touched by a player.

j. When he steps directly in front of the catcher to the other batter's box while the pitcher is in position to pitch, or anytime thereafter prior to the release of the pitch.

EFFECT - Sec. 6a-j: The ball is dead and each runner must return to the base that, was touched at the time of the pitch.

k. When he/she:

1. Hinders the catcher from catching or throwing the ball by stepping out of the batter's box, or

2. Intentionally hinders the catcher while standing within the batter's box, or

3. Intentionally interferes with a thrown ball while in or out of the batter's box.

EFFECT- Sec. 6k: The ball is dead and each runner must return to the last base that, in the umpire's judgment, was touched at the time of the interference.

RULE 8. BATTER-RUNNER AND RUNNER.

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

- a. When he legally hits a fair or foul ball.

EFFECT - Sec. 1a: The ball is in play and the batter becomes a batter-runner with liability to be put out.

- b. When four balls have been called by the plate umpire, or

- c. When the defensive team elects to intentionally walk a batter by either the pitcher, catcher or head coach notifying the plate umpire.

NOTE: 1. This notification to the plate umpire shall be considered a pitch. This can occur at any time prior to a batter beginning and completing his turn at bat regardless of the count. 2. If two batters are to be walked intentionally, the second intentional walk may not be administered until the first batter reaches 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.

EFFECT - Sec. 1c: The batter is awarded one base without liability to be put out, provided he advances to and touches first base. 1. The ball is dead and runners may not advance unless forced. 2. On an intentional base on balls, the ball is dead and runners cannot advance unless forced. 3. 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.

- 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. 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.

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

- 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.

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

f. 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, or
4. Is contacted by a fielder who is in dead ball territory and the ball in the judgment of the umpire, would have gone over the fence in fair territory.

EFFECT - Sec. 1f: 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, or 4. A fair batted ball is contacted by a fielder who is in dead ball territory and in the judgment of the umpire, the ball would not have gone over the fence in fair ball territory, 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.

g. 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. 1g: 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.. When a fielder legally catches a fly ball before it touches the ground, or any object or person other than a defensive player.

b. When, after hitting a fair ball, he is tagged while off base or thrown out prior to reaching first base.

c. 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.

d. When an Infield Fly is declared.

EFFECT - Sec. 2a-d: 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 on a base on balls, the batter-runner is not out and runners cannot advance unless forced.

e. 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. 2e: 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.

f. When he/she:

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. 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 (1-6): 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.

g. When he intentionally interferes with a play at home plate to prevent an obvious out at the plate.

NOTE: The runner is also out.

h. When he steps back toward home plate to avoid or delay a tag by a fielder.

i. 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.

j. 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 fly ball over foul territory or with a batted fly ball over foul territory that a fielder is attempting to catch.

EXCEPTION: If this interference in the judgment of the umpire, is an intentional interference, to prevent a double play, then the runner closest to home shall also be called out.

EFFECT - Sec. 2g-i: 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.

k. 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. 2k: The ball is dead and the runners must return to last base held at the time of the pitch.

NOTE - Sec. 2k: If an infield fly is ruled, it has precedence over an intentionally dropped ball.

l. 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.

m. 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. 2m: 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. When a pitched ball is batted.

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

c. On a thrown ball that hits an umpire.

d. When a legally caught fly ball is first touched.

e. 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.

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

EFFECT - Sec. 5a-f: The ball is in play.

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

a. If, at any time, he fails to touch a base he is entitled to before attempting to make the next base.

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. 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.

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

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: 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. 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. 7c: a) A delayed dead ball shall be signaled with the ball remaining alive until the end of the play, b) 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. 7c-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. One base from the time of the pitch, on a pitched ball,

EXCEPTION – Sec. 7c-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.

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

EFFECT – Sec. 7d: 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).

e. 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 level, or

4. Is contacted by a fielder who is in dead ball territory, and the ball in the umpire's judgment would have gone over the fence in fair territory.

