

A stylized, colorful softball is the central focus, rendered in shades of green, yellow, and orange with red stitching. The letters 'WBSC' are printed in gold on a dark purple circular background within the center of the ball. The background features abstract, flowing shapes in blue, red, and purple, suggesting motion and energy.

**WBSC**

**2018-2021 OFFICIAL RULES  
OF SOFTBALL**

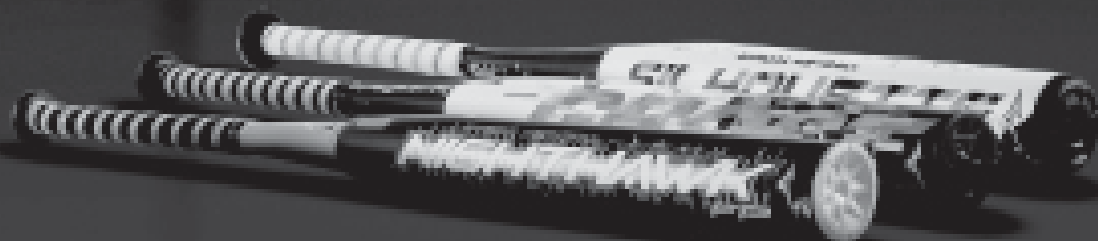
**FAST PITCH**



**2018 – 2021 FAST PITCH SOFTBALL PLAYING RULES  
(INCLUDING MODIFIED PITCH)**



HIT LIKE A  
**LEGEND**



**2018 – 2021**  
**FAST PITCH SOFTBALL PLAYING RULES**  
**(INCLUDING MODIFIED PITCH)**

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This Rulebook contains the Official Rules of Fast Pitch Softball (“Official Rules”) of [the World Baseball Softball Confederation (WBSC), [formerly operating as the International Softball Federation (“ISF”)]. Any misuse or reprinting of these Official Rules without the prior written consent of the WBSC is prohibited.

The Official Rules include Rules, Effects, and Appendices. The Rules govern the playing of Fast Pitch and Modified Fast Pitch Softball.

The Appendices and Effects form part of the Rule(s) in which they are cited and have the same force and effect as the Rule itself. The Table of Contents, where Rules are found, and the Index, a keyword and subject matter indicator to the Rules, are for reference and do not form part of the Rules.

The WBSC disclaims and does not accept responsibility for defects or non-compliance of facilities or failure of persons involved in a game played for any failure to follow or apply these Official Rules, and is not liable for any consequences resulting from the playing of a game of Softball or the misuse of the Official Rules.

***New Rules and/or changes are bolded, italicized and underlined.***

# **Table of Contents**

## **1 THE GAME**

- 1.1 Definitions
- 1.2 Regulation Game Requirements

## **2. PLAYING FIELD AND EQUIPMENT**

- 2.1 Definitions
- 2.2 The Playing Field
- 2.3 Game Equipment
- 2.4 Player's Equipment
- 2.5 Uniforms
- 2.6 Coaches' Uniforms
- 2.7 Equipment

## **3 PARTICIPANTS**

- 3.1 Definitions
- 3.2 Line-up and Rosters
- 3.3 Appeals
- 3.4 Coaches
- 3.5 Team Personnel
- 3.6 Umpires
- 3.7 Scorers

## **4 PITCHING**

- 4.1 Definitions
- 4.2 Defensive Charged Conference
- 4.3 Legal Pitch Requirements
- 4.4 Warm-up Pitches
- 4.5 No Pitch
- 4.6 Dropped Ball
- 4.7 Return of Pitcher
- 4.8 Illegal Pitcher

## **5. BATTING AND BASERUNNING**

- 5.1 Definitions
- 5.2 Offensive Charged Conference
- 5.3 On-Deck Batter
- 5.4 Batting
- 5.5 Batter-Runner
- 5.6 Double Base (if Used)

- 5.7 Using an Illegal Glove
- 5.8 Removal of the Helmet
- 5.9 Touching the Bases in Legal Order
- 5.10 Runners
- 5.11 Base Running Effect (other than for Obstruction)

APPENDIX 1 PLAYING FIELD AND DIAMOND LAYOUT

APPENDIX 2 BAT SPECIFICATIONS

APPENDIX 3 BALL STANDARDS

APPENDIX 4 GLOVE SPECIFICATIONS

APPENDIX 5 UMPIRES

APPENDIX 6 SCORING

INDEX

## MESSAGE FROM THE CHAIRMAN



On behalf of the World Baseball Softball Confederation, the Softball Division Executive Committee and Staff, I welcome you to the great discipline of Softball.

Headquartered in Lausanne, Switzerland -- the Olympic Capital -- the World Baseball Softball Confederation (WBSC) is the world governing body for baseball and softball. The WBSC has 202 National Federation and Associate Members in 143 countries and territories across Asia, Africa, Americas, Europe and Oceania, which represents a united baseball/softball sports movement that encompasses over 65 million athletes and attracts approximately 150 million fans to stadiums

worldwide annually.

The WBSC holds two (2) Softball World Cups each year with the Senior Women's and Junior Men's (U-19) held in one year and the Senior Men's and Junior Women's (U-19) World Cups held in the alternate year. In addition to Softball World Cups, the WBSC holds and sanctions a number of international softball events in various forms.

The WBSC is responsible for the growth and expansion of our sport on a global basis. To help achieve this growth, the WBSC has partnered with sporting goods manufacturers to provide softball equipment to those areas and countries in the world where it is most needed and least available. To date, almost USD\$4 million of equipment has been sent to over 100 countries. We also partner with our National and Regional Federations to provide clinics to athletes and coaches from every continent (except Antarctica).

Additionally, the WBSC has a very successful Umpire certification program with certification seminars held in various locations annually and conducts clinics that assist umpires in developing their skills to move towards full WBSC certification.

We are proud and pleased to work with our National, Regional and Associate Federations and Corporate partners in operating, growing and developing the great game of softball internationally.

If it's fast-pitch, slow-pitch, beach, arena, wheelchair, men's or women's, girls or boys' softball the WBSC has softball programs, competitions, rules and contacts that will assist in growing the game at any level. Softball offers something for everyone from world-class international competitions with professional and Olympic athletes to a more recreational game for those who want a fun atmosphere and physical activity in a more social environment.

Please visit the WBSC website for more information on our International Federation or information on the sport of softball.

A handwritten signature in black ink, appearing to read 'Agustín De la Cruz'.

Chairman, Softball



**WORLD BASEBALL SOFTBALL CONFEDERATION**  
**National Federations affiliated with the WBSC**

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Kenya  
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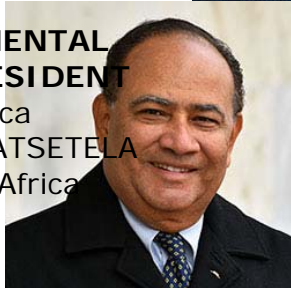
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## **1 THE GAME**

### **1.1 DEFINITIONS**

#### **1.1.1 APPEAL – LIVE BALL OR DEAD BALL**

A live or dead ball appeal is a play or situation on which an Umpire cannot make a decision unless requested by a manager, coach or player of the non-offending team.

#### **1.1.2 DEFENSIVE TEAM**

The team in the field.

#### **1.1.3 FORFEIT**

When the plate Umpire rules that the game is over by declaring the non-offending team the winner.

#### **1.1.4 HOME AND VISITING TEAM**

- a) The home team may be determined in a variety of ways, including coin toss, mutual agreement, tournament assignment or league assignment.
- b) The home team starts the game on defense, bats in the bottom half of the inning and occupies the third base dugout.
- c) The visiting team starts the game on offense, bats in the top half of each inning and occupies the first base dugout.

#### **1.1.5 INNING**

That segment of a game when both teams either bat or field and remain batting or fielding until three outs occur. A new half-inning begins immediately after the final out of the previous half-inning.

#### **1.1.6 OFFENSIVE TEAM**

The team at bat.

#### **1.1.7 "PLAY BALL"**

When the Plate Umpire signals and declares live ball at the start of the game or resuming play in a game, provided that:

- a) the pitcher holds the ball in the pitcher's circle; and
- b) the catcher is in the catcher's box, and all other fielders are in fair territory to put the ball in play.

### **1.1.8 PRE-GAME MEETING**

The meeting at home plate area at a predetermined time including the Umpires, head coaches, managers or team representatives of both teams. At this meeting, line-up cards are confirmed, exchanged between teams and the Plate Umpire reviews any special rules.

### **1.1.9 PROTEST**

The action of a defensive or offensive team, other than an appeal, objecting to:

- a) the misinterpretation or application of a playing rule by an Umpire; or
- b) the eligibility of a team roster member.

### **1.1.10 TIME**

The term used by an Umpire to order the suspension of play in a game. During time the ball is dead.

## **1.2 REGULATION GAME REQUIREMENTS**

### **1.2.1 REGULATION GAME**

A regulation game consists of seven completed innings, except as follows

- a) A full seven innings need not be played if the home team scores more runs in six innings or before the third out in the bottom of the seventh inning.
- b) A game that is tied at the end of seven innings will continue by playing additional innings until one side scores more runs than the other at the end of a completed inning or the home team scores more runs before the third out in the bottom of the inning is made.
- c) A game called by the Umpire will be regulation game if five or more complete innings have been played, or if the team second at bat has scored more runs than the other team has scored in five or more innings or if the run ahead rule is invoked. 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 team members in physical danger.
- d) A regulation tied game will be declared if the score is equal when the game is ended at the end of five or more completed innings, or if the home team has equaled the score of the visiting team in the incomplete inning.
- e) These provisions do not apply to any acts on the part of players or spectators that might call for forfeiture of the game. The plate Umpire may

forfeit the game if any team member or spectator physically attacks any Umpire.

- f) A game that is not considered a regulation game or is a regulation tied game will be replayed from the start of the game. The original line-up maybe changed when the game is replayed.

### **1.2.2 FORFEITED GAME**

A game is forfeited in favor of the team not at fault when:

- a) a team fails to appear on the field;
- b) a team 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;
- c) after the game starts, one team refuses to continue to play, unless the game has been suspended or terminated by the plate umpire;
- d) after the plate Umpire suspends a play, one team fails to resume play within two minutes after the plate Umpire signals and calls "PLAY BALL";
- e) a team employs tactics designed to delay or to hasten the game;
- f) after a warning by the Umpire, any one of these Rules is willfully violated, except if the pitcher continues to repeatedly violate a pitching Rule the pitcher will be removed from the pitching position for the remainder of the game;
- g) 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.
- h) because of the removal or ejection of the players from the game by the Umpire or for any other cause there are less than nine (9) (10 with a DP) players on either team;
- i) a declared ineligible player re-enters the game and one pitch is thrown; or
- j) it is discovered that an ejected player, coach or manager is participating in the game again.

### **1.2.3 RUN AHEAD RULE**

- a) Applies to any game at all Tournaments and Championships when one team leads another by: 15 runs after three (3) innings; 10 runs after four (4) innings; or seven (7) runs after five (5) innings.

- b) Complete innings are played unless the home team scores the required number of runs while at bat. When the visiting team reaches the required number of runs in the top half of the inning, the home team bats in the bottom half of the inning. All play must have finished before the game is declared won by the score of the run ahead rule. If in the bottom of the inning, no scores above the run ahead score shall count unless the game-ending play is a home run, then all runs scored because of the home run shall count.

#### **1.2.4 TIEBREAKER**

- a) Starting with the top of the eighth inning and for each half-inning thereafter until the game ends, the offensive team starts its turn at bat with the player scheduled to bat ninth in that respective half-inning placed on second base as a runner.
- b) The runner on second base may be substituted in accordance with the substitution Rules.
- c) 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.

#### **1.2.5 SCORING RUNS**

- a) One run is scored each time a runner touches, in order, all three bases and home plate and before the third out of that half-inning.
- b) 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) A run does not score if the third and/or last out of the inning is a result of:
  - i) a batter-runner being out before they touch first base;
  - ii) a runner being forced out including on an appeal play;
  - iii) a runner leaving a base before the pitch is released, or
  - iv) a preceding runner being out.
- d) Additional out appeals may be made after the third out to remove a run(s).

#### **1.2.6 APPEAL PLAYS**

On an appeal play, the runner will not be out unless the appeal is made legally.

- a) An appeal may be made while the ball is live or dead, but the defensive team loses the opportunity of making an appeal if it is not made:



- i) before the next legal or illegal pitch, except for an illegal substitute, unannounced player, illegal re-entry, replacement or withdrawn player and runners switching bases;
  - ii) before all **defensive players 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; or
  - iii) in the case of the last play of the game, before the Umpires have left the field of play.
- b) a runners may leave their base during live ball appeal plays when:
- i) the ball leaves the pitcher's circle;
  - ii) the ball leaves the pitcher's possession, or
  - iii) the pitcher makes a throwing motion indicating a play or fake throw.
- c) 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. A coach or manager may only make a dead ball appeal after stepping onto the playing field. 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.

- i) 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.
  - ii) 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.
  - iii) 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.
- d) 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.

- e) These are the types of appeal:
  - i) missing a base;
  - ii) leaving a base on a caught fly ball before the ball is first touched;
  - iii) batting out-of-order;
  - iv) attempting to advance to second base after reaching first base;
  - v) illegal substitutions;
  - vi) the use of an unannounced player under the Replacement Player Rule;
  - vii) Illegal Re-entry;
  - viii) the use of an unannounced player under the Designated Player Rule;  
or
  - ix) runners switching positions on the bases they occupied.

### **1.2.7 WINNER OF THE GAME**

The winner of the game is the team that scores more runs than the other team scores in a regulation game.

- a) The score of a called regulation game is the score at the end of the last complete inning unless the home team scores more runs than the visiting team in the bottom half of the incomplete inning. In this case, the score is that of the incomplete inning.
- b) The score of a regulation tie game is the tie score when the game was terminated.
- c) The score of a forfeited game is 7-0 in favor of the team not at fault.

### **1.2.8 GROUNDS FOR A PROTEST**

- a) A protest that will be received and considered includes matters of the following types:
  - i) the misinterpretation of a Rule;
  - ii) the failure of an Umpire to apply the correct rule to a given situation;  
or
  - iii) the failure to impose the correct penalty for a given violation;
- b) After one pitch has been thrown (legal or illegal), no Umpire ruling can be changed.
- c) At any time, a protest may be submitted to the appropriate authority other than the plate Umpire for the eligibility of a team roster member.

### **1.2.9 PROTESTS**

A protest may involve both a matter of judgment and the interpretation of a rule.

An example of a situation of this type follows:

With one out and runners on second and third bases, the batter hits a fair fly ball that was caught. The runner on third tagged up after the catch but the player on second did not. The runner on third had crossed home plate before the ball was played at second base for the third out. The Umpire did not allow the run to score. The questions whether the runners left their bases before the catch and whether the play at second was made before the player on third crossed home plate are solely matters of judgment and may not be protested. The failure of an Umpire to allow the run to score was a misinterpretation of a Rule and was a proper subject for protest.

### **1.2.10 INVALID PROTESTS**

No protest may be received or considered if it is based solely on a decision involving the accuracy of judgment by an Umpire, or if the team lodging the protest won the game. Examples of protests 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;
- h) whether a fly ball 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 territory or touch an object or person in a dead ball territory;
- l) whether a batted ball did or did not clear a fence in flight;
- m) whether the field is fit to continue or resume play;
- n) whether there is sufficient light to continue play; or
- o) any other matter involving only the accuracy of the Umpire's judgment.

### **1.2.11 GIVING NOTICE OF A PROTEST**

- a) Other than for player eligibility, notice to protest must be given clearly to the Plate Umpire: immediately before the next pitch, legal or illegal: if at the end of an inning, before all fielders leave fair territory on their way to the bench or dugout area; or, if the last play of the game, before the Umpires have left the field of play.
- b) Any notice of protest given in accordance with this Rule means that the remainder of the game is played under protest.
- c) The manager or acting manager of the protesting team may give such notice. The Plate Umpire must notify the opposing manager and the official scorer.
- d) All interested parties must take notice of the conditions surrounding the making of the decision that will aid in the correct determination of the issue.

### **1.2.12 DEADLINE TO FILE AN OFFICIAL PROTEST**

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

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

### **1.2.13 REQUIREMENTS FOR A FORMAL WRITTEN PROTEST**

A formal written protest must contain the following information to be valid:

- a) the date, time and place of the game;
- b) the name(s) of the Umpires and scorer(s);
- c) the Rule(s) or local rules under which the protest is made;
- d) the decision and conditions surrounding the making of the decision; and
- e) all essential facts involved in the matter protested.

### **1.2.14 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 as played remains unaltered.

- b) When a protest is allowed for misinterpretation of a 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 is forfeited by the offending team.

## **2 PLAYING FIELD AND EQUIPMENT**

### **2.1 DEFINITIONS**

#### **2.1.1 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; painting a bat at the top or bottom for other than identification purposes; engraving an "ID" marking on the barrel end of a metal bat; or attaching a "flare" or "cone" grip to bat. Replacing the grip with another legal grip is not considered altering the bat. An engraved "ID" mark on only the knob end of a metal bat or a laser mark for "ID" purposes anywhere on the bat is not an alteration.

#### **2.1.2 BASE LINE**

The direct line between any two consecutive bases.

#### **2.1.3 BATTER'S BOX**

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

#### **2.1.4 CATCHER'S BOX**

That area within which the catcher must remain until the pitch is released. The lines are considered within the catcher's box. The catcher is considered to be in the catcher's box except when touching the ground outside the catcher's box.

#### **2.1.5 DUGOUT**

The area in dead ball territory designated for team members only. There must be no smoking, **consumption of alcohol or use of chewing tobacco** in this area. **Smoking includes the inhalation of tobacco products, e-cigarettes and vaping.**

#### **2.1.6 FAIR TERRITORY**

That part of the playing field within and including the first and third base foul lines from home plate to the bottom of the outfield fence and perpendicularly upwards.

### **2.1.7 FOUL TERRITORY**

Any part of the playing field that is not fair territory.

### **2.1.8 HELMET**

A helmet that is cracked, broken, dented or altered will be declared an illegal helmet and removed from the game.

- a) For an on-deck batter, batter, batter-runner and a runner, a helmet must have two ear flaps (one on each side) and must be of 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 only the ears does not meet the specifications of a legal helmet.
- b) For a catcher or a defensive player, a helmet may be the skull type without earflaps.

### **2.1.9 ILLEGAL BAT**

A bat that does not meet the requirements of Rule 2.3.1

### **2.1.10 ILLEGAL GLOVE**

**A glove that does not meet the specifications of a legal glove or the use of a mitt by a fielder other than a catcher or first baseman.**

### **2.1.11 INFIELD**

The area of the field in fair territory normally covered by infielders.

### **2.1.12 OFFICIAL EQUIPMENT**

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

### **2.1.13 OUTFIELD**

That portion of the playing field in fair territory that is beyond the infield.

### **2.1.14 PLAYING FIELD**

The area within which the ball may be played and fielded up to and including the dead ball line.

## **2.2 THE PLAYING FIELD**

### **2.2.1 PLAYING FIELD REQUIREMENTS**

- a) The playing field must have a clear and unobstructed area within the minimum dimensions set out in Appendix 1 (Playing Field and Diamond Layout) and must include all features shown.
- b) The playing field should have a warning track. If a warning track is used it must be an area within the playing field and adjacent to any permanent fence along the outfield and sidelines;
- c) There is no requirement to cut a warning track in the permanent outfield surface (grass or otherwise) when temporary fencing is used (i.e., when a fast pitch game is played on a field designed primarily for slow pitch).
- d) A ball is "outside the playing field" when it touches the ground, a person on the ground or an object outside the playing area.

### **2.2.2 THE OFFICIAL DIAMOND**

- a) The official diamond layout must comply with the dimensions and specifications in Appendix 1 and must include all features shown (foul, one meter and sidelines; coaches, batters and catchers boxes; on-deck and pitchers circles; and bases and home plate).
- b) If during the game the base distance or the pitching distance is found to be incorrect, the error must be corrected at the start of the next full inning after which the game resumes and continues.

### **2.2.3 GROUND OR SPECIAL RULES**

Ground or special rules establishing the limits of the playing field may be agreed prior to the start of a game and used whenever backstops, fences, stands, vehicles, spectators or other obstructions are within the prescribed area.

- a) Any obstruction on fair territory less than the minimum fence distances set out in the Distance Table (Appendix 1) must be clearly marked for the Umpire's information.
- b) If using a baseball field, the pitcher's mound must be removed and the backstop set at the prescribed distance from home plate.



## **2.3 GAME EQUIPMENT**

### **2.3.1 OFFICIAL BAT**

Only an official bat that meets the standards of the WBSC Equipment Standards Commission and is stamped with the WBSC or former ISF 2005 logo that the Equipment Standards Commission adopted and approved marking must be used in a WBSC Competition. The WBSC Approved Bat List and Approved Logo can be found at the WBSC Website [www.wbsc.org](http://www.wbsc.org) See Appendix 2A (Bat Specifications) for approved bat standards

### **2.3.2 WARM-UP BAT**

Only a warm-up bat that meets the specification set out in Appendix 2B (Bat Specifications) for approved warm-up bat standards may be used.

### **2.3.4 OFFICIAL SOFTBALL**

Only an official softball that meets the standards of the WBSC Equipment Standards Commission and is stamped with the WBSC Equipment Standards Commission adopted and approved marking must be used in a WBSC Competition. See Appendix 3 (for approved ball standards).

## **2.4 PLAYERS' EQUIPMENT**

### **2.4.1 GLOVES AND MITTS**

- a) Any player may wear a glove, but only the catcher and first baseman may use a mitt.
- b) 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 a fielder may be more than 12.7 cm (5 in) in length.
- c) The pitcher's glove may be any color or combination of colors, provided that no color (including the lacing) is the color of the ball. A gloves worn by any player other than the pitcher may be any color or combination of colors.
- d) Gloves with white, gray, or yellow optic circles on the outside that give the appearance of a ball are not official equipment and must not be used.  
(Refer to Appendix 4: Glove Specifications Drawing and Dimensions)

### **2.4.2 SHOES**

- a) All team members must wear shoes. A shoe must be made with either canvas or leather uppers or similar materials and be fully enclosed.

- b) Shoe soles may be either smooth or have soft or hard rubber cleats.
- c) Ordinary metal sole and heel plates may be used if the spikes on the plates are not rounded and do not extend more than 1.9cm (3/4 in) from the sole or heel of the shoe.
- d) 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.
- e) Shoes with detachable cleats that screw onto the shoe are not permitted; however, shoes with detachable cleats that screw into the shoe are permitted.
- f) For Youth Division and modified fast pitch only, metal cleats must not be worn in any division at any level of play.

### **2.4.3 PROTECTIVE EQUIPMENT**

- a) **MASKS.** All catchers must wear a mask, throat protector, and helmet. Catchers (or other members of the defensive team) must wear a mask, throat protector and helmet while receiving warm-up pitches from the pitching plate, or in the warm-up area. If the person catching the pitch will not wear the mask, they must be replaced by a person who will do so. An extended wire protection attached to the mask may be worn instead of the throat protector. The ice hockey goalie style facemask is approved for use by catchers. If there is no throat protector built onto the mask, the throat attachment must be added to the mask before using.
- b) **FACE MASKS.** Any defensive or offensive player may 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.  
Catchers may not wear the plastic face mask/guard in place of the regular mask with a throat protector.
- c) **BODY PROTECTORS.** All catchers (Adult and youth) must wear a body protector.
- d) **SHIN GUARDS.** Adult and youth catchers must wear shin guards while on defense that will offer protection to the kneecap.
- e) **PROTECTIVE LEG/ARM GUARDS.** These may be worn by a batter and a batter-runner.

## **2.5 UNIFORMS**

### **2.5.1 PLAYER UNIFORMS**

All players on a team must wear uniforms alike in color, trim, and style. A team member in uniform may, for religious reasons, wear a specific head covering and apparel that does not conform to these Rules without penalty.

#### **a) CAPS**

- i) Ball caps must be alike, are mandatory for all male players and must be worn properly.
- ii) Caps, visors, and headbands are optional for female players and can be mixed. If more than one type is worn, they all must be of the same color, and each of the same type must be of the same color and style. Plastic or hard visors are not allowed.
- iii) Should a defensive player wear an approved helmet of a similar color of the team uniform cap, they will not be required to wear a cap.

#### **b) UNDERSHIRTS**

- i) A player may wear a uniform colored undershirt (it may be white). It is not mandatory that all players wear an undershirt however if one player wears one, those that are worn must be alike. No player may wear ragged, frayed, or slit sleeves on exposed undershirts.
- ii) A warming (compression) sleeve may be worn but will be treated in the same manner as a long sleeve undershirt. Both arms must be covered, and both sleeves must be of the same color as the undershirt worn by players wearing long sleeve undershirts.

c) **PANTS/SLIDING PANTS.** All players' pants must be either all long or all short in style. Players may wear a uniform solid color pair of sliding pants. It is not mandatory that all players wear sliding pants, but if more than one player wears them, they must be alike in color and style except temporary, Snap-On or Velcro sliding pads. No players may wear ragged, frayed or slit legs on exposed sliding pants.

d) **NUMBERS.** An Arabic number of contrasting color at least 15.2 cm (6 in) high must be worn on the back of all uniform shirts. No manager, coach or player on the same team may wear identical numbers (numbers 1 and 01 are examples of identical numbers.) Only whole numbers 01 to 99 must be used. Players without numbers will not be permitted to play.

- e) NAMES. Individual names may be worn above the numbers on the back of all uniform shirts.
- f) CASTS. Casts (plaster, metal or other hard substances in its final form) may not be worn in a game. Any exposed metal (other than a cast) must be adequately covered by a soft material, taped and approved by the Umpire.
- g) DISTRACTING ADORNMENTS. No exposed items, including jewelry, judged by the Umpire to be distracting to opposing players, may be worn or displayed. The Umpire must require the item to be removed or covered. Medical alert bracelets and/or necklaces, if deemed distracting, must be taped to the body in such a manner that the medical alert information is visible.

