

## 1. DEFINITIONS.

### 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 identification "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.***

### 2. APPEAL PLAY.

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

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

**The appeal may not be made after any one of the following has occurred:**

- a. A legal or illegal pitch has been thrown,
- 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 inning/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

### 3. BALL COMPRESSION

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

### 4. Sec. 4. BALL COR.

***The Coefficient of Restitution of a softball when measured with the ASTM (American Society for Testing and Materials) test method for measuring the Coefficient of Restitution of softballs.***

### 5. BASE LINE.

***A Base Line is a direct line between bases.***

### 6. BASE ON BALLS.

A base on balls permits a batter to gain first base without liability to be put out and is awarded to a batter by the **plate** umpire when four pitches are judged to be balls. This is sometimes referred to as a walk. ***If the pitcher desires to walk a batter intentionally, they may do so by notifying the plate umpire who shall award the batter first base. The pitcher's notification to the umpire shall be considered a pitch.***

### 7. BASE PATH.

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

### 8. BATTED BALL.

A batted ball is any ball that hits the bat, or is hit by the bat, and lands either in fair or foul territory.

### 9. BATTER.

***A batter is an offensive player who enters the batter's box with the intention of aiding their team to score runs. A***

***player continues to be a batter until they are either declared out by the umpire or they become a batter-runner.***

**10. 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.

**11. 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.

**12. BLOCKED BALL.**

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

**13. BUNT.**

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

**14. CATCH.**

A catch is a legally caught ball, which occurs when the fielder catches a batted or thrown ball with their 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:***
  - i. ***When moving toward the out-of-play line, the feet must either: (a) be within the playing area, (b) touching the 'out-of-play' line or (c) both feet in the air after leaving the playing area, in order to have a valid catch.***
  - ii. ***A player, who is in dead ball territory and returns to the playing area, must have both feet touching the playable area, in order to have a legally caught ball.***
- 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.

**15. DEAD BALL.**

A dead ball is one that

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

**16. DEFENSIVE TEAM.**

The defensive team is the team in the field.

**17. DELAYED DEAD BALL.**

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

**18. 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.

### 19. EJECTION FROM THE GAME.

Ejection is the act of any umpire ordering any team member or associated fan to leave the game and the immediate grounds for the duration of the game

### 20. 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. Hits the foul line pole on the fly.

NOTE:

- i. 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.
- ii. 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.

### 21. 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.

### 22. 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, and 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.

### 23. FIELDER.

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

### 24. FLY BALL.

A fly ball is any ball batted into the air.

### 25. FORCE OUT.

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

### 26. FORFEIT.

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

### 27. 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.***

NOTE:

- i. 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.
- ii. 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.

**28. FOUL TERRITORY.**

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

**29. FOUL TIP.**

A foul tip is a batted ball which

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

NOTE:

It is not a foul tip unless caught; and any foul tip that is caught is a strike. 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.

**30. HELMET.**

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

**31. ILLEGAL BAT.**

An illegal bat is one that does not meet the requirements of Softball Ontario.

**32. ILLEGAL PLAYER.**

An Illegal Player is a player who takes a position in the line-up, either on offense or defense, which has not been reported on the game sheet.

**33. ILLEGALLY BATTED BALL.**

An illegally batted ball occurs when the batter hits the ball ***fair or foul*** while any part of the batter's foot is touching home plate, ***when contact is made with the ball.***

**34. ILLEGALLY CAUGHT BALL.**

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

**35. 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.

**36. IN JEOPARDY.**

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

**37. INFIELD.**

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

### 38. 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.*

### 39. 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.

### 40. 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.*

### 41. INTERFERENCE.

Interference is the act of:

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

### 42. 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, while it is securely held in a fielder's hand **or glove**.
- b. The ball is not considered as having been securely held if it is juggled or dropped by the fielder after touching (**tagging**) the runner, unless the runner deliberately knocks the ball from the hand of the fielder. The runner must be touched (**tagged**) with the hand or glove with which the ball is held.
- c. *A base with the ball securely held in their 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.*

### 43. 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 their uniform. It must be caught and firmly held in the hand(s) or glove.

### 44. LINE DRIVE.

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

### 45. OBSTRUCTION.

Obstruction is the act of:

- a. A defensive player or team member that hinders or prevents a batter from striking or hitting a pitched ball.
- b. *A fielder who impedes the progress of a runner or batter-runner who is legally running bases while:*
  - i. not in possession of the ball, or
  - ii. not in the act of fielding a batted ball, or
  - iii. *Making a fake tag without the ball, or*
  - iv. *In possession of the ball and who pushes a runner off a base, or*
  - v. *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, while he is legally running the bases.*

**46. OFFENSIVE TEAM.**

The offensive team is the team at bat.

**47. ON-DECK BATTER.**

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

**48. ON DECK AREA.**

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

**49. 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.*

**50. 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.

**51. OVER-SLIDE.**

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

**52. OVERTHROW.**

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

**53. PITCH.**

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

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

**54. PIVOT FOOT.**

The pivot foot is that foot which, when placed in contact with the pitcher's plate by the pitcher, must remain in contact with the pitcher's plate until the pitched ball is released.

**55. "PLAY BALL."**

"Play ball" is the term used by the plate umpire to indicate that play shall begin or be resumed when the pitcher holds the ball and is on or near the pitcher's plate. All defensive players, (except the catcher who must be in the catcher's box) must be in fair territory to put the ball in play.

**56. 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 team representatives of the respective teams. This meeting is held to:*

- a. *Confirm and approve the line-ups of each team, and to distribute a copy to the opposition, and*
- b. *Review any special ground rules that may be applicable.*

**57. 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.*

**58. 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 their desired position in the batter's box or while they are still off balance as a result of the previous pitch.

**59. REMOVAL FROM THE GAME.**

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

NOTE:

Any person so removed may continue to sit on the bench but shall not participate further in the game

**60. 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.

**61. STARTING PLAYERS.**

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

**62. STEALING.**

Stealing is the act of a runner attempting to advance *after* a pitch is made to the batter.