EFFECT - Sec. 7e: 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, or 4. A fair batted ball is contacted by a fielder who is in dead ball territory and in the umpire's judgment the ball would not have gone over the fence in fair territory, then the runners shall be awarded two bases from the time of the pitch.

f. 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, or

3. A fair batted ball is contacted by a fielder who is in dead ball territory and in the umpire's judgment the ball would not have gone over the fence in fair territory.

EFFECT - Sec. 7f: The ball is dead and all runners are awarded two bases from time of pitch.

g. 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. 7g: 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.

h. 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. 7h: The ball is dead and all runners are awarded two bases from the last base touched at the time the fielder entered, or the ball was kicked, pushed, or thrown into, dead ball territory.

i. 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. 7i: 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.

- j. When a ball is lodged in:
 1. Umpire gear or clothing, or
 2. In offensive player's clothing.

EFFECT – Sec 7j: 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.
- 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.*

j. 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: These are appeal plays and the runner will not be out unless the appeal is made legally. 1. Appeals may be made while the ball is alive or dead, but the defensive team loses the privilege of making an appeal if it is not made (a) Before the next legal, or illegal,

pitch. (b) Before all fielders have clearly vacated their normal fielding positions and have left fair territory on their way to the bench or dugout area. If a fielder makes the appeal, the fielder must be in the infield when making the appeal. (c) In the case of the last play of the game, before the umpires have left the field of play. 2. DEAD BALL APPEAL. Once the ball has been returned to the infield and "Time" has been called, or the ball becomes dead, any defensive team member in the infield, with or without possession of the ball, may make a verbal appeal on a runner missing a base, or leaving a base too soon on a caught fly ball. The administering umpire should acknowledge the appeal, and then make a decision on the play. No runner may leave his base during this period, as the ball remains dead until the next pitch.

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

NOTE: (a) If the ball goes out of play, the dead ball appeal cannot be made until the plate umpire places a new ball into the game. (b) If the pitcher has possession of the ball and is in contact with the pitching plate when making a verbal appeal, no Illegal Pitch is called. (c) If the umpire has declared "Play Ball" and the pitcher then requests an appeal, the umpire would again call "Time" and allow the appeal process. 4. Additional out appeals may be made after the third out as long as they are made properly and are made to remove a run, or made to reinstate the correct batting order.

k. When he is struck with an untouched fair-batted ball in fair territory while off base, and in the umpire's judgment, any fielder had an opportunity to make an out.

l. When he intentionally kicks a ball that a fielder has missed.

m. When he interferes with a fielder attempting to field a fair-batted ball, regardless of whether the ball has first been touched by another fielder, including the pitcher, or intentionally interferes with a thrown ball.

n. When he 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, in which case the batter-runner returns to bat with an additional strike on the foul ball, provided the count prior to batting the ball was less than two strikes (i) If this is the third strike, the batter-runner is also out, unless the third out of the inning was the runner interference call, in which case the batter-runner shall be deemed to have completed his turn at bat.

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

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

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

p. When one or more members of the offensive team stand at, or collect around, a base to which a runner is advancing, thereby confusing the fielders and adding to the difficulty of making the play.

NOTE: Members of a team include batboy or any other person authorized to sit on the team's bench.

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

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

r. When a coach or any member of the team playing offense, who is not a batter, batter-runner, on-deck batter or runner:

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

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

s. When a defensive player has the ball, and is waiting for the runner, and the runner remains on his feet and deliberately crashes into the defensive player.

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

EFFECT - Sec. 9k-s: The ball is dead and other runners must return to the last base legally held at the time of the interference, unless forced to advance because the batter became a batter-runner.

t. When he runs bases in reverse order, or off the base line, while not attempting to advance, either to confuse the fielders or to make a travesty of the game.

EFFECT – Sec. 9t: The ball is dead and all other runners must return to the last base legally held at the time of the runner being declared out, unless forced to advance because the batter became a batter-runner.

u. When he fails to keep contact with the base to which he is entitled, until a pitched ball touches the ground, reaches home plate, or is batted.

v. When he abandons a base and enters his team area, or leaves the field of play, while the ball is alive.

w. When he positions himself behind, and not in contact with, a base to get a running start on any fly ball.