## 2.6 COACHES' UNIFORMS

A Coach must be neatly attired, including the wearing of suitable footwear, or be dressed in team uniform in accordance with the color code of the team. **If a coach chooses to wear a cap, it must conform to Rule 2.5.1a).**

## 2.7 EQUIPMENT

Notwithstanding any provision of these Rules, the WBSC Equipment Standards Commission reserves the right to withhold or withdraw approval of any equipment which, in the WBSC Equipment Standards Commission's sole determination, significantly changes the character of the game, affects the safety of participants or spectators or renders a player's performance more a product of the equipment rather than the player's individual skill.

### EFFECTS

Rule 2.4.2	Wearing improper shoes
Effect	After a warning from the Umpire, for a repeated violation the team member must be ejected from the game.
Rule 2.4.3 a)	Failure of a catcher to wear a helmet.
Effect	After a warning from the Umpire, for a repeat violation, the player must be ejected from the game.
Rule 2.4.3 (c-d)	Failure to wear mandatory equipment
Effect	The player is removed from the game. If continues to participate, the player must be ejected from the game.
Rule 2.5.1	Improper uniform or improper wearing of the uniform by a player

Effect	If the player refuses to comply, the player must be removed from the game.
Rule 2.6	Improper dress by a coach
Effect	After a warning from the Umpire, any subsequent infraction by a coach or manager of the same team will result in the ejection of the Head Coach.

### **3 PARTICIPANTS**

#### **3.1 DEFINITIONS**

##### **3.1.1 BASE COACH**

An offensive team person who takes their position on the field and within the coach's box while their team is at bat.

##### **3.1.2 COACH**

A person who is responsible for their team's actions on the field and for communication with the Umpire and the other team. A player may be a coach, either as a replacement for an absent coach or as a playing coach.

##### **3.1.3 DESIGNATED PLAYER (DP)**

A starting offensive player who bats for the Flex Player.

##### **3.1.4 EJECTION**

The act of any Umpire ordering a player, official or any team member to leave the game and the grounds for a Rule violation for the remainder of the game.

##### **3.1.5 FIELDER**

Any defensive player of the team on the field.

##### **3.1.6 FLEX PLAYER**

The starting player who is listed in the 10<sup>th</sup> spot on the line-up card and for whom the DP is batting. The FLEX may play any defensive position and may enter the game on offense only in the DP's batting position.

##### **3.1.7 HEAD COACH**

A manager of a team or the coach who takes the primary responsibilities of a coach is considered a Head Coach.

##### **3.1.8 ILLEGAL PLAYER**

A player who:

- a) takes a position in the line-up on offense or defense but has not been reported as a substitute to the plate Umpire, or
- b) takes a position on offense or defense but does not have the legal right to that position.

### **3.1.9 ILLEGAL RE-ENTRY**

An Illegal Re-entry occurs when:

- a) a player, ***including the DP and FLEX***, returns to the game in a position ***in the batting order*** to which they are not legally entitled, ***i.e., a position that is not their original starting position***; or
- b) a player returns to the game when they are not legally entitled to enter the game

### **3.1.10 AN ILLEGAL SUBSTITUTE**

A player who has entered the game without being announced (unreported) as a substitute to the Umpire. This player may be:

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

### **3.1.11 INELIGIBLE PLAYER**

A player who may no longer participate in the game as a player because they have been removed by an Umpire. An ineligible player may continue in the game as a coach.

### **3.1.12 INELIGIBLE REPLACEMENT PLAYER**

An Ineligible Replacement Player is a player who may not enter the game to replace a Withdrawn Player. An Ineligible Replacement Player is one who:

- a) has been removed from the game by the Umpire for a Rule violation;
- b) is in the current line-up;
- c) is not in the current line-up but eligible to re-enter the game.

### **3.1.13 INFIELDER**

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 they move into the area normally covered by infielders.

#### **3.1.14 LINE-UP CARD**

The list of starting players, substitutes and coaches that is given to the Umpire-In-Chief and/or the plate Umpire and the official scorer before the start of the game. The plate Umpire retains the line-up card for the duration of the game.

#### **3.1.15 LINE-UP**

Comprised of the players currently in the game on offense and defense, including the DP and the Flex Player.

#### **3.1.16 OFFENSIVE PLAYER ONLY (“OPO”)**

A player in the batting order, other than the FLEX PLAYER, for whom the DP is playing defense.

#### **3.1.17 RE-ENTRY**

When a starting player returns to the game after being substituted.

#### **3.1.18 REMOVAL FROM THE GAME**

When an Umpire declares a player ineligible for further participation in the game as a result of a Rule violation. Any person so removed may continue to sit on the bench but may not participate further in the game except as a coach.

#### **3.1.19 REPLACEMENT PLAYER**

A player permitted to enter the game for a withdrawn player.

#### **3.1.20 STARTING PLAYERS**

The players listed on the line-up card that start the game in the field or at bat.

#### **3.1.21 SUBSTITUTE**

- a) A non-starting player who has not been in the game other than as a replacement player.
- b) A starting player who has left the game once and who is eligible to return to the line-up.

#### **3.1.22 TEAM MEMBER**

A person authorized to sit on the team bench.



### **3.1.23 TEMPORARY RUNNER**

A player who may run for the catcher of record.

### **3.1.24 WITHDRAWN PLAYER**

A player who must leave the game due to an injury that is bleeding and cannot be stopped in a reasonable time or when the player's uniform becomes covered with blood.

## **3.2 LINE UP AND ROSTERS**

### **3.2.1 LINE-UP CARDS**

- a) The line-up card contains:
  - i) the last name, first name, position and uniform number of the starting players;
  - ii) the last name, first name and uniform number of any available substitutes; and
  - iii) the last name and first name of the head coach.
- b) A starting player's name cannot be on the line-up card unless the player is present in uniform and in the team area.
- c) An eligible roster player may be added to the substitute list at any time during the game.
- d) A male roster will only contain male players and a female roster only female players.
- e) If a uniform number is incorrectly given on the line-up card, a change may be made without penalty. If a player wearing an incorrect number violates any Rule, the Rule violation has precedence and must be enforced. If the player remains in the game following the violation, then the number must be corrected before play may continue.

### **3.2.2 PLAYERS**

- a) Each team must have a minimum of nine (9) players in the line-up at all times. Using the DP, a team must have 10 players listed in the line-up. The DP must be declared on the starting line-up.
  - i) The defensive player positions are 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).

- ii) The Defensive player positions with 10 players are the same as a team of nine (9) players plus the DP.
- b) Players of the team in the field may be stationed anywhere in fair territory at the start of each pitch, except for the catcher who must be in the catcher's box and the pitcher who must be in a legal pitching position or in the pitching circle when the Umpire puts the ball in play.
- c) A team must have the required number of eligible players in the line-up at all times to continue a game.

### **3.2.3 STARTING PLAYERS**

- a) A starting player is official once the line-up card has been confirmed by the team representative and the Plate Umpire at the pre-game meeting at home plate.
- b) The names, uniform numbers, and positions may be entered on the line-up card in advance of the pre-game meeting.
- c) In the case of injury or illness, the team representative may make changes to the line-up card at the home plate meeting prior to the line-ups being declared official. A listed substitute may take the place of an ill or injured starting player whose name is in their team's starting line-up, they would be considered the starting player and the other player may be a substitute.
- d) The starting player so changed at the home plate meeting may enter the game, as a substitute, at any time later in the game.
- e) All starting players, including the DP and the Flex Player, may be substituted and re-enter the line-up once and must remain in the same batting position whenever they are in the line-up.

### **3.2.4 DESIGNATED PLAYER (DP)**

- a) A DP may bat for any defensive player.
- b) The DP may play defense for any player including the Flex Player.
  - i) If the DP plays defense for a player other than the Flex Player, that player continues to bat and is identified as the OPO. The OPO is not considered to have left the game and continues to bat but does not play defense.
  - ii) When the DP plays defense for the Flex Player, this is treated like a substitution and must be reported to the Umpire.

- iii) When the DP plays defense for the Flex Player, the line-up reverts to nine (9) players and the game may legally end with nine (9) players.
- c) The DP and the Flex Player cannot be in the game on offense at the same time.

### **3.2.5 FLEX PLAYER (FLEX)**

- a) If a team declares the use of a DP, the team must name a Flex Player on the line-up card.
- b) The Flex Player is placed in the non-batting position (10<sup>th</sup>) in the starting line-up immediately following the first nine (9) batting positions and may play any defensive position.
- c) The Flex Player may enter the game on offense only for the DP.
  - i) The line-up goes to nine (9) players when the Flex Player enters the game on offense. The team can finish the game with (9) players in the line-up.
  - ii) The Flex Player may enter the line-up in the DP batting position any number of times. This is treated like a substitution for the DP or the DP's substitutes and must be reported to the plate Umpire.

### **3.2.6 THE REPLACEMENT PLAYER**

- a) A Replacement Player may enter the game for a Withdrawn Player.
- b) The Withdrawn Player must not return to the game until all bleeding ceases, the injury is cleaned and covered and, if necessary, the uniform is replaced, whether or not the uniform shirt has a different number. There is no penalty for using a different number; however, the Umpire must be informed of the change in numbers.
- c) A Replacement Player may play for the Withdrawn Player for the remainder of the inning in progress and for the following complete inning. The Withdrawn Player may return to the game at any time during this period without being treated as a substitution. A Replacement Player is not considered a substitute. If the Withdrawn Player cannot return, after the remainder of the inning and after the completion of the next full inning, a legal substitution must be made.

- d) A team representative must notify the Plate Umpire of all changes. Failure to do so on appeal subjects the player to being declared an illegal substitution.
- e) A Replacement Player may be:
  - i) a listed substitute who has not yet been in the game;
  - ii) a listed substitute who has been in the game but subsequently substituted from the game; or
  - iii) a starting player who is no longer in the line-up and who is no longer eligible to re-enter the game.

### **3.2.7 TEMPORARY RUNNER**

A Temporary Runner is legal for a catcher of record from the previous half inning who is on base with two (2) outs. The following provisions apply:

- a) the use of a temporary runner is optional for the offensive team manager;
- b) the Temporary Runner may be used any time after the second out occurs;
- c) the Temporary Runner is the player scheduled to bat last and who is not on base at the time the option is taken.

If an incorrect player is used as a Temporary Runner, the error will be corrected without penalty when noticed.

### **3.2.8 ENTERING THE GAME (SUBSTITUTIONS)**

- a) A substitute may take the place of any player in the team line-up. Multiple substitutions may be made for the player listed in the starting line-up, but no substitute may return to the game after being withdrawn from the line-up, except as a Replacement Player or coach.
- b) A starting player and their substitute(s) may not be in the game at the same time.
- c) A substitution must take place only when the ball is dead. The coach or team representative must immediately notify the Plate Umpire before the substitution is made. The substitute is not legally in the game until a pitch has been thrown or a play has been made. The plate Umpire will notify the scorer of the change.
- d) Any substitute who is legally in the game but has not been reported to the Umpire becomes an Illegal Substitute.

- e) There is no violation if the manager, coach, team representative or the player in violation notifies the Umpire prior to the offended team's appeal.
- f) A substitute who re-enters the game after being substituted is an illegal re-entry unless the substitute is being used as a replacement player or coach.
- g) If an injury prevents a batter or a batter-runner from advancing to an awarded base and the ball is dead, the batter-runner or runner may be substituted. The substitute will be allowed to proceed to awarded bases. The substitute must touch any awarded base(s) or missed base(s) not previously touched.

### 3.3 APPEALS

- a) Appeals must be made by a manager, coach or player before an Umpire may make a decision on:
  - i) Illegal substitutions;
  - ii) The use of an unreported player under the Replacement Player Rule;
  - iii) Illegal Re-entry; or
  - iv) The use of an unreported player under the Designated Player Rule.
- b) An appeal for the above can be made at any time while the player is in the game.

### EFFECTS

Rule 3.2.2 a) 3.2.3 c) and 3.2.6 c	Failure to complete a game with the required number of players.
Effect	The game is forfeited to the non-offending team.
Rule 3.2.8	Unreported Substitute/illegal player: a) Illegal Substitute; b) Unreported Replacement player; or c) Unreported return of the withdrawn player.
Effect	a) An unreported substitute or an illegal player is an appeal play. b) The appeal must be brought to the attention of the Umpire while the illegal player or unreported substitute is in the game. c) Once a pitch has been thrown, or a play has been made, and the unreported substitute has been discovered the player is declared ineligible. d) A legal substitute must replace the ineligible player.

	<ul style="list-style-type: none"> <li>i. If the team in violation does not have a legal substitute, the game is forfeited in favor of the non-offending team.</li> <li>ii. If the illegal player is appealed while at bat, a legal substitute will assume the ball and strike count.</li> <li>iii. All action prior to the discovery is legal except if the unreported substitute bats and reaches base, and then is discovered and appealed before a pitch to the next batter, or at the end of the game and before the Umpires leave the field, all runners (including the batter) will return to the base occupied at the time of the pitch, and the undeclared substitute is "Declared Ineligible" and is called out.</li> <li>iv. All outs made while the illegal substitute is in the game will stand.</li> <li>v. If the substitute is an Illegal Player the substitute shall be also subject to the penalty for that violation</li> <li>e) If the illegal player is discovered on defense and after making a play and a proper appeal is made, the player is declared ineligible, and the offensive team has the option of 1) taking the result of the play; or 2) having the batter return and assume the ball and strike count the batter had prior to the discovery of the illegal player. Each runner would return to the base occupied prior to the play.</li> <li>f) And if an ineligible player returns to the game, a forfeit is declared in favor of the non-offending team.</li> <li>g) After an upheld appeal for an unreported substitute or an illegal re-entry, the original player or their substitute is considered to have left the game.</li> </ul>
Rule 3.2.8	<p>Illegal re-entry</p> <ul style="list-style-type: none"> <li>a) Starting player returning to the line-up in a different position in the offensive lineup.</li> <li>b) Substitute re-entering the game, not as a replacement player.</li> <li>c) Starting player re-entering the game a second time, not as a replacement player.</li> <li>d) An ineligible replacement player.</li> <li>e) The Flex going into the game offensively for a player other than the DP</li> </ul>
Effect	<ul style="list-style-type: none"> <li>a) This is an appeal play. <ul style="list-style-type: none"> <li>i. The appeal can be made anytime the illegal re-entered player is in the game.</li> </ul> </li> </ul>

	<ul style="list-style-type: none"> <li>ii. The appeal does not have to be made before the next pitch.</li> <li>b) The manager/coach named on the line-up card and the illegal re-entered player are ejected.</li> <li>c) A legal substitute must replace the ejected illegal re-entered player before the game can continue.</li> <li>d) If the manager/head coach is ejected, they must name a new manager/head coach.</li> <li>e) Actions that occur while the illegal re-entered player is in the game are governed by the Illegal substitute/Illegal player effects.</li> </ul>
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### **3.4 COACHES**

#### **3.4.1 IN GENERAL**

- a) A coach or team representative is responsible for notifying the plate Umpire when a change occurs in the line-up.
- b) A Coach may not use language that will reflect negatively upon players, Umpires or spectators.
- c) No communication equipment shall be used between:
  - i) Coaches on the field;
  - ii) A coach and the dugout;
  - iii) A coach and any player; or
  - iv) The spectator area and the field, including the dugout, a coach, and a player.
- d) A defensive team coach or manager may be a non-playing coach who remains in the dugout or a playing coach who enters the game as a player.
- e) A playing coach in a game may give direction and assistance to their team during the game.

#### **3.4.2 HEAD COACH**

- a) The head coach is responsible for signing the line-up card.
- b) In the event the Head Coach is ejected from a game, they will submit to the Plate Umpire the name of the person who is to assume the duties of Head Coach for the remainder of the game.

#### **3.4.3 BASE COACHES**

- a) Up to two base coaches are allowed to give words of assistance and direction to the members of their team while at bat.

- i) Each base coach must remain with both feet within the confines of their coach's box. One must be stationed near first base and one near third base.
- ii) A base coach may leave the coach's box to avoid a fielder or to signal a runner to slide, advance or return to a base, as long as they do not interfere with play.
- b) A base coach may only address their team members.
- c) One base coach may have with them in the coach's box a scorebook, pen or pencil and an indicator, all of which will be used only for scorekeeping or record-keeping purposes.
- d) A youth age player who coaches in the first or third base coach's boxes and a youth age representative who participates as a bat boy or girl while on the field or in the dugout must wear an approved helmet.

**EFFECTS**

Rule 3.4	Violation of Coach responsibilities.
Effect	A warning must be issued for the first offense. Any subsequent infraction by a coach/manager of the same team must result in the ejection of the Head Coach.
Rule 3.4.3 d	Failure of youth age player who coaches in the coaches box to wear a helmet.
Effect	After a warning, for a repeat violation, the youth player must be ejected.

**3.5 TEAM PERSONNEL**

**3.5.1 IN GENERAL**

- a) No team member may dispute any judgment decision by an Umpire.
- b) During a game, a person on the line-up card or otherwise permitted in the dugout must remain inside the designated dugout area, except when these Rules permit or when considered justified by an Umpire. This includes players other than the on-deck batter (who must remain in the on-deck circle) at the start of the game, between innings, or when a pitcher is warming up. There shall be no smoking, **consumption of alcohol or the use of chewing tobacco** in the designated area.



- c) A team member must not:
  - i) make or permit another person to make or cause to be made a disparaging or insulting remark to or about opposing players, officials or spectators;
  - ii) commit any act that is deemed to be unsportsmanlike conduct.

**EFFECTS**

Rule 3.5.1 a) 3.5.1 b)	Disputing Umpire Judgment and Dugout conduct
Effect	a) The first offense is a team warning. b) A repeat offense will result in the ejection of that team member.
Rule 3.5.1 c)	Unsportsmanlike conduct
Effect	a) For a first offense, the offender may be warned. <ul style="list-style-type: none"> <li>i. If the first offense is serious, the Umpire will eject the offender</li> <li>ii. For a second offense, the offender is ejected.</li> </ul> b) A team member ejected from the game, shall go directly to the dressing room for the remainder of the game, or leave the grounds. c) Failure of a person so ejected, to leave the game immediately, will warrant a forfeiture of the game. d) An officiating Umpire may report a team member for offensive conduct, language or physical abuse any time after a game has been called, in which case the reported team member will appear before the organization under which the game or tournament is played.

**3.6 UMPIRES**

**3.6.1 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 these Rules. They have the power to order a player, coach, captain or manager to do or omit to do any act that in their judgment is necessary to give force and effect to one or all of these Rules and to impose effects as herein prescribed. The plate Umpire has the authority to make decisions on any situations not specifically covered by the Rules.

### **3.6.2 THE PLATE UMPIRE**

The Plate Umpire is charged with the following responsibilities:

- a) Solely decide on the fitness of the playing field for a game;
- b) Take a position behind home plate and behind the catcher;
- c) Have full charge of, and be responsible for, the proper conduct of the game;
- d) Call all balls and strikes;
- e) By agreement and in cooperation with the base Umpire(s), call plays hit balls, fair or foul, legal or illegal caught balls. On plays that necessitate the base Umpire leaving the infield, the plate Umpire shall assume the duties normally required of the base Umpire.
- f) Determine and declare whether
  - i) a batter bunts a ball; or
  - ii) a batted ball touches the person or clothing of the batter.
- g) Render base decisions when required to do so;
- h) Determine when a game is forfeited; and
- i) Assume all duties when assigned as a single Umpire to a game.

### **3.6.3 THE BASE UMPIRE**

- a) A base Umpire will take such positions on the playing field as required in accordance with the relevant Umpire systems.
- b) A base Umpire will assist the plate Umpire in every way to enforce these Rules.

### **3.6.4 RESPONSIBILITIES OF A SINGLE UMPIRE**

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

### **3.6.5 CHANGE OF UMPIRES**

An Umpire cannot be changed during a game by the consent of the opposing teams unless they are incapacitated by injury or illness.

### **3.6.6 UMPIRE'S JUDGMENT**

- a) There will be no appeal of 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 will be reversed, except where the Umpire is convinced it is in violation of one of these Rules. In case the manager, captain of either team seeks a reversal of a decision based solely on a point of the Rules, the Umpire whose decision is in question will if in doubt, confer with their associate(s) before taking any action. Only the manager or the captain of a team is legally empowered to protest on a decision and seek its reversal on a claim that it is in conflict with these Rules.
- b) Under no circumstances will any Umpire seek to reverse a decision made by their associate(s), or criticize or interfere with the duties of their associate(s), unless asked to do so by them.
- c) 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. 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.

### **3.6.7 SUSPENSION OF PLAY**

- a) An Umpire will suspend play when, in their judgment, conditions justify such action.
- b) Play will be suspended when 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 will suspend play whenever a batter or pitcher steps out of position for a legitimate reason.
- d) An Umpire will not call "TIME" after the pitcher has started the windup.
- e) An Umpire will 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" will not be called until all

plays in progress have been completed or runners have been held at their base.

- g) Umpires will not suspend play at the request of players, coaches or managers until all action in progress by both teams has been completed.

#### **EFFECT**

Rule 3.6.7	Suspension of Play Time called due to a serious injury putting a player in danger.
Effect	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.

### **3.7 SCORERS**

#### **3.7.1 RESPONSIBILITIES OF THE OFFICIAL SCORER**

The official scorer will:

- a) prepare or cause to be prepared and keep records of a game as provided for in these Rules;
- b) be the sole authority for all scoring decisions involving judgment;
- c) determine whether a batter's advance to first base is the result of a hit or error; and
- d) not make a scoring decision that is inconsistent or in conflict with these rules or an Umpire's decision.

## **4 PITCHING**

### **4.1 DEFINITIONS**

#### **4.1.1 CHARGED DEFENSIVE CONFERENCE**

When an Umpire grants time to the defensive team or a suspends play to allow:

- a) a defensive team representative to enter the playing field to communicate with any fielder, or
- b) a fielder to go to the dugout and gives the Umpire reason to believe that instructions were received.

#### **4.1.2 CROW HOP**

Where:

- a) the pitcher pushes off from a place other than the pitcher's plate to deliver the ball, or
- b) the pitcher steps off the pitcher's plate establishing a second impetus (or starting point) and then pushes off from the new starting point and completes the delivery.

#### **4.1.3 ILLEGAL PITCHER**

A player legally in the game but who may not pitch as a result of being removed from the pitching position by the Umpire.

#### **4.1.4 LEAPING**

Where:

- a) the pitcher becomes airborne on their initial move by a push from the pitcher's plate not involving a crow hop;
- b) the pitcher's pivot foot may push off and/or follow through with this continuous action and the pitcher's forward movement causes their entire body (including the pivot and stepping[non-pivot]) foot to be in the air at the same time and moving toward home plate; and
- c) the pitch is completed when the pitcher lands and with a continuous motion delivers the ball to the plate.

#### **4.1.5 PASSED BALL**

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

#### **4.1.6 PITCH**

Where the pitcher delivers the ball to the batter.

#### **4.1.7 PIVOT FOOT**

The foot with which the pitcher pushes off the pitcher's plate.

#### **4.1.8 QUICK RETURN PITCH**

A pitch made with the obvious attempt to catch the batter unprepared for the pitch before the batter takes a desired position in the batter's box or while off balance as a result of the previous pitch.

### **4.2 DEFENSIVE CONFERENCE**

#### **4.2.1 CHARGED DEFENSIVE CONFERENCE**

- a) A defensive team has only three (3) charged defensive conferences in a seven-inning game.
- b) Charged defensive conferences are accumulative and do not start over when a new pitcher enters the game.
- c) Charged defensive conferences not taken in the seven innings do not carry forward to extra-inning games.
- d) There is only one charged defensive conference for every extra inning in an extra-innings game. A charged defensive conference not taken in an extra inning of a game may not be carried over to any subsequent extra inning.
- e) A charged defensive conference ends when the defensive team member crosses the foul line returning to the dugout or a fielder returns to the field.
- f) A conference includes players in the field leaving their position and going to the dugout for instructions, whether or not 'TIME' has been requested.

#### **EFFECT**

Rule 4.2.1 a	For the fourth and each additional charged defensive conference in a seven-inning game or for any charged defensive conference in excess of one per inning in an extra-inning game, the pitcher in the game during the conference is declared an illegal pitcher who may not pitch again for the remainder of the game but may play another fielding position.
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#### 4.2.2 WHAT IS NOT A CHARGED DEFENSIVE CONFERENCE

A conference is not a charged defensive conference when:

- a) a manager, coach or defensive team member reports a pitching change to the plate Umpire before or after communicating with the pitcher;
- b) a manager or coach reports from the dugout a change to the Umpire and after making the change then crosses the foul line to talk to any fielder;
- c) one or more defensive team members and at least one fielder confer during a charged offensive conference as long as all fielders are in position and ready to resume play when the offense is ready;
- d) instructions are communicated from the dugout;
- e) a manager/coach playing in the game confers with a fielder. The Umpire may control the meetings between the playing manager/coach and a pitcher by issuing a warning and if it continues, ejecting the playing manager/coach; or.
- f) an Umpire has suspended play.

#### 4.3 LEGAL PITCH REQUIREMENTS

##### 4.3.1 PRELIMINARY ACTION BEFORE DELIVERING A PITCH

Before delivering a pitch, the following actions must occur.

