

- A. If treatment can be administered in a reasonable amount of time, the individual would not have to leave the game. The amount of time is determined by the Umpire's judgment.
- B. If excessive time is involved, the re-entry rule would apply to players.
- C. If there is an excessive amount of blood on the uniform or if a bandage becomes blood soaked, in the judgment of the Umpire, the uniform/ bandage must be changed before the individual may participate.

RULE 6. PITCHING

Sec 1. A legal pitch shall conform to the following:

- A. Prior to the pitch, the pitcher shall take a position with their pivot foot in contact with the pitcher's plate and their non-pivot foot in contact with or behind the pitcher's plate. Both feet must be on the ground within or partially within the 24-inch length of the pitcher's plate.
The hands must be apart.

The pitcher may not take the pitching position on the pitcher's plate without possession of the ball, and the pitcher may not simulate pitching with or without the ball when near the pitcher's plate.

- B. Preliminary to pitching, the pitcher must take a position with the ball in the glove or pitching hand, with the hands separated.
- C. While in this position, the pitcher shall take (or simulate taking) a signal from the catcher.
- D. After completing "C" above, the pitcher shall bring the hands together in front of the body for not more than 10 seconds before releasing the ball.
The hands may be motionless or moving.

NOTE: Before the pitch starts, the pitcher may remove them self from the pitching position by stepping back from the pitcher's plate with both feet (either foot may be removed first) or by requesting time.

E. The Pitch:

- 1. The pitch begins and cannot be discontinued when the hands are separated once they have been placed together.
- 2. Any step back with the non-pivot foot must begin before the start of the pitch (6.1.E.1). Once the pitch has started (the hands separate), the pitcher shall take not more than one step which must be forward, toward the batter and simultaneous with the delivery.

EXCEPTION: When removing self from the pitcher's position (6.1.D NOTE)

NOTE: "Toward" is interpreted as within or partially within the 24-inch length of the pitcher's plate.

- 3. The pivot foot must remain in contact with the pitcher's plate or push off and drag away from the pitcher's plate or be airborne prior to the non-pivot foot touching the ground. The pitcher may leap from the pitcher's plate, land with the non-pivot foot and with a continuous motion deliver the ball to the batter. The pivot foot may follow through with the pitcher's continuous motion.

NOTE 1: It is not a step if the pitcher slides their pivot foot in any direction on the pitcher's plate, provided contact is maintained.

NOTE 2: The pitcher's push off to drag, or leap must start from the pitcher's plate. The pitcher must not crow hop or push off from any place other than the pitcher's plate.

NOTE 3: All movement of the pitching arm must be continuous as the pitcher steps, pushes or leaps from the pitcher's plate.

- F. A LEGAL DELIVERY** - shall be a pitched ball that is delivered to the batter with an underhand motion.
1. The release of the ball and the follow-through of the hand and wrist must be forward past the vertical line of the body.
 2. The hand shall be below the hip and the wrist not farther from the body than the elbow.
 3. The pitch shall be delivered on the throwing arm side of the body and not behind the back or between the legs.
 4. The pitch is completed with a step toward the batter.
- G. THE PITCHER MAY USE ANY WINDUP DESIRED PROVIDED:**
1. No motion to pitch is made without immediately delivering the ball to the batter.
 2. The pitcher does not use a rocker action in which, after having the ball in both hands in pitching position, the pitcher removes one hand from the ball, takes a backward and forward swing and returns the ball to both hands in front of the body.
 3. The pitcher does not use a windup in which there is a stop or reversal of the forward motion.
 4. The pitcher does not make more than one and one half revolutions of the arm in the windmill pitch. A pitcher may drop the pitching arm to the side and to the rear before starting the windmill motion. The ball does not have to be released the first time past the hip.
 5. The pitcher does not continue to wind up after taking the forward step or after the ball is released.
- NOTE:** Continuation of the windup is considered any action that, after the ball is released, causes the arm to continue to rotate past the shoulder.
- H.** The pitcher shall not wear any item on the pitching hand, wrist, arm or thigh that the Umpire judges to be distracting. If a pitcher wears a batting helmet while on defense, the outer covering and shield shall be a non-glare surface.
- I.** Foreign Substance on the ball/Items on pitcher. The pitcher shall not at any time be allowed to use any moisture or foreign substance on the ball, the pitching hand or fingers nor do anything to deface the ball. A pitcher who licks their fingers must wipe the fingers off before bringing them in contact with the ball.
1. Under the supervision and control of the Umpire, the pitcher may use following items to dry the hand which is in contact with the ball: dirt

(but not chalk), powdered resin, or an approved drying agent. When using these items, the pitcher is not required to wipe the hand prior to contacting the ball; when using any other substance, the pitcher must wipe the pitching hand prior to contacting the ball. No tacky or sticky substances can be used as a substitute for a powdered drying agent.

