

Softball Rules

RULE 1 - DEFINITIONS

ALTERED BAT: When the physical structure of a legal softball bat has been changed.

APPEAL PLAY: A play or a rule violation on which an umpire may not make a decision until requested by a manager, coach or player.

BALL COMPRESSION: The load force, in pounds, required to compress a softball 0.250 inches when measured in accordance with the ASTM test method for measuring compression-displacement of softballs.

BALL COR: The coefficient of restitution of a softball when measured in accordance with the ASTM test method for measuring coefficient of restitution of softballs.

BASE ON BALLS: Permits a batter to gain first base when four pitches are judged to be out of the strike zone.

BASE LINE: An imaginary line directly between bases.

BASE PATH: A line directly between a base and the runner's position at the time a defensive player is attempting to tag that runner.

BATTED BALL: Any pitched ball that hits the bat or is hit by the bat and lands either in fair territory or foul territory.

BATTER'S BOX: The area to which the batter is restricted when batting.

BATTER-RUNNER: A player who has completed a turn at bat but has not yet been put out or reached first base.

BATTING ORDER: The official listing of offensive players in the order in which they bat.

BLOCKED BALL: A batted, pitched or thrown ball that is touched, stopped or handled by a person not engaged in the game, or which touches loose equipment or any object that is not part of the official equipment or official playing area.

BLOOD RULE: Refers to a player, coach or umpire who is bleeding or who has blood on their uniform and treatment is required.

BUNT: A pitched ball that is intentionally tapped with the bat, slowly, within the infield.

CATCH/NO CATCH:

A. A catch is a legally caught ball, which occurs when the fielder catches a batted, pitched or thrown ball with the hand(s) or glove/mitt.

B. To establish a valid catch, the fielder shall hold the ball long enough to prove control of it and/or that the release of the ball is voluntary.

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/mitt. The fielder's feet must be within the field of play, touching the "out of play" line or in the air after leaving live ball territory in order to have a valid catch. A player who is "out of play" and returns must have both feet touching live ball territory or one foot touching and the other in the air, for the catch to be legal.

not a catch:

If a fielder, while gaining control, collides with another player, umpire or a fence, or falls to the ground and drops the ball as a result of the collision or falling to the ground. If a ball strikes anything other than a defensive player while it is in flight it is the same as if it struck the ground.

When a fielder catches a batted or thrown ball with anything other than the hand(s) or glove/mitt in its proper place.

CATCH AND CARRY: A legal catch followed by a defensive player carrying the ball into dead ball territory.

CATCHER'S BOX: The area to which the catcher is restricted while catching. The catcher must remain in the box until:

A. (Fast Pitch) The pitch is released.

B. (Slow Pitch) The pitched ball:

1 Is batted.

2 Touches the ground, plate, or batter.

3 Reaches the catcher's box.

CHOPPED BALL: (Slow Pitch) Occurs when the batter strikes downward with a chop- ping motion of the bat.

COACH: A person who occupies the coach's box and/or assists in the direction of their team representatives on the field.

COACH'S BOX: The area in which the base coach is restricted to prior to the release of the pitch.

COURTESY RUNNER: Any player who runs for a runner without a charged substitution.

DEAD BALL: A ball that is not in play.

DEFENSIVE TEAM: The team in the field.

DESIGNATED PLAYER (DP): (Fast Pitch) The player who is initially on the line-up card in the team's batting order but not in the defensive line-up.

DISLODGED BASE: A base displaced from its proper position.

DISQUALIFIED PLAYER: A player removed from the game for a rule violation.

DOUBLE PLAY: A play in which two offensive players are legally put out as a result of continuous action.

DUGOUT/TEAM AREA: An out-of-play area designated for players and team representatives.

EJECTED PARTICIPANT: A team representative removed from the game by the umpire, usually for an unsportsmanlike act or conduct.

FAIR BALL: A legally batted ball that:

- A. Settles or is touched on or over fair territory between home and first base or between home and third base.
- B. Bounds over or past first or third base, which is in fair territory, regardless of where the ball hits after going over the base.
- C. While on or over fair territory, touches the person, attached equipment or clothing of a player or an umpire.
- D. While over fair territory, an offensive player interferes with a defensive player attempting to field a batted ball.
- E. Touches first, second or third base.
- F. First falls or is first touched on or over fair territory beyond first, second or third base.
- G. While over fair territory, leaves the playing field beyond the outfield fence.
- H. Hits the foul pole.

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 playing field fence and perpendicularly upwards.

FAKE TAG: A form of obstruction by a fielder who attempts to tag a runner without the ball and thereby impedes a runner advancing or returning to a base.

FIELDER: Any player of the team in the field.

FLEX: The player who is initially listed in the tenth spot or the last spot in JO Pool Play when batting more than 9 on the line-up card, and may play any defensive position, and may enter the game on offense only in the Designated Players (DP) batting position.

FLY BALL: A batted ball, fair or foul, that rises into the air.

FORCE OUT: An out which may be made only when a runner loses the right to the base that the runner is occupying because the batter becomes a batter-runner, and before the batter-runner or a trailing runner has been put out.

FOUL BALL: A batted ball that:

- A. Settles or is touched (not caught) on or over foul territory between home and first base or between home and third base.
- B. Bounds or rolls past first or third base on or over foul territory.
- C. While over foul territory, touches the person, attached or detached equipment or clothing of a player or an umpire, or any object foreign to the natural ground.
- D. While over foul territory, an offensive player interferes with a defensive player attempting to field a batted ball.
- E. First hits the ground over foul territory beyond first or third base.
- F. Touches the batter or the bat in the batter's hand(s) a second time while the batter is within the batter's box.
- G. Goes directly from the bat to any part of the catcher's body or equipment and is caught by another fielder.
- H. Hits the pitcher's plate and rolls untouched to foul territory before reaching first or third base.

FOUL TIP: A batted ball that goes sharply and directly from the bat to the catcher's hand(s) or glove/mitt and is legally caught by the catcher.

HOME TEAM: The team that starts the game on defense.

ILLEGAL BAT: A bat that does not meet the requirements of an official bat or warm-up bat.

ILLEGALLY BATTED BALL: Occurs when the batter hits the ball fair or foul and:

- A. At the time the bat makes contact with the ball, the entire foot is completely outside the lines of the batter's box and on the ground.
- B. At the time the bat makes contact with the ball, any part of the foot is touching home plate.
- C. An illegal, altered or non-approved bat is used.
- D. At the time the bat makes contact with the ball, the batter's entire foot has contacted the ground out of the batter's box and returned to hit the ball while inside the box.

ILLEGAL PLAYER: A player who takes a position in the line-up, either on offense or defense, who does not have a legal right to that position.

IN FLIGHT: The term used for any batted, thrown or pitched ball which has not yet touched the ground or some object or person other than a fielder.

IN JEOPARDY: A term indicating that the ball is in play and an offensive player may be put out.

INELIGIBLE PLAYER: A player who does not meet the requirements of the USA Softball Code.

INFIELD: That portion of the field in fair territory that includes areas normally covered by infielders.

INFIELDER: A fielder who defends the area of the field around first, second, third or shortstop areas.

INFIELD FLY: A fair fly ball, not including a line drive or an attempted bunt, which can be caught by an infielder, pitcher or catcher with ordinary effort when first and second or first, second and third bases are occupied with less than two outs.

INNING: That portion of a game within which the teams alternate on offense and defense and in which there are three outs for each team. A new inning or half inning begins immediately after the final out of the previous inning or half inning.

INTERFERENCE: The act of an offensive player or team member, umpire or spectator that impedes, hinders, or confuses a defensive player attempting to execute a play. Contact is not necessary.

LINE DRIVE: A batted ball that travels parallel or near the ground through most of its flight.

LINE-UP CARD: The official document listing starting players and substitutes of a given team.

MANAGER: The team representative that must have control of their team at all times on and off the field.

NON-APPROVED BAT: A bat that does not meet USA Softball specifications or is on the current USA Softball non-approved bat list with USA Softball Certification Marks.

OBSTRUCTION: The act of a defensive team member:

- A. Who hinders or impedes a batter from striking at or hitting a pitched ball.
- B. Who impedes the progress of a runner or batter-runner who is legally running the bases unless the fielder is;
 - 1 in possession of the ball.
 - 2 in the act of fielding a batted ball.

Note: Contact is not necessary to impede the progress of the batter-runner or a runner.

OFFENSIVE TEAM: The team at bat.

ON-DECK BATTER: The offensive player who is scheduled to bat next.

ON-DECK CIRCLE: The area nearest the offensive team's dugout in which the next batter is restricted to before the release of the pitch.

OUTFIELD: That portion of the field in fair territory which is normally covered by outfielders.

OUTFIELDER: A fielder who defends the area of the field that the left, left-center, right-center, and right fielders normally play.

OVER SLIDE: The act of an offensive player when, as a runner, slides beyond or loses contact with a base the player is attempting to reach.

OVERTHROW: A thrown ball from a fielder that goes:

- A. Beyond the boundary lines of the playing field (dead ball territory), or
- B. Becomes a blocked ball.

PARTICIPANT: A starting player, substitute, manager, coach or other team representative located in the dugout, team area or playing field.

PASSED BALL: A legally delivered pitch that should have been held or controlled by the catcher with ordinary effort.

PIVOT FOOT: The foot which:

- A. (Fast Pitch) must remain in contact with the pitcher's plate prior to pushing off.
- B. (Slow Pitch) the pitcher must keep in contact with the pitcher's plate until the ball is released

PLAY: An attempt by a defensive player to retire an offensive player. A pitch is not considered a play except as it relates to an appeal.

PLAY BALL: The term used by the plate umpire to indicate that play shall start.

PROTEST: A formal request to review the decision of an umpire's rule interpretation.

QUICK PITCH: A pitch made with the obvious attempt to catch the batter off balance.