- a) All players must be positioned in fair territory, and the catcher must be in the catcher's box and in a position to receive the pitch.
- b) The pitcher must have possession of the ball and be on or near the pitching plate.
- c) The pitcher must have ***the pivot foot*** in contact with the pitcher's plate and both feet within the 61.0 cm (24 in) length of the pitcher's plate. The hips must be in line with first and third bases.  
(MP only – The pitcher must have both feet in contact with the pitcher's plate and within the 61.0 cm (24 in) length of the pitcher's plate. The shoulders must be in a line with first and third bases).
- d) The pitcher must take, or appear to take, a signal from the catcher while standing on the plate with the hands separated and the ball in either the glove or the pitching hand.
- e) The pitcher must, after taking the signal, bring their whole body to a full and complete stop with the ball in both hands in front of the body. ***The stepping (non-pivot) foot must be stationary at the start and during***

**pause. The stepping (non-pivot) foot can only move forward with the start of the pitch. Any backward movement of the stepping non-pivot foot during or after the pause is an illegal action.** This position must be held for not less than two (2) seconds and not more than five (5) seconds before releasing the ball. Holding the ball in both hands to the side of the body is considered in front of the body.

(MP only – This position must be held for not less than two (2) seconds and not more than ten (10) seconds before releasing the ball)

#### **4.3.2 STARTING THE PITCH**

- a) The pitch starts when one hand is taken off the ball, or the pitcher makes any motion that is part of the pitcher's wind up. The pitcher may not use a pitching motion in which, after being in the pitching position with the ball in both hands, they take a backward and forward swing and return the ball to both hands in front of the body.
- b) **The pivot foot** must remain in contact with the pitcher's plate prior to the start of the pitch. Lifting the pivot foot off the pitcher's plate and returning it to the plate, creating a rocking motion is an illegal act.

(MP Only Both feet must remain in contact with the pitcher's plate prior to the start of the pitch. Lifting the pivot foot off the pitcher's plate and returning it to the plate, creating a rocking motion is an illegal act.)

#### **4.3.3 LEGAL DELIVERY**

##### **FAST PITCH**

All of the following must take place for a pitch to be a legal pitch.

- a) The pitcher must immediately deliver the ball to the batter upon making any motion to pitch.
- b) The pitcher must only make one revolution on the windmill pitch. However, the pitcher may drop the pitching arm to the side and rear before starting the windmill motion. This allows the arm to legally pass the hip twice.
- c) The delivery must be an underhand motion, with the hand below the hip, the wrist not further from the body than the elbow and with no stop or reversal of the forward motion.



- d) The release of the ball and follow through of the hand and wrist must be forward and past the straight line of the body.
- e) In the act of delivering the ball, the pitcher may take one step with the stepping (non-pivot) foot simultaneously with the release of the ball. The step must be forward toward the batter and within the 61.0 cm (24 in) length of the pitcher's plate. It is not a step if the pitcher slides either foot across the pitcher's plate, provided contact is maintained with the plate, and there is no movement backward off the plate.
- f) The pivot foot must remain in contact with the pitcher's plate or push off and drag away from the pitcher's plate or be airborne prior to the stepping (non-pivot) foot touching the ground. The pitcher may leap from the pitcher's plate, land and with a continuous motion deliver the ball to the batter. The pivot foot may follow through with the pitcher's continuous action.
- g) All movement of the pitching arm must be continuous as the pitcher steps or pushes or leaps from the pitcher's plate.
- h) The pitcher's push off to drag, leap or hop must start from the pitcher's plate. The pitcher must not crow hop or push off from any place other than the pitcher's plate.
- i) The pitcher's arm on the release of the ball may follow through, provided the wind-up does not continue.
- j) The pitcher must deliver the ball to the batter so as not to deliberately drop, roll or bounce the ball to prevent the batter from hitting it.
- k) The pitcher has twenty (20) seconds to release the next pitch after receiving the ball or after the Umpire indicates "play".

### **MODIFIED PITCH**

All the following must take place for a pitch to be a legal pitch.

- a) The pitcher must immediately deliver the ball to the batter upon making any motion to pitch.
- b) The pitcher may take the ball behind their back on the backswing, provided there is no stop or reversal of the forward motion and the pitcher does not use a windmill or slingshot-type of pitch or make a complete revolution in the delivery.

- c) The ball must be inside the pitcher's wrist on the downward motion and during the complete delivery.
- d) The delivery must be an underhanded motion with the hand below the hip, and the palm may be pointing downward.
- e) On the forward swing of the pitching arm:
  - i) the elbow must be locked at the point of release, and
  - ii) the shoulders and driving hip must be squared to home plate when the ball is released.
- f) The release of the ball must be on the first forward swing of the pitching arm and must pass the hip. The release must have a complete, smooth follow-through with no abrupt stop of the arm near the hip.
- g) Pushing off with the pivot foot from a place other than the pitcher's plate before the stepping (non-pivot) foot has left the plate is a crow hop and is illegal.
- h) In an act of delivering the ball, the pitcher must take one step simultaneous with the release of the ball. The step must be forward toward the batter and within the 61.0 cm (24 in) length of the pitcher's plate. The stepping (non-pivot) foot must be pointed toward home plate and must not touch the ground in front of, or across over a straight line between the pivot foot and home plate. It is not a step if the pitcher slides either foot across the pitcher's plate, provided contact is maintained with the pitcher's plate. Lifting the pivot foot off the pitchers' plate and returning it to the pitcher's plate, creating a rocking motion, is a violation of Rule 4.3.2(b).
- i) The pitcher's arm on the release of the ball may follow through, provided the wind up does not continue.
- j) The pitcher must deliver the ball to the batter so as not to deliberately drop, roll or bounce the ball to prevent the batter from hitting it.
- k) The pitcher has 20 seconds to release the next pitch after receiving the ball or after the Umpire indicates "play."

#### **4.3.4 DEFENSIVE POSITIONING**

- a) A fielder must not with unsportsmanlike intent act in any manner or take a position to distract a batter;

- b) With a runner on third base trying to score by means of a squeeze play or steal, no fielder may step on or in front of home plate without the ball or touch the batter or bat.

#### **4.3.5 FOREIGN SUBSTANCES**

- a) No defensive team member may at any time during the game use a foreign substance on a ball. A pitcher who licks the fingers on their pitching hand must dry them before making contact with the ball.
- b) Under the supervision and control of the Umpire, powdered resin may be used to dry the hands and must be kept on the ground behind the pitcher's plate, within the pitching circle, when not in use.
- c) Approved manufactured cloths embedded with resin only are permitted to dry the hand and must be kept in the back pocket or in the belt.
- d) No fielder may apply resin to the ball or the glove and then place the ball in contact with that resin.
- e) The pitcher may not wear tape on any fingers, or a sweatband, bracelet or similar type item on the wrist or forearm of the pitching arm. If a pitcher requires a sweatband or tape on their pitching arm as a result of an injury, both arms must be covered with an undershirt.

#### **4.3.6 THE CATCHER**

- a) The catcher must remain in the catcher's box until the pitch is released.
- b) The catcher must return the ball to the pitcher promptly and directly to the pitcher after each pitch, including after a foul ball, except:
  - i) after a strikeout;
  - ii) when the batter becomes a batter-runner;
  - iii) when there is a runner on base;
  - iv) when a foul ball is fielded close to the foul line, and the catcher throws to any base for a possible out; or
  - v) when, on a checked swing on a dropped third strike situation, the catcher throws to first base to retire the batter-runner.

#### **4.3.7 THROWING TO A BASE**

After taking the pitching position, the pitcher must not throw or fake a throw to a base during a live ball while their foot is in contact with the pitcher's plate. If this occurs during a live ball appeal play, the appeal is canceled. The pitcher may stop

or disengage from the pitching position by stepping backward off the pitcher's plate before separating the hands. Stepping forward or sideways constitutes an illegal pitch.

**EFFECTS (4.3.1 to 4.3.7)**

Rule 4.3.3 k)	A Pitcher fails to release the ball in 20 seconds.
Effect	A ball is awarded to the batter.
Rule 4.3.4 a)	A Fielder acts in an unsportsmanlike manner or positions themselves to distract the batter. No pitch has to be released.
Effect	The player is ejected from the game.
Rule 4.3.4 b)	A Fielder stands in front of home plate without the ball or touches the batter or bat on a possible squeeze play.
Effect	The ball is dead. The batter is award first base on the obstruction, and all runners will advance one base on the illegal pitch.
Rule 4.3.5	A Defensive team member continues to place a foreign substance on the ball or continues to violate any provision of 4.3.5
Effect	The pitcher is ejected from the game.
Rule 4.3.6 b)	A catcher does not return the ball directly to the pitcher with no runners on.
Effect	A ball is awarded the batter.
Rule 4.3.1 to 4.3.7	For an infraction of Rules 4.3.1 to 4.3.7 – Improper pitching mechanics. (except for the effects set out above for Rules 4.3.3 k), 4.3.5 and 4.3.6 b) results in an illegal pitch being declared.)
Effect	This is a delayed dead ball, and the following provisions and effects apply a) If the illegal pitch is not hit an extra ball is awarded to the batter (first base if ball four), and each base runner advances one base. 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 the runner will be called out. b) If the batter hits the illegal pitch, the offensive team has the option of taking the award for the illegal pitch or the result of the play. If the batter hits the illegal pitch and reaches first base and if all other runners advance at least one base on the play, the illegal pitch is nullified, and all actions as a result of the play stand and no option is given. c) If in a third strike situation, the batter swings at, but does not hit the illegal pitch, and it is a dropped third strike but the catcher throws the batter out at first base, and other base runners advance at least one base, the offensive team has the option of taking the award for the illegal pitch or the result of the play. In this case, if thee batter-runner reaches first base as a result of the dropped third strike, and if all other base runners

advance at least one base, the illegal pitch is nullified, all action as a result of the play stands, and no option is given.

- d) If the offensive team manager does not take the result of the play, the ball is dead, the Umpire will award a ball to the batter (first base if ball four), and all runners advance one base.
- e) If an illegal pitch hits the batter, the ball is dead; the batter is awarded first base and all runners advance one base. No option is given.

#### **4.4 WARM-UP PITCHES**

- a) At the beginning of the first inning for both teams or when a pitcher relieves another pitcher, the pitcher has one (1) minute to deliver not more than five (5) warm-up pitches to the catcher or another defensive team member. At the start of each half inning (after the first inning), the pitcher from the previous inning has one (1) minute to deliver up to three (3) warm-up pitches. If one minute has expired or is about to expire, the Umpire will restrict the pitcher to one (1) warm-up pitch.
  - i) Except when the catcher was on base, at bat or in the on-deck circle and another defensive player is not used as a warm-up catcher, the pitcher is limited to one (1) warm-up pitch, other than a new pitcher.
  - ii) This does not apply if the Umpire delays the start or resumption of play due to substitution, conference, injuries or another reason cited by the Umpire.
- b) Play is suspended during warm-up pitches.
- c) A pitcher returning to pitch in the same half-inning will not be entitled to warm-up pitches.

#### **EFFECT**

Rule 4.4	Excessive warm-up pitches
Effect	A ball will be awarded to the batter for each extra pitch taken.

#### **4.5 NO PITCH**

A "No pitch" occurs a dead ball is declared, and all subsequent action on that pitch is canceled by an Umpire when:

- a) the pitcher pitches during a suspension of play;
- b) the pitcher attempts a quick return pitch:

- i) before the batter has taken their position in the batter's box or
- ii) when the batter is off balance as the result of a previous pitch;
- c) a runner is called out for leaving a base before the pitcher releases the pitch from their hand;
- d) the pitcher starts the pitch before a runner has retouched the base after a foul ball has been declared; or
- e) a manager, coach or player calls or asks for "TIME," uses any other word or phrase or commits any other act while the ball is live and in play for the obvious purpose of trying to make the pitcher commit an illegal pitch. In this case, a warning is issued to the offending team, and any repeat of this type of act by any member of the team warned will result in that person being ejected from the game.

#### **4.6 DROPPED BALL**

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

- a) the plate Umpire declares a ball on the batter;
- b) the ball remains in play; and
- c) a runner may advance at their own risk.

#### **4.7 RETURN OF PITCHER**

There is no limit to the number of times a player may return to the pitching position as long as the player has not left the line-up or been declared an illegal pitcher by an Umpire.

#### **4.8 ILLEGAL PITCHER**

A player who has been declared as an Illegal Pitcher, as a result of the team exceeding the charged defensive conference limit, may not return to the pitching position at any time for the remainder of the game. The Illegal Pitcher may play another defensive position and continue on offense for the remainder of the game.

## EFFECT

Rule 4.8	Illegal Pitcher - Declared illegal pitcher returning to the pitching position and has thrown one pitch, either legal or illegal.
Effect	<ul style="list-style-type: none"><li>a) The illegal pitcher is ejected.</li><li>b) If the illegal pitcher is discovered prior to the next pitch, the manager of the offensive team has the option of:<ul style="list-style-type: none"><li>i) taking the result of the play, or</li><li>ii) having the play nullified, with the batter returning to bat and assuming the ball and strike count held prior to the discovery of the Illegal Pitcher, and</li><li>iii) Each runner returning to the base held at the time of the pitch.</li></ul></li></ul>

## **5 BATTING AND BASE RUNNING**

### **5.1 DEFINITIONS**

#### **5.1.1 BASE ON BALLS OR WALK**

When the Plate Umpire judges four pitches to be balls, including illegal pitches. The batter is awarded first base. The ball is live.

#### **5.1.2 BASE PATH**

The 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.

#### **5.1.3 BATTED BALL**

Any ball that hits the bat or is hit by the bat and lands in fair or foul territory. No intention to hit the ball is necessary.

#### **5.1.4 BATTER**

An offensive player who enters the batter's box with the intention of aiding their team to score runs. They continue to be a batter until they are declared out by the Umpire or become a batter-runner.

#### **5.1.5 BATTER-RUNNER**

A player who has finished a turn at bat but has not yet been put out or reached first base.

#### **5.1.6 BATTING ORDER**

The official listing of offensive players in the line-up in the order in which members of that team must come to bat.

#### **5.1.7 BLOCKED BALL**

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

- a) that becomes lodged in the fencing or umpire's clothing or equipment;
- b) that is touched, stopped or handled by a person not engaged in the game;
- c) that touches any object that is not part of the official equipment or playing territory;
- d) that is touched by a defensive player who is in contact with the ground not part of the playing territory. The lines are considered part of the playing area; or



- e) a thrown ball touching a base coach accidentally (in or out of the coaches box) is not a blocked ball and remains in play.

#### **5.1.8 BUNT**

A batted ball not swung at but intentionally met with the bat and tapped slowly within the playing field.

#### **5.1.9 CATCH**

When a fielder catches a batted or thrown ball with their hand(s) or glove.

- a) In establishing a legal catch, the fielder must hold the ball long enough to prove that the ball is securely held and/or that the release of the ball is voluntary and intentional. It is a valid catch if the player drops the ball after reaching into the glove to remove it or while in the act of throwing.
- 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) In order to have a legal catch, the fielder's feet must be within the field of play, touching the dead ball line or being in the air after leaving live ball territory. If the player has control of the ball when returning to the ground in 'dead ball' territory, it is a legal catch. A player who is in the dead ball territory and returns to the live ball territory must have both feet touching the playable territory prior to touching the ball in order to have a valid catch.
- d) It is not a catch, if a fielder (while gaining control), collides with another player, an 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.

#### **5.1.10 CHARGED OFFENSIVE CONFERENCE**

When the offensive team requests a suspension of play or delays play to allow the manager, or other team representative, to confer with any member of their team. This includes the batter, runner, on-deck batter and the coaches among themselves.

#### **5.1.11 DEAD BALL**

Is a ball that is not in play and no further play can occur.

#### **5.1.12 DELAYED DEAD BALL**

A game situation in which the ball remains live until the conclusion of a play; when the entire play is completed, and if required, an Umpire will rule a dead ball and enforce the appropriate ruling.

#### **5.1.13 DETACHED EQUIPMENT OR UNIFORM**

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 their uniform that is detached from its proper place on their person.

#### **5.1.14 DISLODGED BASE**

A base displaced from its proper position.

#### **5.1.15 DOUBLE PLAY**

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

#### **5.1.16 FAIR BALL**

A legally batted live ball:

- a) that settles or is touched on or over fair territory between home and first base or between home and third base;
- b) that bounds past first or third base on or over fair territory, regardless of where the ball hits after going over the base;
- c) that touches first, second or third base;
- d) that touches the person or clothing of an umpire or player while over fair territory;
- e) that first falls on fair territory beyond first and third base;
- f) that passes out of the playing field beyond the outfield fence while over fair territory;
- g) that hits the foul line pole while in flight;
- h) that is judged a fair fly according to the relative position of the ball and 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. 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.

#### **5.1.17 FAKE TAG**

A form of obstruction where a fielder not in possession of the ball impedes the progress of a runner who is advancing or returning to a base. The runner does not have to stop or slide; merely slowing down when a fake tag is simulated constitutes obstruction.

#### **5.1.18 FLY BALL**

A ball batted into the air.

#### **5.1.19 FORCE OUT**

When a runner loses the right to the base that they are occupying because the batter becomes a batter-runner and before the batter-runner or a succeeding runner has been put out. On an appeal play the force out is determined by the force situation at the time the appeal is made and not at the time of the infraction. If the force has been broken by an out of a succeeding runner prior to the appeal, this is no longer a force out. If a forced runner, after touching the next base, retreats for any reason toward the base they last occupied, the force play is reinstated.

#### **5.1.20 FOUL BALL**

A legally batted ball that:

- 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) touches the person, attached or detached equipment or clothing of an umpire or player, or any object foreign to the natural ground, while on or over foul territory.
- e) touches the batter or the bat in the batter's hand(s) a second time while the batter is within the batter's box.

- f) goes directly from the bat, not higher than the batter's head, to any part of the catcher's body or equipment and is caught by another fielder.
- g) hits the pitcher's plate and rolls untouched to foul territory before reaching first or third base.
- h) is judged a foul ball, 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. 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.

#### **5.1.21 FOUL TIP**

- a) A batted ball that:
  - i) goes directly from the bat to the catcher's hands or glove;
  - ii) goes no higher than the batter's head; and
  - iii) is legally caught by the catcher, or
- b) any foul tip that is caught is a strike and remains in play.

It is not a catch if it is a rebound unless the ball first touched the catcher's hand(s) or glove.

#### **5.1.22 HIT BY PITCH**

When a ball touches any part of the batter's person, including their hands or clothing, while the batter is in the batters-box and a pitched ball is not swung at or called a strike. It does not matter if the ball strikes the ground before hitting the batter.

#### **5.1.23 ILLEGALLY BATTED BALL**

When the batter hits the ball fair or foul:

- a) while one foot is completely out of the batter's box and on the ground, when they make contact with the ball.
- b) while any part of the batter's foot is touching home plate, when they make contact with the ball.
- c) while contacting the ball with an illegal, non-approved, or altered bat.
- d) After they step with either foot entirely out of the batter's box, and then return and make contact with the ball while within the batter's box.

#### **5.1.24 ILLEGALLY CAUGHT BALL**

When a fielder catches a batted, thrown or pitched ball with their cap, mask, glove or any part of their uniform while that item is detached from its proper place.

#### **5.1.25 IN FLIGHT**

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

#### **5.1.26 INFIELD FLY**

A fair fly ball (not including a line drive or an attempted bunt) that can be caught by an infielder with ordinary effort when first and second, or first, second, and third bases are occupied before two are out. The pitcher, catcher, and any outfielder who positions themselves in the infield on the play will be considered infielders for the purpose of this rule.

#### **5.1.27 IN JEOPARDY**

When the ball is in play, and the offensive player may be put out.

#### **5.1.28 INTENTIONAL BASE ON BALLS OR INTENTIONAL WALK**

When the defensive team requests to place the batter on first base without pitching four balls. The ball is dead.

#### **5.1.29 INTENTIONALLY DROPPED FLY BALL**

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

#### **5.1.30 INTERFERENCE**

The act of:

- a) an offensive player or team member who 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; or
- c) an Umpire or runner being hit with a fair-batted ball:

- i) prior to touching a fielder, including the pitcher;
- ii) prior to it passing an infielder, other than the pitcher, without being touched; or
- iii) after passing a fielder, excluding the pitcher and in the Umpire's judgment another fielder had a chance to make an out; or
- d) a spectator who enters or 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.

#### **5.1.31 LINE DRIVE**

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

#### **5.1.32 OBSTRUCTION**

The act of:

- a) a defensive player or team member who hinders or prevents a batter from striking at or hitting a pitched ball.
- b) a fielder who impedes the progress of a batter-runner or runner who is legally running bases while:
  - 1) not in possession of the ball;
  - 2) not in the act of fielding a batted ball;
  - 3) making a fake tag without the ball;
  - 4) in possession of the ball and who pushes a runner off a base; or
  - 5) in possession of the ball, but not in the act of making a play on the batter-runner or runner.

#### **5.1.33 ON-DECK BATTER**

The offensive player whose name follows the name of the batter in the batting order.

#### **5.1.34 OPTION PLAY**

A play in which the offensive manager /coach is given the choice of taking the enforcement of the illegal action or the result of the play. Such option plays are:

- i) catcher obstruction;
- ii) use of an illegal glove;
- iii) an illegal substitution;
- iv) an illegal pitch; or

v) an illegal pitcher returned to game and pitching.

#### **5.1.35 OVER-SLIDE**

When a batter-runner or a runner slides past and loses touch with a base that they are attempting to reach, which causes them to be in jeopardy. A batter-runner may over-slide first base without being in jeopardy provided they immediately return to first base.

#### **5.1.36 OVERTHROW**

When a ball is thrown from one fielder to another, and the ball goes beyond the boundary lines of the playing field or becomes a blocked ball.

#### **5.1.37 RUNNER**

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

#### **5.1.38 SLAP HIT**

A batted ball other than a bunt that has been struck with a controlled short, chopping motion rather than with a full swing. The two most common types of slap hit are those in which the batter:

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

#### **5.1.39 SQUEEZE PLAY**

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

#### **5.1.40 STEALING**

When a runner attempts to advance to the next base or home plate during or after a pitch to the batter.

#### **5.1.41 STRIKE ZONE**

The space over any part of home plate between the **bottom of the batter's sternum (chest plate) and the bottom of the batter's kneecap, when they assume their natural batting stance.** (MP Only – The space over home

**plate between the batter's armpits and the top of the knees when they assume their natural batting stance.) The natural batting stance is the stance the batter takes after the release of the pitch when deciding to swing or not swing at the pitch.**

#### **5.1.42 TAG**

A legal tag is the action of a fielder in touching:

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

#### **5.1.43 TAGGING UP**

The action of a runner returning to their base, or remaining on their base, before they legally advance on a batted fly ball that is first touched by a fielder.

#### **5.1.44 THIRD STRIKE RULE**

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

- a) There are less than two outs and first base is unoccupied; or
- b) There are two outs.

#### **5.1.45 THROW**

The act of one fielder throwing the ball to another fielder.

#### **5.1.46 TRAPPED BALL**

- 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 hand.
- c) A thrown ball to any base for a force out that is covered 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.

**5.1.47 TRIPLE PLAY**

A continuous action play by the defense in which three offensive players are put out.

**5.1.48 TURN AT BAT**

Begins when a player first enters the batter's box and continues until the batter is out or becomes a batter-runner.

**5.1.49 WILD PITCH**

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

**5.1.50 WILD THROW**

A throw in which the ball thrown from one fielder to another cannot be caught or controlled and remains in play.

**5.2 CHARGED OFFENSIVE CONFERENCE**

- a) It is not a charged conference when a pitcher is putting on a warm-up jacket while on base or when the offense confers while the defensive team is in conference or the game is suspended, provided that the offense is ready to play when the defense is ready, or the Umpire restarts the game.
- b) Only one charged conference per inning is permitted.

**EFFECT**

Rule 5.2 b	Second Charged Conference
Effect	Ejection of the coach or manager insisting on the second charged conference

**5.3 ON-DECK BATTER**

- a) At the start of an inning, this is the lead-off batter who must remain in the on-deck circle until called to the batter's box.
- b) Once an inning has started, this is the offensive player who, in the batting line-up, is the next player to enter the batter's box.
- c) The on-deck batter:
  - i) may take a position within either on-deck circle so that they are behind the batter and not on the batter's open side;

- ii) must wear a helmet;
- iii) may loosen up with no more than two official softball bats, an approved warm-up bat, or a combination not to exceed two. A bat with which the On-Deck Batter is loosening up may not have anything attached to it other than a WBSC approved bat attachment;
- iv) may leave the on-deck circle:
  - 1. when they become the batter;
  - 2. to direct runners advancing from third to home plate; or
  - 3. to avoid possible interference on a fly ball or thrown ball; and
- v) must not interfere with a defensive player's opportunity to make a play.

**EFFECT**

Rule 5.3.c ii	Failure to wear a helmet when ordered to do so
Effect	After a warning, the player shall be ejected.
Rule 5.3.c iii	Illegal Warm-up Equipment
Effect	Illegal warm-up equipment shall be removed from the game. Continued use of the equipment after removal from the game shall result in the player using such equipment being ejected from the game.
Rule 5.3 v.	Interferes with defensive player opportunity to make a play
Effect	The ball is dead and if the interference is: <ul style="list-style-type: none"> <li>1. with a defensive player's attempt to retire a runner;           <ul style="list-style-type: none"> <li>a) The runner closest to home plate at the time of the interference is out, and</li> <li>b) Other runners return to the base last touched at the time of the interference unless forced to advance because the batter-runner became a runner.</li> </ul> </li> <li>2. with a defensive player attempting to catch a fly ball, or with a fly ball that a fielder is attempting to catch;           <ul style="list-style-type: none"> <li>a) The batter-runner shall be called out, and</li> <li>b) Runners are returned to the base held at the time of the pitch.</li> </ul> </li> </ul>

## 5.4 BATTING

### 5.4.1 BATTING ORDER

- a) The batting order must be followed throughout the game unless a player is replaced by a substitute who takes the place of the player they replace in the batting order.
- b) The first batter in each inning must be the batter whose name follows that of the last batter who completed a turn at bat in the preceding inning.
- c) When the third out in an inning is made before the batter has completed their turn at bat that batter must be the first batter in the next inning. The ball and strike count is canceled.
- d) A player bats out of order when they fail to bat in the proper sequence as listed on the line-up card.

