PORTAGE GIRLS SOFTBALL ASSOCIATION
Official Rules and Regulations

2019 Season
<table>
<thead>
<tr>
<th>RULES</th>
<th>A</th>
<th>B</th>
<th>C</th>
<th>D</th>
</tr>
</thead>
<tbody>
<tr>
<td>Home plate to end of outfield minimum distance (feet)</td>
<td>150</td>
<td>175</td>
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<td><strong>Rule 3.1</strong></td>
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<td>Home plate to Bases (feet)</td>
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<td><strong>Rule 3.3</strong></td>
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<td>Home plate to pitching rubber (ft)</td>
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<td><strong>Rule 3.3</strong></td>
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<td>Pitching circle (feet) - 8ft radius</td>
<td>16</td>
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<td><strong>Rule 3.4c</strong></td>
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<td>Batter Boxes (W ft X L ft)</td>
<td>3x7</td>
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<td>Softball size (inches)</td>
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<td><strong>Rule 4.3</strong></td>
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<tr>
<td>Safety Base at first</td>
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<td><strong>Rule 3.2d</strong></td>
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<td>Face guards for defensive player</td>
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<td><strong>Rule 4.11i</strong></td>
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<tr>
<td>Face guards for pitcher</td>
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<td><strong>Rule 4.11i</strong></td>
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<td>Batting helmet chin straps</td>
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<td><strong>Rule 4.11i</strong></td>
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<tr>
<td>All players play 2 consecutive innings by 5th (Subs in by 3rd inning)</td>
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<td>yes</td>
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<td><strong>Rule 5.3</strong></td>
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<td>DP/FLEX</td>
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<td><strong>Rule 13.6</strong></td>
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<td>Minimum players to start a game</td>
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<td><strong>Rule 5.4</strong></td>
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<td>Continuous batting order - matching players</td>
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<td><strong>Rule 5.3</strong></td>
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<td>Playing time limit</td>
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<td>Innings for complete game</td>
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<td><strong>Rule 6.5</strong></td>
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<td>Run rule 15 after 4</td>
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<td>Run rule 10 after 5</td>
<td>Rule 6.6</td>
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<td>Defensive conferences per game</td>
<td>Rule 7.11</td>
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<td>Offensive conferences per inning</td>
<td>Rule 6.12</td>
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<td>Max runs scored per inning</td>
<td>Rule 6.13</td>
<td>5</td>
<td>7</td>
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<td>Warm up pitches between innings</td>
<td>Rule 7.8</td>
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<td>Courtesy runner for pitcher</td>
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<td>Courtesy runner for catcher</td>
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<tr>
<td>Automatic out for missing 9th player from batting order</td>
<td>Rule 5.4</td>
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<td>Dropped Third Strike</td>
<td>Rule 2.20</td>
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<td>Infield Fly</td>
<td>Rule 2.38</td>
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<td>Slide-No Collide</td>
<td>Rule 2.58</td>
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<td>Substitute Re-Entry</td>
<td>Rule 5.3</td>
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<td>Look Back Rule</td>
<td>Rule 9.8t</td>
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<td>Pitching Regulation</td>
<td>Rule 7.0</td>
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<td>Violations &amp; Penalties</td>
<td>Rule 11.9</td>
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<td>Reschedule Policy</td>
<td>Rule 6.2</td>
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<td>Obstruction/Interference</td>
<td>Rule 2.47</td>
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<td>Rule 2.41</td>
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BACKGROUND SCREENING

1. Portage Girls Softball (PGS) Association has made it mandatory for all managers, coaches, and any adult that is in the dugout or on the playing field during a game or practice must have a background screening completed by March 1st of the current playing year.

2. PGS has partnered with NCSI to provide services needed to accomplish background screening in the fairest way possible while maintaining personal privacy.

3. It shall be the Team Manager and Local Charter Representative’s responsibility to assure all background screenings are completed.

4. The Compliance Officer and PGS President will maintain a list of all screened applicants that will have no detailed information except for RED LIGHT (disqualified) or GREEN LIGHT (passed) status.

5. If a person is “RED LIGHTED”, they cannot participate until the issues that caused the RED LIGHT have either been resolved or otherwise approved as described below:
   a. All rejected (RED LIGHT) applicants will have the opportunity to resolve any issues with NCSI or the PGS Compliance Officer/Executive Board.
   b. Final determination of RED LIGHTED applicants will be determined by the Compliance Officer and/or the PGS Executive Board.
   c. No person with felony or serious misdemeanor conviction(s) within the last five (5) years will be permitted to manage or coach.
   d. No person with conviction(s) of a child-related crime shall be permitted to be involved with the Charter, under any capacity
PORTAGE GIRLS SOFTBALL ASSOCIATION
Official Rules and Regulations

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2019 Season Rules Revisions
Board Contact Information
1: League, Team & Player Eligibility

1.1: LEAGUE CLASSIFICATIONS

a. The cut-off date for a player’s roster age will be Jan. 1\textsuperscript{st}. The age the player is on December 31\textsuperscript{st} of the prior season will be the roster age for the entire year.

b. Class A is for players 9 and 10 years of age. Class B is for players 11 and 12 years of age. Class C is for players 13 and 14 years of age. Class D is for players 15, 16, 17 and 18 years of age. Players of age 18 must be a current year high school graduate.

c. Any player that is under the specified age for any league classification may participate in the next higher classification if need be. A player who plays in the next higher league classification may play in her own age group in the following year.

d. Team and league participation in PGS shall be for youth in the State of Ohio only. There are no exceptions.

e. Local League Members - In order to become a member of this league, a township must have at least two teams consecutively for at least three years.

f. Associate Members - Townships that have teams in less than two classifications/divisions will be “Associate” members and will only vote on items that exclusively affect the divisions in which they have teams.

f. Local Areas - No new township shall be issued within an area already covered by an active Local League Member without the permission of the Board and the Township/s affected.
1.2: TEAM FEES
a. Each Local Member shall be assessed a team fee of $150.00 for each A, B, C, and D League team and $80 for each Coach-Pitch team playing under the local charter. All required team fees shall be paid and submitted to the PGS Treasurer on form PGS-2 prior to midnight March 17th of the current year with the exception of D Classification, which are due Midnight, June 1st.
1. If team fees are paid and received seven (7) or more days after the due date, a $50.00 late fee will be charged.
2. Team Fees that are not paid for all teams shall make the teams of that local area ineligible for any tournament play for the current year.
3. The number of team fees paid by the Local Member shall govern the exact number of teams eligible in each league classification to participate in regular season games and tournament play.

1.3: TEAM ROSTERS
a. A team shall consist of a minimum of ten (10) and a maximum of eighteen (18) players. **EXCEPTION:** D League Classification shall carry a maximum of twenty (20) players.

b. A team may have a maximum of two (2) players residing outside of the team’s area as defined by the local charters (release forms must be submitted and accepted by the local charter representatives and a PGS official no later than roster turn in day). Any exceptions must be accompanied by a letter of explanation. Any player found not complying with this rule will be ineligible for participation in PGS sanctioned games and tournament play. The team, local representative, and/or manager will be subject to disciplinary action by the PGS Executive Board.
c. Players residing outside a team’s geographical area as defined by the local charters must be identified on the team roster with an asterisk (*) by their name.

d. All rosters must be in the PGS Secretary’s hands by midnight of roster turn in day of the current year (D League rosters are due June 1st.) The roster must include the team name, league classification, city and local community under which the team plays, full names, addresses and birth dates of all players must be included and must be in birthdate order with the most senior player on top. Names, addresses and phone numbers of the manager, assistant manager, and all coaches must be included. NOTE: There can only be four (4) adults (managers, coaches, etc.) listed per roster. If during any tournament play, any adult personnel change is necessitated: such changes must be approved by PGS Executive Board.

e. This form must be made out in quadruplicate, exact copies, and shall list all of the players on the team. The first copy shall be forwarded to the PGS Secretary, the second and third copies are for the PGS Board files, to be used at the district tournament sites, and the fourth copy is for the team manager. All four (4) copies of the roster must be properly signed by a team manager, a league official and a PGS Board Member and hold the official PGS Board stamp. Rosters not properly signed will not be accepted by the PGS Secretary, and will make the team ineligible for tournament play.

f. A team roster will be made for every team in every league classification. Local community representatives will pay team fees for every rostered team.

g. Any changes to a team roster must be approved by the local community representative and the PGS Board prior to the mandatory coach’s meeting (Exception: D league shall be June 1st).
h. Roster changes not approved by the local community representative will not be accepted by the PGS Secretary. There are no exceptions. No one can play until approved by their local community representative and the PGS Board.

i. No team roster shall be submitted or accepted that lists any player over the age restrictions for the league classification.

j. It is the responsibility of each community representative to check and verify all team rosters prior to submitting them to PGS Board. This shall be done in order to correct any errors at that time and also to stipulate that each community representative has authorized its approval of all teams and players.

k. The manager must bring their original team roster to each regular season and tournament game. Rosters presented by the manager at tournament check-in that are not properly filled out may result in the team being disqualified from tournament play.

1.4: TEAM & PLAYER RESTRICTIONS

a. PGS League Player Eligibility:
   1. Players must be at least 4 years of age on or before January 1st of the current year.
   2. Live in the local community school district (or attend through open enrollment) or must be released from another township (see current PGS Rules and Regulations; Rule 1.3: Team Rosters).
   3. Submit a copy of birth certificate if they are not on a copy of the previous year’s official roster.

b. A PGS League Player may:
   1. Play on only one (1) PGS team and in only one (1) PGS division during the current year.
   EXCEPTION: C division players are eligible to play on D division teams. This includes local and all tournament play.
c. Play in only one (1) sanctioned PGS Tournament during the current year. **EXCEPTION:** C and D cross rostered players are eligible to play in tournament play for each division if they meet the player eligibility rule.

d. **PGS Team/Player Tournament Eligibility:**
   1. Teams must have completed 60% of the scheduled games and all players must have participated (played at least 6 consecutive outs) in 60% of their local team’s games played in order to be eligible to participate in PGS District Tournaments and/or State Tournament. A forfeit game is **NOT** considered a played game. Games not played will result in a forfeit unless not played due to rainout and it was approved by the PGS Executive Board. Players on a High School team may **NOT** participate in any PGS local play until the High School team has completed its season (This includes High School Tournament Play). These players must then play a minimum of 60% of the PGS local team’s games that are played after the High School season is completed.

**Managers must identify players not meeting the 60% eligibility rule by either red-lining or highlighting their name on the roster at the time of check-in at District tournaments. Any exception must be presented to the PGS Executive Board in writing two (2) days before the PGS tournament.**

2. Violations by any Manager or Player of Rule 1.4. a-c shall cause them to be suspended from further participation in PGS during the current season and they shall be suspended for a minimum of one (1) year with reinstatement subject to approval of the PGS Executive Board. Violations during any tournament play, when discovered, shall forfeit all games and the team is disqualified from further competition. The last team that they defeated shall be placed in their position to continue tournament play or be declared Champion if the team has won the Tournament.
1.5: MANAGER’S RESPONSIBILITY

a. The manager is responsible for the conduct of their team, coaching staff, fans, and any other business of the team. Misconduct, unsportsmanlike conduct, and/or unnecessary roughness by any player, coach, or fan will not be tolerated. Infractions of the sort shall warrant the filing of a written complaint within 24 hours of the violation. The PGS Executive Board shall decide the appropriate actions, if any.

b. Any manager using an ineligible player during their local play or in any tournament play may be suspended for a minimum of one (1) year with reinstatement subject to the approval of the PGS Executive Board.

c. Portage Girls Softball requires that background checks/screenings (NCSI) are performed on all managers, coaches, or any adult that is in the dugout or on the playing field during a game or practice.

d. No person with felony or serious misdemeanor conviction(s) within the last five (5) years will be permitted to manage or coach. People with conviction(s) of a child-related crime shall NOT be permitted to be involved with the Charter, under any capacity.

e. Shall be 18 years of age.

f. Shall complete the mandatory Lindsay’s Law training and assure all coaches, parents and players have completed the training. Signed completion forms shall be collected and kept by each local community representative.

g. Shall complete the mandated “Concussion in Sports – What You Need to Know” Training (or the equivalent requirement as mandated by the State of Ohio) and turn-in the certificate of completion record to a PGS Board Member prior to any conditioning, training, practices, games, or interactions with players.
h. Hosting/Home Team Managers are responsible for ensuring the fields are prepared prior to game time as outlined on the APPENDIX B or C – Field Layout diagram. This includes a batter’s box and coach’s box. Under normal conditions, the home team shall forfeit the game if the field is not properly lined at least 15 minutes past the scheduled game start time.

i. Hosting/Home Team Managers are responsible for paying the umpire prior to the start of the game.

j. All Managers must attend the MANDATORY coaches meeting or send a coach/assistant coach in his/her place. If at least one rostered manager/coach does not attend per team, that manager may serve a one game suspension for the first offense.

k. It is the responsibility of each team’s Manager to have their record compiled on their regulation scorebook for submission to the Tournament Director the day of the tournament draw meeting.

l. At District tournament, the Official Scorekeeper will be the Home Team scorekeeper (See Rule 13.5 Official Scorebook).

m. Equipment maintenance and cleaning is the team’s responsibility under direction of the manager. All players’ equipment shall be safe and free of damage. Players are not permitted to wear jewelry or accessories during the game.

n. Any medical equipment, bracelets, machines or supplies worn by players must be shared at pre-game meeting and approved by the umpire. Medical Alert bracelets should be taped to the player.

o. Managers and coaches shall make responsible efforts to secure the health and safety of all players.

p. Managers/Coaches are responsible for knowing all the rules of the Charter and Ohio High School OHSAA Federation Rules that pertain to their league/division.
q. Each team Manager shall have one approved roster returned to him/her, which will be their “official roster” for games and tournaments. This roster must be readily available at all games.

r. Hosting/Home Team Managers are responsible for reporting the final game score by emailing it to scores@portagegirlssoftball.com within 48 hours from the end of the game.

s. Hosting/Home Team Managers are responsible for securing an umpire from the umpire scheduler for any rescheduled game. And both Team Managers must report the rescheduled game by emailing schedules@portagegirlssoftball.com within 48 hours of the originally scheduled game.

1.6: INSURANCE

a. All teams must carry insurance in order to actively affiliate with PGS. Form PGS-5 verifying that teams carry insurance must be submitted to the PGS Secretary prior to midnight of Roster Turn in Day of the current year.

b. No Teams shall be eligible to play any games or tournament unless this form has been submitted and is on file with PGS.

c. The minimum insurance requirements are as follows:

1. Sports Liability $1,000,000 (Occurrence Liability Insurance)

2. Medical Accident Limits $1,000,000 and:

3. Medical Expense Maximum (Excess), $15,000 accidental death, $50,000 Accidental dismemberment & paralysis, $5,000 dental maximum is the limit of the medical accident limits.

4. Sports Accident medical coverage to cover the personnel participating in the game should be $100,000.
2: Definitions

2.1: ALTERED BAT. A bat is considered altered when the physical structure of a legal bat has been changed. Examples of altering a bat are: replacing the handle of a metal bat with a wooden or other type handle, inserting material inside the bat, applying excessive tape (more than two layers) to the bat grip, shaving the shaft of the bat or painting a bat at the top or bottom for other than identification purposes. Replacing the grip with another legal grip is not considered altering the bat. A “flare or cone” grip attached to the bat is considered an altered bat. (See Rule 8.1.d for penalty.)

PLAY – B1 gets a base hit with an aluminum bat containing a wooden handle.

RULING – The ball is dead, batter is out, and baserunners may not advance. The batter is ejected for using an altered bat.

2.2: APPEAL PLAY. A play in which an umpire cannot make a decision until requested by a manager, coach or player. The appeal must be made before the next legal or illegal pitch, or before the defensive team has left the field. The defensive team has “left the field” when the pitcher and all infielders have clearly left their normal fielding positions and have left their territory on their way to the bench or dugout area.

PLAY – With R1 on first base B2 hits a double. R1 goes to third but fails to touch second. Umpire observes this but no appeal is made. B2 goes to second. Since no appeal has been made, is the procedure the same as if R1 had touched second?

RULING – Yes.

2.3: BASE ON BALLS. A base on balls permits a batter to gain first base without liability to be put out and is awarded to a batter by the umpire when four pitches are judged to be balls.
2.3: **BASE PATH.** An imaginary line three feet on either side of a direct line between the base runner and the base to which the base runner is attempting to reach. A base runner who attempts to avoid a tag by running more than three feet to either side of the fielder that has possession of the ball shall be declared out.

2.4: **BASERUNNER.** A player of the team at bat who had finished her turn at bat, reached first base, and had not yet been put out.

2.5: **BATTED BALL.** Any pitched ball that hits the bat or is hit by the bat and lands either in fair or foul territory. No intention to hit the ball is necessary.

2.6: **BATTERS BOX.** The area to which the batter is restricted while in position with the intention of helping her team to obtain runs. The lines are considered as being within the batter’s box. Prior to the pitch, the batter must have both feet entirely within the lines of the batter’s box.

2.8: **BATTER-BASERUNNER.** A player who has finished her turn at bat but has not been put out or touched first base.

2.9: **BATTLING ORDER.** The official listing of offensive players in the order in which members of that team must come to bat. When the lineup card is submitted, it shall also include each player’s full name, position and number.

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

**EFFECT:** The ball is dead. For offensive equipment causing a blocked ball (and interference), the player being played on is out. If no apparent play is obvious, no one is called out, but all runners must return to the last base touched at the time of the dead ball declaration. See Rule 9.5.g for enforcement. **PLAY** – A blocked ball is called when (a) it hits the coach; (b) it strikes a spectator.

**RULING** – (a) No, (b) Yes.
Rule 2.11

2.11: **BUNT.** A legally tapped ball, not swung at, but intentionally met with the bat and tapped slowly within the infield.

a. **Attempted Bunt** - An attempted bunt is any movement of the bat toward the ball when the ball is over or near the plate area. Holding the bat stationary over the plate is an attempted bunt.

b. **Drag (Slap) Bunt** - A drag bunt is an attempt to bunt the ball by running forward in the batter’s box, carrying the bat. The movement of the bat is in conjunction with the batter’s forward movement.

2.12: **CATCH.** A legally caught ball which occurs when the fielder catches a batted or thrown ball with her hands or glove. If the ball is merely held in the fielder’s arms or prevented from dropping to the ground by some part of the fielder’s body or clothing, the catch is not completed until the ball is in the grasp of the fielder’s hands or glove. It is not a catch if the fielder, immediately after she contacts the ball, collides with another player or wall, or falls to the ground and drops the ball as a result of the collision, or falling to the ground. In establishing a valid catch, the fielder shall hold the ball long enough to prove she has complete control of the ball or that her release of the ball is voluntary and intentional. If the player drops the ball after reaching into her glove to remove the ball or while in the act of throwing the ball, it is a valid catch.

**PLAY (1)** – A legal catch is when a fielder holds the ball in (a) her hand, (b) under her arm, (c) cap, (d) glove. **RULING** – (a) Yes, (b) No, (c) No, (d) Yes.

**PLAY (2)** - B1 hits a line drive which after passing F3 strikes the umpire while the ball is over fair ground. The ball ricochets and is fielded by F4 while still in flight. **RULING** – This is not a catch. The ball which strikes anything other than a defensive player while it is in flight, is ruled the same as if it struck the ground; B1 would have to be thrown out or tagged out.
**PLAY (3)** – F3 and F4 both attempt to field a fly ball. Before touching the ground, the ball strikes F4 on the head and while still in the air (hasn’t touched the ground), is caught by F3.

**RULING** - This is a legally caught ball.

**PLAY (4)** - B1 hits a fly to F8. F8 gets the ball in her hands but drops it (a) when she falls to the ground and rolls over, or (b) when she collides with a fielder or a wall or (c) when she starts to throw to the infield.

**RULING** - In (a) and (b) it is not a catch. In (c), it is a legal catch if the ball was held long enough for F8 to regain her balance but then drops it in a motion associated with an intended throw.

2.13: CATCHER’S BOX. The area within which the catcher must stand while and until the pitch is released. The lines are to be considered within the catcher’s box.

**NOTE:** For catcher’s box dimensions see Rule 3.4.d

2.14: CHARGED CONFERENCE. Takes place when:

a. (Defensive Conference) The defensive team requests a suspension of play for any reason.
   1. A representative (not in the field) of the defensive team enters the playing field to talk to any defensive player, or
   2. A defensive player approaches the dugout and receives instructions. Refer to Rule 7.11

b. (Offensive Conference) The offensive team requests a suspension of play to allow the manager, coach or other team representative to confer with the batter or baserunner. Refer to Rule 6.12

2.15: COACH. A member of the team at bat who takes his or her place within the coach’s box on the field to direct the players of his or her team in running the bases. Two coaches are allowed. One coach can have in his or her procession in the coach’s box a score book, pen or pencil, and an indicator, which shall be used for score keeping or record keeping purposes only. No electronic devices are permitted on the field.
2.16: **DEAD BALL.** The ball is not in play and is not considered in play again until the pitcher has the ball in her possession, is within eight feet of the pitcher’s plate and the plate umpire has called “Play Ball”. A dead ball line is considered in play. Refer to Rule 2.54 for “Play Ball”.