RUNNER: An offensive player who has reached first base and has not yet been put out or scored.

SACRIFICE FLY: Scored when, with fewer than two outs, the batter scores a runner with a fly ball or line drive that is:

A. Caught.

B. Dropped by any fielder and, in the scorer's judgment, the runner could have scored after the catch had the fly ball or line drive been caught.

STARTING PLAYER: A player listed on the line-up card that is inspected and approved by the plate umpire.

STRIKE MAT: A Mat 24 inches long with a V shaped cut out with the edges 12 inches long to fit tight with the point of home plate.

SUBSTITUTE: Any member of a team's roster who is not listed as a starting player, or a player who leaves and re-enters the game.

TAG: A legal tag is the act of a defensive player:

A. Touching a base with any part of the body while holding the ball securely and firmly in the hand or glove or:

B. Touching the runner or batter-runner with the ball while securely held in the hand or glove.

TIME: The term used by the umpire to suspend play.

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

TURN AT BAT: When a player first enters the batter's box and continues until the player is substituted for, put out, or becomes a batter-runner.

RULE 2 - PLAYING FIELD

Establish all rules pertaining to the playing field before the game begins.

RULE 3 - EQUIPMENT

PREAMBLE TO RULE 3:

Rule 3 governs the equipment to be used in USA Softball Championship Play. Equipment bearing USA Softball's approved certification mark(s) should not be construed as a warranty or guarantee that the equipment is safe or will safeguard participants or spectators from injury. Instead, USA Softball's certification marks merely indicate that the equipment model has been tested and complies with USA Softball's rules for Championship Play. The primary purpose of Rule 3 and USA Softball's equipment standards is to promote competitive balance and to preserve the integrity of the sport of amateur softball. The use of USA Softball approved equipment in Championship Play or otherwise should not be considered a guarantee that participants, spectators or others will be safe or free from injury or harm. There are risks and dangers incidental to the game of softball including specifically, but not limited to, the danger of being injured by thrown bats, thrown balls, batted balls or other objects.

SECTION 1 - OFFICIAL BAT

A. CERTIFIED/APPROVED:

1. The official bat made up of the knob, handle, grip, taper, barrel and end cap shall be free of burs, dents, cracks, sharp edges, rattles and show no signs of excessive wear. The official bat may be marked OFFICIAL SOFTBALL by the manufacturer and shall be no more than 34 inches long nor exceed 38 ounces in weight. The official bat shall not be more than 2.250 inches in diameter at its largest part, including any tolerance for expansion. Exception: Senior Softball bats may be used *by players older than 65 years old*

B. SAFETY KNOB: The knob shall have a diameter of at least 1.6 inches with no sharp edges. The knob will be permanently attached to the bat and may be covered with grip tape.

C. HANDLE: The region of the bat from the knob, not including the knob, to the start of the taper where the diameter increases. The handle will include a grip.

D. GRIP: The Handle region of the bat must have a grip made of cork, grip tape, or other synthetic material. No bare metal, wood or composite material may be exposed in this area. The grip shall not be

less than 6" and not more than 15" from the knob. Resin, pine tar or spray substances are permissible on the grip region only.

E. TAPER: The transition area between the handle and the barrel. The taper shall have a generally conical shape. It starts where the barrel decreases in size and ends where the handle diameter becomes constant.

F. BARREL: The region of the bat from the taper to the end cap, not including the end cap. The barrel region shall be smooth and round within 0.050 inches in diameter.

G. END CAP: The cap placed at the barrel end of the bat. The end cap shall be permanently affixed to the bat to prevent alterations to the interior of the bat. It shall be affixed so that it cannot be removed by anyone other than the manufacturer without damaging or destroying the end cap or barrel.

H. ALTERED BAT: A USA Softball Official Bat's characteristics shall remain fixed at the time of manufacture and may not be altered in any way other than specifically provided for in Rule 3, Section 1 or as specifically approved by USA Softball. Approved bats shall be considered altered if they are rolled, shaved, repainted, weighted or modified to change their characteristics from that produced by the manufacturer. Identifying the bat by means of laser marking, engraving, or painting the name or number of the player will not make the bat an altered bat.

I. CONSTRUCTION: The official bat shall be of one piece construction

- a. Single Wall aluminum
- b. Wood

* Note: If the bat is not constructed of wood, and not made of one-piece construction with the barrel end closed, the barrel end shall have a rubber or vinyl plastic or other approved material insert, or end cap at the large end of the bat.

SECTION 2 - WARM-UP BAT

This does not pertain to the Northwoods Church Softball league

SECTION 3 - OFFICIAL SOFTBALL

A. The League will provide the game balls to each team representative.

E. THE 12-INCH BALL: The official 12-inch softball shall be 11 7/8 – 12 1/4 inches in circumference when measured across two seams and weigh 6.50 - 7.00 ounces. It shall have no fewer than 88 stitches in each cover, sewn by the two needle method, or with an authentic facsimile of stitching as approved by USA Softball. It is acceptable for the Slow Pitch ball to be molded and the facsimile of 88 stitches must be red.

1 Slow Pitch Ball: The yellow optic cover, red stitch 12-inch ball with a size of 11.875 inches or over, a weight of 6.250 ounces or over, a COR of .520 or under, a compression of 425.0 lbs. or under,

F. THE 11-INCH BALL: The official 11-inch softball shall be at least 11.0 inches in circumference. It shall weigh at least 6.0 ounces. The smooth-seamed style shall not have fewer than 80 stitches in each cover, sewn by the two-needle method, or with an authentic facsimile of stitching as approved by USA Softball. It is acceptable for the Slow Pitch ball to be molded and the facsimile of 80 stitches must be red.

1 Slow Pitch Ball: The yellow optic cover, red stitch 11-inch ball with a Ball COR of .520 or under, and a Ball Compression of 425.0 lbs. or under, shall be used in the following USA Softball play:

SECTION 4 - ALL EQUIPMENT

A. Notwithstanding the foregoing, USA Softball reserves the right to withhold or withdraw approval of any equipment which, in USA Softball'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 player's equipment rather than the player's individual skill.

Note: The characteristics of any approved equipment cannot be unnaturally changed. Examples include icing, cooling, or heating of any equipment. In addition, approved bats shall not be rolled, shaved or modified to change their characteristics from that produced by the manufacturer. Warming devices for bats are not approved.

RULE 4 - PLAYERS, COACHES, SUBSTITUTES

SECTION 1 - PLAYERS

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

1 Line-up cards are to be completed at the start of each game. A starting player shall be official when the line-up is inspected and approved at the pre-game meeting. T

2 Eligible roster members may be added to the available substitute list at any time during the game.

B. Male rosters shall include only male players and female rosters shall include only female players.

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

3 Slow Pitch:

a. 10 players as follows: Pitcher (F1), catcher (F2), first base player (F3), second base player (F4), third base player (F5), shortstop (F6), left fielder (F7), left center fielder (F8), right center fielder (F9) and right fielder (F10).

b. 10 Players with Extra Player (EP): 11 players with only 10 playing defense.

c. Coed 10 players five male and five females: Pitcher (F1), catcher (F2), first base player (F3), second base player (F4), third base player (F5), shortstop (F6), left fielder (F7), left center fielder (F8), right center fielder (F9) and right fielder (F10).

D. Short Handed Rule:

1 To start a game:

a A game may begin or finish with one less than required to start.

b The vacant position must be listed last in the batting order.

c An out will be recorded when the vacant position in the batting order is scheduled to bat.

d (Coed Slow Pitch) If a team plays shorthanded with either three players in the infield or outfield, at least one must be male and at least one must be a female.

Effect: Failure to have the required number of eligible players to start or continue a game will result in a forfeit.

2 To continue a game once started with a full team listed on the line-up card:

a If a team begins play with the required number of players as listed, that team may continue a game with one less player than is currently in the batting order whenever a player leaves the game for any reason other than ejection. Under no circumstances shall a team be permitted to bat less than 10 in Slow Pitch when using an EP and less than 11 in Slow Pitch when using two EPs.

Exception:. When a team elects to use more than nine batters an out will be recorded if a player leaves the game for any reason other than injury or ejection. If a player leaves for an injury and cannot continue in the game, the game will continue with the injured player(s) batting position(s) being skipped without being recorded. Teams cannot play with fewer than eight players.

b If playing shorthanded and a substitute arrives the substitute must be inserted immediately into the vacant spot. If the substitute refuses to enter for any reason that player becomes ineligible for the remainder of the game.

c (Coed) If another player of the correct gender arrives, that player must be inserted into the line-up in the vacant spot by alternating genders.

d If the player leaving the game is a runner or batter, the runner or batter shall be declared out.

e When the player who has left the game is scheduled to bat, an out shall be declared for each turn at bat. An inning or the game can end with an automatic out.

f The player who has left the game cannot return to the line-up.

Exception: A player who has left the game under the blood rule may return even after missing a turn at bat.

g (Coed) The batting order must still alternate and the defensive positioning remains as required.

Effect: Failure to have the required number of eligible players to start or continue a game will result in a forfeit.

E. Eligibles - Co-Rec

1. Any female player
2. Any player age 65 and older
3. Any player over the age of 12 but under the age of 18 (at the start of season)

SECTION 2 - AMERICAN DISABILITY ACT RULE

These Rules shall be subject to requests for reasonable modification for purposes of complying with the Americans with Disabilities Act (ADA) unless such modifications would change the fundamental nature of the activity or would pose a significant risk to the safety of other participants. A person who, because of a disability, would like a reasonable modification to the Rules in order to participate should advise the applicable Local Association Member, league, tournament director, and/or event organizer of the requested modification, why it is needed, and how the modification would avoid disability discrimination, including how the modification will address the player's specific disability. Such modification requests should be made sufficiently in advance so that an individualized inquiry may be undertaken to decide whether to allow the requested modification. Such an inquiry will include consideration of the participant's specific circumstances and the purpose of the rule, policy, or practice at issue. It is highly recommended that participants provide notice of such requests to the applicable Local Association Member, league, tournament director, and/or event organizer sufficiently in advance of and prior to or during the league or tournament.