### EFFECT

Rule 5.4.1	Batting out of order
Effect	<p>This is an appeal play that may be made by the manager, coach, or player of the defensive team only. The defensive team forfeits its right to appeal for batting-out-of-order when all <b>defensive players</b> have left fair territory on their way to the bench or dugout.</p> <ul style="list-style-type: none"><li>a) When the error is discovered while the incorrect batter is at bat:<ul style="list-style-type: none"><li>i. The correct batter may legally take their place and assume the ball and strike count of the incorrect batter; and</li><li>ii. Any runs scored, or bases run, while the incorrect batter is at bat will be legal.</li></ul></li><li>b) When 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:<ul style="list-style-type: none"><li>i. the player who should have batted is out: and</li><li>ii. any advance or score made as a result of the improper batter becoming a batter-runner will be nullified. Any out that is made prior to discovering this infraction remains out.</li><li>iii. 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.</li><li>iv. if the player who was the improper batter was called out, their turn at bat will not take place in the same inning, until all other batters</li></ul></li></ul>

	<p>in the batting order have completed their turn at bat. If their turn at bat occurs before this occurs, go to the next batter.</p> <ul style="list-style-type: none"> <li>v. if the batter declared out under these circumstances is the third out, the correct batter in the next inning will be the player who would have come to bat had the player been put out by ordinary play.</li> <li>vi. if the third out is made on a batter-runner or runner prior to the discovery of the infraction, an appeal may still be made in order to reinstate the correct batting order.</li> </ul> <p>c) if the error is discovered after the first legal or illegal pitch to the next batter:</p> <ul style="list-style-type: none"> <li>i. the turn at bat of the incorrect batter is legal.</li> <li>ii. all runs scored and bases run are legal.</li> <li>iii. the next batter in order will be the one whose name follows that of the incorrect batter.</li> <li>iv. no one is called out for failure to bat.</li> <li>v. 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.</li> </ul> <p>d) No runner will be removed from the base they are occupying to bat in their proper place. They merely miss their turn at bat with no penalty. The batter following in the batting order becomes the legal batter. This does not apply to a batter-runner who has been taken off the base by the Umpire as in b) (ii) above.</p>
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#### **5.4.2 BATTING REQUIREMENTS**

- a) A batter must wear an approved helmet.
- b) A batter must take their position in the batter's box within 10 seconds after the Umpire declares "PLAY BALL."
- c) No offensive team member may erase the batter's box lines at any time in the pre-game meeting or during a game.
- d) The batter must have both feet completely within the batter's box prior to the start of the pitch. The batter's feet may touch the lines, but no part of a foot may be outside the lines prior to the pitch.
- e) After the batter first enters the batter's box, they must keep at least one foot entirely inside the batter's box between pitches, unless:

- i. after a ball that is hit fair or foul;
- ii. a swing or an attempted swing that includes a slap or checked swing and the momentum of the swing or attempted swing carries the batter out of the batter's box;
- iii. forced out of the box by a pitch;
- iv. when a wild pitch or passed ball occurs;
- v. there is an attempted play;
- vi. "TIME" is called;
- vii. the pitcher leaves the pitcher's circle, or the catcher leaves the catcher's box; or
- viii. with a three-ball count, the umpire calls a "strike," and the batter thinks the pitch was a ball.

#### **5.4.3 BALLS AND STRIKES**

Each legally pitched ball that is not hit by the batter is called a ball or a strike by the Plate Umpire.

- a) A ball is called, and the ball is live unless the ball becomes dead for any other reason:
  - i. when a batter does not swing at a pitched ball that does not enter the strike zone or touches the home plate or touches the ground before reaching the home plate;
  - ii. when the catcher fails to return the ball directly to the pitcher as required; or
  - iii. when the pitcher fails to pitch the ball within 20 seconds.
- b) A ball is called, and the ball is dead:
  - i. for each illegally pitched ball not hit by the batter;
  - ii. when the manager elects not to take the result of the play after the ball has been hit; or
  - iii. for each excessive warm-up pitch.
- c) A strike is called the ball is live, and runners may advance with liability to be put out:
  - i. when any part of a pitched ball enters the strike zone before touching the ground and the batter does not swing, **(FP Only - provided the top of the ball is at or below the sternum or the bottom of the ball is at or above the bottom of the kneecap);**

- ii. for each legally pitched ball struck at and missed by the batter; or
  - iii. for each foul tip.
- d) A strike is called, that ball is dead, and runners must return to their bases without liability to be put out but need not touch the intervening bases:
- i. when a pitched ball hits the batter while the ball is in the strike zone;
  - ii. for each pitched ball swung at and missed which touches any part of the batter;
  - iii. for each foul ball when the batter has less than two strikes;
  - iv. when any part of the batter's person or clothing is hit with a batted ball while they are in the batter's box and the count is less than two strikes;
  - v. when the batter fails to enter the batter's box within 10 seconds after the Umpire calls "play ball." A pitch does not have to be thrown;
  - vi. when an offensive team member deliberately erases the lines of the batter's box.
    - 1. if a batter erases the lines, the Umpire will call a strike. A pitch does not have to be thrown.
    - 2. when the coach or non-playing team member erases the lines, a strike will be called on the next scheduled batter (or their substitute) in the line-up.
    - 3. should any person continue to deliberately erase a line after a first offense, that person will be ejected from the game;
  - vii. when the batter steps out of the batter's box with both feet and delays, the game and none of the exceptions apply. A pitch does not have to be thrown.

#### **5.4.4 THE BATTER IS OUT:**

- a) and the ball remains live, and runners may advance with jeopardy to be put out when:
  - i. the catcher catches a called, swinging or foul tip third strike ; or
  - ii. three strikes are called, and first base is occupied with less than two out.
- b) and the ball is declared dead, and runner must return to the base that was occupied at the time of the pitch but need not touch the intervening bases when the batter:

- i. swings for a third strike and misses and the ball touches any part of the batter's person or not swung at, and the pitched ball hits the batter while the pitch is in the strike zone;
  - ii. fails to wear a batting helmet when ordered to do so by the Umpire;
  - iii. enters the batter's box with or is discovered using an altered bat or an illegal bat. In this case, the bat is removed from the game. If the bat is altered the batter is ejected from the game;
  - iv. has their foot is completely outside the lines of the batter's box and touching the ground, or any part of the foot is touching home plate when they hit the ball fair or foul;
  - v. leaves the box to gain a running start but has returned to the box when they make contact with the ball. If there is no contact made with the pitched ball, there is no penalty;
  - vi. steps directly in front of the catcher to the other batter's box while the pitcher is taking the signal, or appears to be taking a signal, from the pitcher's plate or any time thereafter prior to the release of the pitch; or
  - vii. hits a fair ball with a bat a second time over fair territory unless:
    - 1. they are standing in the batter's box, and contact is made while the bat is in their hands. A foul ball is ruled; or
    - 2. they drop 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.
- c) and the ball is declared dead, and a runner must return to the last base that, in the Umpire's judgment, was touched at the time of the interference when the batter:
- i. hinders the catcher from catching or throwing the ball by stepping out of the batter's box;
  - ii. intentionally hinders the catcher while standing within the batter's box;
  - iii. interferes with a play at home plate;
  - iv. intentionally interferes with a thrown ball while in or out of the batter's box.

## **5.5 BATTER-RUNNER**

### **5.5.1 THE BATTER BECOMES THE BATTER-RUNNER:**

- a) when they legally hit a fair or foul ball. The ball is live, on a fair ball or on a caught foul fly ball. The ball is dead on a grounded foul ball.
- b) under the third strike rule. The ball is live.
- c) must advance to and touch first base:
  - i. when four balls are called by the plate Umpire and the ball is live; or
  - ii. when the defensive team elects to intentionally walk a batter by any one of the pitcher, catcher or head coach notifying the plate Umpire and the ball is dead.
    - 1) The notification to the Umpire will be considered a pitch. The notification can occur at any time prior to the batter beginning and completing their turn at bat, regardless of the count.
    - 2) If two batters are to be walked intentionally, the second intentional walk may not be administered until the first batter-runner reaches first base. If the Umpire mistakenly allows two walks at one time and the first batter fails to touch first base, no appeal for missing first base will be honored on the first batter.
    - 3) The ball is dead and runners cannot advance unless forced.
- d) when the catcher or any other defensive player obstructs, hinders or prevents the batter from striking at or hitting a pitched ball.
- e) when a fair ball strikes the person, attached equipment or clothing of the Umpire or a runner.
- f) when hit by a pitch. The batter's hands are not considered a part of the bat. The ball is dead and the batter is entitled to first base without liability to be put out. If no attempt is made to avoid getting hit, the ball is dead and the Umpire will call a ball and not award first base.
- g) a home run is declared in the following circumstances when a fair batted fly ball:
  - i. goes over the fence over fair territory;
  - ii. goes directly off the fielder's glove or body and over the fence in fair territory, or makes contact with the top of the fence and goes over the fence in fair territory;



- iii. contacts the foul pole above the fence line; or
- iv. is contacted by a fielder, who is in dead ball territory and the ball, in the judgment of the umpire, would have gone over the fence in fair territory.

It is not a home run if:

1. the fair batted ball passes out of the grounds at a distance less than those prescribed in Rule 2, Appendix 1a and Appendix 1f (which should be marked for the Umpire's guidance);
  2. a fair batted fly ball goes off a fielder's glove or body and over the fence in foul territory;
  3. a fair batted ball first contacts the fence, deflects off a fielder and then goes over the fence; or
  4. a fair batted ball is contacted by a fielder, who is in dead ball territory and in the judgment of the Umpire, the ball would not have gone over the fence in fair ball territory.
- h) when any person, other than a team member enters into the playing field and interferes with:
- i. a fair batted ground ball, or
  - ii. a fielder about to field or catch a batted fly ball or thrown ball, or
  - iii. a fielder about to throw a ball, or
  - iv. a ball thrown by a fielder.

**EFFECTS**

Rule 5.5.1d	A defensive player prevents the batter from striking at or hitting a pitched ball.
Effect	<p>1) The Umpire will give a delayed dead ball signal with the ball remaining live until the end of the play.</p> <p>2) The manager of the offensive team has the option of taking the award for the obstruction or taking the result of the play.</p> <p>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, the obstruction is canceled. Once a runner has passed a base, even if they miss it, they are considered to have reached that base. All action as a result of the batted ball stands. No option is given.</p>

	4) If the manager does not take the result of the play, "catcher obstruction" is enforced by awarding the batter first base and advancing all other runners only, if forced.
Rule 5.5.1e	A fair ball striking the person, attached equipment, or clothing of the Umpire or a runner.
Effect	1) After touching a fielder (including the pitcher), the ball is in play. 2) After passing a fielder, other than the pitcher and no other fielder had a chance to make an out, the ball is in play. 3) Before passing a fielder, excluding the pitcher, without being touched the ball is dead.

### 5.5.2 THE BATTER-RUNNER IS OUT

- a) The ball remains live and a runner may advance at their own jeopardy when:
- i. the catcher drops the third strike and the batter-runner is legally touched with the ball while off the base or thrown out prior to reaching first base;
  - ii. a fielder legally catches a fly ball before it touches the ground or any other object or person other than a defensive player;
  - iii. after hitting a fair ball, a batter-runner is tagged while off base or a batter-runner is thrown out prior to reaching first base;
  - iv. they fail to advance to first base and instead enters their team area
    1. after a fair ball is hit;
    2. after a base on balls is issued;
    3. anytime that they must legally advance to first base;
  - v. an infield fly is declared;
  - vi. after they hit 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. This is an appeal play for missing the base. The defensive team loses the privilege of putting the batter-runner out if, after over running the base, the appeal is not made before the batter-runner returns to the fair portion of first base;
  - vii. they run more than one (1) meter (three (3) ft) from the base path to avoid being touched by the ball in the hand(s) of a fielder; or

- viii when anyone, other than another runner, physically assists a runner on a fly ball, the batter-runner is out if the fly ball is caught.
- b) The ball is declared dead, a runner must return to the last base legally touched at the time of the pitch but need not touch the intervening bases when the batter-runner:
  - i. fails to wear an approved helmet when ordered to do so by the Umpire;
  - ii. runs outside the one (1) meter (three (3) ft) line and, in the Umpire's judgment, interferes with
    - 1. the fielder taking a throw at first base; or
    - 2. the thrown ball, preventing a fielder from making a play at first base. A thrown ball striking a batter-runner does not necessarily constitute interference;
  - iii. interferes with a fielder attempting to field a batted ball. A batter-runner may run outside the one-meter line to avoid a fielder attempting to field the batted ball;
  - iv. interferes with a fielder attempting to throw a ball;
  - v. intentionally interferes with a thrown ball;
  - vi. interferes with a fair-batted ball (out of the batter's box) before reaching first base;
  - vii. interferes with a dropped third strike;
  - viii. throws their bat, after batting the ball, in such a manner as to cause interference with a fielder's opportunity to make an out;
  - ix. when the on-deck batter interferes with a defensive player attempting to catch a fly ball or with a fly ball that a fielder is attempting to catch;
  - x. a member of the team at bat, who is not the batter, batter-runner, runner or on-deck batter interferes with a fielder attempting to catch a batted foul ball over foul territory or with a batted fly ball over foul territory that a fielder is attempting to catch. If, in the Umpire's judgment, the interference is an obvious attempt to prevent a double play, the runner closest to home plate at the time of the interference will also be called out;
  - xi. intentionally interferes with a play at home plate to prevent an obvious out at the plate. If, in the Umpire's judgment, the

interference is intentional interference with a play at home plate, the runner is also out;

- xii. steps back towards home plate to avoid or delay a tag by a fielder;
  - xiii. when in a force play situation, they touch only the fair portion of the double base and collide with a fielder who is about to catch a thrown ball and who is also using the fair portion of the base;
  - xiv. 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 glove.
  - xv. bunts foul after the second strike unless a runner interferes with a fielder attempting to catch a bunted fly ball in foul territory or with a foul fly ball a fielder is attempting to catch. The batter-runner will return to bat with an additional strike on the foul ball if the batter had less than two strike when they hit the ball. If the bunted ball is caught, the ball remains live and in play;
- c) A runner must return to the last base that, in the Umpire's judgment, was touched at the time of the interference and the ball is dead when:
- i. the immediate preceding runner who is not yet out intentionally interferes, in the Umpire's judgment, with a fielder attempting to
    - 1. catch a thrown ball; or
    - 2. throw a ball in an attempt to complete the play;
  - ii. a 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.

**EFFECTS**

<b><i>Rule 5.5.2 a) v</i></b>	<b><i>An infield fly is declared</i></b>
<b><i>Effect</i></b>	<b><i>The ball is live, and a runner may advance at the risk of the ball being caught, or retouch and advance after the ball is touched, the same as on any fly ball. If a declared infield fly becomes a foul ball, it is treated the same as any foul ball.</i></b>

	<p><i>If a declared infield fly is allowed to fall untouched to the ground and bounces foul before passing first or third base, it is a foul ball.</i></p> <p><i>If a declared infield fly falls untouched to the ground outside the baseline and bounces fair before passing first or third base, it is an infield fly.</i></p>
Rule 5.5.2 b) ii to xi	Batter-runner causes interference
Effect	<p>EXCEPTION: If a play on a runner is made prior to the interference and,</p> <p>1) An out is made on the runner, the result of the play will stand.</p> <p>2) No out is made on the runner, the result of that play will stand unless the interference by the batter-runner is the third out. Other runners not played on must return to the base legally held at the time of the pitch.</p>
Rule 5.5.2 c) i	Immediate preceding runner causes interference
Effect	The ball is dead, and the runner is also out.

## 5.6 DOUBLE BASE

The following apply when the double base is used.

- a) The Batter-runner is subject to the following.
  - i) A batted ball hitting the fair portion is declared fair and a batted ball hitting the foul portion only is declared foul.
  - ii) A defensive player must use only the fair portion of the base at all times, except on any live ball play made from first base foul territory. The batter-runner and the defensive player may use either portion of the double 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. The one-meter line is duplicated on either side of the foul line on throws from foul territory.
  - iii) 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 the fair portion of first base, the batter-runner is out. This is treated the same as missing the base and is an appeal.

- iv) After over-running the base, the batter-runner must return to the fair portion.
  - v) On a ball 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.
- b) The following applies to a runner.
- i) After over-running the base, the runner must return to the fair portion.
  - ii) When tagging up on a fly ball, the fair portion must be used.
  - iii) On an attempted pick-off play, the runner must return to the fair portion.
  - iv) Once a runner returns to the fair portion, should they then stand on the foul portion only it is considered not in contact with the base, and the runner will be called out if:
    - 1. they are tagged with the ball; or
    - 2. they stand on the foul portion of the base, while the pitcher has possession of the ball within the pitcher's circle.

## **5.7 USING AN ILLEGAL GLOVE**

When a fielder makes a play on a batter-runner or runner while using an illegal glove, the manager of the offended team has the option of:

- a) taking the result of the play;
- b) in the case of the batter-runner, having the player resume batting, assuming the ball and strike count prior to the pitch, with other runners returned to the last base legally touched at the time of the pitch; or
- c) in the case of a runner, having the play nullified, with runners returning to the last base legally touched at the time of the play. If the play was the result of completion of the batter's turn at bat, that player resumes batting with the ball and strike count they had prior to completing their turn at bat and runners are returned to the bases held at the time of the pitch. A pitch by the pitcher is not considered making a play.

## **5.8 REMOVAL OF HELMET**

- a) When the ball is live, a batter, batter-runner or runner will be declared out when they deliberately wear a helmet improperly or deliberately remove the helmet during a live ball play, other than a home run over the fence. Calling a batter-runner or runner out for deliberately removing their helmet

does not cancel any force play situation, however, if a helmet is accidentally dislodged from its proper place on a batter, batter-runner or runner, there is no penalty for the helmet being accidentally dislodged.

- b) when the ball is dead, a runner must return to base last touched at the time of contact:
  - i. When a thrown ball or batted ball makes contact with the deliberately removed helmet or a fielder comes into contact with the deliberately removed helmet while attempting to make a play.
  - ii. When a batted or thrown ball contacts the accidentally dislodged helmet and this contact interferes with the play being made; or when a defensive player comes into contact with the helmet while it is on the ground and this contact prevents them from making a play and the batter-runner, or runner who was wearing the helmet that was accidentally dislodged is out, even if they have scored. The run is nullified.

## **5.9 TOUCHING BASES IN LEGAL ORDER**

- a) The Batter-runner and all other runners must touch bases in legal order (i.e., first, second and third base, and home plate) unless they are obstructed at a base preventing them from touching that base, or they are placed on second base under the Tie-Breaker Rule.
- b) A runner returning to a base while the ball is live and while in jeopardy to be put out must return to:
  - i. the base left before a caught fly ball is first touched; or
  - ii. the missed base, they must touch the bases in reverse order.
- c) When a runner is returning to a base while the ball is dead, they need not touch the intervening bases unless they have missed a base, in which case they are subject to a legal appeal if they fail to retouch the missed base.
- d) When a runner or batter-runner acquires the right to a base by touching it before being put out, they are entitled to hold the base until they have legally touched the next base in order, or are forced to vacate it for a succeeding runner. The ball is in play, and runners may advance with jeopardy to be put out.
- e) When a runner dislodges a base from its proper position, neither they nor succeeding runner(s) in the same series of plays are compelled to follow a

base unreasonably out of position. The ball is in play, and runners may advance or return, with jeopardy to be put out.

- f) Two runners may not occupy the same base at the same time. The runner who first legally occupied the base is entitled to it unless forced to advance. The other runner may be put out by being tagged with the ball.
- g) The failure of a preceding runner to touch a base in regular order 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. 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 an inning, no succeeding runner may score a run.
- h) No runner may return to touch a missed base or one left illegally, after a following runner has scored, or they have left the field of play.
- i) Bases left too soon on a caught fly ball must be retouched prior to advancing to awarded bases.
- j) Awarded bases must be touched in legal order.

#### **EFFECT**

Rule 5.9 b) g-j	Touching bases
Effect	The runner will be declared out if the defense makes a legal appeal for missing a base or leaving a base before the ball is first touched on a caught fly ball.

### **5.10 RUNNERS**

#### **5.10.1 RUNNERS MAY ADVANCE WITH JEOPARDY TO BE PUT OUT WHILE THE BALL IS LIVE**

- a) when the ball leaves the pitchers hand on their delivery;
- b) on a thrown or fair batted ball that is not blocked;
- c) on a thrown ball that hits an umpire or an offensive player;
- d) when a legally caught fly ball is first touched;
- e) when a fair batted ball;
  - i. strikes an Umpire or runner after passing a fielder other than the pitcher and provided no other fielder had a chance to make an out;
  - ii. has been touched by a fielder, including a pitcher; or
  - iii. when the ball strikes a photographer, groundskeeper, policeman, etc., assigned to the game; the ball remains live;



- f) when a live ball becomes lodged in a defensive player's uniform or equipment;
- g) when at any time they fail to touch a base they are entitled to before attempting to make the next base;
- h) when, after overrunning first base, they attempt to continue to second base;
- i) when, after dislodging a base, they attempt to continue to the next base;
- j) when, on an illegal pitch not hit, and that is also a wild pitch or passed ball, they attempt to advance beyond the one base to which they are legally entitled;
- k) when, advancing beyond an entitled base due to:
  - i. a fielder intentionally contacting a thrown ball with detached equipment;
  - ii. a fielder intentionally contacting a fair batted ball with detached equipment;
- l) when advancing beyond a protected base when they have been obstructed; or
- m) When advancing beyond the base to which they are forced because of a base on balls issued to the batter.

**EFFECT**

Rule 5.10.1 h & i	Failing to touch a base or continuing to second base
Effect	The runner will be declared out if the defense makes a legal appeal

**5.10.2 BASES AWARDED TO RUNNER(S) FOR OBSTRUCTION**

When an obstruction occurs, including a rundown:

- a) a Delayed Dead Ball will be signaled with the ball remaining live until the end of the play;
- b) 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 there been no obstruction. If the Umpire feels there is justification, a defensive player making a fake tag may be ejected from the game;
- c) if the obstructed runner is put out prior to reaching the base, they 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;

- d) An obstructed runner may never be called out between the two bases where they were obstructed, unless:
  - i) If the obstructed runner commits an act of interference after the obstruction is ruled, or the runner is legally appealed for
    - 1. missing a base, unless the runner has been obstructed at that base and the obstruction prevents them from touching the base;
    - 2. leaving a base before a fly ball was first touched; or
    - 3. after passing the base they would have reached had there not been obstruction, the obstructed runner may be called out, and the ball remains live;
  - ii) if the obstructed runner safely obtains the base they 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 live. 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 unless the runner was obstructed from touching that base.

### **5.10.3 RUNNERS ARE OUT**

- a) A runner is out, and the ball remains live when:
  - i) while running to any base in regular or reverse order, they run more than one (1) meter (three (3) ft.) from the base path to avoid being tagged;
  - ii) while the ball is in play and they are not in contact with a base they are tagged;
  - iii) on a force play, and before the runner contacts the base to which they are forced to advance, a fielder while controlling the ball in their hand(s) contacts the base or touches the ball to the base or tags the runner. If a forced runner, after touching the next base, retreats for any reason toward the base he last occupied, the force play is reinstated;

- iv) they fail to return to touch the base previously occupied or missed and a legal appeal is made;
  - v) anyone, other than another runner, physically assists a runner while the ball is in play. When the ball becomes dead after a home run, uncaught foul ball or an award of bases the ball remains dead;
  - vi) they physically pass a preceding runner before that runner has been called out. The ball remains live. The runner is not out if the ball becomes a foul ball or an uncaught fly foul ball or if a runner passes a preceding runner on a dead ball play. The ball remains dead;
  - vii) they leave their base to advance to another base before a caught fly ball has touched a fielder;
  - viii) they fail to touch the intervening base, or bases, in regular or reverse order unless they are obstructed from doing so;
  - ix) the batter-runner becomes a runner by touching first base, passes it, then attempts to run to second base and is tagged, while off base;
  - x) in running or sliding for home plate, they fail to touch it, make no attempt to return to it, and a fielder controls the ball while touching the plate and appeals to the Umpire for a decision;
  - xi) they abandon a base and enter their team area, or leave the field of play, while the ball is live;
  - xii) they are positioned behind, and not in contact with, a base to get a running start on any fly ball; or.
  - xiii) when runners switch positions on the bases.
- b) A runner is out, and the ball is dead when:
- i) they fail to wear an approved batting helmet when ordered to do so by the Umpire;
  - ii) they fail to keep contact with the base to which they are entitled until a legally pitched ball leaves the pitcher's hand. A "No Pitch" is declared and other runners must return to the last base legally held at the time of the pitch;
  - iii) they are legitimately off their base after a pitch, or as a result of a batter completing his turn at bat and, while the pitcher has the ball within the pitcher's circle, they do not immediately return to their base, or attempt to advance to the next base.

Once the runner returns to a base for any reason, they will be declared out if they leave said base. A runner will not be declared out if:

1. a play is made on them or another runner (a fake throw is considered a play);
2. the pitcher no longer has possession of the ball within the pitcher's circle; or
3. the pitcher releases the ball by a pitch to the batter.