**63. STRIKE ZONE.**

a. The strike zone is that space over any part of home plate between the batter's armpits and the top of the knees when the batter assumes a natural batting stance.

**64. TAGGING UP.**

Tagging up is the action of a runner returning to their base, or remaining on the base, before the player 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.

**65. TEAM MEMBER.**

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

**66. THROW.**

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

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

**67. TIME.**

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

**68. TRAPPED BALL.**

A trapped ball is

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

**69. TRIPLE PLAY.**

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

**70. 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.

**2. THE PLAYING FIELD**

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

**1. THE PLAYING FIELD.**

The playing field 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.

**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.

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

18.29m (60 ft)

**THE OFFICIAL NOTSO DIAMOND SHALL HAVE PITCHING DISTANCES AS FOLLOWS:**

12.19m (40 ft)

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

**4. DIAMOND LAYOUT.**

For the layout of the diamond, refer to drawing showing official dimensions of softball diamond. This section serves as an example for laying out a diamond with 18.29m (60 ft) bases and a 12.19m (40 ft) pitching distance.

- a. To determine the position of home plate, draw a line in the direction it is desired to lay the diamond. Drive a stake at the corner of home plate nearest the catcher. Fasten a cord to this stake and tie knots or otherwise mark the cord
- b. Place the cord (without stretching) along the direction line and place a stake at the marker.
- c. This will be the front line at the middle of the pitcher's plate. Along the same line, drive a stake at the marker. This will be the center of second base.
- d. Place the marker at the center of second base and, taking hold of the cord at the marker, walk to the right of the direction line until the cord is taut and drive a stake at the marker-this will be the outside corner of first base and the cord will now form the lines to first and second bases.
- e. Again holding the cord at the 18.29m (60 ft) marker, walk across the field and in like manner, mark the outside corner of third base. Home plate, first base, and third base are wholly inside the diamond.
- f. of players' bench or dugout area closest to home plate.
- g. THE PITCHER'S PLATE shall be of rubber 61cm (24 in) long and 15.2cm (6 in) wide.
  - i. The top of the plate shall be level with the ground.

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

- h. THE BASES, other than home plate, shall be 38.1cm (15 in) square and shall be made of canvas or other suitable material, and not more than 12.7cm (5 in) in thickness. The bases should be securely fastened in position.
  - i. The double base is approved for use at first base. This base is 38.1cm by 76.2cm (15 in by 30 in), made of canvas or other suitable material and no more than 12.7cm (5 in) in thickness. Half the base is secured in fair territory, and half the base (of a different solid contrasting color) is secured in foul territory.

NOTE: THE FOLLOWING RULES APPLY TO THE DOUBLE BASE:

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

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

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

EXCEPTION: On any live ball play made from first base foul territory, the batter-runner and the defensive player may use either base. **When the defensive player uses the foul portion of the double base, the batter-runner can run in fair territory and if hit by a throw from the foul side of first base, it would not be interference. If intentional interference is ruled, the batter-runner would be out. NOTE:**

**The one meter line is doubled on throws from foul territory.**

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

### 3. EQUIPMENT.

#### 1. THE OFFICIAL BAT.

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

#### 2. THE OFFICIAL SOFTBALL.

Shall be a regular, smooth-seamed, concealed stitched or flat surfaced ball.

#### 3. GLOVES & MITTS.

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

- a. No top lacing, webbing, or other device between the thumb and body of the glove or mitt worn by a first baseman or catcher or a glove worn by any fielder, shall be more than 12.7cm (5 in) in length.
- b. Gloves worn by **any player and may be any combination of colors, provided none of the colors (including the lacing) are the color of the ball.**
- c. Gloves with white, gray, or yellow optic circles on the outside, giving the appearance of a ball, **are illegal for all players.**

#### 4. SHOES.

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

- a. The soles may be either smooth or have soft or hard rubber cleats. Cleats are recommended.
- b. No hard plastic, nylon or polyurethane spikes similar to a metal sole and heel plate are allowed in any division at any level of play.

#### 5. PROTECTIVE EQUIPMENT.

- a. MASKS All catchers must wear masks and helmet.

NOTE: Catchers (or other members of the defensive team) must wear a mask and helmet while receiving warm-up pitches from the pitching plate, or in the warm-up area. If the person catching the pitch will not wear the mask, they must be replaced by a person who will do so.

NOTE: Goalie style facemasks are approved for use by catchers.

- a. FACE MASKS. Any defensive or offensive player can wear an approved plastic face mask/guard. Face masks/guards that are cracked or deformed, or if padding has deteriorated or is missing, are prohibited from use and must be removed from the game.
- b. BODY PROTECTORS. **All catchers** must wear a body protector.
- c. SHIN GUARDS catchers must wear shin guards that will offer protection to the kneecap.
- d. HELMETS

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

- i. Helmets are mandatory on offense for batters, on-deck batters, batter-runners, runners,
- ii. EFFECT:
  1. Failure to wear the batting helmet when ordered to do so by the umpire shall cause said player to be declared out.
  2. Deliberately wearing the helmet improperly or deliberately removing the helmet during a live ball play, except on a home run hit over the fence, and seen by the umpire as a deliberate act shall cause the violator to be declared out immediately. The ball remains live.  
EXCEPTION; If a thrown or batted ball contacts the deliberately removed helmet, the ball becomes dead and runners must return to the last base held at the time of such contact.  
NOTE: Calling a runner out for removing a helmet deliberately does not cancel any force play situation.
  3. If a helmet is accidentally dislodged from its proper place on a batter, batter-runner or runner, there is no penalty and the ball remains live.
  4. If a thrown or batted ball hits the helmet while it is detached from its proper place on the person and this contact interferes with the play being made, or a defensive player comes in contact with the helmet while it is on the ground and this contact prevents him from making a play, the ball is dead, the offensive player who was wearing the helmet shall be called out, even if they had scored and the run is nullified.