A. This rule may be used for a player that has been determined by the American Disabilities Act of July 25, 1990, to be physically challenged. As a result of the player's disability, the player can play either offense or defense.

B. In appropriate circumstances, the following Rules may be used in the event a person is determined to be an ADA Player. In order for these ADA Flex Player, EP and DP rules to apply, the ADA player's specific disability shall correspond to the need for the application of these Flex Player, EP and DP rules.

C. Teams using a physically challenged player on offense or defense must have 11 players. If the physically challenged player can play both, 10 players are needed.

D. When a physically challenged person plays offense only, the team will follow the EP rule as written. There would be 11 hitters including the ADA player, and only 10 who play defense.

E. When a physically challenged player plays defense only, they will be listed as the FLEX and placed last in the line-up. The team has the option to bat 10 or 11 players (if the EP is also used). When using a FLEX, it must be made known prior to the start of the game.

F. If a team starts the game with the FLEX option, the FLEX player can never play offense. If this person for any reason cannot continue to play and the team has no other physically challenged player for a substitute, the EP can now play defense.

G. The FLEX position has the same re-entry status as any other starting position as long as the person substituted is also determined to be physically challenged under the ADA program. The original FLEX player may re-enter only in the same spot in the line-up.

H. (Coed) When a FLEX or two FLEX players, one male and/or one female are used, the name(s) must be inserted at the end of the line-up. The EP or two EP's can be listed anywhere in the first 10 positions.

Note: This special rule has been adopted to accommodate the athlete who is physically challenged. The intent is not to change the game and/or not to deprive any player from playing who would normally play, therefore, when using the EP, the normal EP rules will be followed including substitutions and re-entry. If the EP is used in addition to the FLEX, the FLEX must play defense and any of the other 11 players will be eligible to play defense. Only 11 are allowed to bat.

I. The DP/FLEX rule in fast pitch accommodates the ADA rule.

J. Any eligible player on the official line-up, including available substitutes, may be used as a courtesy runner for an ADA player.

K. A participant who is hearing-impaired may use a sign language interpreter or other auxiliary hearing aid during play to assist that hearing-impaired participant. A sign language interpreter shall be allowed in the dugout, on the field of play (fair or foul territory), or in other areas in order to be able to provide communication to the hearing-impaired participant, but such sign language interpreter shall be subject to any other rules, policies or practices generally applicable to participants, including submitting to and passing an annual background check screening, if applicable. Any concerns, issues or requests concerning the specific location of such interpreters on the field of play shall be resolved by the umpire(s) during gameplay and such concerns or requests shall be addressed to and resolved by the applicable Local Association Member, league, tournament director, and/or event organizer in advance of gameplay. It is highly recommended that participants provide notice of such requests to the applicable Local Association Member, league, tournament director, and/or event organizer sufficiently in advance of and

prior to or during the league or tournament registration process prior to the start of a season or tournament.

L. Subject to the requirements of this rule, any player with a disability, including a diabetic condition, who needs to come out of the ball game while on offense or defense due to the disability, including when batting due to a sugar imbalance caused by diabetes, may have a replacement player substitute for the player until such time as the disability subsides. In order to qualify under this rule, the player with the disability must be disclosed and noted by the player's manager to the umpire at the home plate conference at the outset of play. In the umpire's discretion, the umpire may waive the requirement that the subject player be disclosed at the home plate conference at the outset of play. For purposes of this rule, the term disability shall be defined and construed consistent with the definition of disability in the Americans with Disabilities Act.

Section 4 - EXTRA PLAYER (Slow Pitch)

1. Open Rec - Unlimited Extra Players may be used
2. Co-Rec
 - a. Unlimited eligible Extra Players may be in the lineup
 - b. 2 additional adult males may be used as Extra Players and be placed at the bottom of the lineup once the team completes the alternating player requirement

SECTION 5 - RE-ENTRY

A. Any player may be substituted for or replaced and re-entered once, provided the players occupy their same batting position in the batting order.

B. The starting player and their substitute may not be in the line-up at the same time.

C. If a player re-enters the game a second time or a player re-enters the game in a position in the batting order other than their original starting or substitute position, this is considered an illegal re-entry.

Effect - Section 5A-C: Violation of the re-entry rule is considered an illegal player. The illegal player shall be disqualified. Rule 4, Section 6F[4].

SECTION 6 - SUBSTITUTES/ILLEGAL PLAYER

A substitute may take the place of a player whose name is in their team's batting order. The following regulations govern player substitutions:

A. The manager or team representative of the team making the substitution shall notify the plate umpire or opposing team at the time the substitute enters.

B. A substitute shall be considered officially in the game when reported to the plate umpire. The player does not violate the unreported substitute rule until a pitch, legal or illegal, or a play has been made. The use of an unreported substitute is handled as a protest by the offended team while the player is in the game.

Effect: Upon being properly protested, the player will now be officially in the game, and subject to penalties as appropriate and listed in Rule 4, Section 6C[1-9].

C. A substitute who enters the game without reporting is considered an unreported substitute:

1 After a pitch, legal or illegal, or a play made.

Effect: Player is officially in the game and all action stands.

2 When an unreported substitute is discovered while at bat.

Effect: The unreported substitute is officially in the game and assumes the ball and strike count and all action stands.

3 When discovered after completing their turn at bat and:

a BEFORE the next pitch, legal or illegal.

b BEFORE the defense has left the field of play.

c BEFORE the umpires have left the field of play.

Effect:

1 The unreported substitute is officially in the game and called out.

2 All other outs that occur on this play stand.

3 All other runners will return to the base occupied at the time of the pitch.

4 When discovered after completing their turn at bat and:

a AFTER the next pitch, legal or illegal.

b BEFORE the defense has left the field.

c BEFORE the umpires have left the field of play.

Effect:

- 1 The unreported substitute is officially in the game.
- 2 Any advance of a runner as a result of the play is legal.

5 When a runner and that runner is protested BEFORE a pitch, legal or illegal, or a play made.

Effect: No penalty. Replace the unreported substitute with the correct player or enter them as a legal substitute.

6 When a runner and that runner is protested AFTER a pitch, legal or illegal, or a play made.

Effect: The runner is officially in the game. Any advance of the runners is legal.

7 When on defense is protested by the offense BEFORE a pitch, legal or illegal.

Effect: No penalty. Replace with the correct player or enter them as a legal Substitute.

8 When on defense MAKES A PLAY and is protested:

- a BEFORE the next pitch, legal or illegal.
- b BEFORE the defense has left the field.
- c BEFORE the umpires have left the field of play.

Effect: The unreported substitute is officially in the game and the offensive team has the option to:

- 1 Take the result of the play or
- 2 Have the last batter return to bat and assume the ball and strike count AND
- 3 All runners return to the last base occupied prior to the play.

9 When on defense is protested AFTER a pitch, legal or illegal, to the next batter;

Effect: The unreported substitute is officially in the game and all play stands.

Note: If the substitute is an illegal player for any reason, the substitute will be subject to the penalty for that violation.

Note - Rule 4, Section 6C [1-9]: In 16 inch SP an appeal must be made before a pitch legal or illegal, or a hesitation.

D. If an injury to a batter-runner or runner prevents them from proceeding to an awarded base, and the ball is dead, a substitute for the batter-runner or runner may be made. The substitute will be allowed to

proceed to any awarded base(s). The substitute must legally touch any awarded or missed base(s) not previously touched. This is not a courtesy runner, but a legal substitute.

E. A player will not violate the illegal player rule until a pitch, legal or illegal, or a play made. The use of an illegal player is handled as a protest by the offended team while the player is in the game.

Effect: Once the umpire has been informed, the illegal player shall be disqualified and can be legally replaced either by a substitute or a starter who re-enters the game.

F. Illegal Players Include:

1 Illegal Re-Entry. Occurs when:

- a A Starting player returns to the game a second time after being substituted for twice.
- b A starting player returns to the game, but is not in their original position in the batting order.
- c A substitute returns to the game a second time after being replaced twice.

Effect - Rule 4, Section 6F[2-4]: The Illegal Player is disqualified and replaced with a legal substitute. All other provisions of Rule 4, Section 6A-C[1-9] apply.

SECTION 7 - COACH

A. A coach is responsible for the team's actions on the field and will represent the team in communications with the umpire and opposing team. A player may be designated as a coach in the event the coach is absent or that player is acting as a player/coach.

B. A base coach is an eligible team member or coach of the team at bat who occupies the coach's box at first or third, to direct the offensive players.

1 When in the coach's box a base coach may have a score book (electronic or paper), pen, pencil, or electronic marker and an indicator all of which shall be used for scorekeeping or record keeping purposes only.

2 A base coach shall stay within the confines of these boxes with both feet.

a A coach may leave the coach's box to signal the runner to slide, advance or return to a base or move out of a fielder's way as long as the coach does not intentionally interfere with the play.

3 Base coaches may not use language that will reflect negatively upon players, umpires or spectators.

4 A base coach may address only their team members.

SECTION 8 - DISQUALIFIED OR EJECTED PARTICIPANT

A. A disqualified player is prohibited from playing but can remain in the team area or serve as a coach/manager.

Effect: If found playing, the game is forfeited.

B. An ejected participant must leave the grounds and have no contact with the umpires or participants in the game.

Effect: The game is forfeited.

C. Any arguing on the judgment of balls and strikes will result in a team warning.

Effect: Any repeat offense shall result in the ejection of that team member.

D. If a player is disqualified a team can play shorthanded, however if a player is ejected and the team does not have enough players, play cannot continue.

Effect: The game is forfeited.