A base on balls, or dropped third strike in which the runner is entitled to run, is treated the same as a batted ball. The batter-runner may continue past first base, and is entitled to run toward second base, as long as they do not stop at first base. If they stop after they round first base, they must immediately return to first base or immediately continue to second base;

- iv) the batter-runner is declared out for interfering with a play at home plate, in an attempt to prevent an obvious out on an advancing runner at the plate. The advancing runner is out and the other runners must return to the last base held at the time of the pitch.
- c) A runner is out, the ball is dead and other runners must return to the last base legally held at the time of the interference, blocked ball or the out declared, unless forced to advance because the batter became a batter-runner when:
- i) they are 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;
  - ii) they intentionally kick a ball that a fielder has missed;
  - iii) they interfere with a fielder attempting to field a fair batted ball, regardless of whether the ball has been first touched by the fielder or by another fielder, including the pitcher or **interferes with a fielder throwing a ball, or** intentionally interferes with a thrown ball;
  - iv) they interfere with a fielder attempting to catch a batted foul fly ball or with a foul fly ball that a fielder is attempting to catch. If this interference is, in the Umpire's judgment, an obvious attempt to prevent a double play the immediate succeeding runner will be called

- out. The batter-runner returns to bat with an additional strike on the foul ball, provided the count prior to batting the ball was less than two strikes. If this interference is the third out, the batter-runner will return as the lead-off batter in the next inning, with the original ball and strike count canceled;
- v) the runner closest to home plate at the time of interference is called out 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 interference;
  - vi) one or more members of the offensive team stand at, or collect around, a base to which a runner is advancing, thereby confusing fielders and adding to the difficulty of making the play. Members of a team include the batboy or any other person authorized to sit on the team's bench;
  - vii) 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. It is the runner who is closest to home plate who is called out;
  - viii) a coach or any member of the team playing offense, who is not a batter, batter-runner, on-deck batter or runner intentionally interferes with a thrown ball while in the coach's box, or interferes with the defensive team's opportunity to make a play on a runner, or batter-runner. The runner closest to home plate at the time of the interference is called out;
  - ix) 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. If the act is determined to be flagrant, the offender will be ejected;
  - x) they run bases in reverse order, or off the base line, while not attempting to advance, either to confuse the fielders or to make a travesty of the game;
  - xi) when the on-deck batter interferes with a defensive player's attempt to retire a runner, the runner closest to home plate will be called out;

- xii) non-official offensive equipment causes a blocked ball (and creating interference), and the runner is being played on. If this player has scored prior to the blocked ball being ruled, the runner closest to home is called out.
- d) When the plate Umpire, or his clothing, interferes with the catcher's attempt to retire a runner stealing, or on an attempted pickoff play. 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.

**EFFECTS**

Rule 5.10.3 a) vii to x	Leave too soon on a fly ball, misses a base or tries for second base or misses home plate
Effect	The runner will not be declared out unless the defense makes a legal appeal. 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.
Rule 5.10.3 a) xiii	Switching bases
Effect	This is an appeal play. When the appeal is upheld, each runner discovered to have switched positions on the bases will be declared out and the Head Coach will be ejected for unsportsmanlike conduct. The order of outs will be determined by the location of the runners immediately after the switch. The runner who switched bases and is closest to home plate after the switch will be called out first. The next runner who switched bases and is the second closest to home plate will be called out second and so on. The appeal may be made any time until all runners, who switched positions are in the dugout or the inning is over. If one of the runners who switched bases is on a base, both they and all runners who had switched bases will be out, even if they had scored, and any run(s) scored by improper runners will be nullified.
Rule 5.10.3 c i; 5.10.3 c ii; 5.10.3 c iii	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.
Rule 5.10.3 d)	Umpire Interference
Effect	A Delayed Dead Ball should be signaled, with the ball remaining live until the conclusion of the play.

	<ul style="list-style-type: none"> <li>i. If the runner being played on is ruled out, the out will stand and the ball is live.</li> <li>ii. Is ruled safe, the ball is dead, and all runners return to the last base held at the time of the throw</li> </ul>
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#### **5.10.4 THE RUNNER IS NOT OUT**

The runner is not out:

- a. when they run 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 they do not run in a direct line to the base, provided the fielder in the direct line does not have the ball in his possession;
- c. when more than one fielder attempts to field a batted ball and the runner comes in contact with the one who, in the Umpire's judgment, was not entitled to field the ball;
- d. when they are 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 they are 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 they are hit with a fair-batted ball after it touches, or is touched by, any fielder, including the pitcher, and they could not avoid contact with the ball;
- g. when they are hit by a fair ball, untouched batted ball while in contact with their base, unless they intentionally interfere with the ball, or a fielder making a play. The ball will become dead or remain live, depending on the position of the fielder closest to the base;
- h. when they are 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;
- i. 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 defensive players have left fair territory on their way to the bench or dugout;**

- j. when a batter-runner becomes a runner, by touching first base, passing it and then returning directly to the base;
- k. when they are not given sufficient time to return to a base. They will not be called out for being off base before the pitcher releases the ball and they may advance as though having left the base legally;
- l. when they have legally started to advance. They 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;
- m. when they hold their base until a fly ball touches a fielder and then attempt to advance;
- n. when they slide into a base, and it dislodges from its proper position. The base is considered to have followed the runner. A runner reaching a base safely will not be out for being off that base, if it becomes dislodged. They may return to that base without jeopardy to be put out when the base has been replaced. A runner is in jeopardy if they attempt to advance beyond the dislodged base before it is again in proper position;
- o. when a coach unintentionally interferes with a thrown ball or batted ball while in the coach's box; or
- p. when the ball contacts non-official offensive equipment and no apparent play is obvious.

**EFFECTS**

Rule 5.10.4 p	Contact with non-official equipment and no play obvious
Effect	The ball is dead and runners must return to the base last touched at the time the ball is declared dead but in returning need not touch the intervening bases.

**5.11 BASE RUNNING EFFECTS (OTHER THAN FOR OBSTRUCTION)**

EFFECT	Rule or occurrence
a) One Base Award	i) The batter-runner is awarded first base, provided they advance touch first base, and all other runners advance one base, if forced, from the time of the pitch, in the following circumstances;



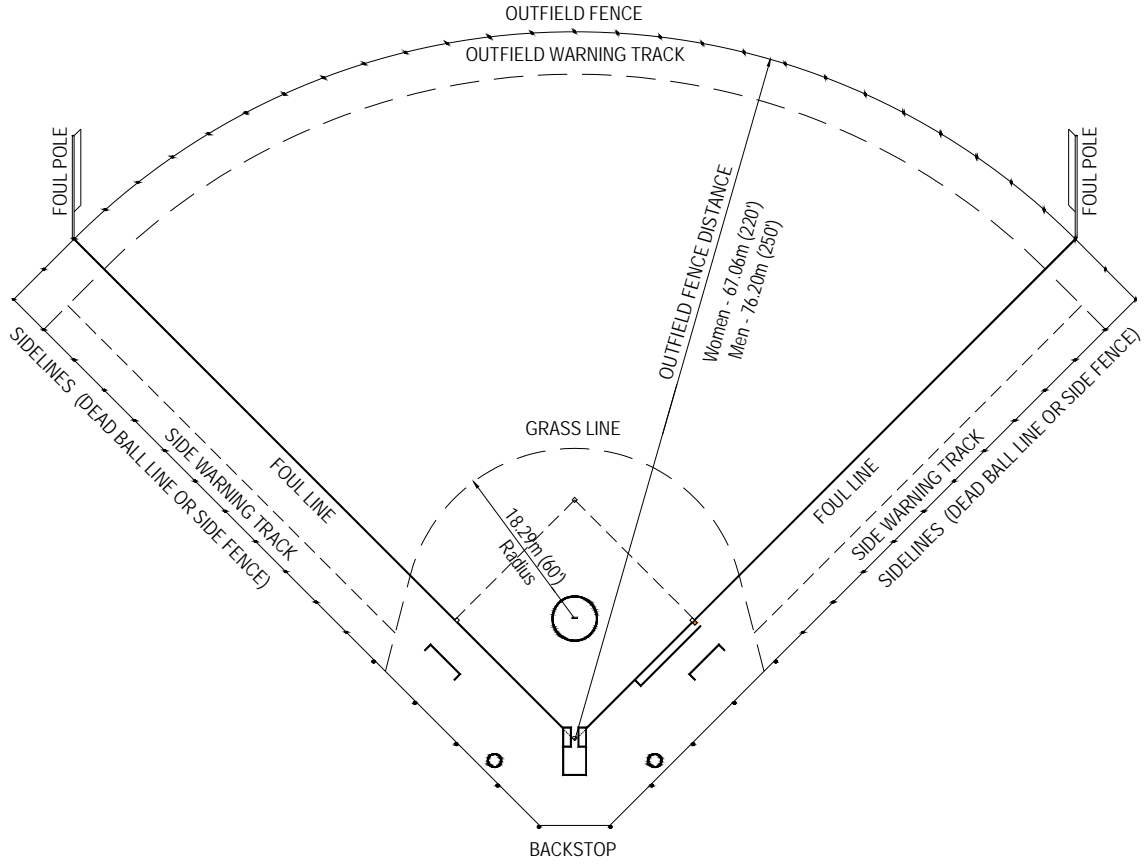
	<ol style="list-style-type: none"> <li>1) when four balls have been called by the plate Umpire; the ball is live.</li> <li>2) when an intentional walk is issued; the ball is dead.</li> <li>3) when the batter is obstructed, and the offensive team takes the option to have the batter awarded first base; the ball is dead.</li> <li>4) when a batted ball is contacted by an Umpire or runner before passing a fielder, excluding the pitcher; the ball is dead.</li> <li>5) when a batter is hit by a pitch; the ball is dead.</li> </ol> <p>ii) A runner is awarded one base in the following circumstances; the ball is dead except in 6 below;</p> <ol style="list-style-type: none"> <li>1) when on an illegal pitch, not hit by the batter, or if hit by the batter, the manager of the offensive team elects to take the award on the illegal pitch rather than the result of the play; the ball is dead;</li> <li>2) when the ball is pitched and subsequently leaves the playing field or is lodged in the backstop, the award is from the time of the pitch;</li> <li>3) when a fielder unintentionally carries a ball out of the playing field, the award is from the time the fielder left the field of play; A fielder carrying a live ball into the dugout or team area to tag a player is considered to have unintentionally carried it there;</li> <li>4) when a player loses possession of the ball during a play, and the ball enters the dead ball territory, the award is from the base last touched at the time the ball entered the dead ball territory;</li> <li>5) when defensive equipment causes a blocked ball, the award is from the base last touched at the time of the pitch on a pitched ball;</li> <li>6) when detached equipment contacts a pitched ball.</li> </ol> <p>If a pitched ball eludes the catcher and is retrieved with detached equipment when runner(s) are not advancing, no apparent play is possible, or no advantage. No runners are awarded a base, the ball remains live, and the batter may only advance to first base on ball four or under the third strike rule. They may advance further at their own risk.</p>
b) Two Base Award	<p>i) The batter-runner and runner(s) are awarded two bases from the time of pitch in the following circumstances, and the ball is dead:</p> <ol style="list-style-type: none"> <li>1) when a fair batted ball passes out of the playing field at a distance less than the dimensions of a regulation field;</li> </ol>

	<p>2) when a fair-batted fly ball hits a fielder's glove or body and lands over the fence in foul territory;</p> <p>3) when a fair-batted fly ball touches the fence, deflects off a fielder and lands over a fence;</p> <p>4) when a fair-batted fly ball is touched by a fielder who is in dead ball territory and, in the Umpire's judgment, the ball would not have gone over the fence in fair ball territory;</p> <p>5) when a fair-batted ball bounces over or rolls under or through a fence or passes the dead ball line of the playing field;</p> <p>6) when a fair batted ball deflects off</p> <p style="padding-left: 40px;">a) a defensive player or an Umpire; or</p> <p style="padding-left: 40px;">b) a runner after passing a fielder excluding the pitcher and provided no other fielder had a chance to make an out, and the ball goes out of play in foul territory.</p> <p>ii) When the ball is thrown and leaves the playing field or is blocked, the award is from the time the ball left the fielder's hand. If two runners are between the same two bases, the award is based on the position of the lead runner. If a runner touches the next base and returns to their original base, the original base they left is considered the "last base touched" for the purposes of an overthrow award.</p> <p>iii) When defensive equipment causes a blocked ball, the award:</p> <p style="padding-left: 40px;">1) is from the base last touched at the time of the throw;</p> <p style="padding-left: 40px;">2) is from the base last touched at the time of the pitch on a fair batted ball.</p> <p>iv) When a thrown ball contacts detached equipment, This is a delayed dead ball.</p> <p>v) a runners is only awarded two bases, and the ball is dead when, in the Umpire's judgment, a fielder intentionally carries, kicks, pushes or throws a live ball from playable territory into dead ball territory. The award is from the time of the kick, push or throw or from the time the ball is carried into dead ball territory.</p>
c) Three Base Award	The batter-runner and runners are awarded three (3) bases, and it is a delayed dead ball when detached equipment contacts a fair batted ball.
d) Four Base Awards	<p>The batter-runner and runners are awarded home plate, and the ball is dead in the following circumstances:</p> <p>i) when the Umpire declares a home run;</p>

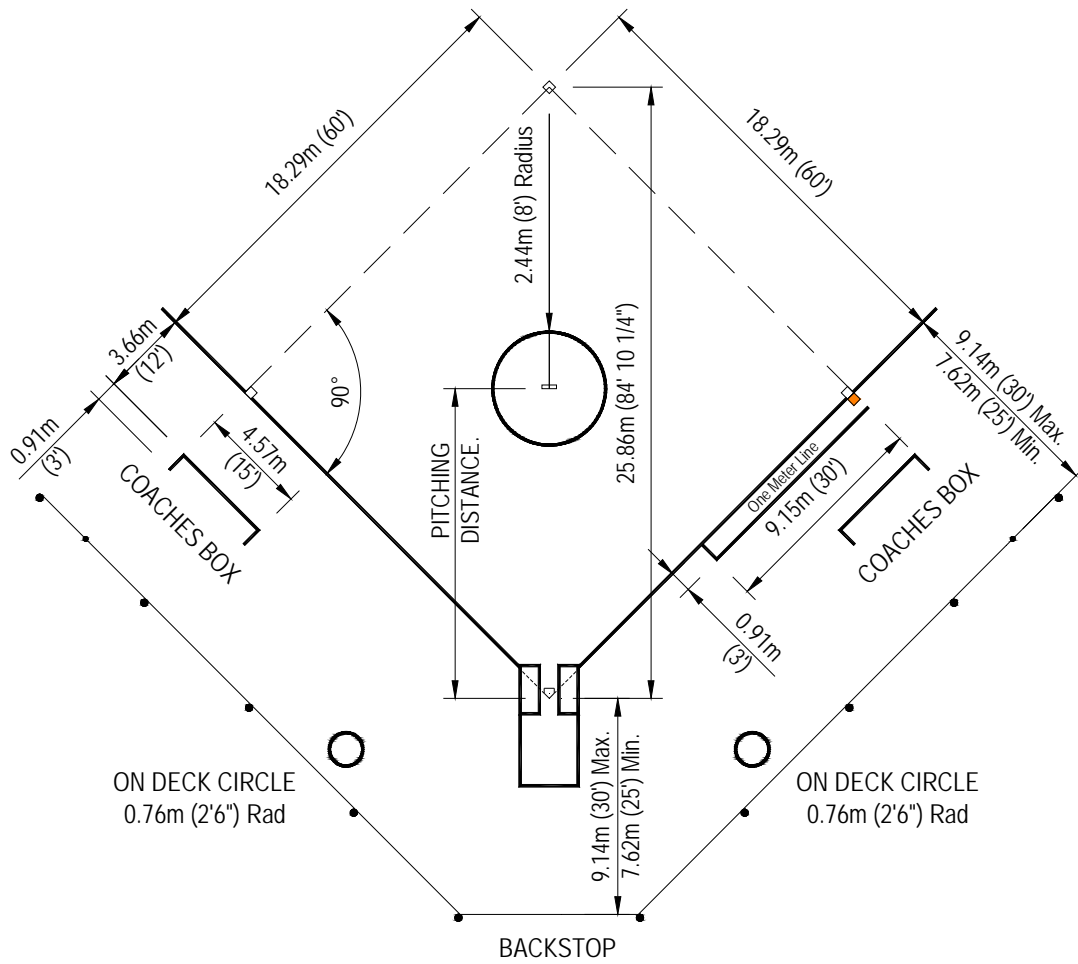
	<ul style="list-style-type: none"> <li>ii) when a fair ball is contacted by detached equipment, and in the Umpire's judgment, the ball would have cleared the outfield fence in flight.</li> </ul>
<p>e) Umpire Judgment Awards</p>	<p>The batter-runner and runners are awarded the base or bases they would have made in the Umpire's judgment had interference not occurred, and the ball is dead;</p> <ul style="list-style-type: none"> <li>i) When a person other than a team member interferes with a ground ball or thrown ball or fielder about to field a ball, including fly balls;</li> <li>ii) When the ball becomes lodged in Umpire gear or clothing or offensive player clothing.</li> </ul>

# APPENDIX 1: PLAYING FIELD AND DIAMOND LAYOUT

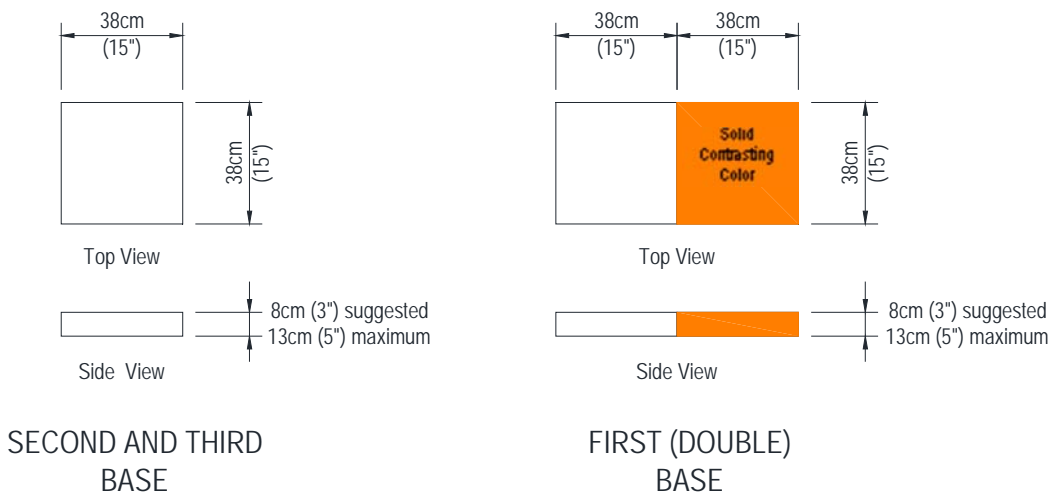
## A. OFFICIAL DIMENSIONS OF THE PLAYING FIELD



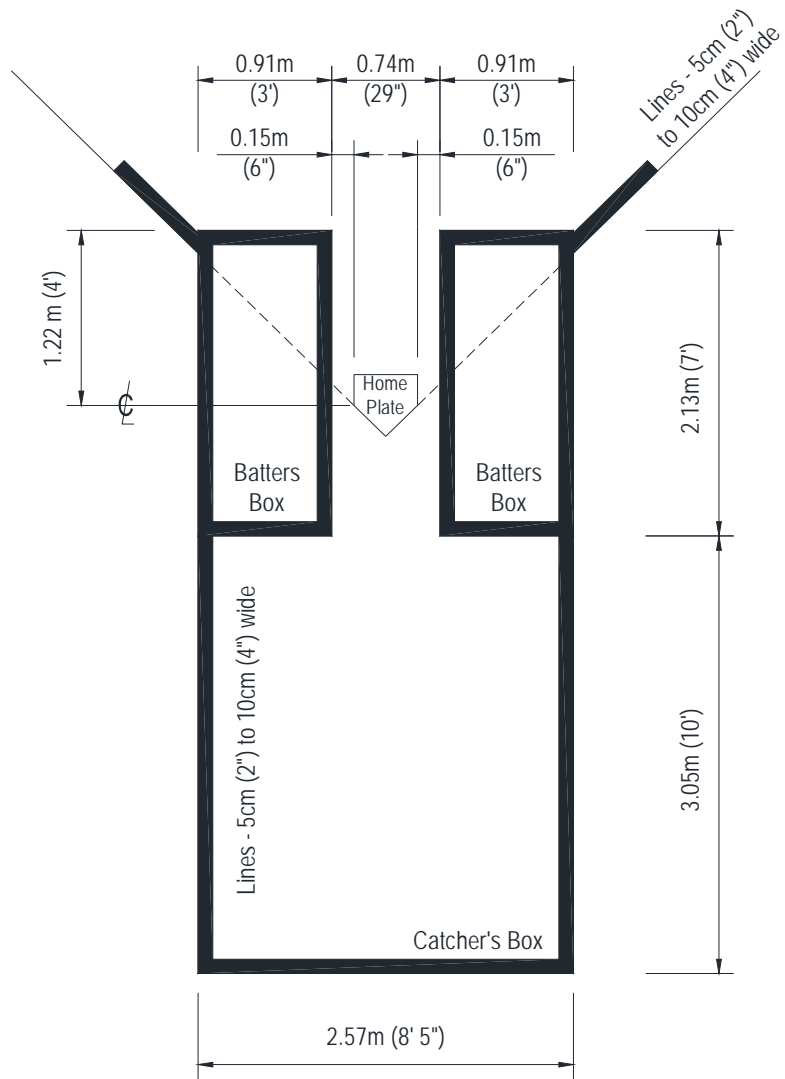
**B. OFFICIAL DIMENSIONS OF THE DIAMOND LAYOUT**



**C. OFFICIAL DIMENSIONS OF THE BASES**

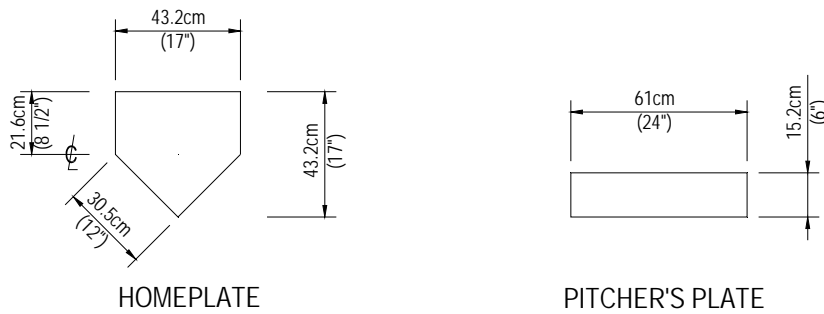


**D. OFFICIAL DIMENSIONS OF THE BATTER'S AND CATCHER'S BOXES**



**BATTER AND CATCHERS  
BOX DETAIL**

## E. OFFICIAL DIMENSIONS OF HOME PLATE AND PITCHERS PLATE



## F. QUICK REFERENCE TABLE

### BACKSTOP AND SIDELINES (DEAD BALL LINE/SIDE FENCE)

Will be set back a minimum of 7.62m (25 ft.) to a maximum of 9.14m (30 ft.) outside the foul lines. The area between the foul lines and the backstop and sidelines must be unobstructed.

### BASES

Home plate to first/third 18.29m (60 ft.) from the back part of home plate to the back of the base. Home plate to second 25.86m (84 ft. 10 ¼ in) from back point of home plate to the middle of the base. Bases will be made of canvas or other suitable material and securely fastened in position.

First (Double) Base will have half of this base is secured in and is part of fair territory and the other half of this base (a different solid contrasting color) is secured in and is part of foul territory.

### BATTER'S BOXES

One on each side of home plate will measure 0.91m (3 ft.) by 2.13m (7 ft.). The inside lines of the batter's box will be 15.2cm (6 in) from home plate. The front line of the box will be 1.22m (4 ft.) in front of a line drawn through the center of home plate. The lines are considered as being within the batter's box.

## **CATCHER'S BOX**

3.05m (10 ft.) in length from the rear outside corners of each batter's box and will be 2.57m (8 ft. 5 in) wide. The lines are considered as being within the catcher's box.

## **COACHES' BOXES**

Behind a line 4.57m (15 ft.) long drawn outside the diamond. The line is parallel to and 3.66m (12 ft.) from the first and third baselines, extended from the bases toward home plate.

## **DISTANCE TABLE**

<b>CATEGORY</b>	<b>PITCHING</b>	<b>Outfield Fences (minimums)</b>
Junior Women's 16 and under	12.19 m (40 ft.)	67.06 m (220 ft.)
Junior Women's 19 and under	13.11 m (43 ft.)	67.06 m (220 ft.)
Women's	13.11 m (43 ft.)	67.06 m (220 ft.)
Junior Men's 16 and under	14.02 m (46 ft.)	76.20 m (250 ft.)
Junior Men's 19 and under	14.02 m (46 ft.)	76.20 m (250 ft.)
Men's	14.02 m (46 ft.)	76.20 m (250 ft.)

## **HOME PLATE**

It will be a five-sided figure 43.2cm (17 in) wide, across the edge facing the pitcher. The sides will be parallel to the inside lines of the batter's box and will be 21.6cm (8 1/2 in) long. The sides of the point facing the catcher will be 30.5cm (12 in) long.

## **INFIELD**

Skinned portion 18.29m (60 ft.) arc from the front center of the pitcher's plate.

## **LINES**

50mm to 100 mm (2 to 4 in) wide.

## **ON-DECK CIRCLE**

1.52m (5 ft.) circle 0.76m (2 ft 6 in) radius placed adjacent to the end of the players' bench or dugout area closest to home plate.



## **ONE METER LINE**

Drawn parallel to and one meter (3 ft.) from the baseline, starting at a point halfway between home plate and first base.

## **PITCHER'S CIRCLE**

4.88m (16 ft.) circle drawn from center of the front edge of the pitcher's plate 2.44m (8 ft.) in radius. The lines are considered within the circle.

## **PITCHER'S PLATE**

Made of rubber 61cm (24 in) long and 15.2cm (6 in) wide and the top of the plate must be level with the ground.

## **WARNING TRACK**

Will be a minimum of 3.66m (12 ft.) to a maximum of 4.57m (15 ft.) from the outfield and/or side fences. Made of material (dirt, gravel) that is level with, but different from, the playing surface. The material must be distinguishable from the outfield surface, and there must be a clear physical signal for players when they are approaching the fence.

## **G. LAYING OUT A DIAMOND**

This section serves as an example for laying out of a diamond with 18.29m (60 ft) and a 14.02m (46 ft) pitching distance.