## 6. EQUIPMENT ON PLAYING FIELD.

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

EFFECT:

The ball is dead **if it contacts the loose equipment.**

- a. For offensive equipment causing a blocked ball (and creating interference), the player being played on is out.
- b. If no apparent play is obvious, no runner will be called out, but all runners will return to the last base touched at the time of the dead ball declaration.
- c. For defensive equipment causing a blocked ball, see Rule 8, Sec. 7g.

## 7. UNIFORM.

All players on a team shall wear uniforms alike in color, trim and style.

- a. CASTS. Casts (plaster, metal or other hard substances in its final form) may not be worn in a game.

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

- b. **It is strongly recommended that JEWELRY. WATCHES, RINGS, NECKLACES AND EARRINGS LARGER THAN SINGLE FINGER DIAMETER MUST BE REMOVED, medical alert bracelets or necklaces, should be worn.** Medical alert bracelets and/or necklaces are not considered jewelry, but if worn, they must be taped to the body.

## 8. ALL EQUIPMENT.

Notwithstanding the foregoing, the sanctioning body reserves the right to withhold or withdraw approval of any equipment which, in their 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 their equipment rather than individual skill.

## 4. COACHES, PLAYERS AND SUBSTITUTES.

### 1. MENTORS/TEAM REPRESENTATIVES.

- a. An offensive team mentor/rep (base coach) is an eligible member of the team at bat who takes their place on the

field, within a five foot perimeter of first or third base.

- i. Two coaches are allowed to give words of assistance and direction to the members of their team while at bat.
- ii. One shall be stationed near first base and one near third base and they are obligated to stay within the imaginary confines of their respective coach's box.

EXCEPTION: A base 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.

- iii. A base coach may address only their team members.

EFFECT: Any infraction will result in the ejection of the coach **after a warning**.

## 2. ROSTERS.

- a. A player's name shall not be on the starting line-up, unless the player is present in the team area
- b. Eligible roster members may be added to the list at any time during the first three innings of the game.

EFFECT: All players in attendance, health/injured or otherwise must be written on the score sheet.

- c. The name of the team rep/mentor must be noted on the roster.

## 3. PLAYERS.

- a. A team shall consist of players in the following positions:

- i. Fast Pitch. Nine players: pitcher (F1), catcher (F2), first baseman (F3), second baseman (F4), third baseman(F5), shortstop (F6), left fielder (F7), center fielder (F8) and right fielder (F9).

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.

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

EFFECT: The game is forfeited.

- c. Each player must play a defensive position for at least three innings.

- d. Players must play in a minimum of 60% of the regular season games to be eligible to participate in the playoffs.

## 4. SUBSTITUTES/ILLEGAL PLAYER.

### ILLEGAL PLAYERS INCLUDE:

1. **ILLEGAL PITCHER.** An illegal pitcher is a player who returns to pitch a third inning after two consecutive innings. **PENALTY: Once discovered, the Illegal Pitcher shall be EJECTED.**

**NOTE: A pitcher, who has been removed from the pitching position as a result of the defensive team**

2. **ILLEGAL RUNNER.** An Illegal Runner occurs when the offensive team places a new runner already in the line-up as a runner who is not the last out.

**OFFENSE: If the Illegal player/Out of order batter is discovered by the defense:**

- a. While the illegal player is at bat, the Illegal Player is "Declared Ineligible", an appropriate batter shall resume the ball and strike count. Any advance of runners while the Illegal Player is at bat, shall be deemed illegal
- 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, or before the umpires have left the game, the Illegal
- c. Player is called out and "Declared Ineligible." Any advance of runners as a result of the Illegal
- d. Player becoming a batter-runner is nullified. Any additional outs that were recorded on the play will stand.
- e. 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.
- f. If the player is in the game illegally as a runner, and is discovered after a legal or illegal pitch
- g. has been thrown, or a play made, the player is "Declared Ineligible" and replaced on the base, by the last recorded out.
- h. No team shall use a player whom is not registered to their own team, nor shall a team use an unregistered player participate in a game.

EFFECT 2e:

Teams found to have unregistered players will be found to have forfeited the game due to misconduct.

## 5. 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.

## 6. REPLACEMENT PLAYER.

In the event of any player bleeding during the game, that player must be withdrawn from the game if the bleeding cannot be stopped within a reasonable time, or their 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, uniform replaced.

- a. The withdrawn player shall be replaced by another eligible 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).

**EFFECT: An injured pitcher cannot be replaced by a pitcher who has pitched the previous two consecutive innings.**

## 5. THE GAME

### 1. FITNESS OF GROUND.

The fitness of the ground for a game shall be decided by the head umpire and agreed to be the league president.

### 2. REGULATION GAME.

A regulation game shall consist of seven innings.

- a. A full seven innings need not be played if the team second at bat scores more runs in six innings or before the third out in the last of the seventh inning.
- b. A game that is tied at the end of seven innings shall be continued by playing an additional inning, time permitting.
- c. A game called by the umpire shall be regulation if at least **3** or up to **7** or more complete innings have been played. 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, 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:
  - i. 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.
  - ii. If, after the game has begun, one side refuses to continue to play, unless the game has been suspended or terminated by the umpire.
  - iii. If, after the umpire has suspended play, one side fails to resume playing within two minutes after the umpire has called "PLAY BALL."
  - iv. If a team employs tactics designed to delay or to hasten the game.
  - v. If, after warning by the umpire, any one of the rules of the game is willfully violated.
  - vi. 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.
  - vii. 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
  - viii. If a declared Ineligible Player re-enters the game and one pitch has been thrown.
  - ix. **If an ejected player/coach/manager is discovered participating in the game again.**

### g. 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 forfeited game shall be 7-0 in favor of the team not at fault.