SECTION 9 - BLOOD RULE

A game participant or umpire who is bleeding or who has blood on their uniform shall be prohibited from participating further in the game until appropriate treatment can be administered. If medical care or treatment is administered in a reasonable length of time, the individual will not have to leave the game. The length of time that is considered reasonable is left to the umpire's judgment. Uniform rule violations will not be enforced if a uniform change is required. The umpire shall:

A. Stop the game and immediately, call a coach, trainer or other authorized person to the injured player and allow treatment.

B. Apply the rules of the game regarding substitution, short-handed rule and re-entry if necessary.

SECTION 10 - INJURED PLAYER

During a live ball situation, when a player becomes injured, and in the umpire's judgment requires immediate attention, the umpire shall call "DEAD BALL".

Effect: Award any bases that would have been reached.

RULE 5 - THE GAME

SECTION 1 - HOME TEAM

Home team is determined by the schedule put out by Northwoods Church Softball League at the start of the season.

SECTION 2 - FITNESS OF THE GROUNDS

The fitness of the grounds for a game shall be decided solely by the plate umpire.

SECTION 3 - REGULATION GAME

A. A regulation game shall consist of seven innings. A full seven innings need not be played if the team second at bat scores more runs in six and one-half innings and/ or before the third out in the last of the seventh inning, or the run-ahead rule is applied. *(Regular season Co-Rec games will be 9 innings)*

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

C. A game shall be considered to be regulation if five or more complete innings have been played, or if the team second at bat has scored more runs in four or more innings than the other team has scored in five or more innings. A game can be called at any time because of darkness, rain, fire, panic or any other cause that places the patrons or players in peril.

D. Games that are not considered regulation shall be resumed at the exact point where they were stopped.

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

F. Games that are regulation tie games shall be resumed at the exact point where they were stopped.

SECTION 4 - FORFEITED GAMES

A forfeited game shall be declared by the umpire in favor of the team not at fault in the following cases:

A. If an umpire is physically attacked by any team member and/or spectator.

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

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

D. If, after play has been suspended by the umpire, one side fails to resume playing within two minutes after "play ball" has been declared by the umpire.

E. If a team employs tactics noticeably designed to delay or to hasten the game.

F. If, after a warning by the umpire, any rules of the game are willfully violated.

G. If the order for the ejection of a game participant is not obeyed within one minute.

H. If the ejection of a player or players from the game results in fewer than the required number of players to continue the game.

I. If an ejected participant is discovered participating or has contact with the umpires or other participants in the game.

J. If a team is playing one player short and another player becomes injured or ill leaving the team with two less players than the required number.

K. Once a game has been forfeited the forfeit cannot be changed.

SECTION 5 - SCORING OF RUNS

A. One run shall be scored each time a runner:

1 Touches first, second, third base and home plate.

2 When using the tie breaker rule, a runner starting at second base, touches third base and home plate.

Exception: All Adult Slow Pitch. Any fair ball hit over the fence for a home run or a four base award, the batter and all runners are credited with a run. The batter and all runners are not required to run the bases.

B. No run shall be scored if the third out of the inning is the result of:

1 A batter-runner being called out prior to reaching first base or any other runner forced out due to the batter becoming a batter-runner. On an appeal play, the force out is determined when the appeal is made, not when the infraction occurred. Therefore, if the batter-runner or trail runner is put out prior to an appeal, the out on the appeal will not be considered a force out.

2 A runner being put out by a tag, called out for passing a runner or a live ball appeal prior to the lead runner touching home plate.

3 A preceding runner is declared out on an appeal play.

C. No run shall be scored if a "fourth out" is the result of an appeal of a base missed or left too soon on a runner who has scored.

SECTION 6 - GAME WINNER

The winner of the game shall be the team that scores more runs in a regulation game.

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

B. The score of a regulation tie game shall be the tie score when the game was terminated.

C. The score of a forfeited game shall be seven to zero in favor of the team not at fault.

SECTION 7 - HOME RUN RULE

A. A limit of over-the-fence home runs will be used in both Open and Co-Rec divisions. The following limitations are per team per game:

Four (4)Church,

Effect: For any in excess, the ball is dead, the batter is out, and no runners can advance.

Note:

a Any fair fly ball touched by a defensive player that clears or has cleared the fence in fair territory, should be declared a four base award and shall not be included in the total of over-the-fence home runs.

b A home run will be charged for any ball hit over the fence whether runs score or not.

c Both male and female home runs count toward the Coed limit.

SECTION 8 - RUN AHEAD RULE

A. Open Rec: 20 after three innings, 15 after four innings or 10 after five innings.

B. Co Rec: 15 after 5 innings.

B. Complete innings must be played unless the home team scores the run ahead limit while at bat. When the visiting team reaches the limit in the top half of the inning, the home team must have their opportunity to bat in the bottom half of the inning.

SECTION 9 - TIE-BREAKER RULE

A. Starting with the top of any inning after regulation, and each half inning thereafter, the offensive team shall begin its turn at bat with the player who is scheduled to bat last in that respective half inning being

placed on second base (e.g., if the number five batter is the lead off batter, the number four batter in the batting order will be placed on second base. A substitute may be inserted for the runner).

B. If a team is in the tie-breaker and the Short Handed Rule is in effect, do not declare an out if the absent player is the one who should begin the half inning at second base. Instead, place on second base the player whose name precedes the absent player's name in the line-up.

SECTION 10 - DUGOUT AND ON FIELD CONDUCT

A. Coaches, players, substitutes, and other bench personnel shall not be outside the designated bench, dugout/team area except when the rule allows or is justified by the umpire.

B. Adult: Participants may not smoke or use alcoholic beverages inside the dugout or on or around the playing field.

C. Foul Language is prohibited by any Coach, Player, or Bystander associated with any of the teams.

D. Fighting is prohibited in the Northwoods Church Softball League.

Effect: Fighting will result in either suspension or expulsion from the league by the league commissioners.

Effect-Section 12A-D: The first offense is a team warning. Any repeat offense shall result in the ejection of that team member.

RULE 6C - PITCHING REGULATIONS (SLOW PITCH)

SECTION 1 - PRELIMINARIES

A. The pitcher shall take a position with both feet firmly on the ground and with one or both feet in contact with the pitcher's plate.

B. The pitcher shall not be considered in the pitching position unless the catcher is in position to receive the pitch

Effect: Section 1 A-C Illegal pitch; refer to Rule 6C Section 10 for penalty.

C. The pitcher shall not simulate a legal pitch while not in contact with the pitcher's plate.

Effect:

1 The ball is dead.

2 Illegal pitch, Ball on the batter

3 A warning is issued, and a repeat action would result in the pitcher being ruled illegal and removed from the pitching position.

SECTION 2 - STARTING THE PITCH

The pitch starts when the pitcher makes any motion with the ball after the required stop. While on the pitcher's plate prior to the required stop, any motion may be used.

SECTION 3 - LEGAL DELIVERY

A. The pitcher shall not make any motion to pitch without immediately delivering the ball to the batter.

B. The delivery is a continuous motion.

C. The pitcher shall not use a delivery in which there is a stop or reversal of the pitching motion.

D. The pitcher shall deliver the ball toward home plate on the first forward swing of the pitching arm past the hip with an underhand motion. The palm of the pitcher's hand may be over or under the ball.

E. The pivot foot shall remain in contact with the pitcher's plate until the pitched ball leaves the hand. If a step is taken, it may be forward, backward, or to the side, provided the pivot foot remains in contact with the pitcher's plate and the step is simultaneous with the release of the ball.

F. The pitch shall be delivered on the throwing arm side of the body and not behind the back or through the legs.

G. The pitch shall be released at a moderate speed. The speed is left entirely up to the judgment of the umpire.

Effect:

1 Illegal pitch; refer to Rule 6C Section 10 for penalty.

2 The umpire shall warn the pitcher who delivers a pitch with excessive speed. If the pitcher repeats such an act after being warned, they shall be removed from the pitching position for the remainder of the game.

H. The ball shall be delivered with a perceptible arc and reach a height of at least 6 feet from the ground.

I. The pitcher shall not continue any pitching motion after the ball is released.

J. The pitcher has five seconds to release the next pitch after receiving the ball or after the umpire indicates "play ball".

K. The pitcher shall not deliver a pitch from the glove.

Effect - Section 3A-K: Illegal pitch; refer to Rule 6C Section 10 for penalty.

SECTION 4 - DEFENSIVE POSITIONING

A. The pitcher shall not deliver a pitch unless all defensive players are positioned in fair territory, except the catcher who shall be in the catcher's box.

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

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

SECTION 5 - FOREIGN SUBSTANCE

A defensive player shall not, at any time during the game, be allowed to use any foreign substance upon the ball, the pitching hand or the fingers. Under the supervision and control of the umpire, powder resin may be used to dry the hands. The pitcher may wear tape on the fingers or a sweatband on the wrist or forearm of the pitching arm. Batting gloves shall not be worn on the pitching hand.

Effect:

1 Illegal pitch; refer to Rule 6C Section 10 for penalty.

2 If any defensive player continues to place a foreign substance on the ball, that player shall be ejected.

SECTION 6 - QUICK PITCH

The pitcher shall not attempt a quick return of the ball before the batter has taken a position in the batter's box or when the batter is off balance.

Effect: Illegal pitch; refer to Rule 6C Section 10 for penalty.

SECTION 7 - WARM-UP PITCHES

At the beginning of each half inning, or when a pitcher relieves another, not more than one minute may be used to deliver not more than three warm-up pitches. Play shall be suspended during this time. A pitcher returning to pitch in the same half inning will not receive warm-up pitches. There is no limitation as to the number of times a player can return to the pitching position as long as the player is legally in the game.

Effect: For excessive warm-up pitches award a ball to the batter for each pitch in excess of three. This does not apply if the umpire delays the start of play due to substitution, conference, injuries, or other umpire duties.