1. To determine the position of home plate, draw a line in the direction it is desired to lay the diamond. Drive a stake at the corner of home plate nearest the catcher. Fasten a cord to this stake and tie knots or otherwise mark the cord at 14.02m (46 ft.), 18.29m (60 ft.), 25.86m (84 ft. 10 ¼ in) and at 36.58m (120 ft.).
2. Place the cord (without stretching) along the direction line and place a stake at the 14.02m (46 ft.) marker. This will be the front line in the middle of the pitcher's plate. Along the same line, drive a stake at the 25.86m (84 ft. 10 ¼ in) marker. This will be the center of second base.
3. Place the 36.58m (120 ft.) marker at the center of second base and, taking hold of the cord at the 18.29m (60 ft.) marker, walk to the right of the direction line until the cord is taut and drive a stake at the 18.29m (60 ft.) marker. This will be the outside corner of first base and the cord will now form the lines to first and second bases.

4. Again holding the cord at the 18.29m (60 ft.) marker, walk across the field and in like manner, mark the outside corner of third base. Home plate, first base, and third base are wholly inside the diamond.
5. To check the diamond, place the home plate end of the cord at the first base stake and the 36.58m (120 ft.) marker at third base. The 18.29m (60 ft.) marker should now check at home plate and second base.
6. Check all distances with a steel tape whenever possible.

## APPENDIX 2: BAT SPECIFICATIONS

### A. OFFICIAL BAT

1. The bat must be of one-piece construction, multi-piece permanently assembled or two-piece interchangeable constructions.
2. When the bat is designed with interchangeable components it must meet the following criteria:
  - i. the mating components must have a unique locking key to prevent uncertified equipment combinations in the field; and
  - ii. all component combinations must meet the same standards as when it was a one-piece bat when combined or a portion of a one-piece bat when separated.
3. A bat may be made of one piece of hardwood or formed from a block of wood consisting of two or more pieces of wood bonded together with an adhesive in such a way that the grain direction of all pieces is parallel to the length of the bat.
4. A bat may be metal, bamboo, plastic, graphite, carbon, magnesium, fiberglass, ceramic or any other composite material approved by the WBSC Equipment Standards Commission.
5. A bat may be laminated, but must contain only wood or adhesive and have a clear finish (when finished).
6. The barrel portion of the bat (from the start of the taper to the end cap) must be round and smooth with slight texturing allowed.
7. No bat must be more than 86.4cm (34 in) long or greater than 1077.0 g (38 ounces) in weight.
8. No bat must be more than 5.7cm (2 ¼ in) in diameter at its largest part. A tolerance of 0.80mm (1/32 in) is permitted to allow for expansion.
9. A bat must not have exposed rivets, pins, rough or sharp edges or any exterior fastener that would be or present a hazard. A metal bat must be free of burrs and cracks.
10. A metal bat must not have a wooden handle.
11. A bat must have a safety grip of cork, tape (no smooth, plastic tape) or composition material. The safety grip must not be less than 25.4cm (10 in) long and must not extend more than 38.1cm (15 in) from the small end of the bat. Resin, pine tar or spray substances placed to enhance the

grip are permissible only on the grip. Tape applied to any bat must be a continuous spiral. It does not have to be a solid layer of tape. It must not exceed two layers.

12. When metal and not made of one-piece construction with the barrel end closed, a bat must have a rubber or vinyl plastic or other material insert approved by the WBSC Equipment Standards Commission, firmly secured at the large end of the bat.
  - i. The insert of the bat end cap must be firmly and permanently sealed so that it cannot be removed by anyone other than the manufacturer without damaging or destroying the end cap or barrel.
  - ii. The bat must be free of rattles. A bat that is not free of rattles will be considered an illegal bat.
  - iii. The bat must not have signs of tampering. A bat that shows signs of tampering will be considered an altered bat.
13. A bat must have a safety knob of a minimum diameter of 0.6 cm (1/4 inches) protruding at a ninety-degree angle from the handle and no sharp edges. The safety knob may be molded, lathed, welded and permanently fastened. The knob may be covered with grip tape or a grip enhancer.
14. When the bat approval notice cannot be read due to wear on the bat, the bat remains an official bat and may be used if it remains in compliance with these Rules in all other respects as determined by an Umpire with reasonable certainty.
15. 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 this Rule or a specification approved by the WBSC Equipment Standards Commission.

#### **B. THE WARM-UP BAT**

A bat other than an official bat that must be of one-piece construction and comply with the safety grip and safety knob requirements of an official bat. It must be marked "warm-up" in 3.2cm (1¼ in) letters on the barrel end. The barrel end must be in excess of 5.7cm (2¼ in).

## APPENDIX 3: BALL STANDARDS

### A. AN OFFICIAL SOFTBALL

An official softball:

1. must be a regular, smooth-seamed, concealed stitched or flat surfaced ball;
2. must have a center core made of either No. 1 quality long fiber kapok, a mixture of cork and rubber, a polyurethane mixture, or other materials approved by the WBSC Equipment Standards Commission;
3. may be hand or machine wound with a fine quality twisted yarn and covered with latex or rubber cement;
4. must have its cover cemented by application of cement to the underside of the cover and sewn with waxed thread of cotton or linen, or must have a molded cover bonded to the core or molded integrally with the core, and have authentic facsimile of stitching, as may be approved by the WBSC Equipment Standards Commission;
5. must have a cover of the finest quality No. 1 chrome tanned horsehide or cowhide, made of synthetic material, or made of other materials approved by the WBSC Equipment Standards Commission.

### B. DIMENSIONS AND SPECIFICATIONS

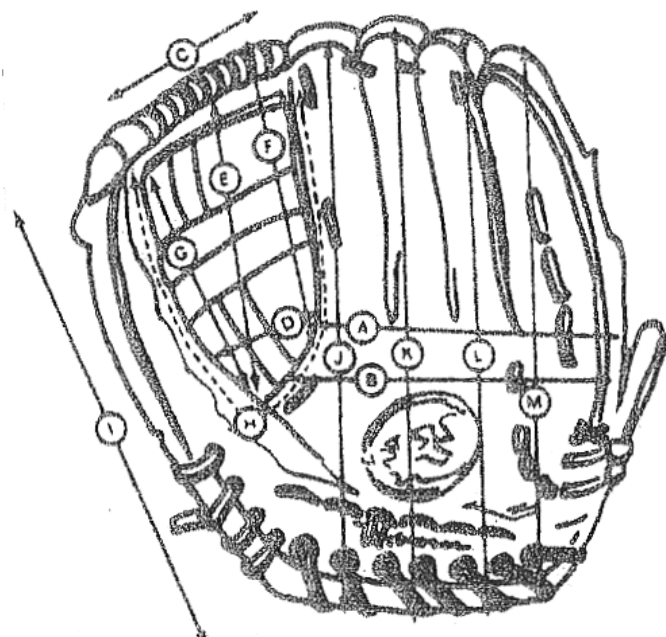
1. The completed 30.5cm (12 in) ball will be between 30.2cm (11 7/8 in) and 30.8cm (12 1/8 in) in circumference, and will weigh between 178.0g (6 1/4 ounces) and 198.4g (7 ounces). The flat seam style will have not less than 88 stitches on each cover, sewn by the two-needle method.
2. The completed ball will have a coefficient of restitution and compression standard as will be determined and set by the WBSC Equipment Standards Commission.
3. The COR means 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.
4. The white cover, white **or red** stitch or yellow optic cover, red-stitch 30.5cm (12 inch) ball with a COR of .47 or under will be used in the following WBSC SD championship play: Men's and Women's, Junior Men's and Junior Women's. The balls will have a WBSC logo marking.

5. On balls used in WBSC Championship Play, the load force required to compress the ball 0.64cm (0.25 inches) must not exceed 170.1kg (375 pounds) when such balls are measured in accordance with the ASTM test method for measuring compression-displacement of softballs, which is endorsed by the WBSC Equipment Standards Commission.

Listed below are the standards established for each ball:

<b>Softball</b>	<b>Ball Color Marking</b>	<b>Thread Color</b>	<b>Min. Size</b>	<b>Max. Size</b>	<b>Min. Wt.</b>	<b>Max.Wt.</b>
30.5cm (12" )	White or Yellow Optic WBSC SD LOGO	White or Red stitch	30.2cm (11-7/8")	30.8cm (12-1/8")	178.0g (6 1/4 oz.)	198.4g (7 oz.)

## APPENDIX 4: GLOVE SPECIFICATIONS



### DIMENSION SPECIFICATIONS:

(A)	Palm width (top)	20.3cm (8 in)
(B)	Palm width (bottom)	21.6cm (8 1/2 in)
(C)	Top opening of web	12.7cm (5 in)
(D)	Bottom opening of web	11.5cm (4 1/2 in)
(E)	Web top to bottom	18.4cm (7 1/4 in)
(F)	1st finger crotch seam	19.0cm (7 1/2 in)
(G)	Thumb crotch seam	19.0cm (7 1/2 in)
(H)	Crotch seam	44.5cm (17 1/2 in)
(I)	Thumb top to bottom edge	23.5cm (9 1/4 in)
(J)	1st finger top to bottom edge	35.6cm (14 in)
(K)	2nd finger top to bottom edge	33.7cm (13 1/4 in)
(L)	3rd finger top to bottom edge	31.1cm (12 1/4 in)
(M)	4th finger top to bottom edge	27.9cm (11 in)

## **APPENDIX 5: UMPIRES**

### **A. GENERAL INFORMATION FOR UMPIRES**

- a. The Umpire must not be a member of either team.  
Examples: player, coach, manager, officer, scorer or sponsor.
- b. The Umpire should be sure of the date, time and place for the game and should arrive at the playing field 20-30 minutes ahead of time, start the game on time and leave the field when the game is over.
- c. Male and female Umpire must wear
  - 1. A powder blue long or short-sleeved shirt.
  - 2. Dark navy blue socks.
  - 3. Dark navy blue slacks.
  - 4. Dark navy blue cap with white and blue trimmed WBSC letters on the front.
  - 5. Dark navy blue ball bag (plate only).
  - 6. Dark navy blue jacket and/or sweater.
  - 7. Black shoes and belt.
  - 8. A white T-shirt worn under the powder blue shirt.
- d. Umpires must not wear exposed jewelry that may pose a hazard.  
EXCEPTION: Medical Alert Bracelets and/or necklaces.
- e. The plate Umpire in fast pitch must wear a black facemask with either black or tan padding and a black throat protector and a body protector and shin guards with knee protection. An extended wire protector may be worn instead of a throat protector on the mask.
- f. The Umpires should introduce themselves to the captains, managers and scorers.
- g. The Umpires should inspect the playing field boundaries, equipment and clarify all ground rules to both teams and their coaches.
- h. Each Umpire has the power to make decisions on violations committed any time during playing time or during suspension of play until the game is over.
- i. Neither Umpire has the authority to set aside or question decisions made by the other within the limits of their respective duties as outlined in these rules.



- j. An Umpire may consult his associate at any time. However, the final decision will rest with the Umpire whose exclusive authority it was to make the decision and who requested the opinion of the other.
- k. In order to define their respective duties, the Umpire judging balls and strikes will be designated as the "Plate Umpire," the Umpire judging base decisions as the "Base Umpire."
- l. The plate Umpire or base Umpire will 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.
  - 5. Determine and call an infield fly. **When it seems apparent that a batted ball will be an infield fly, the Umpire will immediately declare, "INFIELD FLY, IF FAIR-THE BATTER IS OUT," for the benefit of the runners.**
- m. The Umpire will declare the batters, batter-runners or runners out without waiting for an appeal for such decision in all cases where such player is retired in accordance with these rules.
- n. Unless appealed to, the Umpire does not call a player out or penalize them for having failed to touch base, leaving a base too soon on a caught fly ball, batting out of order, being an unreported substitute, being an Illegal Re-Entry, the replacement player or returning withdrawn player who is not reported, being a runner who switched positions on bases with another runner, or making an attempt to go to second base after reaching first base, as provided in these rules.
- o. Umpires will not penalize a team for infraction of a rule when imposing the penalty would be to the advantage of the offending team.
- p. Failure of Umpires to adhere to Appendix 5 is not grounds for protest. These are guidelines for Umpires.

## **B. SIGNALS**

- a. To indicate that play will 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 will be indicated by raising the right hand upward above the shoulder, to a 90-degree angle and, at the same time, calling "STRIKE" in a clear and decisive voice.
- c. To indicate a BALL, no arm signal is used.
- d. To indicate the total COUNT of balls and strikes, the balls are called first.
- e. To indicate a FOUL, the Umpire will call "FOUL BALL" and extend both arms vertically above the head.
- f. To indicate a FAIR BALL, the Umpire will extend an arm toward the center of the diamond, using a pumping motion.
- g. To indicate a batter or runner OUT, the Umpire will raise the right hand upward above the right shoulder, with fist closed.
- h. To indicate that a player is SAFE, the Umpire will extend both arms horizontally to the side of the body, with palms toward the ground.
- i. To indicate suspension of play, the Umpire will 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 will extend the left arm horizontally, with fist closed.
- k. To indicate a TRAPPED BALL, the Umpire will extend both arms horizontally to the side of the body, with palms toward the ground.
- l. To indicate a GROUND RULE DOUBLE, the Umpire will 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 will extend the right hand, with closed fist closed, above the head and circle the arm in a clockwise movement.
- n. To indicate an INFIELD FLY, the Umpire will call "INFIELD FLY, IF FAIR, THE BATTER IS OUT." The Umpire will extend one arm above the head.
- o. To indicate NOT TO PITCH, the Umpire should raise one hand, with the palm facing the pitcher. "NO PITCH" will be declared, if the pitcher pitches while the Umpire has their hand in said position.

## APPENDIX 6: SCORING

### A. THE BOX SCORE

- a. Each player's name and the position, or positions to be played, must be listed in the order in which they batted, or would have batted, unless the player is legally substituted, ejected, or removed from the game, or the game ends before their turn at bat. Any statistics accrued by the Replacement Player while they are in the game, are credited to that player, even if they are a listed substitute who does not eventually enter the game as a substitution for another player.

***Any statistics accrued by a Temporary runner will accrue to the player for whom they are running.***

1. The Designated Player (DP) is optional, but if one is used, it must be made known prior to the start of the game and be listed on the score sheet in the regular batting order. Ten names will be listed, with the tenth name being the "FLEX PLAYER" for whom the DP is batting.
  - a) Each player's batting and fielding record must be tabulated.
2. The first column will show the number of times at bat by each player, but a time at bat will not be charged against the player when that player
  - a) Hits a sacrifice fly that scores a runner.
  - b) Is awarded a base on balls.
  - c) Is awarded first base because of obstruction.
  - d) Hits a sacrifice bunt.
  - e) Is hit by a pitched ball.
3. The second column will show the number of runs by each player.
4. The third column will show the number of base hits made by each player. A base hit is a batted ball that permits the batter to reach the base safely.
  - a) When a batter-runner reaches first base, or any succeeding base, safely on a fair ball that settles on the ground, clears the fence, or strikes the fence before being touched by a fielder.
  - b) When a batter-runner reaches first base safely on a fair ball which is hit with such force, or such slowness, or which takes an unnatural bounce, making it impossible to field with ordinary effort in time to retire the batter-runner.

- c) When a fair ball, which has not been touched by a fielder, becomes "dead" because of touching the person, or clothing, of a runner or Umpire.
- d) When the fielder unsuccessfully attempts to retire a preceding runner and, in the scorer's judgment, the batter-runner would not have been retired at first base by perfect fielding.
- e) When the batter ends the game with a base hit that drives in a sufficient number of runs to give his team the lead, the batter will be credited with only as many bases as were advanced by the runner scoring the winning run, provided the batter runs a similar number of bases.

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

5. The fourth column will show the number of opponents put out by each player.

- a) A putout is credited to a fielder each time they
  - 1) Catch a fly ball or line drive.
  - 2) Catch a thrown ball that retires a batter or runner.
  - 3) Touch a runner with the ball when the runner is off the base to which they are entitled.
  - 4) Is nearest the ball when a runner is declared out for being struck by a fair ball, or interfering with the fielder.
  - 5) Is nearest the unreported substitute, who is declared out in accordance with Rule 3.2.8 Effect d iii.
  - 6) Is nearest a runner, who is called out for running out of the base path.
- b) A putout is credited to the catcher
  - 1) When a third strike is called.
  - 2) When the batter fails to bat in correct order.
  - 3) When the batter interferes with the catcher.
  - 4) When the batter is called out, for batting illegally.
  - 5) When the batter is called out, for an attempted bunt on the third strike.

- 6) When the batter is declared out, for using an illegal or altered bat.
  - 7) When the batter is called out for changing batter's box.
6. The fifth column will show the number of assists made by each player. An assist shall be credited
- a) To each player who handles the ball in any series of plays which results in the putout of the runner. Only one assist and no more shall be given to any player who handles the ball in any putout. A player, who has aided in a rundown or other play of the kind, may be credited with both an assist and a putout.
  - b) To each player who handles, or throws, the ball in such a manner that a putout would have resulted, except for an error of a teammate.
  - c) To each player who, by deflecting a batted ball, aids in a putout.
  - d) To each player who handles the ball in a play which results in a runner being called out for interference, or for running out of base line.
7. The sixth column will show the number of errors made by each player. Errors are recorded in the following situations
- a) For each player who commits a misplay which prolongs the turn at bat of the batter, or life of the present runner.
  - b) For the fielder, who fails to touch the base after receiving the ball to retire the runner on a force-out, or when a runner is compelled to return to base.
  - c) For the catcher, if a batter is awarded first base for obstruction.
  - d) For the fielder, who fails to complete a double play because of dropping the ball.
  - e) For the fielder, if a runner advances a base, because of their failure to stop, or try to stop, a ball accurately thrown to a base, providing there was occasion for the throw. When more than one player could receive the throw, the scorer must determine which player gets the error.

## **B. BASE HITS SHALL NOT BE RECORDED**

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

- a. When a runner is forced out by a batted ball, or would have been forced out, except for a fielding error.
- b. When a player fielding a batted ball retires a preceding runner with ordinary effort.
- c. When a fielder fails in an attempt to retire a preceding runner and, in the scorer's judgment, the batter-runner could have been retired at first base.
- d. When a batter-runner reaches first base safely, as a result of a preceding runner being called out for interfering with a batted ball, or a defensive player.

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

## **C. SACRIFICE FLY BALLS**

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

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

## **D. RUNS BATTED IN**

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

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

#### **E. PITCHER CREDITED WITH A WIN**

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

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

#### **F. PITCHER CHARGED WITH A LOSS**

A pitcher will be charged with a loss, regardless of the number of innings they have pitched, if they are replaced when their team is behind in the score, and their team thereafter fails to tie the score, or gain the lead.

#### **G. GAME SUMMARY**

The summary will list the following items in this order.

- a. The score by innings and the final score.
- b. The runs batted-in and by whom hit.
- c. Two-base hits and by whom hit.
- d. Three-base hits and by whom hit.
- e. Home runs and by whom hit.
- f. Sacrifice flies and by whom hit.
- g. Double plays and players participating in them.
- h. Triple plays and players participating in them.
- i. Number of walks given by each pitcher.
- j. Number of batters struck out by each pitcher.
- k. Number of hits and runs allowed by each pitcher.
- l. The name of the winning pitcher.
- m. The name of the losing pitcher.
- n. The time of the game.
- o. The names of the Umpires and scorers.
- p. Stolen bases and by whom.
- q. Sacrifice bunts.
- r. The names of batters hit by a pitched ball and the pitcher who hit them.
- s. The number of wild pitches made by each pitcher.
- t. The number of passed balls made by each catcher.

#### **H. STOLEN BASES**

Stolen bases are credited to a runner whenever they advance one base unaided by a hit, a putout, an error, a force-out, a fielder's choice, a passed ball, a wild pitch or an illegal pitch.

#### **I. RECORDS OF FORFEITED GAMES**

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



(References are to Rule, Section and Article)

**S  
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ALTERED BAT - - - - -	2	1	1
Bat specifications - - - - -	Appendix	2 A	12 iii
Batter in box with - - - - -	5	4	4 b) iii
Batter is out for using - - - - -	5	4	4 b) iii
	5	1	23 c)
	Appendix	6 A	5) b) 6)
“Flare” or “Cone” grip attachment - - - - -	2	1	1
APPEAL PLAY - - - - -	1	2	6
Appeals - - - - -	1	1	1
Additional out appeals - - - - -	1	2	5 d)
May not result in an additional out - - - - -	5	4	1 Effect b) vi
After Time Out - - - - -	1	2	6 c)
Batter-runner touches wrong base at 1st base - - - - -	5	5	2 a) vi
Batting out of order - - - - -	5	4	1 Effect
Coach or Manager - - - - -	5	4	1 Effect
Dead Ball Appeal - - - - -	1	2	6 c)
Illegal Re-entry - - - - -	3	1	8 Effect
	1	2	6 e) vii
May be made to reinstate correct batting order - - - - -	5	4	1 Effect
May not be made - - - - -	1	2	6 c) Exception i-iii
Offensive team members may appeal - - - - -	1	2	6 e
	3	2	8 d)
	3	2	8 e)
	3	3	
Runners can leave base on dead ball appeal - - - - -	1	2	6 a)
Runners can leave base on live ball appeal - - - - -	1	2	6 b) i-iii
Runners cannot return - - - - -	5	9	g)
Runners out - - - - -	5	10	3 a) vii-x
Tag up play (Example) - - - - -	1	2	9
Types of appeals - - - - -	1	2	6 e
BALL			
Called by umpire - - - - -	5	4	3
Carried into dead ball territory (intentional) - - - - -	5	11	b) v
Carried into dead ball territory (unintentional) - - - - -	5	11	a) ii 3
Dead ball situations - - - - -	1	2	6 c)
Delayed Dead Ball situations - - - - -	5	5	1 d) 1-4
Fair ball - - - - -	5	1	16
No signal used - - - - -	Appendix	5	B
Official - - - - -	Appendix	3	A
Out of play on losing possession- - - - -	5	11	EFFECT a) c
Putting in play - - - - -	1	1	7
Size of ball - - - - -	Appendix	3	A
Slips from pitcher's hand - - - - -	4	6	
Yellow optic covered may be used - - - - -	Appendix	3 B	4
BALL COMPRESSION - - - - -	Appendix	3 B	
BALL COR - - - - -	Appendix	3 B	
Maximum for use on balls - - - - -	Appendix	3 B	
BASE LINE - - - - -	2	1	2
BASE ON BALLS (WALK) - - - - -	5	1	1
Batter becomes batter-runner - - - - -	5	5	1 c)
Intentional (FP) - - - - -	5	1	28
	5	5	1 c) ii

(MP) - - - - -	5	5	1 c)	
Treated same as batted ball - - - - -	5	10	3 b) iii	
BASE PATH - - - - -	5	1	2	
Runner not out - - - - -	5	10	4 a	
Running outside of - - - - -	5	5	2 a) vii	
BASE UMPIRE - - - - -				Appendix 5 B k
BASES - - - - -				Appendix 1 F
Must be run in legal order - - - - -	5	9		
BAT (Specifications) - - - - -				Appendix 2 A
Attachment on bat - - - - -	5	3	e Effect	
Hits ball a second time - - - - -	5	4	4 b) viii	
May be engraved with personal "ID" - - - - -	2	1	1	
Removed from game - - - - -	5	4	4 a) iii	
Warm-up bat - - - - -				Appendix 3 B
<b>BAT BOY/GIRL</b>				
Must wear helmet - - - - -	5	8	a) i	
<b>BATTED BALL</b>				
Becomes a fair ball - - - - -	5	1	3	
Becomes a foul ball - - - - -	5	1	20	
Settles on home plate - - - - -	5	1	16 a)	
Touches a base - - - - -	5	1	16 c)	
<b>BATTER</b>				
Becomes a batter-runner - - - - -	5	5	1	
Bats illegally - - - - -	5	4	4 b) iv-v	
Bunts foul after 2 strikes (FP) - - - - -	5	4	4 b) vi	
Deliberately distracted by defense (FP) - - - - -	4	3	4 a	
(MP) - - - - -	4	3	5 a	
Deliberately erases lines of batter's box - - - - -	5	4	3 d) vi	
Ejected from game - - - - -	5	4	4 a) iii	
Enters box with altered bat - - - - -	5	4	4 b) iii	
Enters box with illegal bat - - - - -	5	4	4 b) iii	
Hit by a legal pitch (FP) - - - - -	5	5	1 f)	
Hit by an Illegal Pitch (FP) - - - - -	4	3	1 - 4 3	7 Effect
(MP) - - - - -	4	3	1 - 4 3	7 Effect
Hitting ball with bat a second time - - - - -	5	4	4 b) viii	
Intentionally walked (FP) - - - - -	5	5	1 c)	
Intentionally interferes with a thrown ball - - - - -	5	4	4 c) iv	
Interferes with fielder's opportunity to make a play after being called out - -	5	10	3 c) v	
Interferes with play at home plate (FP) - - - - -	5	4	4 c) iii	
Interferes with the catcher - - - - -	5	4	4 c) i-ii	
In game illegally - - - - -	5	4	1 Effect	
Leaves box to get a running start before hitting ball - - - - -	5	4	4 b) v	
May be penalized a strike - - - - -	5	4	2	
Not taking position within 10 seconds - - - - -	5	4	2 b)	
	5	4	3 d) v	
Obstructed - - - - -	5	5	1 d)	
On-deck batter - - - - -	5	3		
Out - - - - -	5	4	4	
Out for failing to wear helmet - - - - -	5	3	d Effect	
Position in batter's box - - - - -	5	4	2 c	
Stepping across home plate while pitcher is taking signal from catcher - - - -	5	4	4 b) vii	
Stepping out of the batter's box	5	4	2 d	
	5	4	3 d) vii	
Takes a running start before hitting ball - - - - -	5	4	4 b) v	
Using an altered bat - - - - -	5	4	4 b) iii	
Using an illegal bat - - - - -	5	4	4 b) iii	
When a third out is made while at bat - - - - -	5	4	1 c	
<b>BATTER'S BOX</b>				
Dimensions - - - - -	2	1	3	
				Appendix 1 F