### 4. TIE-BREAKER.

Starting with the top of the eighth inning, and each half inning thereafter, the offensive team shall begin its turn at bat with

the player who is scheduled to bat ninth (in that respective half-inning being placed on second base. 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.**

## 5. SCORING OF RUNS.

- a. One run shall be scored each time a runner legally touches first, second, third bases and home plate before the third out of the inning.
- b. **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.**
- c. In order to ensure a more balance and exciting game, a maximum of five runs can be scored by a team in one inning.
- d. EFFECT 7b: Once five runs have been scored, the inning is declared to be over. If a player is still "at bat" while the fifth run is scored they will be the first "at bat: the next inning
- e. The MERCY RULE will not be imposed, during the last called inning of play by the umpire.
- f. A run shall not be scored if the third out of the inning is a result of
  - i. The batter-runner being put out before legally touching first base.
  - ii. A runner being forced out (including on an appeal play) due to the batter becoming a batter-runner.
  - iii. The runner fails to keep contact with the base to which he is entitled until a pitch is batted or reached home plate.
  - iv. A preceding runner being declared out.

NOTE: TEAM REPS FOR BOTH TEAMS WILL BE RESPONSIBLE FOR KEEPING SCORE. AFTER EACH 2 INNINGS OF PLAY THE SCORES SHALL BE COMPARED FOR TO AVOID DISCREPANCIES. In the event of a discrepancy the umpires score will stand. Reps / score keepers will review final scores and sign the other team's score sheet.

## 6. PITCHING REGULATIONS

### 1. PRELIMINARIES.

Before commencing the delivery (pitch), the pitcher

- a. May not take the pitching position on or near the pitcher's plate without having the ball in their possession.
- b. Shall not be considered in the pitching position unless the catcher is in position to receive the pitch.
- c. Must, after taking the signal, bring their body to a full and complete stop with the ball held in both hands in front of the body. This position must be held for **five (5) seconds** before releasing the ball.
- d. A pitcher may be requested to slow their pitch, if requested by the batter. The slow pitch request is at the sole discretion of the umpire to ensure the game remains exciting and balanced.  
EFFECT Sec 1d. If a player requests the pitch to be slowed down a "single" maximum rule will be imposed limiting the batter to a single and all base runners to advance only one base.
- e. This rule is intended to help players work on their batting skills and is not to be used as a tool of strategy.
- f. If after requesting a slowed pitch the pitch is not slowed, the pitcher will be penalized by awarding a ball to the batter for each pitch thrown with excessive speed.
- g. A pitcher may be requested to slow their pitch, if requested by a player. This request is at the sole discretion of the umpire to ensure the game remains exciting and balanced.
- h. EFFECT Sec1 d. This rule is intended for the use of players who are learning or new to the game. It is not to be used as a tool of strategy. If a player requests the pitch to be slowed down a "double maximum" rule will be imposed limiting any runner/batter to two bases.
- i. If after requesting a slowed pitch the pitch is not slowed, the pitcher will be penalized by awarding a ball to the batter for each pitch thrown with excessive speed.

### 2. LEGAL DELIVERY.

- a. The pitcher must not make any motion to pitch without immediately delivering the ball to the batter.
- b. The pitcher must not use a pitching motion in which, after having the ball in both hands in the pitching position, he removes one hand from the ball, takes a backward and forward swing, and returns the ball to both hands in front

- of the body.
- c. The pitcher must not use a windup.
- d. The pitcher must not make any revolutions of the arm.
- e. The delivery must be an underhanded motion, with the hand below the hip and the wrist not farther from the body than the elbow.
- f. The release of the ball and follow through of the hand and wrist must be forward and past the straight line of the body.
- g. Both feet must remain in contact with the pitching plate at all times prior to the forward step.
- h. NOTE: It is not a step if the pitcher slides their foot across the pitcher's plate, provided contact is maintained with the plate. Lifting the pivot foot off the pitcher's plate and returning it to the plate, creating a rocking motion, is an illegal act.
- i. A pitched ball must stay between a batters knees and armpits in a natural stance to be deemed a legal pitch.
- j. The pivot foot may remain in contact with, or may push off and drag away from, the pitcher's plate prior to the stepping (non-pivot) foot touching the ground, provided the pivot foot remains in contact with the ground.
- k. The pitcher shall not deliberately drop, roll or bounce the ball in order to prevent the batter from hitting it.
- l. The pitcher has 30 seconds to release the next pitch after receiving the ball, or after the umpire indicates, "PlayBall."

NOTE: An additional ball is awarded the batter.

### 3. DEFENSIVE POSITIONING.

- a. The pitcher shall not deliver a pitch, unless all defensive players 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.
- c. NOTE: A pitch does not have to be released. The offending player shall be ejected from the game.
- d. With a runner on third base trying to score by steal, no defensive player may
  - i. Step on, or in front of, home plate without the ball, or
  - ii. Touch the batter or bat.

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

### 4. THE CATCHER.

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

EXCEPTION: This does not apply

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

### THE FOLLOWING IS THE EFFECT FOR ALL SECTIONS 1 - 4 ABOVE:

EFFECT - Sections 1-4:

Any infraction of Sections 1-4 is an Illegal Pitch.

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

EXCEPTION: If a runner legally advances on the illegal pitch (passed ball or wild throw by the catcher), any extra bases obtained may be retained. ***If the runner is put out after advancing one base, that runner will be called out.***

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

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

4. **If the illegal pitch is swung at, missed and the catcher drops the third strike, but throws the batter out at first base, and other runners advance at least one base, the manager of the offensive team has the option of taking (a) the award for the illegal pitch, or (b) the result of the play.**  
**EXCEPTION: If the batter-runner reaches first base as a result of a dropped third strike, and if all other runners have advanced at least one base on the play, the illegal pitch is nullified. All action as a result of the play stand and no option is given.**
5. If the mentor does not take the result of the play, the Illegal Pitch is enforced by awarding a ball to the batter (first base if ball four) and advancing all runners a single base. The ball is dead.
6. When an illegal pitch hits the batter, the ball is dead, the batter is awarded first base and all runners are advanced one base. No option is given.