SECTION 8 - NO PITCH

No pitch shall be declared:

- A. When the pitcher pitches during the suspension of play.
- B. When a runner is called out for leaving a base before the pitched ball is batted, touches the ground, or reaches home plate.
- C. When a pitch is delivered before a runner has retouched their base after being legitimately off that base.
- D. When the ball slips from the pitcher's hand during the delivery or during the back swing.
- E. When a player, manager or coach calls time, employs any other word or phrase, or commits any act while the ball is live for the obvious purpose of trying to make the pitcher commit an illegal pitch.

Effect: A warning shall be issued to the offending team, and a repeat of this type act by any member of the team warned shall result in the offender being ejected from the game.

Effect - Section 9A-E: The ball is dead, and all subsequent action on that pitch is canceled.

SECTION 9 - ILLEGAL PITCH PENALTY

A. If a batter swings at or contacts any illegal pitch, it is nullified and all play stands.

B. If the batter does not swing, a ball shall be called on the batter.

RULE 7 - BATTING

SECTION 1 - BATTING ORDER

A. The batting order shall show the names, in the order in which the players are scheduled to bat.

B. The batting order must be followed throughout the game unless a player is replaced by:

1 A substitute who must take the place of the removed player in the batting order,

C. The first batter in each inning shall be the batter whose name follows the last player who completed a turn at bat in the previous inning.

Note - Section 2B&C: Batting out of order is an appeal play that may be made by the defensive team only. The appeal must be made before the next pitch, legal or illegal, before the pitcher and all infielders have vacated their normal fielding positions and have left fair territory; or on the last play of the game, until the umpires leave the field of play.

D. If batting out of order is discovered:

1 While the incorrect batter is at bat:

a. The correct batter must take the batter's position and assume the ball and strike count.

b. Any runner advanced and runs scored while the incorrect batter was at bat shall be legal.

c. There is no penalty whether discovered by the offense or defense while the incorrect batter is at bat.

2 After the incorrect batter has completed a turn at bat and before the next pitch, legal or illegal, before the pitcher and all infielders have vacated their normal fielding positions and have left fair territory; or on the last play of the game until the umpires leave the field of play:

Effect:

- a. The incorrect batter's time at bat is negated.
- b. The player who should have batted is out.
- c. Any advancement or score of a runner as a result of the incorrect batter is negated. Runners not called out must return to the last base occupied at the time of the pitch. Any runner, who is called out prior to the discovery of the infraction, remains out.
- d. The next batter is the player whose name follows that of the player called out for failing to bat.

3 After a pitch, legal or illegal, to the next batter, or before the pitcher and all in- fielders have vacated their normal fielding positions and have left fair territory; or on the last play of the game, until the umpires leave the field of play:

Effect:

- a. The turn at bat of the incorrect batter is legal.
- b. All runs scored, runners advanced, and outs made are legal.
- c. The next batter shall be that player whose name follows that of the incorrect batter.
- d. No out is called for failure to bat.
- e. Players who have not batted and who have not been called out have lost their turn at bat until their spot in the batting order is reached again.

4 Runners shall not be removed from the base occupied, except the batter-runner who has been removed from a base by the umpire as in (2) above to bat in the proper position. The correct batter misses their turn at bat with no penalty. The batter following the correct batter in the batting order becomes the legal batter.

Note - Section 2D[1-4]: In 16-Inch Slow Pitch an appeal must be made prior to a pitch, legal or illegal, or a hesitation.

E. The batting order for Coed shall alternate genders. Coed play will use an 11-inch red-stitch ball for female batters and an 12-inch red stitch ball for male batters. Effect: When the wrong ball is used, the manager of the defensive team has the option of taking the result of the play or having the last batter bat again assuming the ball and strike count prior to the wrong ball being discovered.

G. When the third out in an inning is made before the batter has completed their turn at bat, that player shall be the first batter in the next inning.

SECTION 2 - BATTING POSITION

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

B. The batter shall assume a one ball, one strike count upon entering the batter's box.

C. The batter must take the batter's position in the batter's box within 10 seconds after being directed to do so by the umpire.

Effect:

1 The ball is dead.

2 A strike on the batter.

Note: No pitch has to be thrown.

D. The batter shall not step directly in front of the catcher to the other batter's box while the pitcher is in position to pitch, or anytime thereafter prior to the release of the pitch.

Effect:

1 The ball is dead.

2 The batter is out.

3 Runners may not advance.

E. After the ball is live, the batter may not step out of the batter's box to stop play unless time has been granted by the umpire.

Effect:

1 All play shall continue.

2 The pitch will be judged as a ball or strike.

SECTION 3 - A STRIKE ON THE BATTER

A. (Slow Pitch) For each legally pitched ball passing through the strike zone before touching the ground and the batter does not swing. Any pitched ball that hits the ground cannot be legally swung at by the batter. If the batter swings and misses prior to the ball hitting the ground or plate, it is a strike.

Effect: The ball is dead.

B. When the pitch touches home plate or the strike mat.

C. For each legally pitched ball swung at and missed by the batter.

Effect: The ball is dead.

D. For each foul tip.

Effect:

1 The ball is dead.

2 The batter is out if it is the third strike.

E. (Slow Pitch) For each foul ball, including the third strike.

F. For each pitched ball swung at and missed which touches any part of the batter.

G. If a pitched ball is swung at, missed, and then hit on the follow through.

H. When any part of the batter's person or clothing is hit with a batted ball while the batter is in the batter's box and (FP) has fewer than two strikes.

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

J. When a pitched ball is prevented from entering the strike zone by any actions of the batter other than hitting the ball.

Effect - Section 4H-L:

1 The ball is dead.

2 A strike on the batter.

3 Each runner must return to the base occupied at the time of the pitch.

K. If the batter does not take their position in the batter's box within 10 seconds after being directed by the umpire.

SECTION 4 - A BALL ON THE BATTER

A. (Slow Pitch) For each legally pitched ball that does not enter the strike zone, touches the ground before reaching home plate, or touches home plate, and the batter does not swing. Any pitched ball that hits the ground or plate cannot be legally swung at by the batter. If the batter swings at a pitch after the ball hits the ground or plate:

Effect:

1 The ball is dead.

2 A ball on the batter.

3 Runners may not advance.

B. (Seniors) For each legally pitched ball that does not touch home plate or the strike mat.

C. (Slow Pitch) For each illegally pitched ball not swung at.

Exception: Slow Pitch with stealing unless the ball hits the ground before reaching home plate, hits the plate or hits the batter.

D. When a pitched ball hits the batter outside the strike zone.

E. When the catcher fails to return the ball directly to the pitcher as required.

F. For each excessive warm-up pitch.

Effect - Section 5E-H:

1 The ball is dead.

2 Runners may not advance.

SECTION 5 - THE BATTER IS OUT

A. When the third strike is:

1 Swung at and the pitched ball touches any part of the batter's person.

2 Not swung at, and the pitched ball hits the batter while the pitch is in the strike zone.

3 A pitched ball, in the umpire's judgment, which was prevented from entering the strike zone by actions of the batter other than hitting the ball.

B. When a batter enters the batter's box with or is discovered using an Altered or Non-Approved bat.

Effect:

1 The batter is out.

2 Ejected.

3 If in a tournament, may be subject to future penalties by the Tournament Protest Committee.

C. When discovered using an Altered or Non-Approved bat after completing their turn at bat and before the next pitch, legal or illegal.

Effect:

1 The batter is out.

2 Ejected.

3 If in a tournament, the player may be subject to future penalties by the Tournament Protest Committee.

4 All outs stand.

5 All other runners return to the base occupied at the time of the pitch.

D. When the batter enters the batter's box with or is discovered using an Illegal bat.

Effect: The batter is out.

E. When discovered using an Illegal bat after completing their turn at bat and before the next pitch, legal or illegal.

Effect:

1 The batter is out.

2 All outs stand.

3 All other runners return to the base occupied at the time of the pitch.

Note - Section 6B-E: If a previous batter has used the same Altered, Non-Approved or Illegal bat and a pitch, legal or illegal, has been thrown, the current batter is out.

F. When an entire foot is touching the ground completely outside the lines of the batter's box at the time the ball makes contact with the bat.

G. When any part of a foot is touching home plate at the time the ball makes contact with the bat.

H. When a batter leaves the batter's box and returns to the box and makes contact with the ball.

I. (Slow Pitch) When the batter bunts or chops the ball.

J. When members of the team at bat, including those in the team area other than runners, interfere with a player attempting to field a fair or foul fly ball.

K. When the batter hits a fair ball with the bat a second time in fair territory.

Effect - Section 6F-M:

1 The ball is dead.

2 The batter is out.

3 Runners must return to the base occupied at the time of the pitch.

Exception:

1 When the batter is in the batter's box and contact is made while the bat is in the batter's hands.

Effect: Foul ball, even if the ball is hit a second time over fair territory.

2 When the batter drops the bat and the ball rolls against the bat in fair territory, and, in the umpire's judgment, there was no intent to interfere with the ball.

Effect: The ball remains live.

3 When contact is made on the follow through after missing the pitch on the initial swing.

Effect: A The ball is dead. b A strike is called.

- L. (Slow Pitch) After a third strike, including a foul ball that is hit after two strikes.
- M. Whenever the batter due up has left the game under the Short-Handed Rule.
- N. When hindering the catcher from catching or throwing the ball by stepping out of the batter's box.
- O. When actively hindering the catcher while in the batter's box.
- P. When intentionally interfering with a thrown ball, in or out of the batter's box.
- Q. When interfering with a play at home plate.
 - Effect - Section 6N-Q:
 - 1 The ball is dead.
 - 2 The batter is out.
 - 3 Each runner must return to the last base touched at the time of the interference.
 - Exception: If no play is being made and the batter accidentally makes contact with the catcher's return throw to the pitcher.
 - Effect:
 - A The ball is dead.
 - b Any advancement of runners shall be nullified.