2.17: **DEFENSIVE TEAM.** The team in the field.

2.18: **DISLODGED BASE.** A base removed from its proper position.

2.19: **DOUBLE PLAY.** A play by the defense resulting in two offensive players being legally put out as a result of continuous action.

2.20: **DROP THIRD STRIKE.** A dropped third strike only matters when first base is unoccupied OR there are two outs. If there is a runner on first base and less than two outs, then a dropped third strike doesn't matter and the batter is out.

a. A batter may advance on a dropped third strike with the bases loaded, if there are two outs. With less than two outs, the batter may only advance if there is no runner on first base.

b. On an uncaught third strike with (1) no runner on first base, or (2) with a runner on first base and two outs, the batter immediately becomes a runner. The strike is called, but the umpire does not call the batter out. The umpire may also signal that there is "no catch" of the pitch.

c. Bases loaded with 2 outs, a run cannot score on a play where the third out is made by the batter-runner before touching first and, since the batter-runner was thrown out at first on the dropped third strike, the run does not count. Alternately, with bases loaded, the catcher, after retrieving the dropped third strike, can step on home plate before the runner from third base reaches home plate to get the force out.

d. Score the play "K PB" if the batter reaches first base on a passed ball third strike. Passed balls are considered the catcher's fault. Score the play "K 2-3" if the third strike is uncaught, but the catcher throws the batter out at first base.
2.21 FAIR BALL. A batted ball that:
   a. Settles or is touched in fair territory between home and first base or between home and third base.
   b. Bounds past first or third base on or over fair territory.
   c. While on or over fair territory, touches the person, attached equipment or clothing of a player of an umpire.
   d. Touches first, second or third base.
   e. First falls or is first touched on or over fair territory beyond first, second or third base.
   f. While over fair territory, passes out of the playing field beyond the outfield fence.

   NOTE: A fair fly shall be judged according to the relative position of the ball and the foul line, including the foul pole, and not as to whether the fielder is on fair or foul territory at the time she touches the ball. It does not matter whether the ball first touches fair or foul territory, as long as it does not touch anything foreign to the natural ground in foul territory and complies with all other aspects of a fair ball.

   PLAY (1) - Batted ball settles on home plate.
   RULING – Fair Ball.

   PLAY (2) - Batted ball first hits foul ground and without touching any foreign object rolls into fair territory between home and first or third and home where it settles. RULING - Fair Ball.

2.22 : FAIR TERRITORY. That part of the playing field within and including the first and third base foul lines from home base to the bottom of the extreme playing field fence and perpendicularly upward.
2.23: **FAKE TAG.** A form of obstruction which impedes the progress of a runner. The runner does not have to stop or slide, only slowdown, to be considered a fake tag.

*NOTE:* Under Rule 9.5.b (2), a player may be removed from the game for a fake tag infraction.

2.24: **FIELDER.** Any player on the defensive team in the field.

2.25: **FLY BALL.** Any ball batted into the air.

2.26: **FORCE OUT.** An out which can be made only when a baserunner loses the right to the base she is occupying because the batter becomes a batter-baserunner and before the batter-baserunner or a succeeding baserunner has been put out. *NOTE:* If the forced runner, after touching the next base, retreats for any reason, toward the base she has last occupied, the force play is reinstated, and she can again be put out if the defense tags the base to which she is forced.

**PLAY (1)** – R1 is on first base. B2 hits a sharp grounder to F3 who first touches first base then touches R1, who is still on first base.

**RULING** – Only B2 is out. F3’s act eliminated the force thereby permitting R1 to remain on first.

**PLAY (2)** – R1 is on first base when B2 hits a short fly ball to left field. R1 goes approximately 5 feet off base waiting to see if the ball will be caught, B2 rounds first base and passes R1 and the umpire calls B2 out. The ball drops in for a base hit. R1 advances to second base and F4 with the ball tags second base before R1 slides into the base.

**RULING** – The force out is removed when B2 passes R1 and therefore F4 had to tag R1. The runner is safe sliding into second base if she was not tagged.
2.27: FOUL BALL. A batted ball that:

a. Settles in foul territory between home and first base, or between home and third base.

b. Bounds past first or third base over foul territory.

c. While in or over foul territory, touches the person, attached equipment, or clothing of a player or an umpire, or any object foreign to the natural ground.

d. First falls or is first touched over foul territory beyond first or third base.

e. Touches the batter while the ball is within the batter’s box.

f. Rebounds up from the ground or home plate immediately and hits the bat a second time while the batter is in the batter’s box.

NOTE: A foul fly shall be judged according to the relative position of the ball and the foul line, including the foul pole, and not as to whether the fielder is on foul or fair territory at the time she touches the ball.

**PLAY (1)** – A fair ball is called when (a) the ball hits the bag and deflects into foul territory, (b) the ball bounds from the infield over the base and lands in foul territory, (c) the ball lands within the confines of the infield and rolls foul without being touched by a fielder.

**RULING** – (a) Correct, (b) Correct, (c) False.

**PLAY (2)** – Bat of B1 breaks into pieces as a result of hitting a pitch. The batted ball, bounding on foul territory in direction of third base, then hits the barrel of the bat causing the ball to roll into fair territory in front of third base. F5 fields the ball and throws it to F3, who tags first base before B1 reaches it.

**RULING** – Foul ball, but B1 is not out for hitting ball a second time.
2.28: FOUL TIP. – A batted ball which goes directly from the bat, not higher than the batter’s head, to the catcher’s hands and is legally caught by the catcher. **NOTE:** It is not a foul tip unless caught; and any foul tip that is caught, is a strike. The ball is in play. It is not a catch if it is rebound, unless the ball first touched the catcher’s hand or glove.

**PLAY (1)** – Ball goes directly from bat and rebounds from protector (a) off F2 after having touched her glove, (b) off F2 without first having touched her glove. (c) off the umpire after having first touched glove of F2. (d) off the umpire without first having touched glove of F2. In each case, ball rebounds into the glove of F2 and is held.

**RULING** – In (a), it is a foul tip and a strike. In (b), (c) and (d), it is a foul with ball becoming dead when it touched F2 in (b) or umpire in (c) and (d). **PLAY (2)** – With R1 on second. B2 hits foul tip. May R1 advance without retouching second? Also, does it make any difference if the catcher drops the batted ball?

**RULING** – A foul tip is the same as any strike, hence R1 may advance without retouching. If batted ball is not caught, it is not a foul tip and is ruled a foul ball.

2.29: HELMET. A batting helmet with double ear flaps and chin straps shall be the type which has safety features equal to or greater than those provided by the full plastic cap with padding on the inside. The liner type helmet does not meet the rules specification. All batters/runners shall wear an approved protective helmet and face mask that meet the NOCSAE standard.

2.30: HOME TEAM.
The team on whose grounds the game is played. If the game is played on neutral ground, the home team shall be designated by the league officers, mutual agreement or by flip of a coin.
2.31: **ILLEGAL BAT.** A bat that does not meet the requirements of Rule 4.1.

*PLAY (1)* – B1 hits a double to center field. Umpire notices bat has been tampered with, e.g. baseball bat honed to softball size.

*RULING* – Dead ball and B1 is called out. Remove illegal piece of equipment from the game. This is an illegal bat.

2.32: **ILLEGALLY BATTED BALL.** An illegally batted ball occurs when:

a. A batter’s entire foot is completely out of the box on the ground when she hits a ball fair or foul ball.

b. Any part of the batter’s foot is touching home plate when she hits the ball.

c. The batter hits the ball with an illegal bat.

*PLAY (1)* - Batter hits a pitched ball while her entire foot is completely out of the batter’s box, in contact with the ground, and the ball goes directly into the stand behind home plate.

*RULING* - Ball is dead. Batter is declared out.

*PLAY (2)* – F1 delivers ball to B1. B1 has one foot touching home plate as she swings and misses pitch completely.

*RULING* – A strike is called. This is not an illegally batted ball. The ball must be hit (fair or foul) to enforce the illegally batted ball rule.

2.33: **ILLEGALLY CAUGHT BALL.** An illegally caught ball occurs when a fielder catches a batted or thrown ball with her cap, mask, or glove or any part of her uniform that is detached from its proper place.

*PLAY* – REFER TO RULE 2.12

2.34: **ILLEGAL PLAYER.** A player who is not legally on an approved roster or a member of the league. Or a player that does not meet the requirements as to age and/or residence.
2.35: INELIGIBLE PLAYER. A player who is legally a member of the league, but who is ineligible to play in a particular game or games because of the limitations set forth in these Rules and Regulations, or as the result of a previous rule. PENATLY: If at any time a player is found to be illegal or ineligible, that game and any others she participated in will be forfeited.

2.36: IN FLIGHT. In flight describes any batted, thrown or pitched ball which has not yet touched the ground or some object other than a fielder.

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

2.37: INFIELD. That portion of the field in fair territory which includes areas normally covered by fielders.

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

NOTE: When it seems apparent that a batted ball will be an infield fly, the umpire shall immediately declare, “INFIELD FLY – THE BATTER IS OUT” for the benefit of the runners. If the ball is near the foul lines, the umpire shall declare, “INFIELD FLY – THE BATTER IS OUT IF FAIR”. The ball is alive and runners may advance at the risk of the ball being caught or retouched and advance after the ball is touched, the same as any fly ball. If the hit becomes a foul ball, it is treated the same as any foul. If a declared infield fly is allowed to fall untouched to the ground and bounces foul before passing first or third base, it is a foul ball. If a declared infield fly falls untouched to the ground outside the foul lines and bounces fair before passing first or third base it is an infield fly.
PLAY (1) - R1 and R2 are on second and first bases respectively, with no outs. B3 hits a high pop foul between home and first base which F3 loses sight of in the sun. Ball lands on foul ground without being touched and rolls into fair territory halfway between home and first base. F1 picks up ball and throws to F4, covering first base, who touches R2 with ball while runner R2 is off base.

RULING – Infield fly. B3 and R2 are both out.

PLAY (2) – R1 and R2 are on second and first bases respectively, with one out. B3 hits a high fly ball which in the judgement of the umpire, can be handled by the second baseman with reasonable effort. The “infield fly” rule is declared by the umpire. The second baseman intentionally drops the fly ball. R1, seeing the ball dropped, runs to third base but is thrown out.

RULING – B3 is out on the “infield fly”. The ball remains alive. R1 is also out since the infield fly takes precedence over the “intentionally dropped fly ball”.

2.39: INITIAL PLAY ON A FAIR BATTED BALL.
When the fielder has a reasonable chance to catch or gain control of the ball that no other fielder (except the pitcher) has touched. The fielder is still considered to be making an initial play if she fails to gain control of the batted ball and is within a step and a reach (in any direction) of the ball.

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

2.41: INTERFERENCE. The act of an offensive player or team member which impedes or confuses a defensive player attempting to execute a play.

2.42: LEGAL PLAYER. A player on the bench that has not been previously inserted into the game.

2.43: LEGAL SUBSTITUTE. A player on the bench that has been previously inserted into the game.
2.44: LEGAL TOUCH. A legal touch occurs then a runner or batter-baserunner who is not touching a base is touched by the ball while the ball is securely held in a fielder’s hand. The ball is not considered as having been securely held if it is juggled or dropped by the fielder after having touched the runner, unless the runner deliberately knocks the ball from the hand of the fielder. It is sufficient for the runner to be touched with the hand or glove which holds the ball.

**PLAY (1)** – B1 hits a ground ball to first baseman who gathers in the ball, runs over to the first baseline, tags the runner, then juggles, bobbles and drops the ball.

**RULING** – Illegal touch. Runner is safe.

**PLAY (2) -** The catcher has the ball in her glove when she tags runner with the glove. Ball does not come in contact with the runner.

**RULING** – Touching with the glove or hand which holds the ball is the same as touching with the ball; the runner is out.

**PLAY (3)** – First baseman, while lying on the ground with ball in right hand, tags first base with left hand prior to batter-baserunner reaching first base.

**RULING** – Batter-baserunner is out. Legal touch.

2.45: LEGAL CAUGHT BALL. Occurs when a fielder, catches a batted or thrown ball, provided it is not caught in the fielder’s hat, cap, mask, protector, pocket or other part of her uniform. It must be caught and firmly held with a hand or hands.

2.46: LINE DRIVE. A fly ball that is batted sharply and directly into the playing field.

2.47: OBSTRUCTION. Obstruction is the act of:

a. A defensive player or team member who hinders or prevents a batter from striking or hitting a pitched ball.

b. A fielder, while not in possession of the ball or in the act of fielding a batted ball which impedes the progress of a baserunner who is legally running bases.

2.48: OFFENSIVE TEAM. The team at bat.
2.49: OUTFIELD. That portion of the field which is outside the diamond formed by the baselines or the area not normally covered by an infielder and within the foul lines beyond first and third bases and boundaries of the grounds. 

2.50: OVERSLIDE. The act of an offensive player when, as a baserunner, she over slides a base she is attempting to reach. It is usually caused when her momentum causes her to lose contact with the base which then causes her to be in jeopardy. The batter-baserunner may over slide first base without being in jeopardy.

   **PLAY** – Baserunner over slides first base (a) during advance from home plate, or (b) on return to first base after attempting to advance to second base. In either case, she is tagged with the ball while off base.

   **RULING** – (a) Safe, (b) Out.

2.51: OVERTHROW. A play in which a ball is thrown from one fielder to another to retire a runner and which goes into foul territory or goes beyond the boundary lines of the playing field (dead ball territory). Should the overthrow be ruled a blocked ball (Rule 2.10) the ball is dead.

2.52: PASSED BALL. A legally pitched ball that should have been held or controlled by the catcher with ordinary effort.

2.53: PIVOT FOOT. That foot which remains in contact with the pitcher’s plate. Pushing off with the pivot foot from a place other than the pitcher’s plate is illegal.

2.54: PLAY BALL. The term used by the plate umpire to indicate that the play shall begin or be resumed when the pitcher has the ball in her possession and is within eight feet of the pitcher’s plate. All defensive players except the catcher who must be in her box, must be anywhere in fair territory to put the ball in play. **NOTE:** See Rule 7.7 for penalty.

2.55: QUICK RETURN PITCH. A pitch made by the pitcher with the obvious attempt to catch the batter off balance. This would be before the batter takes her desired position in the batter’s box or while she is still off balance as a result of the previous pitch.
2.56: RUNNER. The term “runner” means “batter-baserunner”.

2.57: SACRIFICE FLY. A sacrifice fly is scored when, with less than two outs, the batter scores a runner with a fly ball which is caught.

2.58: SLIDE: LEGAL, ILLEGAL.
   a. LEGAL SLIDE: May be foot first. If a runner slides feet first, at least one leg and buttock shall be on the ground. If a runner slides, the runner shall be within reach of the base with either a hand or a foot when the slide is completed.
   b. ILLEGAL SLIDE: A slide is illegal if:
      (1) The runner uses a rolling pin or cross-body slide into the fielder.
      (2) The runner’s raised leg is higher than the fielder’s knee when the fielder is in a standing position.
      (3) The runner goes beyond the base and makes contact with or alters the play of the fielder.
      (4) The runner slashed or kicks the fielder with either leg.
      (5) The runner tries to injure the fielder.

2.59: STARTING PITCHER. The player listed as a pitcher on the lineup card or official scorebook.

2.60: STEALING. The act of a baserunner attempting to advance on release of, or during a pitch to the batter.

2.61: STRIKE ZONE. That space over any part of home plate between the batter’s arm pits and the top of her knees when the batter assumes a natural batting stance.

2.62: TIME. The term used by an umpire to order the suspension of play.

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

2.64: TURN AT BAT. A turn at bat begins when a player first enters the batter’s box and continues until she is put out or becomes a baserunner.

2.65: WILD PITCH. A legally pitched ball so high, or so low, or so wide of the plate that the catcher cannot, or does not stop and control it with ordinary effort.
3: The Playing Field

3.1: THE PLAYING FIELD is the area within which the ball may be legally played and fielded. The playing field shall have a clear and unobstructed area within the radius of the prescribed fence distances from home plate between the foul lines.

<table>
<thead>
<tr>
<th>Class</th>
<th>Minimum</th>
<th>Maximum</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>150 ft.</td>
<td>175 ft.</td>
</tr>
<tr>
<td>B</td>
<td>175 ft.</td>
<td>200 ft.</td>
</tr>
<tr>
<td>C</td>
<td>175 ft.</td>
<td>200 ft.</td>
</tr>
<tr>
<td>D</td>
<td>175 ft.</td>
<td>200 ft.</td>
</tr>
</tbody>
</table>

3.2: GROUND OR SPECIAL RULES:

a. All fields are to have benches or seating of some type for both teams. If there is only one bench, the visiting team will take the side of the field which has the bench.

b. All fields must have a port-a-john or bathroom facilities. If a field does not have bathroom facilities, the home team will forfeit the game.

c. Any obstruction on fair territory less than the prescribed fence distances from home plate (as outlines in Rule 3.1) should be clearly marked for the umpire’s information.

d. All fields must have a “Safety Base” at first base.

3.3: THE OFFICIAL DIAMOND. The diamond shall have base lines as follows:

<table>
<thead>
<tr>
<th>Class</th>
<th>Minimum</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>60 ft.</td>
</tr>
<tr>
<td>B</td>
<td>60 ft.</td>
</tr>
<tr>
<td>C</td>
<td>60 ft.</td>
</tr>
<tr>
<td>D</td>
<td>60 ft.</td>
</tr>
</tbody>
</table>
The official diamond shall have pitching distances as follows:

- **Class A** (10-Under) …… 35 ft.
- **Class B** (12-Under) …… 40 ft.
- **Class C** (14-Under) …… 43 ft.
- **Class D** (18-Under) …… 43 ft.

a. When the pitching rubber or base distance is found to be incorrect then game shall be stopped and the pitching rubber and/or bases set to the required distances.

### 3.4: FOR THE LAYOUT OF THE DIAMOND

Refer to the drawing showing the official dimensions of a softball diamond. This section is an example for laying out a diamond with 60 foot bases and a 40 foot pitching distance.

To determine the position of home plate, draw a line in the direction it is desired to lay the diamond. Drive a stake at the corner of home plate nearest the catcher. Fasten a cord to this stake and tie knots or otherwise mark the cord at the correct pitching distance (See Rule 3.3), 60 feet, 84 feet 10 ¼ inches and at 120 feet.

Place a cord (without stretching) along the direction line and place a stake at 40 foot marker – this will be the front line at the middle of the pitcher’s plate. Along the same line, drive a stake at 84 feet 10 ¼ inch marker. This will be the center of second base.

Place a 120 foot marker at the center of second base and, taking hold of the cord at 60 foot marker, walk to the right of the direction line until the cord is taut and drive a stake at the 60 foot marker. This will be the outside corner of first base and the cord will now form the lines to first and second bases. Again, holding the cord at the 60 foot marker, walk across the field and in like manner, mark the outside corner of third base.
Home plate, first and third bases are wholly inside the diamond.

To check the diamond, place the home plate end of the cord at the first base stake and the 120 foot marker at third base. The 60 foot marker should now check at home plate and second base.

Check all distances with a steel tape whenever possible.

a. **THE THREE FOOT LINE** is drawn parallel to and three feet from the baseline starting at a point halfway between home plate and first base.

b. **THE BATTER’S ON-DECK CIRCLE** is a five foot circle 2 ½ foot radius placed adjacent to the end of the player’s bench or dugout area closest to home plate.

c. **THE BATTER’S BOX**, one on each side of home plate, shall measure three feet by seven feet. The inside of the batter’s box shall be six inches from home plate. The front line of the batter’s box shall be four feet in front of a line drawn through the center of home plate. The lines are considered as being within the batter’s box.

d. **THE CATCHER’S BOX** shall be 10 feet in length from the rear outside corners of the batter’s boxes and shall be eight feet five inches wide.

e. **THE COACH’S BOX** is a line 15 feet long drawn outside the diamond. The line is parallel to and eight feet from the first and third baselines, extended from the bases toward home plate.

f. **THE PITCHER’S PLATE** shall be permanently attached to the ground at distances indicated in Rule 3.3. There shall be a 16 foot circle drawn from the pitcher’s plate, eight feet in radius. The lines drawn around the pitcher’s plate are considered inside the circle.

g. See Appendix B and C for field layouts.
4: Equipment

4.1: THE OFFICIAL BAT. The bat shall be a smooth cylinder with a knob. Only bats that pass through a 2 ¼ inch diameter bat rig are legal. Each bat shall be no more the 2 ¼ inches in diameter at its thickest part, no more than 34 inches in length, and may not exceed 38 ounces in weight. There shall be no devices, attachments, or wrappings that cause the handle to become flush with the knob. All bats should meet the ASA bat performance standard. Laser etching, other than on the barrel is permissible.

   a. All bats must bear ASA bat approved certification mark and must not be listed on the ASA Banned bat list unless it bears the ASA approved Re-certification mark or;
   b. Must be included in a list of approved bat models published by ASA or;
   c. Must be in the sole opinion and discretion of the umpire, have been manufactured prior to 2000 and, if tested, would comply with the ASA bat performance standards then in effect.
   d. Safety grip or cork tape (no smooth plastic tape) or composition material, may not exceed two layers of tape and must be continuously spiral. Any resin or pine tar is permissible on this part of the bat. Tape must be at least 10 inches line and not more than 15 inches.