## 5. INTENTIONAL WALK.

If the pitcher desires to walk a batter intentionally **they may do so by notifying the plate umpire who shall award the batter first base. The pitcher's notification to the umpire shall be considered a pitch.**

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

## 6. WARM-UP PITCHES.

- a. At the beginning of the first inning for both teams, or when a pitcher relieves another, not more than one minute may be used to deliver not more than five pitches to the catcher or another team member. **At the start of each half inning (after the first inning), the pitcher shall be allowed only three warm-up pitches to warm up.**  
EXCEPTION: This does not apply if the umpire delays the start, or resumption, of play due to substitution, conference, injuries, etc.  
EFFECT – Sec. 6a: For excessive warm-up pitches, a pitcher shall be penalized, by awarding a ball to the batter for each extra pitch taken.
- b. Play shall be suspended during this time.
- c. A pitcher returning to pitch in the same half inning will not be entitled to warm-up pitches.  
EFFECT – Sec. 6c:  
A ball shall be awarded to the batter for each pitch taken.

## 7. NO PITCH.

No pitch shall be declared when

- a. The pitcher pitches during a suspension of play.
- b. The pitcher attempts a quick return of the ball
  - i. Before the batter has taken their position, or
  - ii. When the batter is off balance as a result of a previous pitch.
- c. A runner is called out for leaving a base prior to the pitcher releasing the pitch.
- d. The pitcher pitches before a runner has retouched their base after a foul ball has been declared and the ball is dead.
- e. A player, rep, or mentor
  - i. Calls "Time", or
  - ii. Employs any other word or phrase, or
  - iii. Commits any act while the ball is alive and in play
  - iv. 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. 7a-e:

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

## 8. DROPPED BALL.

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

1. A ball is declared on the batter, and

2. The ball will remain in play, and
3. The runners may advance at their own risk.

## 9. ILLEGAL PITCHER.

**A pitcher who has pitched two consecutive innings and attempts to pitch a third.**

EFFECT - Sec. 9:

If the Illegal Pitcher has returned and has thrown one pitch, either legal or illegal, they will be ejected from the game. If this is discovered prior to the next pitch, the mentor/rep of the offensive team has the option of:

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

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

## 7. BATTING.

### 1. THE ON-DECK BATTER.

- a. **At the start of an inning, is the lead-off batter, who must remain on-deck until called to the batter's box.**
- b. **Once an inning has started, it is the offensive player who is in the batting line-up is the next player to enter the batter's box.**
- c. Shall take a position within on-deck area.
- d. EFFECT: If a batter is not in the on-deck area, two WARNINGS will be given. On the third warning the team will be charged with an out.
- e. A batter may leave the on-deck circle
  - i. When he becomes the batter, or
  - ii. To direct runners advancing from third to home plate, or
  - iii. To avoid possible interference on fly ball or overthrown 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.

### 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 mentor or rep to the plate umpire.
- b. **The batting order delivered to the umpire must be followed throughout the game unless a player is removed due to injury, at which point all players move up one position in the batting order.**
- c. **A player choosing to leave the game for reasons other than injury will count as an out.**
- d. The first batter in each inning shall be the batter whose name follows that of the last player who completed a turn at bat in the preceding inning.

EFFECT - Sec. 2c-d:

Batting out-of-order is an appeal play that may be made by the mentor/rep only.

1. If the error is discovered while the incorrect batter is at bat
  - a. The correct batter may legally take their 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 their 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.

- c. Any out that is made prior to discovering this infraction, remains out.
  - d. 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.
  - e. 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.
  - f. 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 they are occupying to bat in proper place. The player merely misses their turn at bat with no penalty. The batter following 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.

- a. 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.
- b. **A player arriving late but prior to the third inning will be placed at the bottom of the batting order starting the next full inning.**

SPECIAL NOTES: Batters with limiting physical conditions may make a special request to have a home plate runner. The collective will review these requests on a case by case basis. This rule is contingent upon collective approval prior to the game in question.

### 3. BATTING POSITION.

- a. The batter must take their position in the batter's box within 30 seconds after the umpire has declared "Play Ball".
- b. EFFECT - Sec 3a:
- c. The umpire **shall** call a strike. A pitch does not need to be thrown and the ball **becomes** dead.
- d. The batter must have both feet completely within the batter's box (3 feet to the rear of the plate and 4ft to the front and 3ft wide)

**EXCEPTION: The batter can leave the batter's box;**

- 1. **If the ball is hit fair or foul.**
- 2. **On the swing, slap or check swing.**
- 3. **If forced out of the box by a pitch.**
- 4. **On a wild pitch or passed ball.**
- 5. **If there is an attempted play at the plate.**
- 6. **If time out has been called.**
- 7. **If the pitcher leaves the eight-foot circle or the catcher leaves the catcher's box.**
- 8. **On a three ball pitch that is a strike that the batter thinks is a ball.**

**EFFECT: If the batter leaves the batter's box, delays play, and none of these exceptions apply, the umpire shall call a strike. No pitch has to be thrown and the ball is dead.**

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

- a. For each legally pitched ball entering the strike zone (a ball consistently staying between the knees and armpits of a batter) 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 tip.

EFFECT - Sec. 4c:

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

dead on any strike.

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

EFFECT - Sec. 4d-h:

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

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

- a. For each legally pitched ball that
  - i. Does not enter the strike zone, or
  - ii. Touches the ground before reaching home plate and is not swung at,
  - iii. Touches home plate and at which the batter does not swing.

EFFECT - Sec. 5a:

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

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

EFFECT - Sec. 5b:

The ball is dead. Runners may not advance.

## 6. THE BATTER IS OUT.

- a. When the third strike is:
  - i. Swung at and missed and the ball touches any part of the batter's person.
- b. When their 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.
- c. When he bunts foul after the second strike.

EXCEPTION: If a runner interferes with

- i. A fielder attempting to catch a bunted fly ball in foul territory, or
- ii. 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.