EFFECT - Sec. 9u-w: The ball remains live.

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

EFFECT – Sec. 9x: The ball is dead, the batter-runner is also declared out, and the other runners must return to the last base held at the time of the pitch.

y. When runners switch positions on the bases.

EFFECT – Sec. 9 y. This is an appeal play. When properly appealed, each runner discovered to have switched positions on the bases shall be declared out and the Head Coach shall be ejected for unsportsmanlike conduct. The order of outs shall be determined by the location of the runners immediately after the switch. The runner who switched bases and is closest to home plate after the switch shall be called out first. The next runner who switched bases and is the second closest to home plate shall be called out second and so on.

NOTE: The appeal can be made any time until all runners, who switched positions are in the dugout or the inning is over. If one of the runners who switched bases is on a base, both he and all runners who had switched bases will be out, even if they had scored, and any run(s) scored by improper runners will be nullified.

Sec. 10. THE RUNNER IS NOT OUT.

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

b. When he does not run in a direct line to the base, provided the fielder in the direct line does not have the ball in his possession.

c. When more than one fielder attempts to field a batted ball and the runner comes in contact with the one who, in the umpire's judgment, was not entitled to field the ball.

d. When he is hit with a fair, untouched batted ball while off base, that in the umpire's judgment, no fielder had an opportunity to make an out.

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

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

g. When he is touched while off base

1. With a ball not securely held by a defensive player, or

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

h. When the defensive team does not request the umpire's decision on an appeal play until after the next legal or illegal pitch, or until after all fielders have clearly vacated their normal fielding positions and have left fair territory on their way to the bench or dugout.

i. When a batter-runner becomes a runner, by touching first base, passes it and then returns directly to the base.

j. When he is not given sufficient time to return to a base. He will not be called out for being off base before the pitcher releases the ball and he may advance as though having left the base legally.

k. When he has legally started to advance. He may not be stopped by the pitcher receiving the ball while on the pitching plate, nor by the pitcher stepping onto the plate while holding the ball.

l. When he holds his base until a fly ball touches a fielder and then attempts to advance.

m. When he is hit by a fair, untouched batted ball while in contact with his base, unless he intentionally interferes with the ball, or a fielder making a play.

NOTE: The ball will become dead or remains alive, depending on the position of the fielder closest to the base.

n. When he slides into a base and dislodges it from its proper position. The base is considered to have followed the runner.

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

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

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

EFFECT – Sec. 10o: The manager of the offended team has the option of 1. Taking the result of the play, or 2. Having the entire play nullified, with runners returning to the last base held at the time of the play.

EXCEPTION to Effect Sec. 10 0 (2): If the play was the result of the completion of the batter's turn at bat, that player resumes batting, assuming the ball and strike count he had prior to completing his turn at bat, and runners are returned to the bases held at the time of the pitch.

p. A coach unintentionally interferes with a thrown ball or batted fair ball while in the coaches' box.

RULE 9. DEAD BALL - BALL IN PLAY.

Sec. 1. THE BALL IS DEAD. The ball is dead and not in play in the following circumstances.

a. When the ball is batted illegally.

b. When the batter steps from one box to another when the pitcher is steps on the pitching plate.

c. When "no pitch" is declared.

d. When a pitched ball touches any part of the batter's person or clothing whether the ball is struck at or not.

e. When a foul fly ball is not caught.

f. When the offensive team causes interference.

g. When a fair-batted ball strikes an umpire, or runner

1. Before touching a fielder, including the pitcher, and

2. Before passing a fielder, other than the pitcher, without being touched, or

3. After passing a fielder, excluding the pitcher, and in the umpire's judgment another fielder had a chance to make an out.