4.2: WARM-UP BATS. No more than two official softball bats may be used by the on-deck batter in the on-deck circle. The WARM-UP BAT should meet the following requirements to be approved:
Rule 4.2

Stamped with one-fourth inch letters WB on either end of the bat or marked in 1” letters the words “Warm-Up Bat Only” on the barrel end of the bat;

a. A minimum weight of 48 ounces;
b. A minimum barrel diameter of 2 ½ inches;
c. Have a safety grip of at least 10 inches and no more than 15 inches extended from the knob; and/or
d. Be of one-piece construction or a one-piece permanently assembled bat approved by the PGS Executive Board.

4.3: THE OFFICIAL SOFTBALL.

a. Shall be a regular, smooth-seemed, concealed stitched or flat surfaced ball.
b. Shall have a center core made of either No 1 quality, long fiber kapok, a mixture of cork and rubber or polyurethane mixture.
c. May be hand or machine wound, with a fine quality twisted yarn, and covered with latex or rubber cement. Shall have a cover cemented to the ball by application of cement to the underside of the cover and sewn with waxed thread of cotton or linen, or shall have a molded cover bonded to the core with an authentic facsimile of stitching.
d. Shall have a cover of chrome tanned top grain, horsehide or cowhide or synthetic material.
e. The 12-inch ball shall be used for Class B, C and D and be between 11 7/8 inches and 12 1/8 inches in circumference, and shall weigh between 6 ¼ ounces and 7 ounces. The smooth-seam style shall not have less than 88 stitches in each cover, sewn by the two-needle method.
f. The 11-inch ball shall be between 10 7/8 inches and 11 1/8 inches in circumference, and shall weigh between 5 7/8 ounces and 6 1/8 ounces. The smooth-seem style shall not have less than 88 stitches in each cover, sewn by the two-needle method.

g. An optic yellow ball with a maximum ball compression of 375 lbs. and a maximum COR of .47 shall be used in all PGS games for Class A, Class B, Class C and Class D.

h. For the 2016 season, spirit balls will be used. Teams may use existing logo balls until current supply is exhausted. No exceptions.

4.4: **THE HOME PLATE** shall be made of rubber or other suitable materials. It shall be a five-sided figure, 17 inches wide across the edge facing the pitcher. The sides shall be parallel to the inside lines of the batter’s box and shall be eight and one-half inches long. The sides of the point facing the catcher shall be 12 inches long.

4.5: **PITCHER’S PLATE** shall be of wood or rubber, 24 inches long and six inches wide. The top of the plate shall be level with the ground. The front line of the plate shall be the prescribed pitching distances from the outside corner of home plate. (Refer to PITCHING DISTANCES Chart in Rule 3.3)
4.6: THE BASES. Other than home plate, shall be 15 inches square, made of canvas or other suitable materials, and not more than five inches in thickness. The bases should be securely fastened in position.

a. The double base or “Safety Base” must be used at first base. This base is 15 by 30 inches, made of canvas or other suitable material, half base is white (secured in fair territory) and half is orange (secured in foul territory). It should not be more than five inches in thickness.

NOTE: The following rules apply to the double base.

b. A batted ball hitting or bounding over the white portion is declared fair, and a batted ball hitting or bounding over the orange portion is declared foul.

c. The defense must use the white portion and the batter-runner must use the colored portion when a play is being made on the batter-runner.

1. The batter-runner is out when there is a play being made at first base and the batter-runner touches only the white portion provided the defense appeals prior to the batter-runner returning to touch the white or colored base.

2. The batter-runner is out for interference when there is a force play and 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. (See Rule 9.7.g penalty)

3. Obstruction is called on the defense when there is a force play on the batter-runner, who touches only the colored portion and collides with the fielder about to catch a thrown ball, while also on the colored portion. (See Rule 9.5.b penalty)
d. The defense and the batter-runner may use either the white or colored portion:
1. On any force out from the foul side of first base.
2. On an errant throw pulling the defense off the base and into foul territory.
3. When the defensive player uses the colored portion of the double base, the batter-runner can run in fair territory when the throw is coming from the foul side of the first base, and if hit by the thrown ball, it is not interference.
4. If intentional interference is called, the batter-runner is out.

e. The batter-runner or runner may touch the white or colored portion of the base;
1. When advancing on balls hit to the outfield with no play being attempted or when returning to first base.
2. When tagging up on a fly ball.
3. When returning on attempted pick-off play.

4.7: GLOVES OR MITTS may be worn by any player. No top lacing webbing or other devise between the thumb and body of the glove or mitt shall be more than five inches in length. Gloves with white, gray or optic yellow circles on the outside, giving the appearance of a ball, are illegal for all players. Pitchers’ glove or sleeve cannot match the color of the balls. Multicolored gloves are acceptable (except for optic yellow) for all other players.
SOFTBALL GLOVE SPECIFICATIONS

A. Palm Width .......................... 8 in.  
B. Palm Width .......................... 8 ½ in 
C. Top opening of web ................. 5 in. 
D. Bottom opening of web ............ 4 ½ in 
E. Web top to bottom .................. 7 ¼ in. 
F. First finger crotch seam .......... 7 ½ in. 
G. Thumb crotch seam ............... 7 ½ in 
H. Crotch Seam ........................ 17 ¼ in 
I. Thump top and bottom edge ...... 9 ¼ in. 
J. First finger top to bottom edge ... 14 in. 
K. Second finger top to bottom edge .13 ¼ in. 
L. Third finger top to bottom edge ... 12 ¼ in. 
M. Fourth finger to bottom edge ...... 11 in. 

4.8: SHOES MUST BE WORN BY ALL PLAYERS. A shoe should be considered official if it is made with either canvas or leather uppers or similar materials. The soles may be either smooth or have soft or hard rubber cleats. Metal spikes are allowed in Class D. No hard plastics or polyurethane spikes similar to metal sole and heel plate are allowed in Classes A, B & C. No shoes with detachable cleats that screw ON are allowed. Metal toe plates will be allowed.
4.9: HELMETS, MASKS, BODY PROTECTORS, AND SHIN GUARDS.

a. Catchers must wear protective helmet and a protective mask with throat protector that is part of or attached to the mask. The catcher’s helmet and mask combination shall meet the NOCSAE standard and have full ear protection (dual ear flaps). **NOTE:** the catcher’s head, face, and throat protection may be a one-piece design or a multi-piece design.

b. Body protectors are mandatory for catchers.

c. Catchers must wear shin guards.

**PLAY** – Catcher refuses to wear her mask after being ordered to wear a mask by the Umpire.

**RULING** – Forfeited game shall be declared by the umpire if no one else will wear mask and catch.

4.10: NO EQUIPMENT SHALL BE LEFT LYING ON THE FIELD, either in fair or foul territory. (See Rule 9.5.3g Play 4). All non-player equipment, including wheelchairs, crutches and other similar items shall be confined to out-of-play areas.

4.11: UNIFORM. All players on a team should wear uniforms alike in color, trim and style. The Manager and Coaches when not in a softball uniform are requested to dress “appropriately” recognizing that the attention should be on the players and not on the adults. If short pants are worn, they must be “walking shorts” or shorts designed for softball competition. Uniforms required in all game play include a shirt, pant, or shorts, and shall be worn by all players. No tank tops are permitted. A tank top is a shirt without sleeves with less than a 1 ½ inch wide shoulder strap. Players shall wear/utilize uniforms/equipment properly as designed by the manufacturer. **NOTE:** Uniforms should have any optic yellow color on them.
a. **HEADWEAR.** Ball caps, visors, and headbands are optional for players. If worn, they can be mixed, but must be worn properly. If one type or more than one type is worn, they all must be same in color. Handkerchiefs do not qualify as headbands and cannot be worn, either around the head or around the neck. **NOTE:** Plastic visors are not allowed as head wear.

b. **PANTS.** Players may wear long or short pants or a combination of and should be the same in color.

c. **UNDERSHIRTS.** Players may wear a uniform, solid colored undershirt (it may be white but cannot be optic yellow). It is not mandatory that all players wear an undershirt if one player wears one, but those that are worn must be alike. No player may wear ragged, frayed, or slit sleeves on exposed undershirts.

d. **NUMBERS.** An Arabic number of contrasting color, at least two inches high, must be worn on the back of all uniform shirts. (Number 3 and 03 are examples of legal numbers.) Players without numbers will not be permitted to play. If duplicate numbers exist, one will not be permitted to play in the game.

e. **HELMETS.** All offensive players must wear properly fitted non-glare batting helmets with double ear flaps, chin straps, and a protective face mask/guard that has been approved by the National Operating Committee on Standards for Athletics Equipment (NOCSAE). It is the umpire’s responsibility to see that the batter has protective headgear. (Chin straps are optional for Classes C & D.)

**PENALTY:** Failure to wear the batting helmet when ordered to do so by the umpire shall cause said player to be declared out immediately. The ball remains alive. Batting helmets that are broken, cracked, dented or that have been illegally altered are prohibited from use.
**NOTE**: Calling a runner out for removing a helmet does not remove force play situations. Umpires should use discretion as to the intent of the rule concerning player safety.

f. **CASTS.** Plaster or other hard substance in their final form may not be worn during the game. Any exposed metal may be considered legal if covered by soft material and taped. All casts, splints or taping must be approved by the umpire prior to the start of the game.

g. **JEWELRY.** Exposed jewelry such as wrist watches, bracelets, earrings and neck chains, or any other item judged dangerous by the umpire, may not be worn during the game. Medical alert bracelets or necklaces are not considered jewelry, but if worn, must be taped to the body.

h. **SUNGLASSES.** Mirror sunglasses are not allowed on the field. **NOTE:** If the eyes are visible through the lens, they are not mirror sunglasses.

i. **DEFENSIVE PROTECTIVE FACE MASKS.** It is recommended that all defensive infielders wear protective face masks. Pitchers are required to wear a protective face mask. No exceptions.
5: Players & Substitutes

5.1: TEAM SHALL CONSIST OF:
   a. A minimum of ten (10) players.
   b. Roster shall include only female players.

5.2: PLAYER-POSITIONS;
   SHALL BE DESIGNATED AS FOLLOWS:
   a. Pitcher, Catcher, first baseman, second baseman, third baseman, shortstop, left fielder, center fielder, right fielder. **NOTE:** Players of the team in the field may be stationed anywhere in fair territory, except the catcher, who must be in the catcher’s box, and the pitcher, who must be in a legal pitching position at the start of each pitch. When a pitch is delivered without all defensive players in fair territory, an illegal pitch is declared.

5.3: SUBSTITUTING/RE-ENTRY.
   a. A player who is not listed as an eligible substitute on the line-up card at the beginning of the game and shows up late, shall be added to the bottom of the lineup.
   b. All rostered players in attendance must play at least two consecutive innings (both fielding and in the batting rotation) by the top of the 5th inning of the game – substitutions must be made by the 3rd inning. All division teams will bat the bench the entire game – OR – shall match the number of players on the opposing team. **EXAMPLE:** Team X has 12 players and Team Y has 13, both teams can bat a minimum of 12 players in the lineup. Team Y can choose to substitute for the 13th player by the 3rd inning or bat all 13 players, should they choose. Normal substitution rules apply after the matched lineups. The DP/Flex rule only applies during tournament at the C & D Divisions.
c. A substitute may replace a player, including the pitcher, when the ball is dead or time has been called. The substitute or coach shall report, only at the time of the change, to the umpire by stating name and shirt number of the player entering the game for the first time of the player re-entering, the name of the player entering the game as a courtesy runner or being replaced in the batting order and the position to be occupied in the field if the player is not a courtesy runner.

**NOTE:** The pitcher is not required to pitch until the first batter facing her has completed her turn at bat or the side has been retired.

**NOTE:** A pitcher may be removed as a pitcher, move to a different defensive position and return as a pitcher only once per inning provided the returning pitcher does not violate either the substitution or charged conference rule.

d. A substitute shall not enter the contest unreported.

e. Any player may be withdrawn from the game and re-entered once, provided such player occupies the same batting position whenever in the line-up. A violation results in an illegal substitution. A substitution who is withdrawn may re-enter.

5.4: **REQUIRED NUMBER OF PLAYERS.**

a. Nine (9) Players are required to start a game. If for any reason, a team does not have an eligible ninth player or substitute for a player who is withdrawn from the line-up, the team may begin the game or continue the game with eight (8) players, but an automatic out shall be recorded each time the missing 9th player in the line-up would have appeared in the batting rotation.

**EXCEPTION:** Divisions A & B do not take an automatic out for the missing 9th player.
b. If an eligible player becomes available, the team may return to nine (9) players. If a team drops to seven (7) players, the game is forfeited by the offending team. **NOTE:** Players listed on the starting lineup and not available at the start of the game may be substituted for and re-entered under the Re-Entry Rule.

c. In the event that all players have been inserted in a ball game and one (1) player becomes injured or ill, a player from the bench may be inserted in the game again. The player to be inserted shall be selected by the opposing team’s manager. If the injured/ill player misses their next at-bat, they may not re-enter the game. **EXCEPTION:** Should the pitcher become injured, she must be replaced by a player already in the game and the player’s position on the field must be filled from the bench. If a player is ejected, the game must finish with eight (8) players.

d. Any player rendered unconscious may not resume playing that day unless authorized in writing by a physician after the unconscious state was noted.

5.5: **SUBSTITUTES: UNREPORTED/INELIGIBLE PLAYERS.** A substitute may take the place of a player whose name is in her team’s batting order. The following regulations govern the substitution of players:

a. The manager or team representative of the team making the substitution shall immediately notify the umpire at the time a substitute enters. If the manager in violation informs the umpire prior to the offended team’s protest, there is no violation and the unreported substitute shall be declared legal. A substitute is not officially in the game until a pitch (legal or illegal) has been thrown or a play made. If the “DP” replaces the “FLEX PLAYER” or the “FLEX PLAYER” replaces the “DP”, this change must be reported to the umpire (C & D divisions only- See DP/FLEX rule 13.6).
**EFFECT:** If not reported it is a team warning for the 1<sup>st</sup> offense. The 2<sup>nd</sup> offense the player and coach are bench suspended.

b. Substitute players will be considered in the game after one pitch has been thrown and:
   1. A batter, when she’s in the batter’s box
   2. A fielder, when she’s in a defensive position
   3. A runner, when on the base she is holding
   4. A pitcher, when she’s near pitcher’s plate.

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

**PLAY (1)** – Jones is the starting pitcher. In the top of the third inning Smith hits for Jones, in the bottom of the third Jones returns to pitch.

**RULING** – Legal.

**PLAY (2)** - Pitcher Jones walks B3 and is replaced by Smith. The offense substitutes #11 for B4 and before Smith throws one pitch (a) Jones the starting pitcher re-enters (b) Brown is substituted for Smith.

**RULING** – Legal in both situations. The pitcher no longer has to pitch until the first batter facing her has completed her turn at bat, the side has been retired or she has been removed from the game.

d. A player removed from the game by rule, shall not participate in the game again.

**EFFECT:** 5.5.d: The game shall be forfeited to the offending team.
e. **Blood Rule.** (refer to Communicable Disease Procedures) A player, coach, 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 reasonable is left to the umpire’s judgement.

(1) Stop the game and immediately call a coach or other authorized person for the injured player and allow treatment.

(2) Apply the rules of the game regarding substitution, and re-entry if necessary.
6: The Game

6.1: LEAGUE GAMEPLAY.

a. Misconduct, unsportsmanlike conduct, and/or unnecessary roughness by any player, coach, or fan will not be tolerated. Infractions of the sort shall warrant the filing of a written complaint within 24 hours of the violation. The Board shall decide the appropriate actions, if any.

b. SCHEDULED GAME(S):
   1. Regular season scheduled weekday games will begin at 6:15 pm unless playing under lights (Saturday & Sunday game times may vary). Forfeit time is 15 minutes past the scheduled game time.
   2. “A” division games will have a two hour time limit. No new inning can begin after two hours of the start of the game.
   3. All divisions – Umpire has the discretion to call games due to darkness or unsafe field and/or weather conditions.
   4. It is the home team manager’s responsibility to call the Umpire Scheduler to request an Umpire for a rescheduled game and follow the reschedule policy.
   5. It is the home team manager’s responsibility to call the opposing team and Assignor to cancel a game due to unsafe field conditions (due to weather, etc.) at least one hour prior to game time, whenever possible.

c. All fields are to have benches or seating of some type for both teams. If there is only one bench, the visiting team will take the side of the field which has the bench.

d. All fields must have a “Safety Base” at first base which is orange in color.

e. All fields must have port-a-johns or bathroom facilities. If a field does not have facilities, the home team will forfeit the game.
f. Prior to game time, field(s) should be lined as outlined on the APPENDIX A – Field Layout diagram. This includes a batter’s box and coach’s box. Under normal conditions, the home team shall forfeit the game if the field is not properly lined at least 15 minutes past the scheduled game start time.

g. Games shall not end in a tie, except at the coach pitch level.

h. A courtesy runner may be used for a current pitcher or catcher at any time. The runner must be a player that has not been substituted into the game. If all players have played, the last batted out may be used.

i. All rostered players in attendance must play at least two consecutive innings (both fielding and in the batting rotation) by the top of the 5th inning of the game. Substitutions must be made by the 3rd inning. During regular season and tournament games, all ages/division teams will bat the bench the whole game – OR- shall match the number of players on the opposing team. Example, if Team X has 12 players and Team Y has 13, both teams can bat a minimum of 12 players in the lineup. Team Y can choose to substitute for the 13th player by the 3rd inning or bat all 13 players, should they choose. Normal substitution rules apply after the matched lineups. The DP/Flex Rule only applies during tournaments at the C & D Levels.

j. For all other rules and regulations not covered/addressed within, refer to Ohio High School OHSAA Federation Rules.

k. If a blatant violation of the rules and regulations occur, the Manager of the opposing team should notify the Umpire and offending Manager prior to the next pitch. If the violation can still be corrected, the Umpire may do so. If not, the Manager shall notify a Board Member 24 hours after the game.
6.2: GAME RESCHEDULE POLICY.

a. Games postponed for any reason other than weather must be approved by the Umpire Scheduler. School functions should be reported to the board prior to the release of the season’s schedule. If a game is cancelled for another reason, the team that cancelled will forfeit that game.

b. Postponed games: (rainouts) must be rescheduled within 48 hours to be completed within 10 days of the original game date (and/or prior to tournament draw, whichever is first). A game postponed due to weather is limited to two (2) reschedules.

c. Reschedule Policy:
   1. The home team shall provide three dates that the rescheduled game can be played on and the visiting team shall choose one of the three days.
   2. If the visiting team is not able to commit to playing one any of the dates provided, the home team shall contact the Umpire Scheduler immediately so they can set a date for the rescheduled game.
   3. If the home team does not have an available field within 10 days of the original game date, the game shall be rescheduled to be played at the visiting team’s field or a neutral location.
      NOTE: The home and away teams shall remain as originally scheduled.
   4. Failure to play the rescheduled game shall result in a forfeit. The forfeiting team gets 1 point, the non-forfeiting team gets 2 points. The non-forfeiting team does not have to show up and throw a pitch. And neither team has to pay the umpire if the game is cancelled with the umpire scheduler 48 hours before the scheduled game.
The forfeiting team will pay the umpire fee if the umpire scheduler is not notified 48 hours prior to the originally scheduled game.

5. Rescheduled games must be reported by both team managers within 48 hours of the originally scheduled game by emailing schedules@portagegirlssoftball.com.

6.3: THE VISITING TEAM SHALL ASSUME THE FIRST AT BAT for regular season games. For tournament games, the higher seeded team shall be given the option of being the Home or Visiting team.

6.4: THE FITNESS OF THE GROUND FOR A GAME shall be decided by the home team until the home plate umpire has entered the confines of the field. From that point forward, the home plate umpire shall determine the fitness of the ground.