RULE 8 - BATTER-RUNNER AND RUNNER

SECTION 1 - THE BATTER BECOMES A BATTER-RUNNER

- A. As soon as the batter legally hits a fair ball.
- C. When four balls have been called by the umpire. The batter-runner is awarded first base.
 - Effect:
 - 2 (Slow Pitch) The ball is dead and runners may not advance unless forced.
 - 3 (Slow Pitch) If the defensive team desires to walk a batter intentionally, they may do so by notifying the plate umpire who shall award the batter first base. When two consecutive batters are to be walked intentionally, the second walk may not be administered until the first batter reaches first base. If the umpire mistakenly allows two walks at one time and the first batter fails to touch first base, an appeal shall not be honored on the first batter.
 - Effect: The ball is dead.
 - 4 (Coed) A walk to a male batter will result in a two base award. The next batter (a female) shall bat.

Effect:

a The ball is dead.

b A male batter-runner advancing to second base without touching first base shall be called out if properly appealed.

Exception: With two outs, the female batter has the option to walk or bat. Should the female batter choose to walk and pass a male batter- runner while advancing to first base, no out shall be called during this dead ball period.

D. When the catcher obstructs a batter's attempt to hit a pitched ball.

Effect: Delayed dead ball.

1 If the batter hits the ball and reaches first base safely or has passed that base and is considered to have reached it, and all other runners have advanced at least one base.

Effect:

a Obstruction is canceled.

b All action as a result of the batted ball stands.

c No option is given.

2 If all runners, including the batter-runner, do not advance at least one base.

Effect:

a The manager has the option of taking the result of the play, or

b Enforcing obstruction by awarding the batter first base.

c Runners are advanced one base if forced.

3 The catcher steps on or in front of home plate without the ball and prevents the batter from hitting the ball.

Effect:

a The ball is dead.

b The batter is awarded first base.

c Runners are advanced one base if forced.

E. When a fair batted ball strikes the person, attached equipment or clothing of an umpire or a runner: 1 After touching a fielder including the pitcher.

2 After passing a fielder other than the pitcher and no other fielder had an opportunity to make an out.

Effect - Section 1E [1 & 2]: The ball remains live.

3 Before passing a fielder without being touched.

4 Before passing a fielder, excluding the pitcher and contacts a runner who is off the base.

5 After passing a fielder and another fielder has the opportunity to make an out.

Effect - Section 1E [3-5]:

a The ball is dead.

- b The runner is out.
 - c The batter-runner is awarded first base.
 - d Runners are advanced one base if forced.
- 6 While the runner is in contact with a base. Effect:
 - a The runner is not out.
 - b The ball is live or dead depending on the position of the fielder closest to the base.
- 7 Or contacts an umpire before passing a fielder other than the pitcher. Effect:
 - a The ball is dead.
 - b The batter-runner is awarded first base.
 - c Runners are advanced one base if forced.

SECTION 2 - THE BATTER-RUNNER IS OUT

- A. Receiving two strikes, regardless of foul ball or not on the second strike.
 - Exception: Co-rec has one Courtesy strike on strike two
- B. After hitting a fair ball and the batter-runner is put out prior to reaching first base.
- C. After hitting a fly ball that is caught by a fielder before it touches the ground, any object or person other than a defensive player.
 - Effect - Section 2A-C: The ball remains live.
- D. When the batter-runner fails to advance to first base and enters the team area after:
 - 1 A batted fair ball.
 - 2 A base on balls.
 - 3 Catcher Obstruction.
 - Exception: (Slow Pitch) The ball is dead when runners are not required to run bases. Other than on a home run or a four base award, runners cannot advance unless forced.
- E. When the batter-runner runs outside the three-foot lane and, in the umpire's judgment, interferes with the fielder taking the throw at first base. The batter-runner may run outside the three-foot lane to avoid a fielder attempting to field a batted ball. When the defensive player uses the foul portion of the double base, the batter-runner can run in fair territory when the throw is coming from the foul side of first base, and if hit by the thrown ball, it is not interference. If intentional interference is ruled, the runner is out.
- F. When the batter-runner interferes:
 - 1 With a fielder attempting to field a batted ball.

2 With a fielder attempting to throw the ball.

3 With a thrown ball while out of the batter's box.

4 By making contact with a fair batted ball before reaching first base.

5 By discarding their bat in a manner that prevents the defense from making a play on the ball.

Note: If this interference is an attempt to prevent a double play, the runner closest to home plate shall be called out.

G. When the batter-runner interferes with a play at home plate in an attempt to prevent an out at home plate.

Effect: The runner is also out.

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

Effect - Section 2D-H:

1 The ball is dead.

2 The batter-runner is out.

3 Runners must return to the last base touched at the time of the interference.

I. When an infield fly is declared.

J. When an infield fly is declared and the fair batted ball hits the batter-runner before reaching first base.

Effect:

1 The ball is dead.

2 The infield fly is invoked.

K. When an infielder intentionally drops a fair fly ball, including a line drive or a bunt, which can be caught with ordinary effort with first, first and second, first and third or first, second and third bases occupied with fewer than two outs.

Effect:

1 The ball is dead.

2 The batter-runner is out.

3 Runners must return to the base occupied at the time of the pitch.

L. When the immediate previous runner who is not out intentionally interferes, in the umpire's judgment, with a fielder who is attempting to catch a thrown ball or throw a ball in an attempt to complete the play on the batter-runner.

Effect:

1 The ball is dead.

2 The batter-runner is out.

3 Runners must return to the base occupied at the time of the pitch.

M. (Slow Pitch) For excess over-the-fence home runs.

N. The double base shall be used at first base in all divisions of play. The following rules should be enforced:

1 A batted ball hitting or bounding over the white portion is fair.

2 A batted ball hitting or bounding over the contrasting color portion is foul.

3 When a play is being made on the batter-runner, the defense must use the white portion and the batter-runner the contrasting color portion of the base.

Effect: The batter-runner is out when there is a play being made at first base and the batter-runner touches only the white portion, providing the defense appeals prior to the batter-runner returning to first base. Once the runner returns to the white or contrasting color portion of the base, an appeal shall not be honored.

4 On any force out attempt from the foul side of first base the defense and the batter-runner may use either the white or contrasting color portion of the base.

5 On an errant throw pulling the defense off the white portion of the base into foul ground, the defense and the batter-runner can use either the white or contrasting color portion.

6 Once the batter-runner reaches first base, they may start on either the white or contrasting color portion of the entire base.

7 On balls hit to the outfield with no play on the batter-runner advancing to first base, the batter-runner may touch the white or contrasting color portion. Should the batter-runner return, the runner and defense can use the white or contrasting color portion.

8 When tagging up on a fly ball, the white or contrasting color portion of the base may be used. On an appeal for the runner leaving the base too soon, the defense may use the white or contrasting color of the base.

9 On plays at 1B when the batter-runner touches only the white portion and collides with the fielder about to catch a thrown ball while on the white portion of the base.

Effect:

1 The ball is dead.

2 The batter-runner is out.

3 Runners must return to the last base touched at the time of the interference.

O. When a spectator reaches into live ball territory and interferes with a fielder's opportunity to catch a fly ball.

Effect:

1 The ball is dead.

2 The batter-runner is out.

3 Runners are awarded the bases that in the umpire's judgment would have been reached had the interference not occurred.

SECTION 3 - TOUCHING BASES IN LEGAL ORDER

A. When a runner must return to a base while the ball is live or dead, the bases must be touched in reverse order.

Effect: If properly appealed the runner is out.

Exception: On a foul ball.

B. When a runner or batter-runner acquires the right to a base by touching it before being put out, the runner or batter-runner is entitled to hold that base until legally touching the next consecutive base or is forced to vacate it for a trailing runner. When a runner passes a base the runner is considered to have touched that base. This also applies to awarded bases.

C. When a runner dislodges a base from its proper position, that runner and all trailing runners are not required to follow a base out of position.

Effect - Section 3B-C:

1 The ball remains live.

2 Runners may advance or return with liability to be put out.

D. A runner shall not run bases in reverse order to confuse the fielders nor to make a travesty of the game.

Effect:

1 The ball is dead.

2 The runner is out.

E. Two runners may not occupy the same base at the same time.

Effect:

1 The runner who first legally occupied the base is entitled to that base, unless forced to advance.

2 The other runner may be put out by being tagged with the ball.

F. Failure of a previous runner to touch a base or to legally tag up on a caught fly ball, and who is declared out, does not affect the status of a trailing 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 the inning, no trailing runner may score a run.

G. No runner may return to touch a base missed or one left too soon after a trailing runner has scored or once they leave live ball territory.

H. Bases left too soon on a caught fly ball must be retouched prior to advancing to awarded bases.

I. Awarded bases must be touched in legal order.

Exception: All Adult Slow Pitch. On any fair batted ball hit over the fence for a home run or on a four base award, the batter and all runners are credited with a run. The batter and any runners on base are not required to run the bases. This eliminates any possible outs called or any appeal on the batter-runner or runners for any base running infractions.

SECTION 4 - RUNNERS ARE ENTITLED TO ADVANCE WITH LIABILITY TO BE PUT OUT

A. If Infield Fly is called with a runner on first and second, and less than two outs.

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

C. On a thrown ball that hits an umpire.

D. When a legally caught fly ball is first touched by a defensive player.

E. If a fair ball:

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

2 When a fair batted ball has been touched by a fielder, including the pitcher, and the runner did not intentionally interfere with the batted ball or the fielder attempting to field the batted ball.

Effect - Section 4A-E: The ball remains live.

F. (Men's & Women's Slow Pitch) Runners may advance when the ball reaches home plate, or:

1 When a pitched ball is batted.

2 Until the pitcher has possession of the ball in the infield and all playing action has ceased.

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

H. When a runner fails to touch a base before attempting to make the next base while the ball is live or when bases have been awarded.