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

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

EXCEPTION- Sec 6c:

- i. If the batter is standing in the batter's box and contact is made while the bat is in their hands, a foul ball is ruled, even if the ball is hit a second time over fair territory.
- ii. 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.***

EFFECT - Sec. 6a-c:

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

- e. When he
  - i. Hinders the catcher from catching or throwing the ball by stepping out of the batter's box, or
  - ii. Intentionally hinders the catcher while standing within the batter's box, or
  - iii. Interferes with a play at home plate.
  - iv. ***Intentionally interferes with a thrown ball while in or out of the batter's box.***

EFFECT- Sec. 6e:

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.

- f. When a called or swinging third strike is caught by the catcher.
- g. e. When he has three strikes and first base is occupied, with less than two out.

EFFECT- Sec. 6f-g

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

## 8. BATTER-RUNNER AND RUNNER.

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

a. When he legally hits a fair ball.

EFFECT Sec 1a – a batter may request a runner for reasons of physical disability and/or injury only upon reaching first base or beyond. The substitute runner must be the last player called “out”.

b. When the catcher fails to catch the third strike before the ball touches the ground and

1. There are less than two outs and first base is unoccupied, or
2. There are two outs. This is known as the third strike rule.

EFFECT - Sec. 1a-b:

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

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

EFFECT - Sec. 1c:

The batter is awarded one base without liability to be put out, provided he advances to and touches first base. If the umpire mistakenly allows two walks at one time and the first batter fails to touch first base, no appeal will be honored on the first batter.

1. The ball is dead and runners may not advance unless forced.

***2. If the pitcher desires to walk a batter intentionally he may do so by notifying the plate umpire who shall award the batter first base. If two batters are to be walked intentionally the second intentional walk may not be administered until the first batter reaches first base. The pitcher's notification to the umpire shall be considered a pitch.***

***NOTE: 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 and runners cannot advance unless forced.***

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

EFFECT – Sec. 1c:

1. The umpire shall give a delayed dead ball signal with the ball remaining live until the end of play.

2. The manager of the offensive team has the option of:

- (a) Taking the award for "catcher obstruction", or
- (b) Taking the result of the play.

3. If the batter hits the ball and reaches first base safely, and if all other runners have advanced at least one base on the batted ball, "catcher obstruction" is cancelled. All action as a result of the batted ball stands. No option is given.

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

4. If the mentor/rep 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.

c. When a pitched ball not swung at, nor called a strike, touches any part of the batter's person or clothing while he is in the batter's box. It does not matter if the ball strikes the ground before hitting him.

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

EFFECT – Sec. 1c:

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

### Sec. 2. BATTER-RUNNER IS OUT.

a. When the catcher drops the third strike and ***the batter-runner*** is legally touched with the ball while off base or thrown out prior to reaching first base.

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

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

d. When the player fails to advance to first base and instead enters their team area

1. After a fair ball is hit, or
2. After a base on balls is issued, or

3. Anytime that he may legally advance to first base.

e. When an Infield Fly is declared.

EFFECT - Sec. 2a-e:

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

f. When, after a player hits a fair ball, they touch only the fair portion of the double base on their first attempt at that base and a play is made at the base.

EFFECT – Sec. 2f:

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

g. When he

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

(a) The fielder taking the throw at first base, or

(b) The thrown ball, preventing a fielder from making a play at first base.

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

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

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

3. Interferes with a fielder attempting to throw a ball.

4. Intentionally interferes with a thrown ball.

5. Interferes with a fair-batted ball (out of the batter's box) before reaching first base.

6. (FP ONLY) Interferes with a dropped third strike.

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.

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

NOTE: The runner is also out.

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

j. If, when using the double base in a force play situation, he touches only the fair portion of the base and collides with a fielder who is about to catch a thrown ball and who is also using the fair portion of the base..

k. When a member of the team at bat interferes with a player attempting to field a batted foul fly ball.

l. When a batter touches the orange safety bag and turns inward in an advancing motion towards second base.

**EXCEPTION:**

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

**2. If a runner creates the interference, then the runner is out.**

**NOTE: In both EXCEPTIONS the batter-runner returns to bat with an additional strike on the foul ball, provided the count prior to hitting the ball was less than two strikes.**

If this interference is the third out, the batter-runner will return to bat as the lead off batter in the next inning, with the original ball and strike count cancelled.

EFFECT - Sec. 2g-k:

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

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

1. An out is made on the runner; the result of that play shall stand.

2. No out is made on the runner; the result of that play shall stand, unless the interference by the batter-runner is the third out. Other runners not played on must return to the last base legally held at the time of the pitch.

l. When, with less than two outs and a runner on first base, a fielder intentionally drops a fair fly ball (including a line drive or a bunt) that could be caught by an infielder with ordinary effort, after it is controlled with a hand or a glove.

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

EFFECT - Sec. 2l:

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

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

m. When the immediate preceding runner who is not yet out intentionally interferes, in the umpire's judgment, with a fielder who is attempting to

1. Catch a thrown ball, or

2. Throw a ball in an attempt to complete the play.

EFFECT - Sec. 2m:

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

time of the interference.

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

1. A fielder about to catch a fly ball, or
2. A fly ball that a defensive player, in the judgment of the umpire, is able to catch.

EFFECT - Sec. 2n:

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

### **Sec. 3. 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. 3a:

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. 3b-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. 3d:

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. 3e-h:

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

i. A player must use the white half of the first base safety bag if they have the intent to move towards second base in their same at bat.

### **Sec. 4 . RUNNERS ARE ENTITLED TO ADVANCE WITH LIABILITY TO BE PUT OUT.**

a. When a pitched ball crosses the plate.

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

d. On a thrown ball that hits an umpire.

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

f. When a fair batted ball

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

2. Has been touched by a fielder, including the pitcher.

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

EFFECT - Sec. 4a-g: The ball is in play.