NOTE: When he is hit by a fair, untouched batted ball while in contact with his base, unless he intentionally interferes with the ball, or a fielder making a play. The ball will become dead or remains alive, depending on the position of the fielder closest to the base.

h. When the ball is outside the established playing limits of the playing area.

i. When an accident to a batter-runner or runner prevents him from proceeding to the awarded base, he may be substituted. The substitute will be allowed to proceed to any awarded bases. The substitute must legally touch all awarded or missed bases not previously touched.

j. When the batter bunts or chops the pitched ball.

k. When the umpire calls "Time".

l. When any part of the batter's person is hit with his own-batted ball, while still in the batter's box.

m. When a runner runs bases in reverse order, or off the base line, while not attempting to advance, either to confuse the fielders, or to make a travesty of the game.

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

o. When one or more members of the offensive team stand or collect at, or around, a base to which a runner is advancing, thereby confusing the fielders and adding to the difficulty of making a play.

q. When a runner fails to keep contact with the base to which he is entitled, until a legally pitched ball has reached home plate.

- r. After each strike or ball.
- s. When a blocked ball is declared.
- t. When a batter enters the batter's box with, or uses, an altered bat.
- u. When a batter enters the batter's box with, or uses, an illegal bat.
- v. When, with less than two out and a runner on first base, a fielder intentionally drops a fair fly ball (including a line drive) that could be caught by an infielder with ordinary effort, after it is controlled with a hand or glove.

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

- w. When a fielder carries a live ball into dead ball territory.
- x. When "Time" has been called and a defensive player is making an appeal.
- y. When the batter fails to enter the batter's box within 10 seconds after the umpire calls "PLAY BALL or "PITCH"."
- z. When any person, other than a team member, enters the playing field and creates interference.
 - aa. When the batter-runner steps back toward home plate to avoid or delay a tag by a fielder.
 - ab. When an offensive team member deliberately erases the lines of the batter's box.
 - ac. When a batter is issued an Intentional Base on Balls.
 - ad. When a strike is called on the batter for stepping out of the batter's box and delaying the game.

Sec. 2. THE BALL IS IN PLAY. The ball is in play in the following circumstances.

- a. At the start of the game and each half inning, when the pitcher has the ball while standing in his pitching position and the plate umpire has called "PLAY BALL" or "PITCH"
- b. When the Infield Fly rule is enforced.
- c. When a thrown ball goes past a fielder and remains in playable territory.
- d. When a fair ball strikes an umpire, or runner, on fair ground after
 - 1. Passing a fielder, excluding the pitcher, and no other fielder had a chance to make an out, or
 - 2. Touching a fielder, including the pitcher.
- e. When a fair ball strikes an umpire on foul ground.

f. When the runners have reached the bases to which they are entitled, after the fielder illegally fields a batted, thrown or pitched ball.

g. When a runner is called out for passing a preceding runner.

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

h. When no play is being made on an obstructed runner, the ball shall remain alive until the play is over.

i. When a fair ball is legally batted.

j. When a runner must return in reverse order, while the ball is in play.

k. When a runner acquires the right to a base, by touching it before being put out.

l. When a base is dislodged, while runners are progressing around the bases.

m. When a runner runs more than 0.91m (3 ft.) from his base path in regular, or reverse order, to avoid being touched by the ball in the hand of a fielder.

n. When a runner is tagged, or forced out.

o. When the umpire calls the runner out, for failure to return and touch the base when play is resumed after a suspension of play.

p. When a live ball appeal play is legally being made.

q. When the batter hits the ball.

r. When a live ball strikes a photographer, groundskeeper, policeman, etc., assigned to the game.

s. When a fly ball has been legally caught.

t. When a thrown ball strikes an offensive player.

u. If the batter drops the bat and the ball rolls against the bat in fair territory and, in the umpire's judgment, there was no intention to interfere with the course of the ball.

v. When a thrown ball strikes an umpire.

w. Whenever the ball is not dead, as provided in Section 1 of this rule. x. When a thrown ball accidentally strikes a coach.

y. As long as there is a play as a result of the hit by the batter. This includes a subsequent appeal play.

z. When a runner is called out, for getting a running start from a base on any fly ball.

aa. When a runner abandons a base, does not attempt to advance to the next base, enters his team area, or leaves the field of play and is called out.

ab. When a runner is called out for being physically assisted by anyone other than another runner.