BATTER'S ON-DECK CIRCLE - - - - -	Appendix 1 F
	Appendix 1 F
On-deck batter may leave - - - - -	5 1 5
	5 5 1
BATTER-RUNNER - - - - -	5 1 5
Fails to go directly to first base - - - - -	5 5 2 a) iv
Fails to touch fair portion of double base - - - - -	5 5 2 a) vi
Illegal glove used on play - - - - -	5 7 a-c
Interferes with play at plate - - - - -	5 5 2 b) xi
Interferes with a fair-batted ball - - - - -	5 5 2 b) vi
Interferes with a dropped third strike (FP) - - - - -	5 5 2 b) vii
Interferes with fielder at first base - - - - -	5 5 2 b) ii
	5 2 b) xii
Interferes with a fielder fielding a batted ball - - - - -	5 5 2 b) iii
Interferes with a fielder throwing the ball - - - - -	5 5 2 b) iv
Interferes with a thrown ball - - - - -	5 5 2 b) ii
	5 5 2 b) v
Not out - - - - -	5 7 a-b
Obstructed - - - - -	5 5 1 d)
Out - - - - -	5 5 2
Out for removing helmet - - - - -	5 8 a)
Out on dropped third strike (FP) - - - - -	5 5 2 b) vii
Out on intentional interference when using double base - - - - -	5 5 2 b) ii 1
Out when immediate preceding runner interferes - - - - -	5 5 2 c) i
Out when Infield Fly declared - - - - -	5 5 2 b) vii
Out when fielder intentionally drops a fly ball - - - - -	5 5 2 b) xiv
Out when member of team at bat interferes - - - - -	5 5 2 b) x
Out when non-team member interferes - - - - -	5 5 2 c) ii
Overruns first base - - - - -	5 10 4 i
Runs outside one-meter line - - - - -	5 5 2 b) ii
Steps back toward home plate - - - - -	5 5 2 b) xii
Touches wrong base when running to first base - - - - -	5 5 2 a) vi
BATTING ORDER - - - - -	5 1 6
	5 4 1
When using a Designated Player (FP) - - - - -	3 2 4 b) iii
BATTING OUT OF ORDER - - - - -	5 4 1 Effect
Discovered while on base - - - - -	5 4 1 Effect b)
Two or more outs may be achieved - - - - -	5 4 1 Effect b) ii-iii
BLOCKED BALL - - - - -	5 1 7
Award of bases - - - - -	5 11 Effect a) & b)
Ball becomes dead - - - - -	5 1 11
Caused by offensive equipment on field - - - - -	5 10 3 c)
BLOCKING A BASE	
Fielder may not do so without possession of ball - - - - -	5 1 32 b) i
Fielder may not do so with possession of the ball - - - - -	5 1 32 b) iv-v
BODY PROTECTORS - - - - -	2 4 3 c)
For umpires - - - - -	Appendix 5 A
Must be worn by all catchers in Fast Pitch - - - - -	2 4 3 c)
BOX SCORE - - - - -	Appendix 6 A
BUNT - - - - -	5 1 8
Batter Out for bunting foul with two strikes (FP) - - - - -	5 4 4 b) vi
Intentionally dropped - - - - -	5 5 2 b) xiv
	5 5 2 b) xiv
	5 1 29
Not treated as an Infield Fly - - - - -	5 1 26
CAPS - - - - -	2 5 1 a) i
CASTS - - - - -	2 5 1 f)
CATCH - - - - -	5 1 9
Deliberately dropped - - - - -	5 5 2 b) xiv
	5 1 29

Legally caught ball - - - - -	5	1	9
	5	1	24
When completed - - - - -	5	1	9
<b>CATCHER</b>			
Cannot wear plastic face mask/guard (FP) - - - - -	2	4	3 b)
Must be in position to receive pitch (FP) (MP) - - - - -	4	3	1 b)
(FP) - - - - -	4	3	6 a)
(MP) - - - - -	4	3	6 a)
	4	3	6 a)
Must return ball directly to pitcher (FP) - - - - -	4	3	6 b)
(MP) - - - - -	4	3	6 b)
Must wear a body protector - - - - -	2	4	3 c)
Must wear a helmet (FP) - - - - -	2	4	3 a)
Must wear shin guards - - - - -	2	4	3 d)
Obstructs batter - - - - -	5	5	1 d)
<b>CATCHER'S BOX</b> - - - - -	2	1	4
Dimensions - - - - -	Appendix 1 F		
<b>CATCHER'S OBSTRUCTION</b> - - - - -	5	5	1 d)
Creates a delayed dead ball - - - - -	5	5	1 d) Effect
<b>CHANGE OF UMPIRES</b> - - - - -	3	6	5
<b>CHARGED CONFERENCE</b> - - - - -	5	1	10
Conference is over - - - - -	4	2	1 e)
Defensive - - - - -	4	2	1
Defensive conferences are accumulative - - - - -	4	2	1 b)
Includes fielders going to dugout - - - - -	4	2	1 e)
Offensive - - - - -	5	1	10
Second charged conference - - - - -	5	2	b
<b>CLEATS (Shoes)</b> - - - - -	2	4	2
<b>COACH</b> - - - - -	3	1	1
	3	1	6
Assists runner - - - - -	5	5	2 a) vii
	5	10	3 a) v
Attempts to create an Illegal Pitch (FP) (MP) - - - - -	4	5	e
Defensive team coach - - - - -	3	4	1 e)
Draws throw from fielder - - - - -	5	10	3 c) vii
Ejected from game - - - - -	2	6	Effect
	3	2	8 Effect b)-d)
	3	4	2 b)
	5	10	3 a) xiii Effect
Interferes with a throw - - - - -	5	10	3 c) viii
Interferes with opportunity to make a play - - - - -	5	10	3 c) viii
Manager referred to as Head Coach - - - - -	3	1	16
May not use communication equipment - - - - -	3	4	1 c)
May not use offensive language - - - - -	3	5	1 b)
	3	5	1 c Effect
Offensive team coach - - - - -	3	4	3 a
Players may be designated as coach - - - - -	3	1	1
Two coaches may be on field - - - - -	3	4	3 b
<b>COACH'S BOX</b> - - - - -	Appendix 1 F		
<b>COIN TOSS</b> - - - - -	1	1	4
<b>COMMUNICATION EQUIPMENT</b>			
Not allowed - - - - -	3	4	1 c)
<b>CONDITIONS OF FIELD</b> - - - - -	3	6	2 a
<b>CONFERENCES</b> - - - - -	5	1	10
Defensive - - - - -	4	2	1 a
	4	2	1 d
Not charged - - - - -	4	2	2 a-f
Offensive - - - - -	5	2	

COURTESY RUNNER (ILLEGAL)			
Injured runner may be substituted - - - - -	3	2	8 g)
CROW HOP (FP) - - - - -	4	1	2
Is an illegal act (FP) - - - - -	4	3	3 f)
(MP) - - - - -	4	3	3 g)
DEAD BALL - - - - -	5	1	11
DEFENSIVE CONFERENCES - - - - -	4	1	1
Limited to three per seven innings - - - - -	4	2	1 a
	4	2	1 d
DEFENSIVE TEAM - - - - -	1	1	2
DELAYED DEAD BALL - - - - -	5	1	12
Catcher obstruction - - - - -	5	1	d)
Contacting ball with detached equipment - - - - -	5	11	ii 6)
Illegal pitch - - - - -	4	3	1 to,
- - - - -	4	3	7 Effect a-e
Obstruction - - - - -	5	1	32
Plate umpire interferes with throw (FP) - - - - -	5	10	3 d)
Signal - - - - -	5	5	1 d) Effect
- - - - -	5	10	3 d) Effect
- - - - -	4	3	7 Effect a-e
- - - - -			Appendix 5 B j
DELIBERATE CRASH BY RUNNER - - - - -	5	10	3 c) ix
DESIGNATED PLAYER "DP" (FP) - - - - -	3	1	2
	3	2	4
Game can proceed with 9 or 10 players - - - - -	3	2	4 b) iii
May be replaced by the FLEX - - - - -	3	2	5 c
May play offense & defense - - - - -	3	2	4 b) i
May re-enter - - - - -	3	2	3 e)
Minimum number of players when using - - - - -	3	2	2 a)
Replacing the FLEX on defense is not a substitution - - - - -	3	2	5 c) ii
Scoring - - - - -			Appendix 6
DIAMOND DIMENSIONS (Also refer to drawings) - - - - -			Appendix 1 A
DISLODGED BASE - - - - -	5	1	14
Runner may be put out - - - - -	5	10	1 i)
	5	10	4 n
Runner not out when he dislodges base - - - - -	5	10	4 n
Succeeding runners not required to touch - - - - -	5	9	e)
DISPARAGING REMARKS - - - - -	3	5	1 c) i
Coaches may not use - - - - -	3	4	1 b)
DISPUTED CALLS - - - - -	3	5	1 a
	3	5	1 a a & b Effect
Distracting adornments - - - - -	2	5	1 g)
DOUBLE BASE (IF USED) - - - - -	5	6	
Batted ball hits base - - - - -	5	6	a) i)
Dropped third strike (FP) - - - - -	5	6	a) iii)
No play made at base - - - - -	5	6	b) i)
Play made at base on a batted ball - - - - -	5	5	2 a) vi
Play made from first base foul territory - - - - -	5	6	a) ii
DOUBLE, GROUND RULE - - - - -			Appendix 5 B l
DOUBLE PLAY - - - - -	5	1	15
DROPPED BALL DURING PITCHER'S WIND-UP (FP) (MP) - - - - -	4	6	
DROPPED THIRD STRIKE			
Batter is out (FP) - - - - -	5	4	4 a) ii
Batter-runner is out (FP) - - - - -	5	6	a) iii
Batter-runner may use either portion of double base (FP) - - - - -	5	6	a) v
DUGOUT - - - - -	2	1	5
Conduct in dugout - - - - -	3	5	1 b)
EIGHT FOOT CIRCLE RULE (FP) - - - - -	5	10	3 b) iii
EJECTION FROM GAME - - - - -	3	1	3
Additional charged offensive conference - - - - -	5	2	b) Effect

Batter using altered bat - - - - -	5	4	4 b) iii
Deliberate crash by runner - - - - -	5	10	3 c) ix
Employing tactics to create illegal pitch (FP) (MP) - - - - -	4	4	e) & Effect
Fielder distracts batter (FP) - - - - -	4	4	4ba
(MP) - - - - -	4	4	4 a)
Fielder obstructs with a fake tag - - - - -	5	10	2 b)
Foreign substance placed on ball (FP) - - - - -	4	3	5 Effect
(MP) - - - - -	4	3	5 Effect
Forfeit results from ejection - - - - -	1	2	2 g) & h)
Illegal Pitcher returns to game - - - - -	4	8	Effect a) & b)
Of coach - - - - -	3	4	Effect
Of team members - - - - -	3	5	1 a –c Effect
On-deck youth batter not wearing helmet - - - - -	5	3	d) Effect
Return after ejection causes forfeit - - - - -	1	2	2 i)
Runners switching position on bases after offensive conference - - - - -	5	10	3 a) xiii Effect
Team member erases lines of batter's box - - - - -	5	4	3 d) vi 3
Umpires may eject for violations - - - - -	Appendix 5 A k) 3		
Using illegal warm-up bat after warning - - - - -	5	3	e) Effect
<b>ELIGIBILITY OF PLAYER MAY BE PROTESTED</b> - - - - -	1	1	9 b)
When to protest - - - - -	1	2	11 a)
Result - - - - -	1	2	14 c)
<b>EQUIPMENT</b> - - - - -	2	3	
Left on field - - - - -	5	10	3 c) xiii
Official equipment - - - - -	2	1	12
Detached equipment - - - - -	5	1	13
Contacts non-official offensive equipment - - - - -	5	10	4 p
<b>ERRORS (Scoring of)</b> - - - - -	Appendix 6 A		
<b>FACE MASKS</b> - - - - -	2	4	3 b)
Catchers may not wear (FP) - - - - -	2	4	3 b)
Damaged facemasks prohibited - - - - -	2	4	3 b)
<b>FAIR BALL</b> - - - - -	5	1	16
Contacts the foul pole - - - - -	5	1	16 h)
Interfered with - - - - -	5	5	1 e)
Judged by position of ball - - - - -	5	1	16 h)
Signal - - - - -	Appendix 5 B f		
Batter-runner interferes with - - - - -	5	5	2 b) vi
Strikes runner - - - - -	5	5	1 e)
Strikes umpire - - - - -	5	10	4 d) – g)
Strikes umpire - - - - -	5	5	1 e)
<b>FAIR TERRITORY</b> - - - - -	2	1	6
<b>FAKE TAG</b> - - - - -	5	1	17
Causes obstruction - - - - -	5	1	32 b) 3
<b>FIELDER</b> - - - - -	3	1	4
Causes obstruction - - - - -	5	1	32 b)
Deflects a batted ball out of play - - - - -	5	11	Effect b) i) 3)
Deliberately kicks ball out of play - - - - -	5	11	Effect b) i) 6) a)
Distracts batter - - - - -	5	11	Effect b) v)
Intentionally carries ball out of play - - - - -	4	3	4 a)
In game illegally - - - - -	5	11	Effect b) v
Loses possession of ball on tag play - - - - -	3	1	8 a) & b)
Positions on diamond - - - - -	5	11	Effect a) ii) 4
Unintentionally carries ball out of play - - - - -	3	2	2 a) & b)
<b>FITNESS OF GROUND</b> - - - - -	5	11	Effect a) ii) 3
<b>FLY BALL</b> - - - - -	3	6	2 a
Carried into dead ball area - - - - -	5	1	18
Intentionally dropped - - - - -	5	11	Effect b) v)
Interfered with - - - - -	5	1	29
Interfered with - - - - -	5	3	c) iv 3
Interfered with - - - - -	5	3	c) v Effect
Interfered with - - - - -	5	5	2 b) ix & x

FLEX PLAYER (FP) - - - - -	3	1	5
Listed in 10th position on line-up card - - - - -	3	2	5
May play offense & defense - - - - -	3	2	5 c)
May re-enter game - - - - -	3	2	3 e)
May replace the Designated Player on offence - - - - -	3	2	4 b) ii
FORCE OUT - - - - -	5	1	19
	5	10	3 a) iii
Runs do not score - - - - -	1	2	5 c) ii
FOREIGN SUBSTANCE ON BALL (FP) - - - - -	4	3	5 a)
FORFEIT - - - - -	1	1	3
Failure to complete game with EP - - - - -	3	2	2 a) & Effect
Ineligible player returns to game - - - - -	1	2	2 i)
Ineligible roster member used - - - - -	3	2	8 Effect f
No substitute available - - - - -	3	2	8 Effect d
Plate umpire rules - - - - -	1	1	3
Reasons for forfeit - - - - -	1	2	2 a-j
Removed or ejected team member fails to leave game - - - - -	3	5	1 c) Effect
Score of - - - - -	1	2	7 c)
Scoring records - - - - -	Appendix 6 I		
Team has insufficient players - - - - -	3	2	2 a) Effect
FOUL BALL - - - - -	5	1	20
Signal - - - - -	Appendix 5 B e		
FOUL TERRITORY - - - - -	2	1	7
FOUL TIP - - - - -	5	1	21
Is a strike - - - - -	5	1	21 b)
GAME CALLED BY UMPIRE - - - - -	1	2	1 c)
GLOVES (refer to softball glove drawing) - - - - -	2	4	1
	Appendix 4		
Use of illegal glove - - - - -	2	1	10
	5	1	34 ii)
GROUND RULE DOUBLE - - - - -	5	11	b) i) 1
Signal - - - - -	Appendix 5 B l		
GROUND RULES - - - - -	Appendix 5 A g		
Discussion with managers - - - - -	Appendix 5 A f		
HANDS NOT PART OF BAT - - - - -	5	5	1 f)
HEAD BANDS - - - - -	2	5	1 a) ii
HEAD COACH - - - - -	3	1	7
Must provide name of new coach in case of ejection - - - - -	3	4	2 b)
Name must be listed on line-up card - - - - -	3	2	1 a) iii
Responsible for signing line-up card - - - - -	3	4	2 a)
HELMET - - - - -	2	1	8
Accidentally dislodged - - - - -	5	8	a) ii
Are mandatory (FP) - - - - -	5	8	a)
Catcher's helmet not required to have earflaps - - - - -	2	1	8 b)
Damaged helmets prohibited - - - - -	2	1	8
Defensive player may wear - - - - -	2	1	8 b)
Deliberately removed during play - - - - -	5	8	a) i
Must have two earflaps - - - - -	2	1	8 a)
Thrown ball contacts helmet - - - - -	5	8	b) i
	5	8	b) ii
HIT BY PITCH (Batter) - - - - -	5	1	22
Ball is dead - - - - -	5	11	Effect a) 5
HOME PLATE - - - - -	Appendix E		
HOME RUN - - - - -	5	5	1 g)
Removal of helmet on a home run - - - - -	5	8	a)
Signal - - - - -	Appendix 5 B m		
HOME AND VISITING TEAM - - - - -	1	1	4
ILLEGAL BAT - - - - -	2	1	9
Batter in box with - - - - -	5	4	4 a) iii
Batter is out for using - - - - -	5	4	4 a) iii

Dead ball - - - - -	5	4	4b)
ILLEGAL GLOVE - - - - -	2	1	10
Batter-runner not out - - - - -	5	7	
Runner not out - - - - -	5	7	c)
ILLEGAL PITCH - - - - -	4	3	1 to 7 & Effect
Hits batter - - - - -	4	3	1 Effect e)
Is nullified - - - - -	4	3	1 Effect c)
On squeeze play - - - - -	4	3	4 b) Effect
Option given - - - - -	4	3	1 Effect b) & c)
Pitcher throws to base from pitcher's plate - - - - -	4	3	7
What constitutes - - - - -	4	3	1-7 Effect
ILLEGAL PITCHER - - - - -	4	1	3
	4	8	
Declared when defense exceeds conference limit - - - - -	4	2	1 a) Effect
Returns to pitching position - - - - -	4	8	Effect
ILLEGAL PLAYER - - - - -	3	1	8
Must be appealed - - - - -	3	2	8 Effect a)
Penalty for use of - - - - -	3	2	Effect d)
ILLEGAL RE-ENTRY - - - - -	3	1	9
DP bats in incorrect position - - - - -	3	1	9 a)
Penalty for use of - - - - -	3	2	Effect d)
Use of Ineligible Replacement Player - - - - -	3	2	8 Effect
ILLEGAL SUBSTITUTE - - - - -	3	1	10
Must be appealed - - - - -	3	3	a) 1
Penalty for use of - - - - -	3	2	8 Effect a)
ILLEGAL WARM-UP BATS - - - - -	2	3	2
Specifications - - - - -			Appendix 2 B
Penalty for use of - - - - -	5	3	e Effect
ILLEGALLY BATTED BALL - - - - -	5	1	23
Ball is dead - - - - -	5	4	4 b)
Batter is out - - - - -	5	4	4 a)
Runners must return - - - - -	5	4	4 b)
ILLEGALLY CAUGHT BALL - - - - -	5	1	24
Runners may advance without liability - - - - -	5	10	1 j)
INCOMPLETE GAME - - - - -	1	2	1 f
INCORRECT UNIFORM NUMBER ON LINE-UP CARD - - - - -	3	2	1 e)
INELIGIBLE PLAYER - - - - -	3	1	11
Called out - - - - -	3	2	8 Effect d) iii
Causes forfeit - - - - -	3	2	8 Effect d) i
Removed from game - - - - -	3	2	8 Effect d)
INELIGIBLE REPLACEMENT PLAYER - - - - -	3	1	12
Use of considered an Illegal Re-entry - - - - -	3	2	Effect d)
IN FLIGHT - - - - -	5	1	25
IN JEOPARDY - - - - -	5	1	27
IN PLAY (Ball) - - - - -	1	1	7 b)
Out of play lines - - - - -	5	11	Effect b) 5 & 6
INFIELD - - - - -	2	1	10
INFIELDER - - - - -	3	1	13
INFIELD FLY - - - - -	5	1	26
Ball remains alive - - - - -	5	1	26 b)
Batter-runner out - - - - -			Appendix 5 A 1 5
Signal - - - - -			Appendix 5 A 1 5
Takes precedence over deliberately dropped ball - - - - -	5	1	29
INJURED PLAYER - - - - -			
May be replaced at pre-game meeting - - - - -	3	2	3 c)
May be substituted prior to advancing to an awarded base - - - - -	3	2	3 c)
Umpire should suspend play - - - - -	3	6	7 f)
INNING - - - - -	1	1	5
INSULTING REMARKS TOWARD PLAYERS OR UMPIRES - - - - -	3	5	1 c) i
INTENTIONAL BASE ON BALLS (WALK) (FP) - - - - -	5	1	28



	5	5	1 b) ii
Ball is dead - - - - -	5	1	28
INTENTIONALLY DROPPED FLY BALL - - - - -	5	1	29
Batter-runner out - - - - -	5	5	2 a) v
Infield Fly takes precedence - - - - -	5	1	29
Runner returns - - - - -	5	5	2 b) xiv
Trapped ball not considered to be dropped - - - - -	5	1	29
INTERFERENCE - - - - -	5	1	30
Act of overrides obstruction - - - - -	5	10	2 d) ii
Ball dead - - - - -	5	3	c) v Effect
Batted ball striking umpire - - - - -	5	5	1 e)
Batter-runner returns to bat - - - - -	5	10	3 c) iv
By base coach - - - - -	5	10	3 c) viii
By batter - - - - -	5	5	2 b) vii & viii
By batter-runner - - - - -	5	5	2 b) ii -xi
By immediate preceding runner - - - - -	5	5	c) ii Effect
By member of team at bat - - - - -	5	5	2 b) x
By non-team member - - - - -	5	5	2 c) ii
By on-deck batter - - - - -	5	5	2 b) ix
By plate umpire - - - - -	5	10	3 d)
By runner - - - - -	5	5	2 b)
Caused by offensive team equipment - - - - -	5	3	e Effect
Hitting a batted ball a second time - - - - -	5	4	4 b) viii
Runners return - - - - -	5	4	4 b)
Runners return unless forced - - - - -	5	3	c v Effect 1 b
With a dropped third strike - - - - -	5	5	2 b) vii
With a live ball - - - - -	5	10	3 c) iv
JEWELRY - - - - -	2	5	1 g)
Player removed from game - - - - -	2	5	1 Effect
JUDGMENT DECISIONS DISPUTED - - - - -	3	5	1 a)
JUNIOR AGE PLAYERS MUST WEAR A HELMET WHILE COACHING OR ACTING AS BAT BOYS/GIRLS - - - - -	3	4	3 d Effect
LEAPING (FP) - - - - -	4	1	4
LEGAL DELIVERY - - - - -	4	3	3
LEGAL TOUCH (TAG) - - - - -	5	1	42
Batter-runner is out - - - - -	5	1	42 a)
Runner is out - - - - -	5	1	42 a)
LEGAL WARM-UP BATS - - - - -	2	3	2 & Appendix 2 B
On-deck batter may use - - - - -	5	3	c) iii
LEGALLY CAUGHT BALL - - - - -	5	1	9 a)
LINE DRIVE - - - - -	5	1	31
Deliberately dropped - - - - -	5	1	29
Not an Infield Fly - - - - -	5	1	26
LINE-UP & LINE-UP CARD - - - - -	3	1	13
	3	1	14
	3	2	1
Batting Order to be followed - - - - -	5	4	1
Head coach must sign - - - - -	3	4	2 a)
Incorrect uniform number listed - - - - -	3	2	1 e)
Ejection of named manager/coach - - - - -	3	2	8 Effect d
LIVE BALL - - - - -	1	1	1
Carried into dead ball territory - - - - -	5	11	Effect b) v
LOSS, CHARGED TO PITCHER (Scoring) - - - - -	Appendix 6 F		
MANAGER EJECTED - - - - -	3	2	8 Effect b)
	5	2	b Effect
MASKS AND THROAT PROTECTORS - - - - -	2	4	3 a-c
Umpire must wear - - - - -	Appendix 5 A e		
MEDICAL APPARATUS - - - - -	2	5	1 g)
MITTS - - - - -	2	4	1 a)
MODIFIED PITCHING RULES (MP) - - - - -	4	3	3