### **Sec. 5. A RUNNER FORFEITS THEIR 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. If, on an illegal pitch not hit, he attempts to advance beyond the one base to which he is legally entitled.**
- e. When advancing beyond an entitled base due to**
  - 1. A fielder intentionally contacting a thrown ball with detached equipment.**
  - 2. A fielder intentionally contacting a fair batted ball with detached equipment.**
- f. When advancing beyond a protected or awarded base when he has been obstructed.**
- g. When advancing beyond one base on an illegal pitch that is also a passed ball or a wild pitch.**
- h. When advancing beyond the base to which he is forced because of a base on balls being issued to the batter.**

**Sec. 6. 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.
- 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. 6b:

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 them from touching the base, or**
  - (b) Leaving a base before a fly ball was first touched, or (c) after
- 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.**

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 wild pitch or passed ball goes under, over, through or lodges in the backstop.

EFFECT - Sec. 6c:

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

- d. When a fielder intentionally contacts, or catches a fair batted, thrown, or pitched ball with THEIR cap, helmet, mask, protector, pocket, detached glove or any part of the uniform that is detached from its proper place on their person.

EXCEPTION – Sec. 6d-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.

- e. When the ball is in play and is overthrown (beyond the boundary lines) from the field

**EFFECT – Sec.6e**

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
2. If a runner touches the next base and returns to the 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).

**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.

f. 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. 6f:**

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.

**g. When a ball is lodged in:**

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

**EFFECT – Sec 6g: 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. 7. A RUNNER MUST RETURN TO THEIR BASE.**

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

- a. When a batted ball is declared foul.
- b. When the umpire declares the ball to have been illegally batted.
- c. When a batter-runner is called out for interference.
- d. When the on-deck batter, or any other non-playing team member, creates interference.
- e. When a pitched ball hits a batter.
- f. 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. 7a-f:**

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.

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

**EFFECT – Sec. 7g**

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.

h. When the plate umpire, or their clothing, interferes with the catcher's attempt to retire a runner stealing, or on an attempted pickoff play.

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

**EFFECT - Sec. 7h:**

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

played on

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

**Sec. 8. 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 they had last occupied, the force play is reinstated.

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

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

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

EFFECT – Sec. 8a-e:

The ball remains in play.

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

EFFECT - Sec. 8f:

The ball remains in play.

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

g. When the player leaves the base to advance to another base before a caught fly ball has touched a fielder.

h. When the player 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 their hand(s), while touching the plate, and appeals to the umpire for a decision.

EFFECT - Sec. 8g-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 their 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.

NOTE – Sec. k-m: 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.

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

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

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

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

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

q. When a coach **or any other non-playing team member**:

1. Intentionally interferes with a thrown ball 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.

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

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

EFFECT - Sec. 8k-r:

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

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

EFFECT – Sec. 8s:

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

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

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

EFFECT – Sec. 8t-u:

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

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

w. 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. 8w

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

### **Sec. 9 THE RUNNER IS NOT OUT.**

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

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

d. When the runner 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 the runner 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 the runner 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 the runner 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 the runner 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 the runner 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 the player holds their base until a fly ball touches a fielder and then attempts to advance.

m. When a player is hit by a fair, **untouched** batted ball, while in contact with their base, unless the player 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.

## 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 "no pitch" is declared.

c. When a foul fly ball is not caught.

d. When the offensive team causes interference.

e. 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.**

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

g. 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.

h. When a wild pitch or passed ball goes under, over or through the backstop.

i. When the umpire calls "Time".

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

k. When a runner runs bases in reverse order, either to confuse the fielders, or to make a travesty of the game.

l. 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.

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

n. After each strike or ball.

o. When a blocked ball is declared.

p. 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 bunt that could be caught by an infielder with ordinary effort, after it is controlled with a hand or glove.

q. When a fielder carries a live ball into dead ball territory.

r. When "Time" has been called and a defensive player is making an appeal.

s. When any person, other than a team member, enters the playing field and creates interference.

t. When the batter-runner **steps** back toward home plate to avoid or delay a tag by a fielder.

u. **When the pitcher issues an Intentional Walk to a batter.**

v. When any person is injured during the course of play.

EFFECT Sec 1v. An injured player results in an immediate dead ball and all runners will return to their last legally held bag.

**NOTE: In the event of serious injury please contact the nearest designated first aider.**

## **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 a pitching position and the plate umpire has called "PLAY BALL."

b. When a thrown ball goes past a fielder and remains in playable territory.

c. 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.

d. When a fair ball strikes an umpire on foul ground.

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

f. 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.

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

h. When a fair ball is legally batted.

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

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

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

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

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

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

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

p. When the batter hits the ball.

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

r. When a fly ball has been legally caught.

s. When a thrown ball strikes an offensive player.

t. 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.

u. When a thrown ball strikes an umpire.

v. Whenever the ball is not dead, as provided in Section 1 of this rule.

w. When a thrown ball accidentally strikes a coach.

x. When a foul tip has been legally caught.

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 the ball slips from a pitcher's hand during their windup, or during the back swing.

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

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

ac. 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.

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

a. An illegal pitch.

b. Catcher's obstruction

c. Plate umpire interference

- d. Obstruction
- e. Detached equipment contacting a thrown ball, a pitched ball, or a fair-batted ball