No other player or team personnel shall apply moisture or a foreign substance to the ball nor do anything to deface the ball.

2. The pitcher's fingers, hand, wrist, forearm or elbow may be taped for injury, providing such tape is a neutral color.

EFFECT Sec 1. A – I – Illegal Pitch

- J. The pitcher shall not deliberately drop, roll, bounce, etc, the ball while in the pitching position in order to prevent the batter from striking it.
PENALTY: The ball is dead at the end of playing action. The batter is awarded a ball which may be declined by the offensive coach. **FIRST OFFENSE** is a team warning. **SECOND OFFENSE** and any subsequent violation the offender is restricted to the bench for the remainder of the game and their current head coach shall be ejected.
- K. Once the ball has been returned to the pitcher to prepare for the next pitch or the Umpire says "play", the pitcher has 20 seconds to release the next pitch.
PENALTY: Dead ball; a ball on the batter
- L. At the beginning of an inning or when a pitcher relieves another pitcher, one minute may be used to deliver not more than five practice pitches (or throws) to the catcher, or some other teammate. For excessive warm-up pitches (or throws), a pitcher shall be penalized by awarding a ball to the batter for each pitch in excess of five. **EXCEPTION:** This does not apply if the umpire delays the start of play due to substitution, conference, injuries, or other umpire responsibilities.
A pitcher returning to pitch in the same half-inning shall not be allowed warm-up pitches.
- M. If the ball slips from the pitcher's hand during the back swing or forward motion, a ball is called on the batter. In either case, the ball remains in play and runners may advance at their own risk.

Sec 2. CATCHER and DEFENSIVE POSITIONING

- A. A catcher shall be inside the lines of the catcher's box and all other defensive players positioned in fair territory when the pitcher takes their position to pitch and when the pitch is released.
PENALTY: An illegal pitch is called.
- B. The catcher shall return the ball directly to the pitcher after each pitch, except after a strikeout or a putout made by the catcher, or to play on a base runner.
PENALTY: The batter is awarded a ball.
EXCEPTION: Intentionally violating the rule in order to walk the batter without pitching shall not result in a ball being awarded to the batter.

- C. A fielder shall not take a position in the batter's line of vision or, with deliberate unsportsmanlike intent, act in a manner to distract the batter. A pitch does not have to be released.

EFFECT: The offending player shall be ejected from the game.

Sec 3 ILLEGAL PITCH

An illegal pitch is a pitch that violates the pitching rule or is an effect for a rules violation. When an illegal pitch occurs, it shall be called immediately by the plate or base umpire.

If an illegal pitch occurs but the pitch is not released, it is a dead ball.

If the pitch is released, the umpire calls "illegal" loud enough nearby players to hear. Simultaneously, the Umpire gives the delayed dead-ball signal and waits to suspend play until the play has been completed. Failure of players to hear the call shall not void the call.

- A. Effect: The pitch is declared a ball.
- B. If the batter reaches first base safely and all other runners advance at least one base, the play stands, and the illegal pitch is canceled. No option is given.
- C. If the batter does not reach first base safely or if any runner fails to advance at least one base, the coach of the offensive team has the option of taking the result of the play or accepting the effect for an illegal pitch.
- D. If a batter is hit by an illegal pitch not swung at, the batter is awarded first base, and other base runners advance one base, only if forced.
- E. If ball four is an illegal pitch, the batter is awarded first base, and other base runners advance one base, only if forced.
- F. The Umpire who called the illegal pitch shall explain the violation to the coach if requested.

Sec 4. NO PITCH shall be declared when:

- A. The pitcher pitches during the suspension of play.
 - B. A runner is called out for leaving a base too soon.
 - C. The pitcher attempts a quick return of the ball before the batter is in position or is off balance as a result of a previous pitch.
 - D. The pitcher pitches before a runner has retouched their base after being legitimately off that base.
 - E. A player, manager or coach calls time, employs any other word or phrase, or commits any act while the ball is live and in play for the obvious purpose of trying to make the pitcher commit an illegal pitch. The Umpire shall penalize according to Rule 11-2-S governing Sporting Behavior..
- EFFECT- A-E:** The ball is dead, and all subsequent action on that pitch is canceled.