6.5: REGULATION LEAGUE AND TOURNAMENT GAMES SHALL CONSIST OF SEVEN INNINGS.

a. A full seven innings need not be played if the team second at bat scores more runs in six innings or before the third out in the last of the seventh inning.

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

c. The umpire is empowered to call a game at any time because of darkness, rain, fire, panic or other causes which place the patrons or players in peril. For games called prior to five complete innings, See 6.5.h.
**PLAY** – At the end of the fourth inning, the score is H(1) and V(2). There is no score in the first half of the fifth, but in the last half H scores: (a) 1 run; (b) two runs. In either case, game is called for rain with only one or two outs.

**RULING** – In either case, it is a regulation game. In (a), it is a suspended game. In (b), H is the winner.

d. An official game shall be declared if one team is ahead by fifteen (15) or more runs after four (4) complete innings, OR ten (10) or more runs after five (5) or more complete innings. (See Rule 6.6).

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

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

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

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

**PLAY** – A game is called before seven complete innings of play because the manager of the visiting team no longer wishes to play.

**RULING** – If weather permits, the game shall not be terminated. The umpire shall forfeit the game to the home team by a score of 7-0.

3. If, after play has been suspended by the umpire, one side fails to resume playing within two minutes after the umpire has called “play ball”.

(4) If a team employs tactics noticeably to delay or to hasten the game.
(5) If, after warning by the umpire, any one of the rules of the game is willfully violated.
(6) If the order for the removal of a player to the dugout is not obeyed within one minute.
(7) If, because of the removal of the players from the game by the umpire or for any cause, there are less than eight on either team.
(8) A game may end at any time if both team’s managers agree to end the game.

g. If after one pitch has been made, a game shall be declared suspended if it is called because of darkness, rain, fire, panic or other causes which place the patrons or players in peril. All records count, and the game shall be resumed at the exact point where it was stopped. The player lineup when the game is resumed shall be the same as it appears in the score book when the game was stopped. If any player(s) listed in the lineup are not present when the game is resumed, substitute player(s) can be inserted per rules 5.4.b and 5.4.c. If no substitute is available per rules 5.4.b and 5.4.c, the player to be inserted shall be selected by the opposing team’s manager.

h. If after five (5) innings the visiting team ties or goes ahead and the home team does not have an opportunity to bat in their half of the inning due to weather or darkness, the game shall be suspended, unless both managers agree to end the contest as a completed game.

6.6: RUN RULE.
An official game shall be declared if one team is ahead by fifteen (15) or more runs after four (4) complete innings, OR ten (10) or more runs after five (5) or more complete innings.
6.7: **THE WINNER OF THE GAME SHALL BE** the team that scores the most runs in a regulation game.
   a. The score of a called regulation game shall be the score at the end of the last complete inning, unless the team second at bat has scored more runs than the first team at bat in the incomplete inning. In this case, the score shall be that of the incomplete inning.
   b. Games shall not end in a tie, except at the coach pitch level.
   c. The score of a forfeited game shall be 7-0 in favor of the non-forfeiting team.

6.8: **ONE RUN SHALL BE SCORED** each time a Baserunner legally touches first, second, third and home plate before the third out of the inning.

6.9: **A RUN SHALL NOT BE SCORED** if the third out of the inning is a result of:
   a. The batter being out before legally touching first base.
   b. A baserunner being forced out due to the batter becoming a baserunner.

   **PLAY (1)** – R1 is on third base and R2 is on first base with two outs. Batter hits ground ball to F4, who chases R2 back toward first base and tags her (a) before R1 scores, (b) after R1 scores.

   **RULING** – Run does not count in (a) or (b) since the third out was a force out.

   **PLAY (2)** – With one out and runners on second base and third base, the batter flies out for the second out. The runner on third base tags up after the catch, but the runner on second base does not. The runner on third base crosses home plate before an appeal is made at second base.
RULE 6.9

RULING – The run will count, as this is a time play and not a force out. If the runner crosses home plate after the appeal, the run would not count.

c. A baserunner has left their base before the pitcher releases the ball to the batter.

6.10: NO SUCCEEDING RUNNER SHALL SCORE A RUN when a preceding runner has been declared the third out of an inning.

PLAY (1) – One out, R1 on third base and R2 on second base. Batter hits a fly ball which is caught by F7. R1 tags up and leaves her base before the fly ball is touched by F7. R2 tags up and legally leaves her base and scores. Appeal is made at third base and umpire declares R1 out.

RULING – Three outs, no runs score.

PLAY (2) – Two outs, R1 on third base, R2 on second base and R3 on first base. Batter hits ball over the fence for a home run. R1 fails to touch home plate but R2, R3 and the batter-baserunner touch all bases in order, including home plate. An appeal is made on R1 at home plate. Umpire declares R1 out.

RULING – No runs score.

6.11: A BASERUNNER SHALL NOT SCORE A RUN ahead of the baserunner preceding her in the batting order, if preceding runner has not been put out.

6.12: THERE SHALL BE ONLY ONE OFFENSIVE CONFERENCE between the manger or other team representative and the batter or baserunner in an inning. Umpires shall not PERMIT any such conferences in excess of one in an inning.

PENALTY: A manager or coach who insists on another charged conference will be confined to the bench.
6.13: MAXIMUM RUNS PER INNING

A League Only – There is a five (5) run per inning per team limit until the 7th or last inning. When a team scores five (5) runs with less than two outs, the half-inning is considered completed.

B League Only – There is a seven (7) run per inning per team limit until the 7th or last inning. When a team scores seven (7) runs with less than two outs, the half-inning is considered completed.

Once an inning is determined to be the last inning, the “Run Per Inning” limit no longer applies, and for the remainder of the game, each half inning continues until the team at bat records three outs. For the purposes of the “Run Per Inning” rule, an inning is considered the “last inning” if:

1. An official game shall be declared if one team is ahead by fifteen (15) or more runs after four (4) complete innings, OR ten (10) or more runs after five (5) or more complete innings.
2. After two hours of play, at the end of an inning either team has a lead of ten (10) or more runs.
3. The home plate umpire declared the 5th or 6th inning to be the last inning due to impending darkness or weather conditions (prior to the start of the inning).

NOTE: While the run limit is in effect, if a batter reaches first base due to a hit or fielding error with runners on base, only the runners that score up to the run limit are counted.
7: Pitching Regulations

7.1: PRELIMINARIES. Before starting the delivery (pitch), the pitcher shall comply with the following:

a. She shall take a position with her pivot foot on the pitcher’s plate and non-pivot foot on or behind the pitcher’s plate. Both feet must be on the ground within the 24 inch length of the Pitcher’s plate. Her shoulders shall be in line with first and third bases. The hands shall be separated. The ball can be in the glove or pitching hand.

b. While in the position described above, she shall take or simulate taking the signal from the catcher.

c. After completing “b” above, the pitcher shall bring both hands together for not less than one second and not more than 10 seconds before releasing the ball. The ball may be in or touching the outside of the glove.

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

e. The pitcher may not take the pitching position on or near the pitcher’s plate without having the ball in her possession.

**NOTE:** To indicate to the pitcher that she may not start the pitch, the umpire should raise one hand with the palm facing the pitcher. “NO PITCH” shall be declared if the pitcher pitches while the umpire has his/her hand in said position.

7.2: THE PITCH starts when one hand is taken off the ball or the pitcher makes any motion that is part of the wind-up after the hands have been brought together.

a. Once the hands are brought together, the pitcher shall not take more than one step, which must be forward, toward the batter and simultaneous with the delivery of the ball to the batter.
**NOTE**: toward the batter is interpreted as within the 24 inch length of the pitcher’s plate.

b. The pivot foot may remain in contact with or may push off and drag away from the pitching plate prior to the front foot touching the ground, as long as the pivot foot remains in contact with the ground. Pushing off with the pivot foot from a place other than the pitcher’s plate is illegal.

**NOTE**: it is not a step if the pitcher slides her foot across the pitcher’s plate, provided contact is maintained with the pitcher’s plate.

**PLAY (1)** – The pitcher stands on the right side of the pitcher’s plate with both feet in legal contact. She takes a step with her non-pivot foot toward third base so that the entire foot lands to the right of the outside of the pitcher’s plate.

**RULING** – Illegal pitch.

**PLAY (2)** – The pitcher stands with two feet on the pitching rubber and takes the signal. She then steps or slides back with the non-pivot foot (a) while her hands are separated (b) while her hands are together.

**RULING** – (a) legal and (b) illegal. Because her step must be forward with the non-pivot foot a step back must be completed prior to the start of the pitch as described in Rule 7.2.

**NOTE**: The umpire should hold up the pitch until the batter is within the lines.

**7.3: A LEGAL DELIVERY** shall be a ball which is delivered to the batter with an underhanded motion.

a. The release of the ball and follow through of the hand and wrist must be forward, past the straight line of the body.

b. The hand shall be below the hip, and the wrist not farther from the body then the elbow.

c. The pitch is completed with a step toward the batter.

d. The catcher must be within the lines of the catcher’s box when the pitch is released.
**Rule 7.3**

**PLAY** – A pitch is delivered with the catcher outside the boundaries of the catcher’s box.

**RULING** – Illegal pitch.

e. The catcher shall return the ball directly to the pitcher after each pitch, except a strikeout or putout made by the catcher.

**EXCEPTION: 7.3.e:** does not apply when (a) a batter becomes a baserunner, (b) there are runners on base, or (c) a foul ball if fielded close to the foul line by the catcher who throws to first base for a possible out.

**PLAY** – Bases are empty and the batter has a count of no balls and one strike. On the next pitch, the batter hits a foul ball which the catcher retrieves and throws to the third baseman.

**RULING** – A ball is awarded to the batter and the count becomes one ball and two strikes.

f. The pitcher has 20 seconds to release the next pitch after receiving the ball from the catcher.

**7.4: THE PITCHER MAY USE ANY WINDUP DESIRED PROVIDING:**

a. She does not make any motion to pitch without immediately delivering the ball to the batter.

b. She does not use a rocker action in which, after having the ball in both hands in the pitching position, she removes one hand from the ball, takes a backward and forward swing, and returns the ball to both hands in front of the body.

c. She does not use a windup in which there is a stop or reversal of the forward motion.

d. She does not make two revolutions of the arm in the windmill pitch. A pitcher may drop her arm to the side and the rear before starting the windmill motion.

e. She does not continue to wind up after taking the forward step, which is simultaneous with the release of the ball.
f. Techniques such as the “crow hop”, the replant of the pivot foot prior to delivering of the pitch, and the “leap”, when both feet are airborne at the time of release, are illegal.

7.5: THE PITCHER SHALL NOT DELIBERATELY DROP, ROLL OR BOUNCE THE BALL while in the pitching position in order to prevent the batter from striking it. A pitch out for the purpose of intentionally walking a batter is not considered an illegal pitch. (Refer to Rule 9.2.c).

7.6: THE PITCHER SHALL NOT, at any time during the game, be allowed to use tape or any foreign substances upon the ball, the pitching hand or fingers, nor shall any other player apply a foreign substance to the ball. Under supervision and control of the umpire, powdered resin may be used to dry the hands. Applying resin into the glove and then placing the ball in the glove is an illegal act.

Resin must be kept in the ground behind the pitcher’s plate. A pitcher who licks her fingers must wipe the fingers off before bringing them in contact with the ball. A pitcher shall not wear any item on the pitching hand, wrist, forearm, elbow, or thighs, which may, in the umpire’s judgement, be distracting to the batter. Batting gloves may not be worn on the pitching hand.

**EFFECT:** An illegal pitch shall be called on the first offense. If any defensive player continues to place foreign substances on the ball, the player shall be ejected from the game.
7.7: THE PITCHER SHALL NOT DELIVER A PITCH unless all defensive players, except the catcher who must be in the catcher’s box, are positioned in fair territory.

*NOTE 1:* It is an illegal pitch if a fielder takes up a position in the batter’s line of vision or, with deliberate unsportsmanlike intent, act in a manner to distract the batter. A pitch does not have to be released. The offending player shall be ejected from the game and an illegal pitch shall be declared.

**EFFECT: 7.1 TO 7.7:** Any infraction of Rules 7.1 to 7.7 is an illegal pitch, with the exception of Rule 7.3.e, which is covered separately. The umpire shall give the delayed dead ball signal by extending his left arm horizontally, and a ball is called on the batter. If an illegal pitch hits the batter, the batter is awarded first base.

**EXCEPTION:** If the pitcher completes the delivery of the ball to the batter; and if the batter hits the ball and reaches first base safely; and if all baserunners advance at least one base on the action resulting from the batted ball, the play stands and the illegal pitch is nullified. A delayed dead ball will be signified by the umpire extending his left arm horizontally.

*NOTE 2:* An illegal pitch shall be called immediately when it becomes illegal. If called by the plate umpire, it shall be called in a voice so that the catcher and the batter will hear it. The plate umpire will also give the delayed dead ball signal. If called by the base umpire, it shall be called so that the nearest fielder shall hear it. The base umpire shall also give the delayed dead ball signal. Failure of players to hear the call shall not void the call.
7.8: **NOT MORE THAN ONE MINUTE MAY BE USED TO DELIVER NOT MORE THEN FIVE PITCHES** to the catcher or other teammate at the beginning of each half inning or when a pitcher relieves another. Play shall be suspended during this time. Umpires are urged to follow the 60 second time limit for getting teams on and off the field. If a team is taking too much time and a warning has been issued, the umpire can call a ball on the first batter for each 20 seconds late. Teams that repeatedly take more than one minute to be ready to play, the manager will be warned and if the team continues to delay play the umpire may eject the manager for the remainder of the game. A replacement pitcher either at the beginning or during an inning will be allowed five (5) pitches. If she has previously been inserted as a pitcher, she will be allowed up to five (5) pitches.

7.9: **THE PITCHER SHALL NOT THROW TO A BASE** during a live ball while her foot is in contact with the pitcher’s plate after she has taken the pitching position. **EFFECT: 7.9:** Illegal pitch, the ball is dead, a ball is called on the batter. If the throw from the pitcher’s plate is during a live ball appeal play, the appeal is canceled. **NOTE:** The pitcher can remove herself from the pitching position by stepping backwards off the pitcher’s plate. Stepping forward or sideways constitutes an illegal pitch. It is an illegal pitch if a fielder takes up a position in the batter’s line of vision or, with deliberate unsportsmanlike intent, act in a manner to distract the batter. A pitch does not have to be released.

7.10: **NO PITCH SHALL BE DECLARED WHEN:** The pitcher pitches during the suspension of play.
a. The pitcher attempts a quick return of the ball before the batter has taken position or is off balance as a result of a previous pitch.

b. The runner is called out for leaving the base prior to the pitcher releasing the pitch.

c. The pitcher pitches before a baserunner has retouched her base after a foul ball has been declared and the ball is dead.

**EFFECT: 7.10a TO 7.10d:** The ball is dead and all subsequent action on that pitch is canceled.

d. No Player, manager or Coach shall call “TIME”, employ any other word or phrase, or commit any act while the ball is alive and in play for the obvious purpose of trying to make the pitcher commit an illegal pitch.

**EFFECT: 7.10e:** No pitch shall be declared and a warning issued to the offending team. A repeat of this type of act by the team warned shall result in the offender being removed from the game.

**PLAY** – *Pitcher is in her wind-up when the batter, in an attempt to have the pitcher commit an illegal pitch, raises her hand as if to request “Time”.*

*Pitcher stops her wind-up.*

**RULING** – *No pitch shall be declared.*

**7.11: THERE SHALL BE ONLY THREE CONFERENCES** between the manager or other team representative from the dugout with any defensive player(s) in a regulation game. For every inning beyond regulation, there shall be one charged conference per inning between the manager or other team representative from the dugout with any defensive player(s). NOTE: The fourth, and each additional charged conference in a regulation game, or for any charged conference in excess of one per inning in an extra inning game, shall result in the removal of the pitcher from the pitching position for the remainder of the game. The removed pitcher can play another position on the defense but cannot pitch again.
Rule 7.12

7.12: IF THE BALL SLIPS FROM THE PITCHER’S HAND during her windup or during the back swing, a ball is declared on the batter, the ball will be in play, and the runners may advance at their own risk.

7.13: ANY PLAYER serving as a catcher to warm up a pitcher shall wear a mask, helmet and throat protector whether the pitcher is warming up from the mound, in the bullpen or elsewhere.
8: Batting

8.1: THE BATTER SHALL TAKE HER POSITION WITHIN THE LINES OF THE BATTER’S BOX.

a. The batter shall not have her entire foot touching the ground outside the lines of the batter’s box or touching home plate when the ball is hit.

b. The batter shall not step directly across in front of the catcher to the other batter’s box while the pitcher is in position, ready to pitch.

c. The batter shall not enter the batter’s box with an illegal bat.

PLAY – Batter hits ball for a single with (a) a bat 35 inches long, or (b) a baseball bat.

RULING – In both cases, the bats are illegal. The batter is called out and all runners are returned to the base they were at, at the start of the pitch.

EFFECT: 8.1.a to 8.1.c: The ball is dead, the batter is out, and baserunners may NOT advance.

d. The batter shall not enter the batter’s box with an altered bat.

EFFECT 8.1.d: The ball is dead, the batter is out and, without warning, is removed from further participation in the game, and baserunners may not advance. PLAY – REFER TO RULE 2.1

e. The batter must take her position within 10 seconds after the umpire has called “play ball”.

EFFECT: 8.1.e: The ball is dead. A strike shall be called on the batter for each 10 seconds the batter’s box is not occupied after the umpire has called “play ball”.

f. The batter must have both feet completely within the lines of the batter’s box prior to the start of the pitch. She may touch the lines, but no part of her foot may be outside of the lines prior to the pitch.

NOTE: The umpire should hold up the pitch until the batter is within the lines.
8.2: EACH PLAYER OF THE SIDE AT BAT shall become a batter in the order in which her name appears on the lineup card.

a. The batting order of each team must be on the lineup card and must be delivered before the game by the manager or captain to the plate umpire.

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

c. The first batter in each inning shall be the batter whose name follows that of the last player who completed a turn at bat in the preceding inning. **EFFECT: 8.2.b to 8.2.c:** Batting out of order is an appeal play which may be made by the manager, player or coach of the defensive team only. The defensive team forfeits its right to appeal batting out of order when all infielders (including the pitcher) have left their normal positions (crossed the foul line).

(1) If the error is discovered while the incorrect batter is at bat, the correct batter may take her place and legally assume any balls and strikes. Any runs scored or bases run while the incorrect batter was at bat shall be legal.

(2) If the error is discovered after the incorrect batter has completed her turn at bat and before there has been a pitch to another batter, the player who should have batted is out. Any advance or score made because of a ball batted is out. If the error is discovered after the first pitch to the next batter, the turn at bat of the incorrect batter is legal, all runs scored and bases run are legal, and the next batter in order shall be the one whose name follows that of the incorrect batter. No one is called out for failure to bat. Players who have not batted and who have not been called out have lost their turn at bat until reached again in the regular order.
d. No baserunner shall be removed from the base she is occupying. (Except the batter-baserunner who has been taken off the base by the umpire as in (2) above to bat in her proper place.) She merely misses her turn at bat with no penalty. The batter following her in the batting order becomes the eligible batter.

**PLAY** – With R1 on first B7 is next on the batting list but B8 erroneously takes her place. The error is discovered by the opposite team personnel and reported to the umpire or official scorekeeper (a) after B8 has received two strikes (b) after B8 has received a base on balls, (c) after R8 hit a foul which is caught or has made a safe hit to advance R1, (d) R1 is forced out at 2B and B8 is on first base, (e) after a pitch has been delivered to B9.

**RULING** – In (a) B8 is replaced by B7 who assumes the no ball, two strike count; also, any advancement of R1 is legal. In (b) and (c), B7 is out. B8 is removed from the base and B8 bats again with no balls or strikes. R1 must return to first base. In (d) B7 and R1 are out, remove B8 from first and B8 bats again with no balls or strikes. In (e) no correction is made, and B7 and B8, do not bat again until their regular time.

e. When the third out in an inning is made before the batter has completed her turn at bat, she shall be the first batter in the next inning, and the ball and strike count shall be canceled and the batter will start with a no ball and no strike count.

**8.3: THE BATTER SHALL NOT HINDER THE CATCHER** from fielding or throwing the ball by stepping out of the batter’s box or intentionally hinder the catcher while standing within the batter’s box.

**EFFECT:** The ball is dead, the batter is out, and baserunners must return to the last base they occupied prior to the interference call.
8.4: **MEMBERS OF THE TEAM AT BAT SHALL NOT INTERFERE** with a player attempting to field a foul fly ball.