## 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.

- a. The plate umpire
  - 1. Must wear a black facemask
- b. Is recommended to wear a body protector and shin guards.
- c. The umpires should introduce themselves to the mentors, representatives and acting members.
- d. The umpires should inspect the playing field boundaries, equipment and clarify all ground rules to both teams and their coaches.
- e. Each umpire shall have the power to make decisions on violations committed any time during playing time or during suspension of play until the game is over.
- f. Neither umpire has the authority to set aside or question decisions made by the other within the limits of their respective duties as outlined in these rules.
- g. An umpire may consult their associate at any time. However, the final decision shall rest with the umpire whose exclusive authority it was to make the decision and who requested the opinion of the other.
- h. In order to define their respective duties, the umpire judging balls and strikes shall be designated as the "Plate Umpire," the umpire judging base decisions as the "Base Umpire."
- i. The plate umpire or base umpire shall have equal authority to
  - 1. Call a runner out for leaving a base too soon.
  - 2. Call "TIME" for suspension of play.
  - 3. Remove, or eject, a player, coach or manager from the game for violation of rules.
  - 4. Call all illegal pitches.
- j. The umpire shall declare the batter or runner out without waiting for an appeal for such decision in all cases where such player is retired in accordance with these rules.  
NOTE: Unless appealed to, the umpire does not call a player out for having failed to touch base, leaving a base too soon on a fly ball, batting out of order, being an unreported substitute, being an Illegal Re-Entry, **the replacement player or returning withdrawn player do not report**, or making an attempt to go to second after reaching first base, as provided in these rules.
- k. Umpires shall not penalize a team for infraction of a rule when imposing the penalty would be to the advantage of the offending team.
- l. Failure of umpires to adhere to Rule 10 shall not be grounds for protest. These are guidelines for umpires.

### Sec. 2. THE PLATE UMPIRE.

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

**Sec. 3. THE BASE UMPIRE.**

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

**Sec. 4. RESPONSIBILITIES OF A SINGLE UMPIRE.**

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

**Sec. 5. CHANGE OF UMPIRES.**

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

**Sec. 6. UMPIRE'S JUDGMENT.**

There shall be no appeal from any decision of any umpire, on the grounds that they were not correct in their 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 if they are to be convinced it is in violation of one of these rules. In case the mentor or representative, 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 an associate before taking any action. But under no circumstances shall any player or person, other than the mentor or team representative 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 their associates, nor shall any umpire criticize or interfere with the duties of an associate, unless asked to do so. The umpires, in consultation, may rectify any situation in which the reversal of an umpire's decision, or a delayed call by an umpire, places a batter-runner or runner in jeopardy, or places the defensive team at a disadvantage.

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

**Sec. 7. SIGNALS.**

- a. To indicate that play shall begin, or be resumed; the umpire shall call "PLAY BALL" and, at the same time, motion the pitcher to deliver the ball.
- b. A STRIKE shall be indicated by raising the right hand upward, indicating the number of strikes by the fingers and, at the same, time calling "STRIKE" in a clear and decisive voice, followed by calling the number of the strike.
- c. To indicate a BALL, no arm signal is used. The number of the ball follows the call of "BALL".
- d. To indicate the total COUNT of balls and strikes, the balls are called first.
- e. To indicate a FOUL, the umpire shall call "FOUL BALL" and extend an arm horizontally away from the diamond, according to the direction of the ball.
- f. To indicate a FAIR BALL, the umpire shall extend an arm toward the center of the diamond, using a pumping motion.
- g. To indicate a batter or runner OUT, the umpire shall raise the right hand upward above the right shoulder, with fist closed.
- h. To indicate that a player is SAFE, the umpire shall extend both arms horizontally to the side of the body, with palms toward the ground.
- i. To indicate suspension of play, the umpire shall call "TIME" and, at the same time, extend both arms above the head. The other umpires shall immediately acknowledge the suspension of play, with similar action.
- j. To indicate a DELAYED DEAD BALL, the umpire shall extend the left arm horizontally, with fist closed.
- k. To indicate a TRAPPED BALL, the umpire shall extend both arms horizontally to the side of the body, with palms toward the ground.
- l. To indicate a GROUND RULE DOUBLE, the umpire shall extend the right hand above the head and at the same time indicate, with two fingers, the number of bases awarded.
- m. To indicate a HOME RUN, the umpire shall extend the right hand, with closed fist closed, above the head and circle the arm in a clockwise movement.
- n. To indicate NOT TO PITCH, the umpire should raise one hand, with the palm facing the pitcher. "NO PITCH" shall

be declared, if the pitcher pitches while the umpire has their hand in said position.

**Sec. 8. SUSPENSION OF PLAY.**

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

EFFECT – Sec. 8f:

***In the case of injury, when time is called, the ball is dead and runner(s) may be awarded a base or bases that they would have made, in the umpire's judgment, had the injury not occurred.***

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

**Sec. 9. VIOLATIONS AND PENALTIES.**

- a. Players, mentors and acting representatives 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. Consumption of alcohol or illegal substances at the park is strictly prohibited by the league and city. Please respect this rule in order not to jeopardize the league and its relations with the City Parks Commission.
- c. The penalty for violations by a player is either prompt REMOVAL, or EJECTION, of the offender from the game.
- d. The penalty for violations by a mentor, acting representative or other 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 MENTOR or Team Rep is ejected from a game, they shall submit to the umpire the name of the person who is to assume the mentor or team rep duties for the remainder of the game.

- e. A player REMOVED from the game may sit on the bench but shall not participate further in the game except as a coach.
- f. A player, mentor or acting representative, or other team official EJECTED from the game, shall leave the immediate grounds.
- g. Failure of a person so REMOVED, or EJECTED, to leave the game immediately, will warrant a forfeiture of the game.

**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: 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. 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 head umpire and/or on site collective member and must be made within 7 days of the game.

**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 cannot be protested. 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 Mentor (or acting Mentor) 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 mentor.
- b. All interested parties shall take notice of the conditions surrounding the making of the decision that will aid in the correct determination of the issue.

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

**Sec. 5. TIME TO LODGE AN OFFICIAL PROTEST.**

The official written protest must be filed within a reasonable time. The team rep or mentor should email the Collective.

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

**Sec. 6. INFORMATION REQUIRED FOR WRITTEN PROTEST.**

The formal written protest should contain the following information.

- a. The date, time and place of the game.
- b. The names of the umpires and scorers.
- c. The rule and section of the Official Rules, or local rules, under which the protest is made.
- d. The decision and conditions surrounding the making of the decision.
- e. All essential facts involved in the matter protested.

**Sec. 7. RESULT OF PROTEST.**

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

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