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

ac. The ball remains live until the umpire calls "Time"; this should be done when the ball is held by a player in the infield and, in the opinion of the umpire, all play has ceased.

Sec. 3. DELAYED DEAD BALL. There are four situations when a violation of the rule occurs. An umpire recognizes it and the ball remains live until the conclusion of the play. These situations are

- a. An illegal pitch.
- b. Catcher's obstruction
- c. Obstruction
- d. Detached equipment contacting a thrown ball, a pitched ball, or a fair-batted ball.

RULE 10. UMPIRES.

Sec. 1. POWER AND DUTIES. The umpires are the representatives of the league or organization by which they have been assigned to a particular game, and as such, are authorized and required to enforce each section of these rules. They have the power to order a player, coach, captain or manager to do or omit to do any act which in their judgment is necessary to give force and effect to one or all of these rules and to inflict penalties as herein prescribed. The plate umpire shall have the authority to make decisions on any situations not specifically covered in the rules.

Sec. 2. THE PLATE UMPIRE.

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

g. Shall assume all duties, when assigned as a single umpire to a game.

Sec. 3. THE BASE UMPIRE.

a. Shall take such positions on the playing field as required in accordance with the relevant umpire systems.

b. Shall assist the plate umpire in every way, to enforce the rules of the game.

Sec. 4. UMPIRE'S JUDGMENT. There shall be no appeal from any decision of any umpire, on the grounds that he was not correct in his conclusion as to whether a batted ball was fair or foul, a runner safe or out, a pitched ball a strike or ball, or on any play involving accuracy of judgment. No decision rendered by any umpire shall be reversed; except that he be convinced it is in violation of one of these rules. In case the manager, captain, or either team does seek a reversal of a decision based solely on a point of the rules, the umpire whose decision is in question shall, if in doubt, confer with his associate before taking any action. But under no circumstances shall any player or person, other than the manager or the captain of either team, have any legal right to protest on any decision and seek its reversal, on a claim that it is in conflict with these rules. Under no circumstances shall any umpire seek to reverse a decision made by his associates, nor shall any umpire criticize or interfere with the duties of his associates, unless asked to do so by him.

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

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

RULE 11. PROTESTS.

Sec. 1. PROTESTS THAT WILL NOT BE RECEIVED. Protests shall not be received, or considered, if they are based solely on a decision involving the accuracy of judgment on the part of an umpire, or if the team lodging the protest won the game. Examples of protest that will not be considered are:

- a. Whether a batted ball was fair, or foul.
- b. Whether a runner was safe, or out.
- c. Whether a pitched ball was a strike, or a ball.

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

Sec. 2. PROTESTS THAT WILL BE RECEIVED. Protests that shall be received and considered include matters of the following types:

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

NOTE: 1. Protests for the above must be made before the next pitch, or before all infielders have left fair territory or, if on the last play of the game, before the umpires leave the playing field. 2. After one pitch has been thrown (legal or illegal), no change can be made on any umpire's ruling.

- d. Eligibility of a team roster member.

NOTE: Protests for the above are to be submitted to the appropriate authority (not the umpires) and may be made at any time.

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

Protests may involve both a matter of judgment and the interpretations of a rule. An example of a situation of this type follows: With one out and the runners on second and third bases, the batter flied out. The runner on third tagged up after the catch, the player on second did not. The runner on third crossed the plate before the ball was played at second base for the third out. The umpire did not allow the run to score. The questions as to whether the runners left their bases

before the catch and whether the play at second was made before the player on third crossed the plate are solely matters of judgment and are not protestable. The failure of the umpire to allow the run to score was a misinterpretation of a playing rule and was a proper subject for protest.

Sec. 4. NOTIFICATION OF INTENT TO LODGE PROTEST. The notification of intent to protest must be made immediately before the next pitch.

EXCEPTION: Player ineligibility.

a. The manager, or acting manager, of the protesting team shall immediately notify the plate umpire that the game is being continued under protest. The plate umpire shall, in turn, notify the opposing manager and official scorekeeper.

b. All interested parties shall take notice of the conditions surrounding the making of the decision that will aid in the correct determination of the issue.

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