*EFFECT*: The ball is dead, the batter is out, and the baserunners must return to the base legally held at the time of the pitch.

8.5: **THE BATTER SHALL NOT HIT A FAIR BALL** with the bat a second time in fair territory.

*NOTE*: If the batter drops the bat and the ball rolls against the bat in fair territory and, in the umpire’s judgement, there was no intention to interfere with the course of the ball, the batter is not out and the ball is alive and in play.

*EFFECT*: The ball is dead, the batter is out, and baserunners may not advance.

8.6: **A STRIKE IS CALLED BY THE UMPIRE:**

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

*EFFECT 8.6.a*: The ball is in play and the baserunners may advance with liability to be put out.

b. For each legally pitched ball struck at and missed by the batter.

*EFFECT 8.6.b*: The ball is in play and the baserunners may advance with liability to be put out.

c. For each foul tip held by the catcher.

*EFFECT 8.6.c*: The ball is in play and the baserunners may advance with liability to be put out. The batter is out if it is the third strike.

d. For each foul ball not legally caught on the fly when the batter has less than two strikes. Also reference Rule 8.9.f (2).

e. For each pitched ball struck at and missed which touches any part of the batter.
PLAY – On third strike B3 strikes at and misses pitch. Ball strikes his arm or person.

RULING – B3 is out. Ball becomes dead.

f. When any part of the batter’s person is hit with her own batted ball when she is in the batter’s box and she has less than two strikes.

g. When a delivered ball by the pitcher hits the batter while the ball is in the strike zone.

EFFECT 8.6.d to 8.6.g: The ball is dead and baserunners must return to their bases without liability to be put out.

8.7: A BALL IS CALLED BY THE UMPIRE:

a. For each legally pitched ball which does not enter the strike zone, touches the ground before reaching home plate, or touches home plate and at which the batter does not swing.

EFFECT 8.7.a: The ball is in play and baserunners are entitled to advance with liability to be put out.

b. For each illegally pitched ball.

EFFECT 8.7.b: The ball is in play and baserunners are entitled to advance with liability to be put out. The offensive coach has the choice of the play or the penalty.

c. When the catcher fails to return the ball directly to the pitcher as required in Rule 7.3.e.

d. When the pitcher fails to pitch the ball within 20 seconds.

e. For each excessive warm-up pitch.

EFFECT 8.7.c to 8.7.e: The ball is dead. Baserunners may not advance.

8.8: A FAIR BALL IS A LEGALLY BATTED BALL WHICH:

a. Settles or is touched on fair territory between home and first base or between home and third base.
**PLAY** – Batted ball first hits home plate and, without touching any foreign object, settles on fair ground between the pitcher’s plate and home plate. **RULING** – Fair ball.

b. Bounds past first or third base in or over fair territory.
c. While in or over fair territory, touches the person, attached equipment or clothing of a player or an umpire.
d. Touches first, second or third base.
e. First falls or is first touched in or over fair territory beyond first, second or third base.

**EFFECT: 8.8.a to 8.8.e:** The ball is in play and baserunners are entitled to advance with liability to be put out. The batter becomes a baserunner unless the infield fly rule applies.

f. While over fair territory, passes out of the playing field beyond the outfield fence.

**NOTE:** If the ball hits the foul line pole above the fence level, it shall be a home run.

**8.9: A FOUL BALL IS A LEGALLY BATTED BALL WHICH:**

a. Settles on foul territory between home and first base, or between home and third base.
b. Bounds past first or third base on or over foul territory.
c. While in or over foul territory, touches the person, attached equipment, or clothing of a player or umpire or any object foreign to the natural ground.
d. First falls or is first touched over foul territory beyond first or third base.
e. Touches the batter while the ball is within the batter’s box.
f. Rebounds up from the ground or home plate immediately and hits the bat a second time while the batter is in the batter’s box.

**EFFECT: 8.9.a to 8.9.f:**

1. The ball is dead unless it is a legally caught foul fly ball. If a fly is caught, the batter is out.
2. A strike is called on the batter, unless she already has two strikes.
3. Baserunners must return to their bases without liability to be put out, unless a foul fly is caught. In the case, the baserunner may advance with liability to be put out after the ball has been touched.

**8.10:** A FOUL TIP is a batted ball which goes directly from the bat to the catcher’s hands and is legally caught by the catcher.

**NOTE:** It is not a foul tip unless caught and any foul tip that is caught is a strike. The ball is in play.

**EFFECT:** A strike is called, the ball remains in play and baserunners may advance with liability to be put out.

**8.11:** THE BATTER IS OUT:

a. When the third strike is struck at, missed and the ball touches any part of the batter’s person.

b. When a batter appears in the batter’s box with or is discovered using an altered bat. The batter is also ejected from the game.

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

**PLAY**—REFERS TO PLAYS FOLLOWING; RULE 2.1 AND 2.30.

d. When a batter’s entire foot is completely out of the box on the ground when she hits a ball fair or foul.
e. When any part of the batter’s foot is touching home plate when she hits the ball.

f. When a fly ball is legally caught.

g. Immediately when she hits an infield fly, as declared by the umpire, with runners on first and second or first, second and third with less than two outs. This is called the INFIELD FLY RULE.

   **PLAY (1)** – Umpire calls “Infield fly” but ball curves to foul area.

   **RULING** – Announcement is reversed. It is not an infield fly but an ordinary foul. Batter is not out unless foul is caught. If caught each runner must retouch her base before advancing.

   **PLAY (2)** – REFER TO RULE 2.38.

h. If a fielder intentionally drops a fair fly ball, including a line drive or a bunt, which can be caught by an infielder with ordinary effort with first, first and second, first and third or first, second and third bases occupied with less than two outs.

   **EFFECT: 8.11.f:** The ball is in play and baserunners return to the 1st base touched at the time of the pitch.

   **PLAY** – With one out and R1 on first, B3 hits fly. F4 gets the ball in her hands but intentionally drops it for an attempted double play.

   **RULING** – Umpire should immediately announce B3 is out. Ball is dead. Baserunners may not advance.

   **NOTE:** A trapped ball shall not be considered as having been intentionally dropped.

i. If a preceding runner who is not yet out, in the umpire’s judgement, intentionally interferes with a fielder who is attempting to catch a thrown ball or throw a ball in an attempt to complete a play. The runner shall also be called out and interference called.

j. When a called or swinging third strike is caught by the catcher.
k. When she bunts foul after the second strike. If the ball is caught in the air, it remains alive and in play.

8.12 THE BATTER OR BASERUNNER IS NOT OUT if a fielder making a play on her uses an illegal glove. The manager of the offended team has the option of having the batter bat again and assuming the ball and strike count she has prior to the pitch she hit or taking the result of the play.

PLAY – B1 hits a fly ball to F9. Umpire notifies that F9 caught the ball with an illegal glove.

RULING – Remove the illegal piece of equipment from the game. Manager of the offending team is given the option of having the entire play nullified and batter bat over assuming the ball and strike count before the pitch she hit or accepting the play and disregarding the illegal catch.

8.13: ON-DECK BATTER.

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

b. The on-deck batter shall take a position within the lines of the on-deck circle nearest her bench.

c. The on-deck batter may loosen up with not more than two official softball bats, an approved warm-up bat, or a combination of the two, not to exceed two. Warm-up attachments may be used. All warm-up bats and attachments shall meet the ASA equipment standards.

d. The on-deck batter may leave the on-deck circle: (1) when she becomes the batter. (2) To direct baserunners advancing from third to home plate.

e. When the on-deck batter interferes with the defensive player’s opportunity to make a play on a runner, the runner closest to home plate at the time of the interference shall be declared out.

f. The provision of Rule 8.4, shall apply to the on-deck batter.
8.14 : DESIGNATED PLAYER/FLEX PLAYER.
No designated player (DP) or Flex player may be used during regular season play. The DP/Flex rule only applies during tournaments at the C and D league levels. See Tournament Play.

9: Base Running

9.1 THE BASERUNNER MUST TOUCH BASES IN LEGAL ORDER (i.e. first, second, third and home plate.
   a. When a baserunner must return to bases while the ball is in play, she must touch the bases in reverse order. **EFFECT 9.1.a:** The ball is in play and base runners must return with liability to be put out.
   b. When a baserunner acquires the right to a base by touching it before being put out, she is entitled to hold the base until she has legally touched the next base in order, or is forced to vacate it for a succeeding baserunner.
   c. When a baserunner dislodges a base from its proper position, neither she nor the succeeding runners in the same series of plays are compelled to follow a base unreasonable out of position. **EFFECT 9.1.b and 9.1.c:** The ball is in play and baserunners may advance with liability to be put out.
   d. A baserunner shall not run the bases in reverse order either to confuse the fielders or to make a travesty of the game. **EFFECT 9.1.d:** The ball is dead and the baserunner is out.
   e. Two baserunner may not occupy the same base simultaneously. **EFFECT 9.1.e:** The runner who first legally occupied the base shall be entitled to it. The other baserunner may be put out by being touched with the all.
f. Failure of PRECEDING runner to touch a base or to leave a base too soon on a caught fly ball and who is declared out does not affect the status of a SUCCEEDING baserunner who touches bases in proper order. However, if a failure to touch a base in regular order or to leave a base too soon on a caught fly ball is the third out of the inning, NO SUCCEEDING runner may score a run.

   PLAY - REFER TO RULE 6.7

g. No runner may return to touch a missed base or one she had left illegally after a following runner has scored.

h. No runner may return to touch a missed base or a base left too soon if she had advanced, touched, and remains on a base beyond the missed base left too soon, when the ball becomes dead.

i. No runner may return to touch a missed base or one she had left illegally once she enters her team dugout or bench area.

j. When a walk is issued, all runners must touch all bases in legal order.

   PLAY – In the last of the seventh inning with the score tied, two outs, and bases full, B6 receives a walk to force R1 to home plate. Because B6 assumes that the game is over, she fails to go to first and leaves the field.

   RULING – B6 is out, run does not count. If properly appealed B6 is out, run does not count.

k. Bases left too soon on a caught fly ball must be retouched prior to advancing TO THE NEXT base.

l. Bases must be touched in proper order.
9.2: THE BATTER BECOMES A BATTER-BASERUNNER:

a. As soon as she hits a fair ball.

b. When the catcher fails to catch a third strike when there are less than two outs. This is called the dropped third strike rule.

**NOTE:** A League only – there is no drop third strike. The batter is out on a third strike even if the catcher drops the ball.

**PLAY** – B1 has two strikes. The next pitch touches the ground in front of home plate and bounces is in play through the strike zone. B1 swings at the pitch and F2 secures the ball in her mitt after the first bounce. B1 advances to first base while F2 holds the ball.

**RULING** - This is the dropped third strike rule. The batter is not out and, if she beats the throw to first, she is safe.

**EFFECT:** 9.2.a and 9.2.b: The ball is in play and the batter becomes a batter-baserunner with liability to be put out.

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

**EFFECT 9.2.c:** The ball is in play unless it has been blocked. The batter is entitled to one base.

**NOTE:** If the pitcher desires to walk a batter intentionally, all defensive players, except the catcher who must be in the catcher’s box, must be positioned in fair territory. If the defense does not set up in fair territory, the umpire should call an illegal pitch when the pitch is thrown. **NOTE:** See Rule 5.2.

d. When the catcher obstructs or any other fielder interferes with or prevents her from striking at a pitched ball.
**EFFECT 9.2.d:** The ball is dead. The batter is awarded first base. Baserunners may not advance unless forced.

1. The umpire shall give a “delayed dead ball signal”. If all runners including the batter-baserunner do not advance at least one base, the manager of the batting team has the option to take the result of the play, or have the obstruction enforced by awarding the batter first base and advancing all other runners only if forced.

2. If the batter hits the ball and reached first base safely, and if all other runners have advanced at least one base on the batted ball, catcher obstruction is canceled. All actions as a result of the batted ball stand. No option is given.

**PLAY** – R1 is on first base. The catcher touches the batter’s bat prior to or during the swing. Batted ball is grounded to F6, who forces R1 at second base. B2 reaches first base safely.

**RULING** – Since R1 did not advance at least one base, obstruction is called and the play is canceled. R1 is awarded second base and B2 is awarded first base.

e. When a fair ball strikes the person or clothing of the umpire or a baserunner is on fair ground.

**EFFECT: 9.2.e:** If the ball hits the umpire or baserunner (a) after touching an infielder, the ball is in play; (b) after passing an infielder other than the pitcher, the ball is in play; (c) before passing an infielder, without being touched, the ball is dead. If the baserunner is hit, she is out and the batter is entitled to first base without liability of being put out. Baserunners not forced by the batter-baserunner must return to the base they had reached prior to the interference.
When a baserunner is hit with a fair batted ball that has passed an infielder, excluding the pitcher, and in the judgement of the umpire no other fielder has a chance to make an out.

**PLAY** – With R1 on third and R2 on first, a ball batted by B3 strikes umpire who is (a) on fair territory behind third baseman, or (b) behind the pitcher but in front of a baseman.

**RULING** – in (a) ball remains alive since it has passed a fielder. In (b), unless ball touches F1, it becomes dead and each runner is sent to the base she occupied or to which she was being forced when the ball becomes dead (i.e. R1 remains on third, R2 and B3 go to second and first).

f. When a pitched ball, not struck at or called a strike, touches any part of the batter’s person or clothing while she is in the batter’s box. It does not matter if the ball strikes the ground before hitting her. The batter’s hands are not to be considered as part of the bat. **EFFECT: 9.2.f:** The ball is dead and the batter is entitled to one base without liability to be put out unless she made no effort to avoid being hit. In this case, the plate umpire calls either a ball or a strike.

### 9.3 : BASERUNNERS ARE ENTITLED TO ADVANCE WITH LIABILITY TO BE PUT OUT:

a. On a pitcher’s delivery, when the ball leaves the pitcher’s hand.

b. When the ball is thrown into fair or foul territory and is not blocked.

c. When the ball is batted into fair territory and is not blocked.

d. When a legally caught fly ball is first touched.
e. If a fair ball strikes the umpire or a baserunner after having passed an infielder, other than the pitcher, or having been touched by an infielder, including the pitcher, the ball shall be considered in play.

**EFFECT: 9.3.a to 9.3.e:** The ball is alive and in play.

### 9.4 A PLAYER FORFEITS HER EXEMPTION FROM LIABILITY TO BE PUT OUT:

a. If, while the ball is in play, she fails to touch the base to which she was entitled before attempting to make the next base. If the runner is put out is the batter-baserunner at first base or any other baserunner forced to advance because the batter became a baserunner, this is a force-out.

b. If, after overrunning first base, the batter-baserunner attempts to continue to second base.

c. If, after dislodging the base, the batter-baserunner tries to continue to the next base.

### 9.5: BASERUNNERS 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: 9.5.a:** The ball remains in play unless it is blocked. Baserunner affected is entitled to one base and may advance further at her own risk if the ball is in play.

b. When a fielder obstructs the baserunner from reaching a base, unless the fielder is trying to field a batted ball, or has the ball ready to touch the baserunner.

**EFFECT: 9.5.b:** When any obstruction occurs, the umpire will signal delayed dead ball. The ball will remain live.
If the obstructed runner is put out prior to reaching the base she would have reached had there not been obstruction, a dead ball is called, the obstructed runner (and all other runners) will always be awarded the base they would have received, in the umpire’s judgement, had there not been obstruction. An obstructed runner may never be called out between the two bases in which she was obstructed. This baserunner would either be advanced or returned to the last base touched.

(1) If the obstructed runner is put out after passing the base she would have reached had there not been obstruction, the obstructed runner will be called out. The ball remains live.

(2) When a runner is obstructed while advancing or returning to a base by a fielder who neither has the ball nor is attempting to field a batted ball, or a fielder without the ball fakes a tag, the umpire shall award the obstructed runner and each runner affected by the obstruction, the bases they would have reached, in his judgement, had there been no obstruction. If the umpire feels there is justification, a defensive player making a fake tag could be removed from the game.

NOTE: Obstructed baserunners are still required to touch all bases in proper order or could be called out on a proper appeal by the defensive team.

(3) Catcher obstruction is covered under Rule 9.2.d.

PLAY (1) – With R1 on third and R2 on second, R1 is caught between third and home. As R1 is attempting to regain third, F5 obstructs R1.

RULING – The umpire should call “obstruction”. R1 should be awarded third. R2 is permitted to return to second base.
**PLAY (2)** – The ball is hit to F9. As R1 passes first base, she is obstructed while no play is being made on her, she is thrown out by a wide margin at home plate.

**RULING** – If, in the judgement of the umpire, R1 advanced beyond the base she would have made had she not been obstructed, she is out.

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

   **EFFECT:** 9.5.c: The ball is dead. All baserunners are awarded one base only. The batter is awarded first base on the fourth ball.

b. When forced to vacate a base because a runner is awarded a base.
   
   (1) For being hit by a pitched ball.
   
   (2) For being obstructed by the catcher when striking at a pitched ball.

   **EFFECT 9.5.D (1-2):** The ball is dead and baserunners may not advance farther than the base to which they are entitled.

(3) If, with a runner on third base and trying to score by means of a squeeze play or steal, the catcher or any other fielder steps on or in front of home plate without possession of the ball or touches the batter or her bat, the pitcher shall be charged with an illegal pitch, the batter shall be awarded first base on the obstruction and the ball is dead.

**PLAY** – R1 is on third base. A squeeze play is in progress as the batter attempts to bunt the pitched ball and is interfered with by the catcher.

**RULING** – Illegal pitch and interference is declared, R1 is awarded home plate and batter is awarded first base.
c. When a pitcher makes an illegal pitch.

**EFFECT: 9.5.e:** The ball is dead and baserunners may advance to the base to which they are entitled without liability of being put out.

d. When a fielder contacts or catches a fair batted or thrown ball with her cap, mask, glove or any part of her uniform while it is detached from its proper place on her person.

**EFFECT: 9.5.f:** The baserunners would be entitled to three bases if a batted ball or two bases if a thrown ball; and in either case, the base runners may advance further at their own risk. If the illegal catch or touch is made on a fair hit ball, which in the judgement of the umpire, would have cleared the outfield fence in flight, the runner shall be awarded a home run.

**PLAY – R1 is on second and R2 is on first when B3 hits a ground ball to F6. F6 fields the ball, steps on second for the force on R2, advancing from first base, then throws wildly to F3. F3 tosses her mitt into the air striking the ball. The ball bounces into the dugout.**

**RULING - R2 is out. Both R1 and B3 are awarded two bases each from their position when the detached mitt of F3 touched the thrown ball.**

In this situation or any other situation where detached glove or mitt touches a ball, prior to the ball becoming dead because of going into a dead ball area, the rule which applies to detached player equipment prevails. If the detached glove or mitt touches the ball after the ball has become dead by going into a dead ball area, the ruling governing detached player equipment has no bearing.
e. When the ball is in play and is overthrown (beyond the boundary lines) or is blocked.

*EFFECT: 9.5.g.:* All runners will be awarded two bases and the award will be governed by the position of the runners when the ball left any fielder’s hand. *EFFECT:* When a fielder loses possession of the ball, such as on an attempted tag, and the ball enters the dead ball area or becomes blocked, all runners are awarded two bases from the last base touched at the time the ball entered the dead ball area or became blocked. If a runner touches the next base and returns to her original base, the original base she left is considered the “last base touched” for purposes of an overthrow award.

**PLAY (1)** – R1 and R2 are on second and first bases respectively. B3 hits the ball to F6, who muffs the ball, recovers it, then throws late to F3 in an attempt to retire B3. R1 and R2 reach third and second bases respectively. R1 attempts to advance home, thereby drawing a throw from F3 which goes into the dugout.

**RULING** – R1 and R2 are awarded home and B3 is third.

**PLAY (2)** – R1 on first. B2 hits ground ball to F6. F6 flips the ball to F4 for the force out on R1.

Relay to F3 from F4 goes into the dugout area. B2 has already passed first base before relay is made.

**RULING** – B2 is awarded third base. Award of bases is governed by the position of each runner and the last base she touched at the time of the throw.
PLAY (3) – No runners on base. B1 hits ball to F10, who throws the ball to F3 to force out B1. B1 is already past first base when ball is released by F10. The ball bounces past F3 and onto the stands.

RULING - B1 is awarded third base.

PLAY (4) – A thrown ball hits a bat or glove lying on the ground (other than discarded by the batter).

RULING - (1) if the bat or glove belongs to the team at bat, it is ruled interference and the player being played on shall be declared out. The ball is dead and all baserunners must return to the last base touched prior to the thrown ball hitting the bat or glove. (2) If the bat or glove belongs to the team in the field, it becomes a blocked ball and the overthrow rule applies. (3) If no apparent play is obvious, all runners will return to the last base touched at the time the ball hits equipment of the offensive team.

f. When a fair batted fly ball leaves the playing field in fair territory, without touching the ground or going through the fence, it shall entitle the batter to a home run, unless it passes out of the grounds at a distance less than the prescribed fence distances from home plate (as outlined in Rule 3.1), in which case, the batter would be entitled to only two bases. The batter must touch the bases in regular order. The point at which the fence or stand is less than distances listed (Rule 3.1), from home plate shall be clearly marked for the umpire’s information.