I. After overrunning first base, the runner attempts to continue to second base.

J. After dislodging a base, a runner attempts to continue to the next base.

L. When an infield fly is declared and caught runners may tag-up and advance. If the ball is not caught runners may advance at their own risk.

SECTION 5 - RUNNERS ARE ENTITLED TO ADVANCE WITHOUT LIABILITY TO BE PUT OUT

A. When forced to vacate a base because the batter was awarded a base on balls.

Effect: The ball is dead.

B. When a fielder not in possession of the ball or not in the act of fielding a batted ball obstructs the progress of a runner or batter-runner.

Effect: Delayed dead ball.

1 An obstructed runner may not be called out between the two bases where obstructed.

Exceptions:

a When an obstructed runner, after the obstruction, safely obtains the base they would have been awarded, in the umpire's judgment, had there been no obstruction and there is a subsequent play on a different runner.

b An act of interference, or

c If passing another runner.

Effect A-C: The obstructed runner is no longer protected between the bases where obstructed and may be put out

d Missing a base.

e Leaving a base before a fly ball was first touched.

Effect D-E: The obstructed runner is out if properly appealed.

2 If the obstructed runner is put out prior to reaching the base which would have been reached had there been no obstruction.

Effect:

a The ball is dead.

b The obstructed runner and all other runners shall always be awarded the base or bases which would have been reached, in the umpire's judgment, had there been no obstruction.

3 If the obstructed runner is put out after passing the base which would have been reached had there been no obstruction or advanced beyond the two bases where the obstruction occurred,

Effect:

- a The ball remains live.
- b The obstructed runner is called out.

4 When a runner, while advancing or returning to a base:

- a Is obstructed by a fielder who neither has the ball or
- b Is attempting to field a batted ball, or
- c When a fielder fakes a tag without the ball

Effect:

1 The obstructed runner and all other runners shall always be awarded the base or bases which would have been reached, in the umpire's judgment, had there been no obstruction.

Note: Obstructed runners are required to touch all bases in proper order and may be called out if properly appealed.

2 In the umpire's judgment, a defensive player making a fake tag could be ejected from the game.

Note: Should an act of interference occur following any obstruction, the interference takes precedence.

D. When forced to vacate a base because the batter was awarded first base.

F. When a fielder intentionally contacts or catches a fair batted, thrown or pitched ball with any part of the uniform or equipment that is detached from its proper place.

Effect: Delayed dead ball. The batter and runners are entitled to:

- 1 Three bases from the time of the pitch on a batted ball.
- 2 Two bases from the time of the throw on a thrown ball.
- 4 If the illegal catch or touch is made on a fair batted ball which, in the umpire's judgment, would have cleared the outfield fence in flight, the batter-runner shall receive a four base award.
- 5 On a pitched ball that eludes the catcher and is retrieved with detached equipment, there is no penalty if:
 - a Runners are not advancing,
 - b No apparent play is possible,
 - c No advantage is gained.

G. When the ball is live and is overthrown or is blocked:

Effect:

- 1 All runners shall be awarded two bases.
- 2 The award shall be governed by the position of the runners when the ball left the fielder's hand.

Note: Runners must return to touch a base missed or left too soon. When two runners are between the same two bases, the award is based on the position of the lead runner. Once a base runner advances to the next awarded base, the runner may no longer return to touch any base missed or left too soon.

Exception:

1 When a fielder loses possession of the ball, and the ball leaves live ball territory or becomes blocked.

Effect:

a The ball is dead.

b Each runner is awarded one base from the last base touched at the time the ball entered dead ball territory or became blocked.

2 When the ball becomes dead, runners must return to touch a base missed or left too soon if they have advanced, touched, and are a base beyond the base missed or left too soon.

Note: Runners must be given the opportunity to complete their base running responsibilities. A runner shall not be declared out if a fielder deliberately carries or throws the ball into dead ball territory to prevent that runner from returning to a base missed or left too soon. Once a runner leaves live ball territory they cannot return to touch any base missed or left too soon.

3 If the ball becomes blocked due to offensive equipment not involved in the game.

Effect:

a The ball is dead.

b Runners are returned to the last base touched at the time of the blocked ball.

c If the blocked ball prevented the defense from making an out, the runner being played on is out.

4 If a base is awarded in error, after a legal or illegal pitch the error cannot be corrected.

H. When a fair batted fly ball strikes the foul pole above the fence level or leaves the playing field in fair territory without touching the ground or going through the fence.

Effect: The batter-runner shall be entitled to a home run, unless it passes out of the grounds at a distance less than the prescribed fence distances from home plate, in which case the batter-runner is entitled to two bases.

I. When a fair batted ball:

1 Bounces over, rolls under or through a fence or any designated boundary of the playing field.

2 Deflects off the defensive player and goes out of play.

3 Hits the fence and then deflects off of the defensive player and goes over the home run fence.

4 Deflects off a runner or umpire and goes out of play, after passing an infielder, excluding the pitcher and provided no other fielder had a chance to make an out.

Effect:

a The ball is dead.

b All runners are awarded two bases from the time of the pitch.

J. When a live ball is unintentionally carried by a fielder from live ball territory or a fielder carries a live ball into the team area to tag a player.

Effect:

1 The ball is dead.

2 Runners are awarded one base from the last base touched at the time the fielder left live ball territory.

K. When, in the judgment of the umpire, a fielder intentionally carries, kicks, pushes or throws a live ball into dead ball territory.

Effect:

1 The ball is dead.

2 Runners are awarded two bases from the last base touched at the time the fielder entered or the ball was kicked, pushed or thrown into dead ball territory.

L. When there is spectator interference with any thrown or fair batted ball. Effect:

1 The ball is dead.

2 The batter and runners are awarded the bases they would have reached had there been no interference.

M. When a ball gets lodged in an:

1 Umpire's gear or clothing.

2 Offensive player's clothing.

Effect:

a The ball is dead.

b Runners are awarded the bases they would have reached in the judgment of the umpire.

SECTION 6 - A RUNNER MUST RETURN TO THEIR BASE

A. When a batted ball is foul.

B. When an illegally batted ball is declared by the umpire.

C. When a batter, batter-runner or runner is called out for interference. All other runners shall return to the last base touched at the time of the interference.

D. (Slow Pitch) When base stealing is not allowed.

Effect: Runners must return to their base after each pitch.

E. When an intentionally dropped fly ball is ruled.

SECTION 7 - THE RUNNER IS OUT

A. When running to any base in regular or reverse order, the runner runs more than three feet from the base path to avoid being touched by the ball in the hand or glove of a fielder.

B. When the ball is live and while the runner is not in contact with a base, the runner is legally touched with the ball in the hand(s) of a fielder.

C. When, on a force play, a fielder contacts the base while holding the ball or tags the runner before the runner reaches the base. If the forced runner, after touching the next base, retreats for any reason toward the base first occupied, the force play is reinstated and the runner may again be put out if the defense tags the runner or the base to which the runner is forced.

Effect - Section A-C: The ball remains live.

D. When a runner physically passes a preceding runner before that runner has been called out. If this was the third out of the inning, any runs scored prior to the out for passing a preceding runner count.

Effect:

1 The ball remains live.

2 The runner who passes the preceding runner is out.

3 Fast Pitch Only; On any over the fence home run all base runners and the batter-runner have live ball base running responsibilities. The batter-runner and any runner can be called out for passing a preceding runner. If this is the 3rd out any runs scored prior to the passing would count.

E. When any offensive team member, other than another runner, physically assists a runner while the ball is live.

Effect:

1 The ball remains live.

2 The runner being assisted is out.

Exception – Section E: After a runner has scored and missed home plate and then is physically assisted back to home plate:

1 The ball is dead.

2 The runner is out and the run is nullified.

3 Runners must return to the last base touched at the time the ball became dead.

F. When the runner leaves a base to advance to another base before a caught fly ball has touched a fielder, providing the ball is returned to the infield and properly appealed.

G. When the runner fails to touch a base or bases in regular or reverse order and the ball is returned to the infield and properly appealed. If the runner put out is the batter-runner at first base, or any other runner forced to advance because the batter became a batter-runner, this is a force out.

H. When the batter-runner legally overruns first base, attempts to run to second base and is legally touched with the ball while not in contact with the base.

I. When running or sliding for any base and the runner fails to touch it, provided the defense properly appeals.

Effect - Section 7F-I:

1 These are appeal plays. The defensive team loses the opportunity of having the runner called out if any of the following occur:

- a The appeal is not made before the next pitch, legal or illegal,
- b The pitcher and all infielders have vacated their normal fielding positions and have left fair territory on their way to the team area, or
- c On the last play of the game the umpires have left live ball territory.

2 (Live Ball Appeal) If properly appealed by any defensive player during a live ball, the runner is out.

3 (Dead Ball Appeal) Once the ball has been returned to the infield and time is called, any coach or infielder 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. No runner may leave a base during this period as the ball remains dead until the next pitch.

- a If the ball leaves live ball territory, a dead ball appeal cannot be made until completion of all legal advancement by base runners.
- b If the pitcher has possession of the ball and is in contact with the pitchers plate when making a verbal appeal, no illegal pitch is called.
- c If "play ball" has been declared by the umpire and the pitcher then requests an appeal, the umpire shall call "time" and allow the appeal process.

J. When a runner interferes:

- 1 With a fielder attempting to field a batted fair ball or a foul fly ball, or
- 2 With a fielder attempting to throw the ball, or
- 3 With a thrown ball.

Effect:

- a The ball is dead.
- b The runner is out.

c The batter-runner is awarded first base.

d Runners must return to the last base touched at the time of the interference.

e If the interference, in the umpire's judgment, is an attempt to prevent a double play and occurs before the runner is put out, the immediate trailing runner shall also be called out.

f If the interference prevents the fielder from catching a routine fly ball, fair or foul, with ordinary effort, the batter is also out.