MULTICOLOURED GLOVES (Use of) - - - - -	2	4	1 c)
NO PITCH (FP) (MP) - - - - -	4	5	
Signal - - - - -			Appendix 5 B o
NAMES (Uniform) - - - - -	2	5	1 e)
Must be listed on line-up card - - - - -	3	2	3 b)
NON-TEAM MEMBER CREATES INTERFERENCE - - - - -	5	5	2 c) ii
Ball is dead - - - - -	5	5	1h)
Batter-runner is out - - - - -	5	5	2 c) ii Effect
Causes a blocked ball - - - - -	5	10	3 c) xii
Runners entitled to advance - - - - -	5	11	e)i)
NUMBERS (Uniform) - - - - -	2	5	1 d)
Incorrect number on line-up card - - - - -	3	2	1 e)
OBSTRUCTION - - - - -	5	1	32
Act of interference takes precedence - - - - -	5	10	2 d) ii
By catcher - - - - -	5	5	1 c) Effect 4)
Defensive team - - - - -	5	10	2 d) i)
Fielder cannot block base without possession of ball - - - - -	5	1	32 b) 5
Runner cannot be out - - - - -	5	10	2 d)
Runner may be out - - - - -	5	10	2 d) i 1 - 3
On squeeze play - - - - -	4	3	4 b)
OFFENSIVE CONFERENCES - - - - -	5	1	10
Offensive Player Only - - - - -	3	1	15
OFFENSIVE TEAM - - - - -	1	1	6
Attempts to create an Illegal Pitch (FP) (MP) - - - - -	4	5	e)
OFFICIAL SOFTBALL - - - - -	2	3	3
OFFICIAL BAT - - - - -	2	3	1
Shall not be an altered bat - - - - -			Appendix 2 A 12 iii
OFFICIAL EQUIPMENT- - - - -	2	1	12
Blocked ball - - - - -	5	1	7 c)
On playing field - - - - -	2	1	12
OFFICIAL SCOREKEEPER - - - - -	3	7	1
ON-DECK BATTER - - - - -	5	1	33
	5	3	
May leave on-deck circle - - - - -	5	3	c) iv
May not interfere - - - - -	5	3	d)
Must wear a helmet (FP) - - - - -	5	3	c) ii
Using illegal warm-up bats - - - - -	5	3	e Effect
ON-DECK CIRCLE - - - - -			Appendix 1 F
On-deck batter may leave circle - - - - -	5	3	c) iv
On-deck batter must use - - - - -	5	3	c) iv
ONE-METER (3 FOOT) LINE - - - - -			Appendix 1 F
Batter-runner may run out of line - - - - -	5	5	2 b) iii
Batter-runner out - - - - -	5	6	a) ii
OPTION PLAYS - - - - -	5	1	34
Catcher obstruction - - - - -	5	1	34 i)
Illegal Pitch (FP) - - - - -	5	1	34 iv)
Illegal Pitcher returns to pitch (FP) (MP) - - - - -	5	1	34 v)
Outs made using illegal glove - - - - -	5	1	34 ii)
Unannounced substitute - - - - -	5	1	34 iii)
OUT - - - - -			
Batter - - - - -	5	4	4
Batter-runner - - - - -	5	5	2
Batting out-of-order - - - - -	5	4	1 Effect
Signal - - - - -			Appendix 5 B g
OUTFIELD - - - - -	2	1	12
OVERRUNNING FIRST BASE - - - - -			
Runner attempts to go to second base - - - - -	5	10	1 h)
Runner not out - - - - -	5	10	4 j)
OVER SLIDE - - - - -	5	1	35
Appeal play at home plate - - - - -	5	10	3 a) x

Runner is not out - - - - -	5	10	4 n
Runner is out - - - - -	5	10	3 a) iv
<b>OVERTHROW</b> - - - - -	5	1	36
Award of bases - - - - -	5	11	Effect b) iii
Runners entitled to advance - - - - -	5	11	Effect b) iii
<b>PASSED BALL (FP)</b> - - - - -	4	1	5
Extra bases on an Illegal Pitch may be retained - - - - -	4	3	1 to 4 3 7 Effect a)
Runners entitled to advance - - - - -	5	10	1 j)
<b>PERSON ASSIGNED TO GAME</b>			
Interferes with fielder or ball - - - - -	5	10	3 d)
Struck by a live ball - - - - -	5	1	9 e)
<b>PINE TAR</b>			
Not allowed on ball or pitcher's hand (FP) - - - - -	4	3	5 a) & d)
Permissible on bat grip - - - - -	Appendix 2 A 11		
<b>PITCH</b> - - - - -	4	1	6
Deliberately dropped or rolled (FP) - - - - -	4	3	3 j)
(MP) - - - - -	4	3	3 j)
Delivered with catcher not in catcher's box - - - - -	3	2	2 b)
Illegal actions - - - - -	4	3	7 & Effects
Intentional Base on Balls - - - - -	5	1	28
No pitch declared - - - - -	4	5	
Quick return pitch - - - - -	4	5	b)
Must be returned directly by catcher - - - - -	4	3	6 b)
Starts - - - - -	4	3	2
Slips from pitcher's hand - - - - -	4	6	
Warm-up pitches allowed - - - - -	4	4	
Hits batter in strike zone - - - - -	5	1	22
	5	5	1 f)
Illegal on squeeze play - - - - -	4	3	4 b) Effect
Illegal Pitch hits batter - - - - -	4	Effect Sec 4.31-4.37	
<b>PITCHER</b>			
Becomes an Illegal Pitcher - - - - -	4	8	
Cannot throw to base while in contact with plate - - - - -	4	3	7
Charged with a loss (scoring) - - - - -	Appendix 6 F		
Credited with a win (scoring) - - - - -	Appendix 6 E		
Crow Hop - - - - -	4	1	2
Fails to pitch within allowed time - - - - -	5	4	3 a) iii
Hits batter in strike zone - - - - -	5	1	22
	5	5	1 f)
Hits batter with a legal pitch - - - - -	5	1	22
Hits batter with an Illegal Pitch - - - - -	4	3	1 Effect e)
Illegal Pitcher returns to pitch - - - - -	5	1	34 v)
Legal delivery - - - - -	4	3	3
May legally step off pitcher's plate - - - - -	4	3	7
May not continue wind-up after delivery - - - - -	4	3	3 i)
May return to the position - - - - -	4	7	
May use resin to dry hands - - - - -	4	3	5 b) - c)
Must bring body to full & complete stop - - - - -	4	3	1 e)
Must release pitch within 20 seconds - - - - -	4	3	3 k)
Must step forward if steps on delivery - - - - -	4	3	3 e)
Must take signal from catcher - - - - -	4	3	1 d)
Not considered in position - - - - -	4	3	1 a)
Not credited with win or loss (scoring) - - - - -	Appendix 6 E		
Penalty for extra warm-up pitches - - - - -	4	4	Effect
Pitches during suspension of play - - - - -	4	5	a)
Playing runners back from pitcher's circle (FP) - - - - -	5	10	3 b) ii)
Preliminaries - - - - -	4	3	1
Prevents batter from striking at pitch (FP) - - - - -	4	Effect 4.31-4.37	
Removed after excessive charged defensive conferences - - - - -	4	2	1 a) Effect
Rocking motion illegal - - - - -	4	3	2 b)

Starting player (pitcher) - - - - -	3	1	20
Stepping foot must point to home plate (MP) - - - - -	4	3	3 h)
Sweatband not permitted on wrist or forearm of pitching hand - - - - -	4	3	5 e)
Tape on finger of pitching hand - - - - -	4	3	5 e)
Throws from pitcher's plate - - - - -	4	3	7
Foreign substance on pitching hand - - - - -	4	3	5 a)
Warm-up pitches allowed - - - - -	4	4	a)
PITCHER'S CIRCLE (FP) - - - - -	Appendix 1 F		
PITCHER'S PLATE - - - - -	Appendix 1 E		
Pitcher must maintain contact with (FP) (MP) - - - - -	4	3	1 c)
(FP) - - - - -	4	3	3 e)
(MP) - - - - -	4	3	3 h)
PITCHING DISTANCES - - - - -	Appendix 1 F		
PITCHING POSITION (FP) (MP) - - - - -	4	3	1
PIVOT FOOT - - - - -	4	1	7
Must remain in contact with pitcher's plate (FP) - - - - -	4	3	2 b)
(MP) - - - - -	4	3	2 b)
PLATE UMPIRE - - - - -	3	6	2
Decides on fitness of ground - - - - -	3	6	2 a)
PLAYERS - - - - -	3	2	2
Attempt to create an Illegal Pitch (FP) (MP) (SP) - - - - -	4	5	e)
Become starting players - - - - -	3	1	20
Defensive positioning - - - - -	3	2	2 a) i
Defensive positioning prior to pitch - - - - -	4	3	4
Ejected for attempting to cause an illegal pitch - - - - -	4	5	e)
Ejected for distracting batter - - - - -	4	3	4 a)
Ejected for fake tag obstruction - - - - -	5	10	2 b)
Ejected for Illegal Re-entry - - - - -	3	2	8 Effect b)
Ejected for using illegal warm-up bat - - - - -	5	3	e) Effect
Entering as a Replacement Player - - - - -	3	1	19
May act as a coach - - - - -	3	1	11
May be substituted - - - - -	3	2	1 c)
	3	2	3 e)
May not wear distracting jewelry - - - - -	2	5	1 g)
May sit on bench after being removed from game - - - - -	3	1	18
May wear facemasks / guards - - - - -	2	4	3 b)
May wear helmets while on defense - - - - -	2	1	8 b)
May wear non-standard uniform - - - - -	2	5	1
Minimum number required to play - - - - -	3	2	2 a) i - ii
Must be required number to start or continue game - - - - -	3	2	2 c)
Must leave game and ground when ejected - - - - -	3	5	1 c) b) Effect
Officially in game - - - - -	3	2	3 a)
Penalty for violations - - - - -	3	1	4
Removed from game after being declared as Ineligible Player - - - - -	3	1	11
Removed from game for failure to remove illegal uniform - - - - -	2	5	1 Effect
Required to change uniform number - - - - -	3	2	6 b)
Substituted from game - - - - -	3	2	6 e) ii
PLAY BALL - - - - -	1	1	7
Batter must take position after umpire calls - - - - -	5	4	2 b)
Pitcher must be in pitching position to put ball in play - - - - -	1	1	7 a)
Signal - - - - -	Appendix 5 B a		
Team fails to resume play after call of - - - - -	1	2	2 d)
PLAY MADE BY UNANNOUNCED SUBSTITUTE - - - - -	3	2	8 Effect c)
PLAYING FIELD - - - - -	2	1	13
	2	2	
Fitness for play - - - - -	3	6	2 a
Diamond layout - - - - -	Appendix a F		

Ground rules establishing limits - - - - -	2	2	3
Using baseball field - - - - -	2	2	3 b)
Warning track - - - - -	2	2	1 c)
PRE-GAME MEETING - - - - -	1	1	18
	3	2	3 a)
PROTEST - - - - -	1	1	9
	1	2	8
	1	2	9
Effect of result of protest decision - - - - -	1	2	14
Information needed - - - - -	1	2	13
Notification of intent to lodge - - - - -	1	2	11
That will be considered - - - - -	1	2	8 a)
That will not be considered - - - - -	1	2	10
Time limit to lodge - - - - -	1	2	12
QUICK RETURN PITCH - - - - -	4	1	8
Becomes a No Pitch (FP) (MP) - - - - -	4	5	b
RE-ENTRY - - - - -	3	1	16
	3	2	8 b)
Designated Player may re-enter (FP) - - - - -	3	2	3 e)
Illegal re-entry - - - - -	3	2	8 Effect
REFUSING TO PLAY OR CONTINUE GAME - - - - -	1	2	2 b)
REGULATION GAME - - - - -	1	2	1 a-f
REMOVAL FROM GAME - - - - -	3	1	17
Altered & illegal bat must be removed - - - - -	5	4	4 b) iii
Illegal warm-up bat must be removed - - - - -	5	3	e) Effect
Ineligible player - - - - -	3	1	11
Failure of player to leave game in required time - - - - -	3	5	1 c) Effect c)
Failure of player to remove jewelry - - - - -	2	5	1 g)
Umpires may remove players for violations - - - - -	3	1	18
REMOVAL FROM PITCHING POSITION			
For exceeding defensive conference limit - - - - -	4	2	1 a) Effect
REPLACEMENT PLAYER - - - - -	3	1	18
	3	2	6 e)
Can bat & field - - - - -	3	2	6
Must be reported to umpire - - - - -	3	2	6 d)
Not subject to provisions of substitutions rule - - - - -	3	2	6 c)
Required when player bleeding - - - - -	3	2	6 b)
Statistics to be credited (scoring) - - - - -			Appendix 6 A a
To be treated as a substitute - - - - -	3	2	6 c)
Use of ineligible replacement player - - - - -	3	1	12
RESIN			
May be used on bat - - - - -			Appendix 2 A 11
Use by pitcher (FP) - - - - -	4	3	5 b-c
(MP) - - - - -	4	3	5 b-c
RETURN OF PITCH TO PITCHER BY CATCHER - - - - -	4	3	6 b)
ROSTERS - - - - -	3	2	
Eligible members may be added to line-up at any time - - - - -	3	2	1 c)
Must be male or female only - - - - -	3	2	1 d)
Use of ineligible roster members may be protested - - - - -	1	1	9 b)
	1	2	14 c)
RUNNER - - - - -	5	1	37
Abandons base - - - - -	5	10	3 a) xi
Advances on an Illegal Pitch - - - - -	4	3	1 to 7 Effect a)
Award of bases due to contact with detached player equipment - - - - -	5	11	Effect c)
Award of bases on ball carried out of play - - - - -	5	11	Effect b) v)
Award of bases on ball overthrown out of play - - - - -	5	11	Effect b) ii)
Can steal bases (FP) - - - - -	5	1	40
Cannot leave until ball reaches home plate, touches ground or is batted - - - - -	5	10	3 b) ii
Cannot leave base until pitcher releases the pitch (FP) - - - - -	5	10	3 b) ii
Closest to home is out - - - - -	5	3	c) v) Effect 1 a)

	5	5	2 b) x
Interferes with fielder attempting to field fair-batted ball - - - - -	5	5	2 b) iii
In game illegally - - - - -	3	2	8 Effect
Comes in contact with fielder not entitled to field ball - - - - -	5	10	4 c
Deflects a fair-batted ball - - - - -	5	11	b) i) 6) b)
Deliberately crashes into fielder with ball - - - - -	5	10	3 c) ix
Dislodges a base - - - - -	5	9	e)
	5	10	1 i)
Enters team area while ball alive - - - - -	5	10	3 a) xi
Entitled to advance with liability to be put out - - - - -	5	10	1
Entitled to hold base - - - - -	5	9	d)
Ejected due to deliberate crash - - - - -	5	10	3 c) ix
Fails to return to base or proceed to next base when ball in circle (FP) - -	5	10	3 b) iii
Fails to return to base while ball in play - - - - -	5	10	3 b) iv
Forfeits exemption from liability to be put out - - - - -	5	10	1 g)
Hit by batted ball - - - - -	5	10	3 c) i
	5	10	1 e) i
Illegal glove used on play - - - - -	5	7	b) & c)
Injured - - - - -	3	6	7 f)
Intentionally kicks ball - - - - -	5	10	3 c) ii
Interferes with batted ball - - - - -	5	10	3 c) iii
Interferes with fielder attempting to field or throw a ball - - - - -	5	10	3 c) iii
Interferes with play after being called out or after scoring - - - - -	5	10	3 c) v
Interferes with thrown ball - - - - -	5	10	3 c) iii
Leaves base too soon - - - - -	5	10	3 b) ii
	5	10	3 a) vii
May leave base on an appeal play - - - - -	1	2	6 b)
May leave base when fly ball first touched - - - - -	5	10	1 d)
	5	10	4 m)
May not return to a missed base after following runner has scored - - - -	5	9	h)
May return to a missed base when ball is dead - - - - -	5	10	3 a) Effect
EXCEPTION			
May wear a plastic facemask / guard - - - - -	2	4	3 b)
Misses a base - - - - -	5	10	3 a) vii & Effect
	5	10	2 d) i) 1
Misses home plate - - - - -	5	10	3 a) x
Must return to base - - - - -	5	9	b) i
Must touch awarded bases in legal order - - - - -	5	9	j)
Must wear a helmet (FP) - - - - -	5	10	3 b) 1
Not out - - - - -	5	10	4
Obstructed - - - - -	5	1	32 b)
Obstructed but cannot be out - - - - -	5	9	a)
Obstructed but may be put out - - - - -	5	10	2 d) ii
Off base when pitcher has ball in pitcher's circle (FP) - - - - -	5	10	3 b) iii
Offensive team collecting at a base to confuse defense - - - - -	5	10	3 c) vi
Out - - - - -	5	10	3 a)
Out after an obstruction - - - - -	5	10	2 d) i 1-3
Out for removing helmet - - - - -	5	8	a)
Out for switching positions on base following offensive conference - - - -	5	10	3 a) xiii & Effect
Out on appeal plays - - - - -	5	10	3 a) vii – x & Effect
Out on batter-runner interference - - - - -	5	10	3 c) v
Out on force play - - - - -	5	10	3 a) iii
Out when assisted by anyone other than a runner - - - - -	5	10	3 a) v
Passes another runner - - - - -	5	10	3 a) vi
Runs bases in reverse order - - - - -	5	10	3 c) x
Runs out of base path - - - - -	5	10	3 a) i
	5	10	4 b
Struck by a fair ball - - - - -	5	10	4 d)
	5	5	1 e)
Struck by a fair ball in foul territory - - - - -	5	10	4 e)

Struck by a fair ball while touching a base - - - - -	5 10 4 g)
Struck by a foul ball - - - - -	5 1 20 d)
Takes a running start on a fly ball - - - - -	5 10 3 a) xii
Two occupying base at same time - - - - -	5 9 f)
RUN AHEAD RULE - - - - -	1 2 3
RUNS BATTED IN (Scoring) - - - - -	Appendix 6 G b
RUNS DO NOT SCORE - - - - -	1 2 5 c)
Succeeding runner may not score - - - - -	5 9 f)
RUNS LEGALLY SCORE - - - - -	1 2 5 a)
On squeeze play - - - - -	Appendix 6 D b
SACRIFICE FLY (Scoring) - - - - -	Appendix 6 B 1 a
SAFE SIGNAL - - - - -	Appendix 5 B h
SCOREKEEPER'S SUMMARY - - - - -	Appendix 6 G
SCORING - - - - -	Appendix 6
Forfeited game records - - - - -	Appendix 6 I
SHIN GUARDS MUST BE WORN - - - - -	2 4 3 d)
For umpires - - - - -	Appendix 5 A e
SHOES MUST BE WORN - - - - -	2 4 2 a)
SINGLE UMPIRE - RESPONSIBILITIES - - - - -	3 6 4
SLAP HIT (FP) - - - - -	5 1 38
Not considered to be a bunt - - - - -	5 1 38
SMOKING NOT PERMITTED IN DUGOUT - - - - -	2 1 5
SOFTBALL - OFFICIAL BALL - - - - -	Appendix 4 A
SPECTATOR	
Abuse to - - - - -	1 2 1 e)
Causes forfeit - - - - -	1 2 1 e)
Interference by - - - - -	5 1 7 b)
	5 1 30 d)
SPIKES (SHOES) - - - - -	2 4 2
SPRAY SUBSTANCES	
Permitted on bat grip - - - - -	Appendix 2 A 11
SQUEEZE PLAY (FP) - - - - -	5 1 39
STARTING LINE-UP - - - - -	3 1 20
	3 1 14
	3 2 3 a)
Designated Player (FP) - - - - -	3 2 2 a)
	Appendix 6 A a 1
Order of line-up - - - - -	3 2 3 e)
Re-entry of - - - - -	3 2 3 e)
STARTING PLAYERS - - - - -	3 1 20
	3 2 3
Not currently in line-up can be a Replacement Player - - - - -	3 2 6 e)
Shall be official - - - - -	3 2 3
STEALING - - - - -	5 1 40
Umpire interferes with catcher's attempt to retire runner - - - - -	5 10 3 d)
STEP MAY BE TAKEN BY PITCHER - - - - -	4 3 3 e)
STEPPING OUT OF BATTER'S BOX - - - - -	5 4 3 d) vii
	5 4 4 b) vi
Batter hits ball illegally - - - - -	5 1 23 a)
	5 1 23 d)
Batter steps from one box to the other - - - - -	Appendix 6 4 b) 7
STOLEN BASE	
Scoring - - - - -	Appendix 6
STRIKE - - - - -	5 4 3
Stepping out of batter's box - - - - -	5 4 3 d) vii
Ball hits batter on swing - - - - -	5 4 3 c) ii
Ball hits batter on third strike - - - - -	5 4 4 b) i
Called by umpire - - - - -	5 4 3 b) i to x
Signal - - - - -	Appendix 5 B b
Third strike rule (FP) - - - - -	5 1 44

STRIKE ZONE (FP) - - - - -	5	1	41
SUBSTITUTES - - - - -	3	1	21
Cannot re-enter - - - - -	3	2	1 a) ii
Eligible roster members may be added to list of - - - - -	3	1	18
For injured runners - - - - -	3	2	1 c)
Substitutes considered in game - - - - -	3	2	3 c)
May be used as a Replacement Player - - - - -	3	2	8 c)
May enter at pre-game meeting - - - - -	3	2	6 e i) & ii)
May not participate in game further as players - - - - -	3	2	3 c)
Multiple substitutions allowed - - - - -	3	2	8 a)
Must notify Plate Umpire when entering game - - - - -	3	2	8 a)
No substitutes available - - - - -	3	2	8 c)
Replacement Player not considered a substitute - - - - -	3	2	8 Effect d) i
Unannounced - - - - -	3	2	6 c)
Use of Illegal Substitutes must be appealed - - - - -	3	1	9 f)
SUSPENSION OF PLAY - - - - -	3	2	8 d)
Team fails to resume play - - - - -	3	2	8 Effect
Signal - - - - -	3	6	7
TAG (LEGAL TOUCH) - - - - -	1	2	2 c)
Batter-runner is out - - - - -	Appendix		5 B i
Illegal tag - - - - -	5	1	42
Runner is out - - - - -	5	5	2 a) iii
TAGGING UP - - - - -	5	10	4 g)
Runner fails to tag up on a fly ball - - - - -	5	10	3 a) ii
Runner may legally advance - - - - -	5	1	43
Runner not out - - - - -	5	9	g)
TAPE ON BAT - - - - -	5	1	43
TAPE ON PITCHING HAND - - - - -	5	10	41
TEAM - - - - -	2	1	1
Forfeits - - - - -	Appendix		2 11
Number of players required to start or continue a game - - - - -	4	3	5 e)
TEAM MEMBER - - - - -	1	1	2
TEAM OFFICIALS EJECTED - - - - -	1	1	6
For a second charged offensive conference - - - - -	1	1	3
For an Illegal Re-entry - - - - -	3	2	2 a)
For attempting to create an Illegal Pitch - - - - -	3	1	21
For coaching infractions - - - - -	5	2	b) Effect
TEMPORARY RUNNER - - - - -	5	2	b) Effect
Incorrect runner placed on base - - - - -	3	2	8 Effect
Play continues - - - - -	4	5	e)
Regulation tie game declared - - - - -	3	4	Effect
Shall be replayed - - - - -	3	1	23
THIRD STRIKE RULE - - - - -	3	2	7
THROAT PROTECTORS (Mask) - - - - -	5	1	44
Umpires - - - - -	5	5	1 b)
THROW - - - - -	2	4	3 a)
THROWING TO A BASE WHILE FOOT IS IN CONTACT			Appendix 5 A e
WITH PITCHER'S PLATE (FP) - - - - -	5	1	45
(MP) - - - - -	4	3	7
TIEBREAKER - - - - -	4	3	7
Incorrect runner placed on base - - - - -	1	2	4
Play continues - - - - -	1	2	4 c)
Regulation tie game declared - - - - -	1	2	9
Shall be replayed - - - - -	1	2	1 b) & f)
Shall be replayed - - - - -	1	2	7 b)
Shall be replayed - - - - -	1	2	1 b)
Shall be replayed - - - - -	1	2	1 d)
Shall be replayed - - - - -	1	2	1 f)
TIME - - - - -	1	1	10



Dead ball - - - - -	1 2 6 c)
Signal - - - - -	Appendix 5 B i
Suspension of play - - - - -	3 6 7 d)-e)
TRAPPED BALL - - - - -	5 1 46
Not considered deliberately dropped - - - - -	5 1 29
Signal - - - - -	Appendix 5 B k
TRIPLE PLAY - - - - -	5 1 47
TURN AT BAT - - - - -	5 1 48
Player misses his turn - - - - -	5 4 1 Effect d)
Scoring - - - - -	Appendix 6 A a & b 6
UMPIRES - - - - -	3 6 1
Ball lodges in equipment or clothing - - - - -	5 11 Effect e)
Deflects a ball out of play - - - - -	5 11 b) i) 6)
Equipment, Uniform - - - - -	Appendix 5 A c-e
Fair-batted ball strikes umpire - - - - -	5 1 16 d)
	5 5 1 e)
Foul ball strikes umpire - - - - -	5 1 20 d
Hit by thrown ball - - - - -	5 10 1 c)
Judgment - - - - -	3 6 6
May confer with partner - - - - -	3 6 6
May not override a call - - - - -	3 6 6 b)
May not wear exposed jewelry - - - - -	Appendix 5 A d
May rectify calls placing players in jeopardy - - - - -	3 6 6 c)
Plate umpire interferes with catcher's attempt to throw (FP) - - - - -	5 1 30 b)
Signals - - - - -	Appendix 5 B
UNIFORMS	
Incorrect number listed on line-up card - - - - -	3 2 1 e)
For coaches - - - - -	2 6
Non-standard uniform and head covering may be worn - - - - -	2 5 1
Players - - - - -	2 5 1
Umpires - - - - -	Appendix 5 A c
Withdrawn Player required to change uniform number - - - - -	3 2 6 b)
UNREPORTED SUBSTITUTES - - - - -	3 2 8 & Effect
VISORS - - - - -	2 5 1 a) ii
WARM-UP BATS - - - - -	2 3 2
	Appendix 2 B
WARM-UP PITCHES - - - - -	4 4
WARM-UP PITCHES FOR RELIEVING PITCHER OR BETWEEN INNINGS - PENALTY (FP) (MP) - - - - -	4 4 Effect
Being taken in warm-up area - - - - -	2 4 3 a)
WHITE WEBBING, CIRCLE, OR FIGURE ON GLOVE - - - - -	2 4 1 d)
WILD PITCH (FP) - - - - -	5 1 49
Goes out of play - - - - -	5 11 Effect a) ii 2
WILD THROW - - - - -	5 1 50
WIN, CREDITED TO PITCHER (Scoring) - - - - -	Appendix 6 E
WIND-UP (Pitcher's) (FP) - - - - -	4 3 2 a)
(MP) - - - - -	4 3 2 a)
WINNER OF GAME - - - - -	1 2 7
WITHDRAWN PLAYER - - - - -	3 1 24
Provisions for use of Replacement Player - - - - -	3 2 6 a)-c)
Required to change uniform number - - - - -	3 2 6 b)
WRISTBANDS NOT PERMITTED FOR PITCHER - - - - -	4 3 5 e)