PLAY – A fair batted ball touches (a) F9’s glove and goes over the fence in fair territory, (b) F9’s glove and goes over the fence in foul territory, (c) the top of a fence railing and goes over, (d) the top of a fence railing bounding to F9’s glove and then over the fence in fair territory.
**RULING** – *A home run in (a), (c) and (d), and a two-base hit in (b).*

g. A fair ball that bounds or rolls over, under, or through a fence; bounds out of play unintentionally off a defensive player; or a fair ball that bounds over, under or through any other obstruction marking the boundaries of the playing field.

**EFFECT:** 9.5.i: The ball is dead and all baserunners are awarded two bases from the time of the pitch.

(1) When a live ball is unintentionally carried by a fielder from playable territory into dead ball territory, the ball becomes dead. All baserunners are awarded one base from the last base touched at the time “fielder” enters dead ball territory.

**NOTE:** A fielder carrying a live ball into the dugout or team area to tag a player is considered to have unintentionally carried it there.

(2) If, in the judgement of the umpire, a fielder intentionally carries a live ball from playable territory into dead ball territory, the ball becomes dead and all baserunners are awarded two bases from the last base touched at the time she entered dead ball territory.

**NOTE:** A dead ball line is considered in play.

h. A fair ball that bounds or rolls over, under, or through a fence; bounds out of play unintentionally off a defensive player; or a fair ball that bounds over, under or through any other obstruction marking the boundaries of the playing field.

**EFFECT:** 9.5.i: The ball is dead and all baserunners are awarded two bases from the time of the pitch.
When a live ball is unintentionally carried by a fielder from playable territory into dead ball territory, the ball becomes dead. All baserunners are awarded one base from the last base touched at the time “fielder” enters dead ball territory. **NOTE:** A fielder carrying a live ball into the dugout or team area to tag a player is considered to have unintentionally carried it there.

If, in the judgement of the umpire, a fielder intentionally carries a live ball from playable territory into dead ball territory, the ball becomes dead and all baserunners are awarded two bases from the last base touched at the time she entered dead ball territory. **NOTE:** A dead ball line is considered in play.

9.6: **A BASERUNNER MUST RETURN TO HER BASE:**

a. When a foul ball is illegally caught and so declared by the umpire.

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

c. When a batter or baserunner is called out for interference. Other baserunners shall return to the last base which was, in the judgement of the umpire, legally touched by her at the time of the interference.

d. When a plate umpire or her clothing interferes with the catcher’s attempt to throw.

**PLAY** - With R1 attempting to steal, umpire interferes with catcher’s throw.

**RULING** – Umpire signals delayed dead ball. If R1 is not put out, umpire declared dead ball and R1 must return to the base she occupied before the interference.

e. When any part of the batters person is touched by a pitched ball that is swung at and missed.
f. When a batter is hit by a pitched ball, unless forced.
g. When a foul ball is not caught.

**EFFECT:** 9.6.a to 9.6.g:

1. The ball is dead
2. The baserunners must return to base without liability to be put out, except when forced to go to the next base because the batter became a baserunner.
3. No runs shall score unless all bases are occupied.
4. Base runners need to touch the intervening bases in returning to base, but must return promptly; however, they must be allowed sufficient time to return.

h. When a caught fair fly ball, including a line drive or bunt which can be caught by an infielder with ordinary effort is intentionally dropped with less than two outs and a runner on first base, first and second, first and third or second and third bases.

**PLAY** - Refer to Rule 8.11.h EFFECT

9.7: **BATTER-BASERUNNER IS OUT:**

a. When the catcher drops the third strike and she is legally touched with the ball by a fielder before touching first base.

b. When the catcher drops the third strike and the ball is held on first base before the batter-baserunner reaches first base.

c. When, after a fair ball is hit, she is legally touched with the ball before she touches first base.

d. When, after a fair ball is hit, the ball is held by a fielder touching first base with any part of her person before the batter-baserunner touches first base.

**PLAY** - *the first baseman has the ball in her right hand while lying on the ground. She touches first base with her left hand prior to the batter-baserunner reaching first base.*

**RULING** – *the batter-baserunner is out*
e. When, after a fly ball is hit, the ball is caught by a fielder before it touches the ground or any object other than a fielder.

f. When, after a fair ball is hit, a base on balls is issued, or the batter legally advances to first base on a dropped third strike, she fails to advance to first base and enters her team area.

**EFFECT: 9.7.a to 9.7.f:** The ball is in play and the batter-baserunner is out.

**PLAY (1)** — Batter hits ground ball to pitcher. Pitcher hesitates in throwing ball to first. Batter, assuming she is an “easy out”, enters her team area (bench, dugout, etc.) Pitcher finally throws to first base, but ball is not caught by the first baseman and rolls onto the dugout. Batter then leaves her team area and runs to first base.

**RULING** — Batter is out.

g. When she runs outside the three-foot line, and in the judgement of the umpire, interferes with the fielder taking the throw at first base. However, she may run outside the three-foot line to avoid a fielder attempting to field a batted ball.

h. When she interferes with a fielder attempting to field a batted ball, intentionally interferes with a thrown ball or interferes with a dropped third strike. If this interference, in the judgement of the umpire, is an obvious attempt to prevent a double play, the baserunner closest to home plate shall also be called out.

i. When a batter-baserunner interferes with a play at home plate in an attempt prevent an obvious out at home plate. The runner is out.

**PLAY** — No outs. R1 on third base. Batter hits a ground ball to the first baseman then interferes with first baseman’s throw to home plate for a play on R1.

**RULING** — Batter and R1 are both declared out.
j. When she moves back toward home plate to avoid or delay a tag by a fielder.
   When she is discovered using an altered or illegal bat.
   **EFFECT: 9.7.g to 9.7.k:** The ball is dead and the batter baserunner is out. Other baserunners must return to the last base legally touched at the time of or before the illegal action.

k. All players must wear properly fitted batting helmets with double ear flaps and chin straps that have been approved by the National Committee on Standard for Athletic Equipment (NOCSAE).
   **PENALTY:** Failure to wear the batting helmet when ordered to do so by the umpire or deliberately wearing the helmet improperly or removing it during play shall cause the violator to be declared out immediately. The ball remains alive.
   **NOTE:** In the case of an altered bat, the player is also ejected from the game.

**9.8: THE BASERUNNER IS OUT:**

a. When, in running to any base, she runs more than three feet from a direct line between the base and the next one in regular or reverse order to avoid being touched by the ball in the hand of a fielder.

b. When, while the ball is in play, she is legally touched with the ball in the hand of a fielder while not in contact with a base.

c. When, on a force-out, a fielder tags her with the ball or holds the ball on the base to which the baserunner is forced to advance before the runner reaches the base.

d. When the baserunner fails to return to touch the base she previously occupied when play is resumed after suspension of play.
e. When a baserunner physically passes a preceding baserunner before that runner has been put out.

**EFFECT: 9.8.a to 9.8.e:** The ball is in play and the baserunner is out.

**PLAY** – With R1 on first, B2 hits a double. A throw to third drives R1 back to second, B2 has rounded second and discovers she has passed R1. She runs back and finally reaches first without being tagged out.

**RULING** - B2 is out as soon as she passes R1.

f. When a baserunner leaves her base to advance to another base before a caught fly ball has touched a fielder, provided the ball is returned to a fielder and properly appealed.

**PLAY** – No outs. R1 on third base. B2 hits fly ball to F7, F7 misjudges flight of ball and it hits her on the shoulder, deflects in the air to F8 and is legally caught by F8 before it hits the ground. R1 tags up at third base as soon as ball hits F7 on the shoulder but before F8 holds ball securely in her glove.

**RULING** - Legal advance. Run counts, R1 may leave base as soon as ball is touched.

g. When the baserunner fails to touch the intervening base or bases in regular or reverse order and the ball is in play and legally held on that base; or the baserunner is legally touched while off the base she missed.

**PLAY (1)** – With R1 on first, B2 hits safely to right field. An overthrow at first: (a) goes into the stand,

(b) strikes the enclosing wall and rebounds to the catcher. In going to third base, R1 misses second base and has passed second or is approaching second when the ball leaves the hand of F9. The ball is then thrown to second for an appeal.
**RULING** – In (a), if R1 has reached second base by the time the throw leaves the hand of F9, R1 is awarded home plate. If the appeal is properly made when the ball becomes alive, it should be allowed and the run scored by R1 is canceled. If R1 has not reached second by the time the throw leaves the hand of F9, she is awarded third base a proper appeal should be allowed and enforced. In (b), R1 is out on the appeal since the ball is not blocked, and no bases are awarded.

**PLAY (2)** – Refer to Rule 2.2

h. When the batter-baserunner legally overruns first base, attempts to run to second base and is legally touched while off base.

**PLAY** – B1 reaches first safely but, in her overrun, she breaks for second then “gives up” while far away from the base line.

**RULING** - If B1 is attempting to reach a base, she must be tagged, but the fielder is not expected to chase her into the outfield. In the outlined case, she is out for being out of the base line.

i. In running or sliding for home plate, she fails to touch home plate and makes no attempt to return to the base when a fielder holds the ball in her hand while touching home plate and appeals to the umpire for decision.

**EFFECT: 9.8.f to 9.8.i:**

1. These are appeal plays and the defensive team loses the privilege of putting the baserunner out if the appeal is not made before the next legal or illegal pitch.

2. The ball is in play and the baserunner is out.

**NOTE**: On appeal plays, the appeal must be made before the next legal or illegal pitch, or before the defensive team has left the field. The defensive team has “left the field” when the pitcher and all infielders have clearly left their normal fielding
positions and have left fair territory on their way to the bench or dugout area.

(3) Base runners may leave their base on live ball appeal plays when the ball leaves the eight foot radius around the pitcher’s plate; or the ball leaves the pitcher’s possession; or when the pitcher makes a throwing motion indicating a play or fake throw.

(4) Once the ball has been returned to the infield and time has been called, a manager, coach or player with or without possession of the ball, may make a verbal appeal on a runner missing a base or leaving a base too soon. The administering umpire should acknowledge the appeal, and then make a decision on the play. Base runners cannot leave their base during this period, as the ball remains dead until the next pitch.

NOTE: (a) If the pitcher has possession of the ball and is in contact with the pitching plate when making a verbal appeal, no illegal pitch is called. (b) If the umpire has indicated “play ball” and the pitcher now requests an appeal, the umpire would again call “time out” and allow the appeal process.

PLAY (1) – Runner R2 leaves second base too soon on a fly ball caught by F7. The ball is thrown directly into the infield with an appeal made by F4 at second base.

RULING – The ball has remained alive and when properly appealed, R2 is called out.

PLAY (2) - Runner R1 on second base and R2 on first base. Batter B3 hits a fly ball to F7. Both runners advance, however, R1 leaves too soon. Time is called. The pitcher has the ball the pitcher announces to the umpire she wants to appeal R1 leaving too soon, (b) the pitcher carries the ball over and touches R1 standing on third base, (c) the pitcher throws the ball to
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F4 who touches second base, or (d) the pitcher fakes a throw toward third base and the runner steps off the base.

**RULING** – In all cases the ball is dead and baserunners cannot leave their base. (a) is the proper appeal; however (b) and (c) are acceptable. In (d), with the ball dead, there is no penalty for the runner stepping off the base.

j. A runner must avoid contact with any fielder that has a chance to make an initial play on the batted ball. Failure to do this will result in interference being called on the runner. When the baserunner interferes with a fielder attempting to field a batted ball or intentionally interferes with a thrown ball. If this interference, in the judgement of the umpire, is an obvious attempt to prevent a double play and occurs before the baserunner is put out, the immediate succeeding runner shall also be called out.

**PLAY** – With R1 on first, B1 hits the ball on the ground between first and second. R1 is struck by the batted ball before it passes a fielder or she hinders F4 in her throw to first

**RULING** – R1 is out and the ball becomes dead when the interference occurs. If the interference clearly prevented B2 from being put out at first, she also is out.

k. When a baserunner is stuck with a fair batted ball in fair territory while off base and before it passes an infielder, excluding the pitcher.

**NOTE: 9.8.j to 9.8.k.** When baserunners are called out for interference the batter-runner is awarded first base and credited with a base hit. **PLAY** – R1 is: (a) between second and third; or (b) touching second. She is struck by a ball batted by B3 before it passes a fielder.

**RULING** – Ball is dead in (a) and the ball is live (b). R1 is out in (a). She is not out in (b). the batter is entitled to first base in both cases.
l. When a runner intentionally kicks a ball which an infielder has missed.

m. When anyone, other than another baserunner physically assists a baserunner while the ball is in play. The ball remains live.

**EXCEPTION:** After a runner has scored and missed home plate and is physically assisted back to home, the ball is dead, the runner is out, and the run is nullified.

n. When the coach near third base runs in the direction of home plate on or near the base line while a fielder is attempting to make a play on a batted or thrown ball and, thereby draws a throw to home plate. The baserunner nearest to third base shall be called out.

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

p. When the baserunner runs the bases in reverse order to confuse the defensive team, or to make a farce out of the game. (See Rule 9.7.j)

q. If a coach intentionally interferes with a thrown ball while in the coaches box, or interferes with the defensive team’s opportunity to make an out while outside the coaches box.

r. When a runner, after being declared out or after scoring, interferes with a defensive player’s opportunity to make a play on another runner. The runner closest to home plate at the time of the interference shall also be declared out.

**EFFECT 9.8.j TO 9.8.r:** The ball is dead and the baserunner is out. Other baserunners must return to the last base legally touched at the time of or before the illegal action.
**PLAY** – R1 on third base and R2 on first base. Batter hits a sharp grounder to second baseman who tags R2 out. In an attempt to throw to first base to retire the batter, R2 interferes with the second baseman.

**RULING** - Ball becomes dead and R1 is also called out. Batter is awarded first base.

s. When a defensive player has the ball and the runner remains on her feet and deliberately, with great force, crashes into the defensive player, the runner is to be declared out.

**NOTE:** The runner does not legally slide and causes illegal contact and/or illegally alters the actions of the fielder in the immediate act of making a play on her. Runners are never required to slide but, if the runner elects to slide shall be legal.

**EFFECT 9.8.s:** The runner is out, the ball is dead, and all other runners must return to the last base touched at the time of the collision, unless Rule 9.8.j or Rule 9.8.r applies.

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

**PLAY** – The catcher has received the ball and is waiting to tag the runner attempting to score. The runner deliberately runs into the catcher with great force, causing her to drop the ball.

**RULING** – The runner is out. She is also ejected if the act is flagrant.

t. **Look Back Rule** – The “Look Back” rule will be in effect when the ball is live, the batter-runner has touched first base or has been declared out, and the pitcher has possession and control of the ball in the eight foot radius of the pitcher’s plate. The pitcher is considered to be in the eight foot radius of the pitcher’s plate when both feet are on or within the lines. When the baserunner fails to keep contact with the base to which she is entitled until the ball leaves the pitcher’s hand, the baserunner will be declared out.
When a baserunner is legitimately off her base after a pitch or the result of a batter completing her turn at bat while the pitcher has the ball within the eight foot radius of the of the pitcher’s plate, the runner may stop once, but then she must immediately advance to the next base or immediately return to her base.

(1) Failure to immediately proceed to the next base or return to her base once the pitcher has the ball within the eight foot radius of the pitcher’s plate will result in the baserunner being declared out.

(2) Once the runner returns to a base for any reason, she will be declared out if she leaves said base, unless a play is made on her or another runner (a fake throw is considered a play); the pitcher no longer has possession of the ball in the eight foot radius; or the pitcher releases the ball by a pitch to the batter.

(3) **NOTE:** A base on balls or dropped third strike, on which the runner is entitled to run, is treated the same as a batted ball. The batter-baserunner may continue past first base and is entitled to run toward second base as long as she does not stop at first base. If she stops after she rounds first, she then must comply with 9.8.t (1).

**PLAY** – With R1 on second, B2 receives ball four and moves toward first base with a walk; meanwhile, R1 leads off third base after delivery to the plate, Catcher returns the ball to the pitcher, who has the ball in the eight foot radius of the pitcher’s plate. The runner at this moment makes no attempt to move either way.

**RULING** - The runner does not have to return to third or immediately advance to the next base until the batter-baserunner reaches first base.
Failure to proceed to the next base or return to her base once the pitcher has the ball in the eight foot radius of the pitcher’s plate and the batter-baserunner reaches first base, will result in the base-runner being declared out.

**EFFECT: 9.8.t:** The ball is dead, “No Pitch” is declared and the baserunner is out.

u. When she abandons a base, does not attempt to advance to the next base, and enters the team area or leaves the field of play. The baserunner shall be declared out immediately when she enters the team area or leaves the field of play.

v. When the baserunner positions herself behind and not in contact with the base to get a running start on any fly ball, the runner is out and the ball remains alive.

**9.9: BASERUNNER IS NOT OUT:**

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

b. When a baserunner does not run in a direct line to the base, providing the fielder in the direct line does not have the ball in her possession.

c. When more than one fielder attempts to field a batted ball and the baserunner comes in contact with the one who, in the judgement of the umpire, was not entitled to field the ball.

d. When a baserunner is hit with a fair batted ball that has passed an infielder, excluding the pitcher, and in the judgement of the umpire, no other fielder has a chance to make an out.
Rule 9.9

**PLAY (1)** – With R1 on second, B2 hits ball behind F6 who is playing in. Batted ball touches R1 and is deflected to foul ground.

**RULING** – If the touching of R1 is accidental, it is ignored because batted ball has passed a fielder. If R1 intentionally deflected batted ball, umpire will rule interference, with ball becoming dead and R1 declared out.

**PLAY (2)** – A batted ball strikes third base then caroms to foul territory where it strikes R1 who is leading off third.

**RULING** - R1 is not out and ball is in play since the ball was actually going away from the fielder.

e. When a baserunner is touched with a ball not securely held by a fielder.

f. When the defensive team does not request the umpire’s decision on an appeal play until after the next pitch.

g. When a batter-baserunner overruns first base after touching it and returns directly to the base.

h. When the baserunner is not given sufficient time to return to a base, she will not be called out for being off base before the pitcher releases the ball. No pitch will be called by the umpire (Rule 7.10.d).

i. When a runner, who has legally started to advance, cannot be stopped by the pitcher receiving the ball while on the pitching plate nor by stepping on the plate with the ball in her possession.

j. When a baserunner holds her base until a fly ball touches a fielder, then attempts to advance.

k. When hit by a batted ball when touching her base, unless she intentionally interferes with the ball or a fielder making a play.
PLAY (1) – With R1 on second, R2 on first and no outs. B3 hits a ground ball or infield fly. Ball strikes R1 who is (a) near second, (b) standing on second. In both cases, ball has passed an infielder.

**RULING** - In (a), R1 is out on either type of hit, but ball becomes dead and all runners, if forced, advance one base without liability to be out. In both (a) and (b), B3 is out on any infield fly. If it is a ground ball, batter-baserunner is awarded first base.

**PLAY (2)** – Refer to Rule 9.8.k.

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

**EFFECT: 9.9.1:** A baserunner reaching a base safely will not be out for being off that base. She may return to that base without liability to be put out when base has been replaced. A runner forfeits this exemption if she attempts to advance beyond the dislodged base before it is again in proper position.

**PLAY** – R1 slides into second base. After she touches the base, she loses contact (a) because the base broke loose from its fastening, (b) her foot slides off the base. F4 touches her while her foot is off base.

**RULING** - In (a), R1 is not out. In (b) R1 is out.

m. When a fielder makes a play on a batter or baserunner while using an illegal glove. The manager of the offending team has the option of having the entire play, including the batter’s turn at bat nullified with the batter batting over, assuming the ball and strike count she had before she hit the ball, and runners returning to the original bases they held prior to the batted ball, or taking the result of the play.

n. When the baserunner is hit by a fair batted ball after it is touched or touches any fielder, including the pitcher.
**PLAY** – With R1 on second, B2 hits F6 who is playing deep. Batted ball is touched by her and dropped so that it rebounds into R1.