4 Intentionally with any defensive player having the opportunity to make an out with the deflected batted ball.

Effect:

a The ball is dead.

b The runner is out.

c The batter-runner is awarded first base.

d Runners must return to the last base touched at the time of the interference.

K. When a runner is struck with a fair untouched batted ball while not in contact with a base and before it passes an infielder, excluding the pitcher, or if it passes an infielder and another fielder has an opportunity to make an out.

L. When a runner intentionally contacts a fair ball that an infielder missed. Effect - Section 7K & L:

1 The ball is dead.

2 The runner is out.

3 The batter-runner is awarded first base.

4 Runners must return to the last base touched at the time of the interference.

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

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

O. When a coach intentionally interferes with:

1 A batted ball.

2 A thrown ball.

3 The defensive team's opportunity to make a play on another runner.

Note: A batted or thrown ball that unintentionally hits a base coach is not considered interference.

P. When, after being declared out or after scoring, an offensive player interferes with a defensive player's opportunity to make a play on another runner. A runner continuing to run and drawing a throw may be

considered a form of interference. This does not apply to a batter-runner who is entitled to run on the dropped third strike rule.

Effect - Section 7M-P:

1 The ball is dead.

2 The runner closest to home is out.

3 Runners must return to the last base touched at the time of the interference.

Q. When a defensive player has the ball and the runner remains upright and crashes into the defensive player.

Effect:

1 The ball is dead.

2 The runner is out.

3 Runners must return to the last base touched at the time of the interference.

4 If flagrant, the offender is ejected.

R. (Slow Pitch) When the runner fails to keep contact with the base to which they are entitled until a pitched ball is batted, touches the ground, or reaches home plate.

S. When a runner abandons a base and enters the team area or leaves live ball territory.

Effect:

1 The ball is dead.

2 The runner is out.

3 Runners must return to the last base touched at the time of the infraction.

T. When a runner is positioned behind and not in contact with a base to get a running start on any fly ball.

Effect:

1 The ball remains live.

2 The runner is out.

U. Whenever a runner on base leaves the game under the Shorthanded Rule. (Rule 4, Section 1D)

V. Prior to a legal or illegal pitch to the next batter, if the runner was discovered having used an Illegal, Altered or Non-Approved Bat.

Effect:

1 The runner is out.

2 If the bat was Altered or Non-Approved, the runner shall also be ejected.

3 If the Illegal, Altered, or Non-Approved Bat is discovered prior to the next pitch, legal or illegal, any runners put out prior to the discovery shall remain out.

X. When base runners switch positions on the bases they occupied following any conference.

Effect: Each runner on an improper base shall be declared out. In addition, the manager shall be ejected for unsportsmanlike conduct.

SECTION 8 - THE RUNNER IS NOT OUT

- A. When a runner runs behind or in front of the fielder and outside the base path in order to avoid interfering with a fielder attempting to field a batted ball.
- B. When a runner does not run in a direct line to a base, provided the fielder in the direct line does not have the ball in their possession.
- C. When more than one fielder attempts to field a batted ball and the runner comes in contact with the one who, in the umpire's judgment, could not have made an out.
- D. When a runner is hit with a fair untouched batted ball that has passed an infielder, excluding the pitcher, and in the umpire's judgment, no other fielder had an opportunity to make an out.
- E. When a runner is hit with a fair untouched batted ball over foul territory that, in the umpire's judgment, no fielder had an opportunity to make an out.
- F. When a runner is hit by a fair batted ball after it touches or is touched by any fielder, including the pitcher, and the runner could not avoid contact with the ball.
- G. When a runner off a base:
 - 1 Is touched with a ball not securely held by a fielder.
 - 2 Is touched with a hand or glove of a defensive player and the ball is in the other hand.
- H. When the defensive team does not appeal:
 - 1 Until after the next legal or illegal pitch, or
 - 2 Until after the pitcher and all infielders have clearly vacated their normal fielding positions and have left fair territory on their way to the team area, or
 - 3 On the last play of the game, until the umpires have left live ball territory.
- I. When a batter-runner overruns first base after touching it and returns directly to the base.
- J. When the runner is not given sufficient time to return to a base. Effect:
 - 1 The ball is dead.
 - 2 "No pitch" will be called by the umpire.

3 The runner will not be called out for being off a base before the pitcher releases the ball.

K. When the runner has legally started to advance.

Effect: The runner may not be stopped by the pitcher receiving the ball while on the pitcher's plate or by the pitcher stepping on the pitcher's plate with the ball in their possession.

L. When the runner stays on the base until a fly ball is touched by a fielder and then attempts to advance.

M. When hit by a batted ball while in contact with a base, unless the runner intentionally interferes with the ball or a fielder making a play.

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

O. When a fielder makes a play on a batter, batter-runner or runner while using an illegal glove/mitt, and it is discovered by the umpire before:

1 The next legal or illegal pitch or

2 The pitcher and all infielders have vacated their normal defensive positions and have left fair territory or

3 On the last play of the game, the umpires have left live ball territory,

Effect: The manager of the offended team is given two options:

a Have the entire play nullified with each runner returning to their original base and the batter batting again, assuming the ball and strike count prior to the pitch that was hit or on a steal attempt.

b Take the result of the play.

P. When a runner legally returns to a base left too soon or missed prior to an appeal being made, or is returning to a base during a dead ball.

SECTION 9 - COURTESY RUNNERS

A. (Adult Slow Pitch except Seniors) Any eligible players that may participate on offense or defense and are on the official line-up including available substitutes may be used as a courtesy runner. A courtesy runner may be used once per inning. In co-ed two courtesy runners are allowed, one eligible and non eligible, must be of the eligibility.

NOTE Section 9 A & B: Should an injury or disqualification occur and no substitutes are available, the courtesy runner must be used as a substitute and take the place of the injured

player. Should the courtesy runner be on base and is entered as a substitute, the player for whom the courtesy runner is running must run in their place.

B. Courtesy Runners.

1 A courtesy runner is officially in the game:

Note: After a pitch, legal or illegal, or a play is made.

2 A courtesy runner whose turn at bat comes while on base:

Effect:

a The player who the courtesy runner is running for will be called out.

b The courtesy runner will be removed from the base and take their turn at bat.

c A second courtesy runner or a substitute is not permitted at this time.

3 A player may be a courtesy runner only once an inning.

Effect: If a courtesy runner is used more than once they will be called out and removed from the base.

4 A courtesy runner may not run for an existing courtesy runner except for an injury.

5 A runner who is replaced with a courtesy runner may not be used as a courtesy runner for the remainder of the inning.

Effect - Section 9C[4&5]:

Violations result in an out. 2

b The runner is removed from the base.

SECTION 10. PLAYS AT HOME PLATE

A. Defensive players can touch only the original home plate and runners can touch only the second home plate or strike mat?

1. Runners must touch the second home plate located adjacent to the right-handed batter's box in order to be safe at home.

2. Runners tagged by a defensive player instead of touching the original home plate will not be out.

3 Should a defensive player touch the second home plate and still touch the original home plate before the runner reaches the second home plate, the runner is out.

4 If the runner touches the original home plate, the runner is out and the ball remains live.

B. 20 Foot Commitment Line

1. Once a runner passes the commitment line, 20 foot marking from a second home plate, the runner cannot return to third base.

Effect:

a The ball remains live.

b If the runner returns, the runner is out.

2. If the runner has passed the commitment line, 20 foot marking, and continues running on the original foul line, and interferes with the fielder taking a throw at or in contact with the original home plate:

Effect:

a The ball is dead.

b The runner is out.

c Runners must return to the last base touched at the time of the interference.

RULE 9 - PROTESTS

SECTION 1 - TYPES OF PROTESTS

There are three types of protests:

A. Misinterpretation of a playing rule - must be made:

1 Before the next pitch legal or illegal,

2 Before the next play

3 Before all infielders have left fair territory,

4 On the last play of the game, before the umpires leave live ball territory

B. Illegal player - must be made while the player in question is in the game and before the umpires leave the playing field.

Note A-B: An umpire cannot reverse a decision after a pitch, legal or illegal.

C. Ineligible player - can be made any time. Eligibility is the decision of the protest committee.

SECTION 2 - PROTESTS NOT CONSIDERED

Protests will not be considered if based solely on a decision involving the accuracy of judgment on the part of an umpire.

A. Examples of protests which will not be considered are:

- 1 Whether a batted ball was fair or foul.
- 2 Whether a runner was safe or out.
- 3 Whether a pitched ball was a ball or a strike.
- 4 Whether there is a legal or illegal pitch.
- 5 Whether a runner did or did not touch a base.
- 6 Whether a runner did or did not leave a base too soon on a caught fly ball.
- 7 Whether a fly ball was or was not caught legally.
- 8 Whether a batted ball was or was not an infield fly.
- 9 Whether there was or was not interference or obstruction.
- 10 Whether the field is or is not fit to continue or resume play.
- 11 Whether there is or is not sufficient light to continue play.
- 12 Whether a player or live ball did or did not leave the live ball territory or touch some object or person in a dead ball area.
- 13 Whether a batted ball did or did not clear the fence in flight.
- 14 Whether a batted ball was or was not touched by a fielder before clearing the fence in flight.

B. Any other matter involving only the accuracy of the umpire's judgment.

SECTION 3- PROTESTS ALLOWED

Protests may only involve the interpretation of a rule.

SECTION 4 - PROTEST NOTIFICATION

The manager, acting manager or captain of the protesting team shall immediately notify the plate umpire that the game is being played under protest. The plate umpire shall in turn notify the opposing manager and official scorekeeper. To aid in the correct determination of the issue, all interested parties shall take notice of the information, details and conditions surrounding the decision to protest.

SECTION 5 - PROTESTS OF ELIGIBILITY

Protest of eligibility can be made or appealed at any time. Eligibility protests cannot be waived by the Local Association.

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