**RULING** – Touching of R1 is ignored since the ball has been touched by a fielder.

9.10: COURTESY RUNNER

a. Courtesy runners are allowed in all classes. The team at bat may use courtesy runners for the current pitcher and/or catcher at any time. The same runner may not be used for both positions in the same inning. During the game, neither the pitcher nor the catcher will be required to leave the game under such circumstances.

b. Courtesy runners must be a player on the bench that is not currently in the line-up (must be one of the subs). **EXCEPTION(s):** If a team only has nine (9) players or is batting the roster, the player that made the last out (or last player in the batting lineup in the 1st inning) can be used as the courtesy runner.

c. If a player becomes injured or ill during a game, they may leave the game and the team does not take an out for the missing player unless they drop below nine players. If the injured/ill player misses their next at-bat, they may not re-enter the game. **EXCEPTION:** Divisions A & B do not take an automatic out for the missing 9th player.
10: Dead Ball- Ball in Play

10.1: THE BALL IS DEAD AND NOT IN PLAY:

a. When the ball is batted illegally.
   
   **PLAY** – *R1 is on first base, B2 illegally bats the ball towards F6 and F4 obstructs R1, advancing to second base.*
   
   **RULING** – *Ball becomes dead when B2 illegally batted the ball. B2 is out and R1 must return to first base.*

b. When the batter steps from on box to another when the pitcher is ready to pitch.

c. When a ball is pitched illegally.
   
   **EXCEPTION:** 10.1.c: If the pitcher completes the delivery of the ball to the batter, the batter hits the ball and reaches first base safely, and all baserunners advance at least one base, then the play stands and the pitch is no longer illegal.

d. When “No Pitch” is declared.

e. When a pitched ball touches any part of the batter’s person or clothing whether the ball is struck at or not.
   
   **PLAY** – *B1 swings at a pitched ball and the ball hits her hand while holding the bat.*
   
   **RULING** - *Strike shall be called and the ball is dead. The hand is considered part of the bat.*

f. When a foul ball is caught.

g. When the offensive team causes the interference.
   
   (1) When a batter intentionally strikes the ball a second time, strikes it with a thrown bat or deflects its course in any way while running to first base.
   
   (2) When a thrown ball is intentionally touched by a coach or on-deck batter.
   
   (3) When a fair ball strikes a baserunner or umpire before touching an infielder, other than the pitcher.
   
   (4) When the batter interferes with the catcher or other defensive player at home plate.
(5) When a member of the offensive team intentionally interferes with a live ball.

(6) When a runner intentionally kicks a ball which a fielder has missed.

h. When the ball is outside the established playing limits of the playing area. A ball is considered “outside the playing field” when it touches the ground, person on the ground or object outside the playing area.

   PLAY – *R1 is on third. B3, at bat with one out, hits a fly ball which F5 catches in the field of play. F5’s momentum causes her to go into a dead ball area, such as a bench, dugout, stands, or beyond the chalk lines or pre-game determined imaginary line.*

   RULING - Ball is dead as soon as F5 enters the dead ball area with the ball. *R1 is awarded one base and B3 is out.*

i. If an accident to a runner prevents her from proceeding to a base which she is awarded, a substitute runner shall be permitted for the injured player.

   PLAY – *Batter hits ball over the fence for a home run and falls down as she attempts to advance to first base. Batter is injured and unable to continue to play.*

   RULING - *Substitute runner will be permitted for batter and will be allowed to circle the bases so that the home run can be recorded.*

j. In case of interference with batter or fielder.

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

l. When time is called by the umpire.

m. When any part of the batter’s person is hit with her own batted ball when she is in the batter’s box.

n. When a baserunner runs bases in reverse order either to confuse the fielders or to make a travesty of the game.
o. When the batter is hit by a pitched ball.

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

q. When the plate umpire’s clothing interferes with the catcher’s attempt to throw.

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

s. When the baserunner fails to keep contact with the base to which she is entitled until the ball leaves the pitcher’s hand.

t. When a blocked ball is declared.

u. When a batter enters the batter’s box with or uses an altered bat.

v. When a batter enters the batter’s box with or uses and illegal bat.

w. When a caught fair fly ball, including a line drive or bunt which can be handled by an infielder with ordinary effort, is intentionally dropped with less than two outs and a runner on first base, first and second, first and third or first, second and third bases.

PLAY - Refer to Rule 8.11.h

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

EFFECT: 10.1.a to 10.1.x: The batter or baserunners may not advance on a dead ball unless awarded a base or bases by rule.

y. When time has been called and an appeal is being made by the defense during the dead ball.
10.2: THE BALL IS IN PLAY:

a. At the start of the game and each half inning when the pitcher has the ball while standing in her pitching position and the plate umpire calls “play ball”.

b. When the infield fly rule is enforced.

**PLAY** – With one out, R1 is on second and R2 is on first when B4 hits an infield fly. Baserunners are of the opinion two were out and they start running as soon as the ball is hit. F4 fails to catch the infield fly and both runners cross home plate.

**RULING** – B4 is out for hitting an infield fly, but runs count since the runners may advance at their own risk.

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

d. When a fair ball strikes an umpire or baserunner on fair ground after passing or touching an infielder.

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

f. When the baserunners have reached the bases to which they are entitled if the fielder fields a batted or thrown ball with illegal equipment.

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

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

i. When a fair ball is legally batted.

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

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

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

m. When a baserunner runs more than three feet from a direct line between that base and the next one in regular or reverse order to avoid being touched by the ball in the hand of a fielder.
n. When a baserunner is tagged or forced out.
o. When the umpire calls the baserunner out for failure to return and touch the base when play is resumed after a suspension of play.
p. When a live ball appeal play is legally being made.
q. When the batter hits the ball.
r. When a fly ball has been legally caught.
s. When a thrown ball strikes an offensive player.
t. If the batter drops the bat and the ball rolls against the bat in fair territory and, in the judgement of the umpire, there was no intention to interfere with the course of the ball. The batter is not out and the ball is alive and in play.
u. When a thrown ball strikes an umpire.
v. Whenever the ball is not dead, as provided in Rule 10.1.
w. When a thrown ball strikes a coach.
x. When a ball has been called on the batter. When four balls have been called, the batter may not be put out before she reaches first base.
y. When a strike has been called on the batter.
z. When a foul tip has been legally caught.

**PLAY** – *Does the ball become dead after a foul tip, and can there be a foul tip which is not caught?*

**RULING** – *The ball does not become dead for a foul tip and a runner may advance or be put out the same as after any strike. To be a foul tip, the ball must be caught by the catcher.*

aa. If the ball slips from a pitcher’s hand during her wind-up or the back swing.

**10.3: THE BALL REMAINS ALIVE** until the umpire calls “time”, which should be done when the ball is held by a player in the infield area and, in the judgement of the umpire, all play has ceased.
11: Umpires

NOTE: Failure of umpires to adhere to Rule 11.00 shall not be grounds for protest. These are guidelines for umpires.

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

a. The umpire will not be a member of either team. (i.e. player, coach, manager, officer, scorer or sponsor).

b. The umpire should be sure of the date, time and place of the game and should arrive at the playing field 20-30 minutes ahead of time, start the game on time and leave the field when the game is over. His jurisdiction begins when he enters the field to check the bats, and ends when he leaves the field following the third out of the last inning.

c. It is recommended that male or female umpire shall wear a navy short sleeved shirt, gray slacks and a black or dark blue cap. All members of the crew must wear the same color trousers, shirts and caps. All other paraphernalia (i.e. socks, ball bag, jacket and/or sweater) should also be dark, navy blue, and the shoes and belt should be black for both male and female umpires. The plate umpire, whether male or female, MUST wear a mask with a throat protector. Body protectors are recommended for umpires.
d. The umpires should introduce themselves to the captains, managers and scorers.

e. The umpire should inspect the playing field boundaries, equipment and clarify all ground rules to both teams and their coaches.

f. Each umpire will have the power to make decisions on violations committed anytime during playing time or during suspension of play until the game is over.

g. No umpire has the authority to set aside or question decisions made by another umpire within the limits of his respective duties, as outlined in these rules.

h. An umpire may consult his associate at any time. However, the final decision will rest with the umpire whose exclusive authority is to make the decision and who requests the opinion of the other umpire.

i. In order to define “respective duties,” the umpire judging balls and strikes will be designated as the PLATE UMPIRE, the umpire judging base decisions will be designated as the BASE UMPIRE.

j. The plate umpire and base umpire will have equal authority to:
   1. Call a runner out for leaving a base too soon.
   2. Call “TIME” for suspension of play.
   3. Eject a player, coach or manager from the game for violation of rules.
   4. Call all illegal pitches.

k. The umpire will declare the batter or baserunner out, without waiting for an appeal for such decision, in all cases where such player is retired in accordance with these rules.

l. **NOTE:** Unless appealed to, the umpire will not call a player out for having failed to touch a base, leaving a base too soon on a fly ball, batting out of order or making an attempt to go to second base after reaching first base, as provided in these rules.

m. The umpire will not penalize a team for infraction of a rule when imposing the penalty would be to the advantage of the offending team.
n. All umpires officiating in National Tournament play shall have attained the age of majority in the state in which the tournament is being played.

11.2: THE PLATE UMPIRE SHOULD:
   a. Take a position behind the catcher. He or she will have full charge of and be responsible for the proper conduct of the game.
   b. Call all balls and strikes.
   c. By agreement and in cooperation with the base umpire, call plays, fair or foul balls, legally or illegally caught balls. On plays which would necessitate the base umpire leaving the infield, the plate umpire will assume the duties normally required of the base umpire.
   d. Determine or declare whether:
      (1) A batter bunts or chops a ball
      (2) A batted ball touches the person or clothing of the batter.
      (3) A fly ball is an infield or an outfield fly.
   e. Render base decisions.
   f. Determine when a game is forfeited.
   g. Assume all duties when assigned as a single umpire to a game.

11.3: THE BASE UMPIRE SHOULD:
   a. Assist the plate umpire in every way to enforce the rules of the game.

11.4: RESPONSIBILITIES OF A SINGLE UMPIRE.
If only one umpire is assigned, his/her duties and jurisdiction will extend to all points.

11.5: CHANGE OF UMPIRES. Umpires cannot be changed during a game by the consent of the opposing teams, unless an umpire is incapacitated by injury or illness.
11.6: **UMPIRE’S JUDGEMENT.** There will be no appeal from any decision of any umpire on the grounds that he/she was not correct in his/her conclusion as to whether a batted ball was fair or foul, a baserunner safe or out, a pitched ball a strike or ball, or on any play involving accuracy of judgement; and no decision rendered by any umpire will be reversed, except when he/she is convinced it is in violation of one of these rules. In case the manager, captain or either team does not seek reversal of a decision based solely on a point of rules, the umpire, whose decision is in question, will, if in doubt, confer with his/her associates before taking any action. But under no circumstances will any player or person, other than the manager or captain of either team, have any legal right to protest any decision and seek its reversal on a claim that it is in conflict with these rules.

a. Under no circumstances will any umpire seek to reverse a decision made by his or her associates; nor will any umpire criticize or interfere with the duties of his or her associate unless asked to do so.

b. The umpire-in-chief may rectify any situation in which the reversal of an umpire’s decision or a delayed call by the umpire places a batter-runner, a baserunner, or the defensive team in jeopardy. This correction is not possible after one pitch has been thrown.

**PLAY** – With R1 on first base and less than two outs, the runner steals with the pitch. The catcher throws to second base as the plate umpire calls ball four. The throw is in time and base umpire calls the runner out. As the runner (R1) leaves for the dugout, the base umpire realizes B2 has four balls and R1 is entitled to second base. The defense tags R1 when she leaves the base. Had the umpire not called R1 out, she would not have left the base.

**RULING** – Place R1 on second base and B2 on first base.
11.7: SIGNALS:

a. **SAFE** – Body upright, eyes on the ball and arms extended straight out with the palms down. A verbal call of “Safe” is made as he arms are snapped to this position from the upper chest.

b. **OUT** – Body upright, eyes on the ball and right arm extended straight up as an extension of the shoulder. As we come to the “HAMMER” position, the elbow is bent at a 90 degree angle and the fist closed with the fingers facing the right ear. The left arm should be brought to the mid-section of the body. A verbal call of “OUT” is made as the right arm is extended high in the air and continued as the arm drops into the “HAMMER” position.

c. **STRIKE** – Body upright, eyes on the ball and right arm extended straight up as an extension of the shoulder. As we come to the “HAMMER” position, the elbow is at a 90 degree angle and the fist is closed with the fingers facing the right ear. The left arm should be brought to the mid-section of the body. A verbal call of “Strike” is made as the right arm is extended high in the air and continued as the arm drops into the “HAMMER” position.

d. **FAIR BALL** - Body upright, eyes on the ball, point toward fair territory with the arm that is toward the infield. There is no verbal call on a fair ball and if the umpire is wearing a mask it should be in the left hand.

e. **FOUL BALL** – On all foul balls, except a caught foul fly ball, the ball is DEAD and the DEAD BALL signal, body should be upright, eyes on the ball extending the arm straight out from the shoulder toward foul territory away from the playing field. A verbal call of “FOUL BALL” should be made as the arm motion is made.
f. **TIME OUT/DEAD BALL** – Body upright, the arms are both extended high in the air with the palms of the hands open and facing away from the umpire’s body. A verbal call of “TIME” or “DEAD BALL” is made at the same time the arms are going up.

g. **PLAY BALL** – Body upright, eyes on the ball, the umpire makes a motion toward the pitcher with the right hand. A verbal call of “PLAY BALL” is made as the umpire motions toward the pitcher.

h. **HOLD UP PLAY** – (No Pitch) – Body is upright, raise either hand with the palm facing the pitcher. On a right handed batter, use the right hand and on a left handed batter, use the left hand. “NO PITCH shall be declared if the pitcher pitches while the umpire has a hand in said position.

i. **DELAYED DEAD BALL** – Body is upright, the left hand is extended straight out to the side of the body as an extension of the shoulder and the left hand is in a fist. This position is held long enough for the players to see that the umpire has observed the act that pre-empted this call.

j. **INFIELD FLY** – Body upright, eyes on the ball, extend the right arm high in the air with a closed fist. Make a verbal of “INFIELD FLY”. If the batted ball is near the foul line call “Infield Fly, If FAIR”.

k. **TRAPPED BALL** – Same as safe signal. The umpire makes a verbal call of “SAFE”.

l. **FOUL TIP** – Body upright, have eyes on the ball, the fingers of both hands are touched together then the umpire gives the strike signal with no verbal call. This indicates that the bat tipped the ball and was caught by the catcher.

m. **COUNT** – Body upright, have eye contact with the pitcher, both hands are extended high above the head and use the fingers to indicate the ball and strike count on the batter. Use the fingers on the left hand for
“Balls” and the fingers on the right hand for “Strikes a verbal description of the count on the batter is given while the hands are over the head and the “Balls” are always mentioned first and “Strikes” second.

n. **DOUBLE** – Body upright, raise the right hand high above the head, indicating with two fingers, the number of bases awarded. A verbal call of “TWO BASES” is made while the hand remains overhead.

o. **HOME RUN** – Body upright, raise the right hand high above the head with a closed fist and make a counter-clockwise circle motion with a raised hand. A verbal call of “FOUR BASES” is made at the same time the hand is overhead.

p. See Appendix for Umpire’s Signals.

**11.8: SUSPENSION OF PLAY:**

a. An umpire may suspend play when, in his/her judgement, conditions justify such action.

b. Play will be suspended whenever the plate umpire leaves his/her position to brush the plate or to perform other duties not directly connected with the calling of plays.

c. The umpire will suspend play whenever a batter or pitcher steps out of position for a legitimate reason.

d. An umpire will not call “TIME” after a pitcher has started her windup.

e. An umpire will not call “TIME” while any play is in progress.

f. In case of injury, “TIME” will not be called until all plays in progress have been completed or runners have been completed.

g. Umpires will not suspend play at the request of players, coaches or managers until all action in progress by either team has been completed.
PLAY – Bases are full, B4 hits a long fly to center, F7 and F8 collide in trying to make the catch and both are injured. All runners cross home plate.

RULING – Ball does not become dead when a player is injured during a batted or thrown ball. Umpire will not call “TIME” until no further play is possible. All four runs count.

11.9: VIOLATIONS AND PENALTIES:

h. Players, coaches, managers or other members will not make disparaging or insulting remarks to or about opposing players, officials or spectators, or commit other acts that could be considered unsportsmanlike conduct.

i. There will be no more than two coaches for each team to give words of assistance and direction to the members of their team while at bat. One coach should be stationed near first base and the other near third base. They must remain in their coach’s box.

j. The penalty for violations by a player is immediate removal of the offender from the game and grounds. For the first offense, the coach or manager may be warned; but for the second offense, the coach or manager is removed from the game. The offender should go directly to the dressing room for the remainder of the game or leave the grounds. Failure to do will warrant a forfeiture of the game.

k. SMOKING & TOBACCO USE: There will be no smoking or use of smokeless tobacco on or in the playing area during the process of the game. Penalty: The umpire shall have the option to eject the person from the game.
l. **INTOXICATING BEVERAGES:** Anyone indulging in alcohol/liquor of any kind will not be permitted on or in the playing area. A special report must be made by the umpire-in-chief and the manager regarding anyone that violates this rule. This report must be filed with the PGS Executive Board immediately after the game. No manager or member of the coaching staff shall indulge in any intoxicating beverage during the game. Should he/she drink prior to the game and there be evidence of such beverage or he/she be judged by an umpire as unfit to manage, he/she shall leave the playing field and park.

m. A second offense shall result in immediate suspension of the manager for a minimum of one calendar year.

n. **PROFANITY:** Profanity will ABSOLUTELY not be allowed. Penalty: The umpire shall have the option to eject the person from the game.

o. **SUSPENSIONS AND PENALTIES:** Whether directly or indirectly, any person that causes an attack upon an official or player, or interferes with the performance of his duties, may be subject to immediate suspension from the league by the PGS Executive Board and may be deemed as ineligible for a period of two (2) calendar years. Any manager, assistant manager, coach, player or parent ordered from the players’ field by an authorized official or umpire, and refuses to do so, will make the game a forfeit, and shall be subject to a one (1) year suspension.
p. Taunting and/or badgering by anyone affiliated with the team will not be tolerated. Violators will be warned by the umpire and shall be ejected from the game upon second offense. A game shall result in a forfeit by said team if taunting continues or if violator(s) refuse to leave. If you are suspended then you MUST write a letter to the PGS Executive Board and ask for permission to coach the next year.

1. **EJECTION**: An ejected person must leave to a point where he or she is out of sight and hearing range of the playing field.

2. **SUSPENSION**: A suspended person shall be removed from ALL league activities. A person under suspension may attend games only as a spectator but He or She must take a position no closer than 200 feet from either bench.

3. **REPORTING AN EJECTION**: If a player or manager is ejected from a ball game, then the official/umpire must submit an ejection report to the PGS Executive Board. If it is the judgment of the Committee that this offense is a severe one, the player or manager will be suspended for a minimum of two (2) games for a first offense and one (1) year for a second offense.

q. **BETTING**: No betting on ball games is permitted. Any manager in violation of this rule shall be suspended from the Regional league participation for one calendar year.

r. No manager will take his/her team off the playing field or refuse to take the field once the game has started for any reason whatsoever.

s. No manager or official shall do or say anything to jeopardize the mental, physical, or moral well-being of any player. In cases of this nature, the Board (by majority vote) may implement a penalty that they deem necessary, if any.
12: Protests

12.1: PROTESTS WILL NOT BE RECEIVED OR CONSIDERED if they are based solely on a decision involving the accuracy of judgement on the part on an umpire. Examples of protests which will not be considered are:

a. Whether a batted ball was fair or foul.
b. Whether a baserunner was safe or out.
c. Whether a pitched ball was a strike or a ball.
d. Whether a pitch was legal or illegal.
e. Whether a baserunner did or did not touch a base.
f. Whether a baserunner left her base too soon on a caught fly ball.
g. Whether a fly ball was or was not caught legally.
h. Whether it was or was not an infield fly.
i. Whether there was or was not obstruction or interference.
j. Whether the field it fit to continue or resume play.
k. Whether there is sufficient light to continue play.
l. Any other matter involving only the accuracy of the umpire’s judgement.

12.2: PROTESTS THAT SHALL BE RECEIVED AND CONSIDERED concerning matters of the following types:

a. Misinterpretation of a playing rule.
b. Failure of an umpire to apply the correct rule to a given situation.
c. Failure to impose the correct penalty for a given violation.
12.3: PROTESTS MAY INVOLVE BOTH A MATTER OF JUDGEMENT AND THE INTERPRETATION OF A RULE.

*EXAMPLE:* With one out and runners on second and third, the batter flies out. The runner on third tags up after the catch and the runner on second does not. The runner on third crosses the plate before the ball is played at second base for the third out. The umpire does not allow the run to score. The questions as to whether the runners left their bases before the catch and whether the play at second base was made before the runner on third crossed the plate are solely matters of judgement and are not protest-able. It is a misinterpretation of a playing rule when the umpire fails to allow the run to score and is a proper subject for protest.

12.4: THE NOTIFICATION OF INTENT TO PROTEST must be made immediately before the next pitch. (*EXCEPTION:* Player eligibility)

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

b. All interested parties shall take notice of the conditions surrounding the making of the decision which, will aid in the correct determination of the issue. *NOTE:* On appeal plays, the appeal must be made before the next pitch, legal or illegal, or before the defensive team has left the field. For the purpose of this rule, the defensive team has “left the field” when the pitcher and all infielders have left fair territory in the way to the bench or dugout area.

c. Once the game is completed and both teams have left the field, no protest can be filed. *EXCEPTION:* Player eligibility.
12.5: THE OFFICIAL WRITTEN PROTEST MUST BE FILED WITHIN 24 HOURS:
   a. A legal protest can be made within 24 hours of the game if submitted in writing to a PGS Executive Board along with ($100.00). This fee will be returned if the protest is upheld.

12.6: THE FORMAL WRITTEN PROTEST should contain the following information:
   a. The date, time and place of the game.
   b. The names of the umpires and scorers.
   c. The rule and section of the official Rules under which the protest is made.
   d. The decision and conditions surrounding the making of the decision.
   e. All essential facts involved in the matter protested.

12.7: THE DECISION MADE ON A PROTESTED GAME MUST RESULT IN ONE OF THE FOLLOWING:
   a. The protest is found invalid and the game score stands as played.
   b. When a protest is allowed for misinterpretation of a playing rule, the game is replayed from the point at which the incorrect decision was made, with the decision corrected.
   c. When a protest for ineligibility is allowed, the team shall forfeit the game being played or the game last played to the offending team.
13: Tournament Game Play

13.1: TOURNAMENT PLAY

a. Participation shall be governed by the Portage Girls Softball Executive Board as to which of the approved local charter holders shall participate in the current year. The number of teams, player eligibility and tournament dates and sites shall be at the discretion of the PGS Executive Board.

b. All tournament play shall be single elimination.

c. In the event that weather conditions or darkness cause the postponement of a tournament game, or in the event that a game must be replayed due to a protest, the Executive Board President shall reschedule the playing of such game on a date at such location and at such time that is deemed necessary in order to complete tournament play as scheduled. NOTE: Due consideration must be given to the teams involved when scheduling or re-scheduling any game. All decisions made by the Executive Board President are final and are not subject to protest.

d. The schedule is set before the Pre-Tournament Drawing with at least two and one half (2 ½) hour playing time allowed for each seven inning game.

e. Team Managers, Assistant Managers or Coaches shall report at least one (1) hour prior to the scheduled game that his/her team is to play to the tournament headquarters to notify that they are on hand. Each Manager shall report on each day and before each game they are scheduled to play. This must be done in order that the tournament officials can supply each Team Manager with any notices regarding field changes, time changes, and his/her assuring of the teams eligibility (original roster forms must be presented at this time to the tournament official.)
f. The forfeit time for all tournament games will be fifteen (15) minutes after the scheduled starting time.

g. Game Warm-Ups:
The visiting team is allowed ten (10) minutes warm-up before the home team, and the home team is allowed ten (10) minute warm-up immediately before the scheduled game time. The manner in which this allowed time is used is left to the discretion of the Manager and/or Coaches. **NOTE:** All Managers and Coaches shall adhere to this rule, and no team shall be allowed to be on the playing field the days of any scheduled tournament games for any reason for warm-up until their allotted time as outlined above. The Field Director is responsible for enforcing this rule.

h. In the event that due to weather conditions, games must be scheduled that do not allow for the allotted time of warm-up period to the teams, the Field Director has the authority to waive all regulations under this requirement. This shall assist all Tournament Officials in having all fields playable by elimination of the allotted warm-up time for all Teams.
13.2 : PLAYER ELIGIBILITY.

a. PGS Team/Player Tournament Eligibility:
   1. Teams must have completed 60% of the scheduled games and all players must have participated (played at least 6 consecutive outs) in 60% of their local team’s games played in order to be eligible to participate in PGS District and State Tournaments. A forfeit game is not considered a played game. Games not played will result in a forfeit unless not played due to rainout and it was approved by the PGS Executive Board. Players on a High School team may **not** participate in any PGS local play until the High School team has completed its season (This includes High School Tournament Play). These players must then play a minimum of 60% of the PGS local team’s games that are played after the High School season is completed. Managers must identify players not meeting the 60% eligibility rule by either red-lining or highlighting their name on the roster at the time of check-in at District tournaments. Any exception must be presented to the PGS Executive Board in writing two (2) days before the PGS tournament draw.
   2. Play in only one (1) sanctioned PGS Tournament during the current year. There are no exceptions to this rule.

13.3: REQUIRED NUMBER OF PLAYERS.

a. Nine (9) Players are required to start a game. If for any reason, a team does not have an eligible ninth player or substitute for a player who is withdrawn from the line-up, **the team may begin the game or continue the game with eight (8) players, but an automatic out shall be recorded each time the missing 9th player in the line-up would have appeared in the batting rotation.**

   **EXCEPTION:** Divisions A & B do not take an automatic out for the missing 9th player.
13.4: TOURNAMENT SEEDING.
Seeding is mandatory for the District Tournament. At the beginning of each season one of the following seeding methods shall prevail by representative vote for the District tournament:

TOURNAMENT DRAW
1. The seeding meeting Director will post the records of all teams in the District tournament.
2. The Director will posts brackets for representatives of participating teams. All brackets will designate location, date, and time of games.
3. It is the responsibility of each team’s Manager to have their record compiled on their regulation scorebook for submission to the Tournament Director the day of the District seeding/draw meeting, which should include:
   a. All games completed prior to the day of the seeding meeting.
   b. All regular season contests played shall be recorded. Do not include scrimmages. The records will include the number of wins, losses, and ties vs Portage opponents only. Example: 12 wins – 2 losses – 0 ties
   c. The placement of teams on the brackets shall take place after the seeding of all teams.
4. The top TWO seeded teams shall decide their team’s placement in separate ends of the bracket, if applicable (one on top half and the other on the bottom).
5. Team placement shall start with the #1 seeded team. Any time a seeded team is placed on the bracket, the next top seeded team not placed on the bracket shall have the next choice. If they pass, the next seeded team would have its choice to pass or be placed on bracket.
6. Keep in mind that any time a seeded team places itself on the bracket; the top seeded team not placed on the bracket shall have next choice.

7. This procedure shall be followed until all teams have been placed on the bracket.

8. If a team fails to have a representative present at the drawing/seeding meeting they WILL NOT PLAY in the tournament.

SEEDED TOURNAMENT.
A seeded tournament is based on the official record of each team and teams are placed on a bracket beginning with the #1 seeded team.

SEEDING & TIE BREAKERS.
1. Each team will be awarded three points for a win, two points for a tie (CP or forfeit only), and 1 point for a loss. The team with the greatest number of points will be seeded #1 and follow on down in this order for the number of teams to be seeded in the Tournament.

2. In case of a tie in total points, the following tiebreaker rules will apply to decide the seeding:
   a. Winner of head-to-head competition
   b. If not all teams played head-to-head competition, OR three or more teams are tied in total points then the seeding for these teams shall be determined by:
      a. Total Runs against, if still tied
      b. Total Runs scored, if still tied
      c. A Coin Toss – Whoever drove the furthest, gets to call the coin toss

3. All Executive Board Members are required to attend/help at PGS Sanctioned Tournaments.
13.5: OFFICIAL SCORECARD.
4. The Official Scorebook: The home team scorebook is It is the responsibility of the manager of both teams to provide the results of all games and a copy of the official scorecard to the Executive Board President the day of the tournament game official.
5. The home plate umpire and all base umpires shall sign the scorebook to make the game official.
6. Accurate line-ups must be kept in the scorebook of both teams.
7. Correct line-ups shall include the FULL NAME (first and last), uniform number and position. Scorekeepers will not accept line-ups that are not complete.
   All subs will be listed on a line-up card. If a player arrives late to a game, she will be allowed to play but must be reported to the home plate umpire when she enters the game as a substitute. A completed line-up card shall be presented to the home plate umpire at the time of the pre-game conference.

13.6: DESIGNATED PLAYER/FLEX PLAYER. A team may use the DP/FLEX rule option provided it is made known prior to the start of the game. If the game starts with the option, it is never terminated.

THE DP:
(1) The DP is an OFFENSIVE (batting) player listed in the starting lineup and is so indicated on the lineup card.
(2) The DP must remain in the same position in the batting order for the entire game.
(3) A starting DP and any substitute for the DP cannot be in the game at the same time.
(4) A starting or substitute DP can re-enter one time.
(5) The DP may be replaced by a pinch hitter, pinch runner or the FLEX
(1) The DP can play defense at any position. If the DP plays defense for any player other than the FLEX, that player will continue to bat in their original position and is not considered to have left the game. The DP stays on offense.

(2) If the DP plays defense for the FLEX, the FLEX is considered to have left the game reducing the number of players from ten to nine. If the FLEX re-enters or a substitute enters as the FLEX, the DP can return to batting only, play defense for another player or leave the game if the FLEX plays offense for the DP.

(3) The DP can never play on defense only.

THE FLEX:

(1) The FLEX is the DEFENSIVE player who starts the game and is listed in the starting lineup in the 10th position.

(2) The FLEX is the defensive player who plays in the field for a player listed in the batting order

(3) The FLEX may play offense (bat) for the DP. The DP is considered to have left the game. This will reduce the number of players from ten to nine.

(4) If the FLEX was batting in the DP’s position and the DP re-enters or a substitute enters as the DP, the FLEX can return to the number 10 position (this returns the number of players to 10) or leave the game if the DP plays defense for the FLEX.

(5) If replaced by a substitute, the FLEX position remains in the lineup. The FLEX may re-enter one time provided she returns to the 10th position.

(6) Placing the FLEX into one of the first nine positions for someone other than the original DP is considered an illegal substitution. The illegal substitute will be removed from the game and restricted to the dugout/bench.

(7) The FLEX can never play on offense only

(8) Both the DP and the FLEX cannot play offense at the same time.
14: ALL STAR GAME

14.1 ALL STAR GAME

a. A, B, and C league divisions shall each have an All-Star game competition towards the end of season.

b. The Coaches will be chosen from the top seeded teams.

c. All teams shall send two players.

   (1) Though this is an “All-Star” event, it is suggested that the players should be the ones who choose which of their teammates will go.

   (2) Due to limited number of participants allowable, it is suggested (but not required) that players not participate as All-Stars two consecutive years.

With notification, the PGS Executive Board reverses the right to adjust the details of this and all other events as deemed necessary for the best overall interest of the players.
15: COACH PITCH RULES

15.1: GENERAL COACH PITCH RULES

a. Coach-Pitch League(s):
   1. Shall be divided into two divisions: Coach-Pitch 1 (CP1) and Coach-Pitch 2 (CP2).
   2. CP1 shall be a league designed for girls that are 5 & 6 years old (but not less than 4) and CP2 shall be designed for 7 & 8 year old girls. A local charter shall have up to three (3) 7-year-olds on a CP1 roster but the 7-year old players cannot turn 8-years old before July 1st.
   3. Team(s) with any number of 8-year-olds or 4 or more 7-year-olds must be rostered as CP2.

b. Playing Field:
   1. Bases shall be set at 60 feet, with a halfway mark at 30 feet between first & second, second & third, and third & home plate.
   2. Batter's boxes shall be 3' x 7' - there shall also be a catcher's line one foot behind the batter's box for safety purposes.
   3. Pitcher's circle shall have a radius of 8', with the center of the circle being 30' from the point of home plate.
   4. Infield arc shall have a radius of 12' from the point of home plate and extend from foul line to foul line.

c. Uniforms and Equipment:
   1. The ball shall be an 11 inch “softie”, which shall be purchased through Portage Girls Softball.
   2. All players shall wear a jersey with a number on the back (6" minimum height).
   3. All defensive player's shall wear a glove/mitt
   4. The catcher must wear a chest protector, shin guards and a NOCSEA approved helmet and mask with throat protector.
   5. Protective head gear is required for the pitcher and optional for infielders and outfielders.
6. All batters and base runners shall wear a helmet with face guard (both must be NOCSEA approved) and chinstrap.

d. Players and Substitutes:
   1. Up to 10 players shall field defensively (1 pitcher, 1 catcher, 4 infielders and 4 outfielders). Note: A game may start with as few as 8 players per team. Coaches may add a ninth and/or tenth player to the bottom of the line-up when they arrive.
   2. Positioning: Until the ball has been hit, the pitcher shall take her position within the pitching circle, the catcher shall take her position behind home plate, the four infielders shall take their positions in the typical defensive positions behind the imaginary 30' line, and the four outfielders shall take their positions beyond the infield (imaginary baselines between first & second, and second & third). Penalty: One warning per team, second offense will be ruled an obstruction. The team at bat will have the option of taking the results of the play or awarding the batter first base.
   3. Both teams shall use a continuous batting order, batting the entire team with free substitution for defensive positions.

**15.2: COACH PITCH GAME RULES**

a. Game(s) shall be 6 innings, with a two-hour time limit regardless of the score.
   1. Regular season games may end in a tie.
   2. Tournament game(s) shall not end in a tie. The game will continue until the winner is decided (see max run rule).

b. The 5 runs max per inning rule shall be in effect, regardless of the inning.

c. Drop third strike and infield fly rules shall not be in effect.

d. Two defensive coaches may be on the playing field, situated behind the outfielders.
e. The ball shall be considered dead when the pitcher has control of the ball while standing inside the pitcher's circle. A play shall be declared dead if the ball is thrown to the Coach-Pitcher. Note: Does not apply until the batter-runner has reached first base or has been retired.

f. If a batted ball is fielded before reaching the arc in front of home plate, NO PITCH will be called.

g. If a batted ball is popped up and caught within the foul area, the batter is out, the ball is dead, and the runners must return to their positions before the ball was hit.

15.3: COACH-PITCHER

a. Shall pitch underhand, starting with at least one foot within the circle.

b. Shall pitch only to his/her team. The Coach-Pitcher may instruct the batter between pitches, but can’t tell the batter when to swing, nor may he/she act as a base coach after the ball is hit. Penalty: Warning on the first violation, Removal as the Coach-Pitcher on the second violation.

c. Shall only accept the ball when it is dead (from the catcher after a pitch that was not hit fair or from the pitcher after all other play has stopped)

d. If the Coach-Pitcher intentionally interferes with a batted ball, the batter shall be out and the ball is dead. If unintentionally, the ball is dead, the batter shall be awarded first base. All other runners only advance if forced.
15.4: BATTER
a. Shall get a maximum of five pitches to hit the ball into fair territory or she shall be declared out. There are no walks (base on balls), nor strikeouts. If the batter hits a foul ball on the fifth pitch (and ensuing pitches), the batter shall receive another pitch (batter can’t strike out on a foul ball).

b. Shall not take any practice swings until the Coach-Pitcher has possession of the ball and the catcher is in position. Penalty: A “pitch” will be declared.

c. Shall not throw her bat. Penalty: First violation - warning (one per girl), second violation – batter will be called “Out”, dead ball.

15.5: BASE RUNNER
a. Base stealing is not allowed. Runners may leave their base only after the pitched ball is hit. Penalty: “No pitch” is declared and runner is called “Out”.

b. Any base runner that is beyond the halfway mark while advancing to the next base when the ball is declared dead shall be awarded the next base. If not beyond the halfway mark, the runner shall be returned to the base they were advancing from unless they are forced to advance.

15.6: ON A BALL HIT IN THE INFIELD
a. The batter-runner shall only be entitled to attempt to advance to first base (no additional advancement is permitted, even on an overthrow).

b. All other base runners may advance no more than one base from the time of the pitch, with liability of being put out.

c. In the context of this rule, “Infield” shall be defined as the area between home plate, first base, second base, and third base.
15.7: ON A BALL HIT BEYOND THE BASELINES

a. Runner(s) shall be entitled to attempt to advance to any base with liability of being put out, until the ball is declared dead.

b. A ball can be hit in the air or it can roll beyond the baseline.

c. If the ball goes **out of play**, then the play will be ruled dead. The batter-runner and all other runner(s) shall be awarded bases based on their position related to the halfway marks.

APPENDIX A – UMPIRE SIGNALS
APPENDIX A – UMPIRE SIGNALS

OUT
Raise right arm straight up. Bring forearm slightly forward while clenching into fist. Verbalize “Out”.

SAFE/NO CATCH/NO TAG
NO INFRACTION
Extend arms straight out with palms down. Verbalize the call.

STRIKE
Verbalize “Strike” while set. Stand, raise right arm up and forward into a fist.

FOUL BALL/DEAD BALL
NO PITCH
Raise both arms up, palms forward angled out from the body. Verbalize the call.

DOUBLE
Raise right arm above head showing two fingers. Verbally call “Two Bases”.

PLAY BALL
Raise arm toward pitcher with palm facing body. Bring arm toward body while verbalizing “Play Ball.”

FOUL TIP
Optional. Brush fingers with upward motion, chest high or higher. Follow with “Strike” signal. No verbal call.

FAIR BALL
Point towards fair ground with hand closest to infield. No verbal call.

INFIELD FLY
Raise right arm above head with first closed. Verbally call “Infield Fly.”

HOME RUN
Raise right arm above head with index finger extended. Circle arm in clockwise motion.

TIME
Raise both arms above head, palms forward, with arms at a slight angle from body. Verbally call “Time.”

DO NOT PITCH
With palm up, raise hand toward pitcher.
APPENDIX C – COACH PITCH FIELD LAYOUT

FIELD LAYOUT

- 60 ft. between bases
- 30 ft. halfway markers
- 60 ft.
- 30 ft.
- Pitchers line at 30'
- 8 ft. radius
- Imaginary line that infield must be behind
- 12 ft. arc in front of home plate
- Line for catcher 1' behind batters boxes
COMMUNICABLE DISEASE PROCEDURES

While risk of one athlete infecting another with HIV/AIDS during competition is close too non-existent, there is a remote risk that other blood borne infectious diseases can be transmitted. For example, Hepatitis B can be present in blood as well as other body fluids. Procedures for reducing the potential for transmission of these infectious agents should include, but not be limited to, the following:

1. The bleeding must be stopped, the open wound covered and if there is an excessive amount of blood on the uniform it must be changed before the athlete may participate.
2. Routine use of gloves or other precautions to prevent skin and mucous membrane exposure when contact with blood or other body fluids is anticipated.
3. Immediately wash hands and other skin surfaces if contaminated (in contact) with blood or other body fluids. Wash hands immediately after removing gloves.
4. Clean all contaminated surfaces and equipment with an appropriate disinfectant before competition resumes.
5. Practice proper disposal procedures to prevent injuries caused by needles, scalpels and other sharp instruments or devices.
6. Although saliva has not been implicated in HIV transmission, to minimize the need for emergency mouth-to-mouth resuscitation, mouthpieces, resuscitation bags, or other ventilation devices should be available for use.
7. Athletic trainers/coaches with bleeding or oozing skin conditions should refrain from all direct athletic care until the condition resolves.
8. Contaminated towels should be properly disposed of/disinfected.
9. Follow acceptable guidelines in the immediate control of bleeding and when handling bloody dressings, mouth guards and other articles containing body fluids.
2019 RULE CHANGES:

- Use the same rules in the tournament game play as regular season game play.

- **Rule 5.4.a REQUIRED NUMBER OF PLAYERS**
  Divisions A & B (only) can begin a game and play with eight (8) players and do not have to take an out for the missing 9th player.

- Coach Pitch Divisions Only - Players are able to sign up (late) and be added to a roster until the beginning of the season (1st Monday game). All other Divisions (A, B, C) must petition the board for approval to add a player to their roster after roster turn-in day.

2019 EXECUTIVE BOARD MEMBERS

<table>
<thead>
<tr>
<th>Role</th>
<th>Name</th>
<th>Phone</th>
</tr>
</thead>
<tbody>
<tr>
<td>President</td>
<td>Marchelle Bobbs</td>
<td>(330) 541-6242</td>
</tr>
<tr>
<td>Vice President</td>
<td>Paul Stoicoiu</td>
<td>(330) 221-4262</td>
</tr>
<tr>
<td>Compliance Officer</td>
<td>Mark Bailey</td>
<td>(330) 977-7090</td>
</tr>
<tr>
<td>Treasurer</td>
<td>Mike Kalista</td>
<td>(216) 280-9215</td>
</tr>
<tr>
<td>Secretary</td>
<td>Carrie Diven</td>
<td>(330) 459-4987</td>
</tr>
<tr>
<td>Umpire Scheduler</td>
<td>Paul Diven</td>
<td>(330) 697-8610</td>
</tr>
<tr>
<td>Asst. Umpire</td>
<td>Kevin Windham</td>
<td>(330) 770-3963</td>
</tr>
</tbody>
</table>