

CITY OF CARSON

2024 YOUTH



RULE BOOK

COMMUNITY SERVICES/RECREATION/PARK  
MAINTENANCE

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The following rules and regulations have been formulated and adopted by the Youth Sports Section for the **2024 Youth Softball Season**.

The Youth Sports Section will have jurisdiction over all rules and regulations governing any City of Carson Youth Softball event. For any softball rule herein not covered refer to the 2024 National Federation of State High School Associations Rules Book for Softball.

The 2024 Softball Season (including playoffs) will be conducted from April 6 to June 22, 2024.

### **1. CLASSIFICATIONS**

<b>Sandlot Division</b>	Year Born - <b>2018 - 2019</b>
<b>Rookie Division</b>	Year Born - <b>2016 - 2017</b>
<b>1A Division</b>	Year Born - <b>2014 - 2015</b>
<b>2A Division</b>	Year Born - <b>2012 - 2013</b>
<b>3A Division</b>	Year Born - <b>2009 - 2011</b>
<b>4A Division</b>	Year Born - <b>2007 - 2008</b>

### **2. REGISTRATION**

All players must register online through ActiveNet and be listed on the **Official Team Roster** form before taking part in a league game. Registrants must present proof of birth date at the time of registration. An **original Birth Certificate** is the only proof of birth accepted as verification of age.

### **3. ELIGIBILITY**

- A. A player may play for one team and one league only. A player is considered on a team when they're name is placed on the **Official Team Roster**, which is on file in the park office.
- B. Once a player is dropped from a team they cannot be added to another team during that current sport season at any park in the City of Carson unless they change their residence. A player may never play for another team at the same park during the same sport season.
- C. Youth participating in a sports league sanctioned by the California Interscholastic Federation (C.I.F.) are ineligible to concurrently play for a City of Carson Community Services/Recreation/Park Maintenance Department team participating in the same sport (i.e., high school baseball - boy's baseball, high school football - flag football). If said youth has stopped playing on a C.I.F. team prior to tryouts for the department's league, they are eligible to go through the tryout and drafting procedure. If said youth has not stopped playing on a C.I.F. team as of the tryout date, they will not be eligible to go through the tryout and drafting procedure, but they would be eligible to be added to a team once they stopped playing for the C.I.F. team provided the department's team qualifies for adding a player as described on page 8 of the Youth Sports Coaches Manual under the heading "Waiting List".
- D. The use of an ineligible player(s) will result in the forfeiture of all games in which said player(s) participated.
- E. Falsification of any information on the player's **Sports Registration/Waiver Card** is grounds for forfeiture of any or all games in which said player participated.
- F. Per the Youth Sports Coaches Manual teams may have a maximum of fifteen and a minimum of eleven rostered players.
- G. There must be a minimum of four youngsters on the waiting list before assignments from the waiting list can be made, except in an emergency situation (when team roster falls below the minimum of eleven players).
- H. The dropping and adding of players will not be done at the coaches' whim. In order for a coach to drop a player, the coach must fill out a **Park Player Release Form** and submit it to the Center Supervisor, who will then call the player's parent/guardian to verify the situation. If it is done properly and with good cause, only then will the coach be able to acquire a youngster from the waiting list to replace the dropped player. The Center Supervisor will then assign a player or

players to a team once the drop has been confirmed.

- I. No new players can be added to a team following regular season play (prior to the City Play-offs). To be eligible for the City Play-offs, a player must have participated in at least one regular season game.
- J. A player that has been suspended shall have no contact with their team for the entire duration of the game(s) in which the player was suspended.

#### 4. **PROTESTS**

##### A. **PLAYER ELIGIBILITY:**

1. Questions regarding the eligibility of a player(s) do not need to be made in protest form and may be raised at any time by a coach.
2. Any coach questioning the eligibility of a player(s) shall notify the Youth Sports Section.
3. The Youth Sports Section will render a decision regarding player(s) eligibility after all pertinent information has been obtained and reviewed.

##### B. **RULE INTERPRETATION:**

1. In order that a protest be proper and subject to a ruling by the Protest Committee, the following list of requirements must be met:
  - A. Whenever a matter of protest arises during a game, a time out is called by the team making the protest immediately following the play in question and a notice of intent to protest must be verbally given by the coach of the protesting team to the Head Umpire. The head umpire will then notify the coach of the opposing team that the game will be continued under protest. The error must be recognized before the next pitch is delivered. If the protest cannot be resolved at this time the umpire shall make a note on the score card reflecting the rule being protested, the score at the time of the protest, the time remaining in the game, what inning was being played, which team was at bat, the names and locations of any baserunners, the number of outs made in the inning (if any), the balls/strikes count on the batter (if any), and the name of the pitcher on the mound at that time. The head coach from each team shall initial the score card, verifying the information recorded by the umpire is correct.
  - B. A protest shall be considered only if it is placed in writing on the ***Coaches Protest Report Form*** and submitted to the Center Supervisor or one of his/her staff members along with a \$25.00 (cash or money order) protest fee within twenty-four (24) hours of the game. The written protest shall contain the date, time and location of the game, the names of the both teams, the Rule #, Section or Article of the official rule(s) under which the protest is being made, the decision made by the umpire, and all other essential facts involved with the matter protested. The submitting of a team's own score sheet will not be taken into consideration when determining a protest.
  - C. Protest must involve the interpretation or application of a playing rule and not involve the accuracy of the judgment of an umpire.
  - D. The Chief Umpire has the authority to rule on any point not specifically covered in the rulebook.
  - E. Highly technical protests or those, which could have little or no effect on subsequent play or the final result of the game, shall not be considered.
  - F. When a protest for the misinterpretation of a playing rule is allowed, the game will be replayed from the point at which the improper decision was made, with the decision corrected. When a protest for an illegal/ineligible player(s) is allowed, all games the illegal/ineligible player(s) participated in shall be forfeited to the opponent of the offending team.
  - G. All protests will be handled by the Youth Sports Section. All rulings will be made in writing after receiving all the pertinent information needed to make a decision.
  - H. The following will be taken into consideration when determining a final ruling: the official score card; statements of game officials, supervising park staff, and coaches; all applicable

rules and any other pertinent information needed to make a decision.

- I. The use of video or other electronic devices will not be allowed as evidence in a protest, nor shall it be used by a sports official in an attempt to render a decision.
- J. Protests that do not contain all information necessary to determine a ruling, or have been found inconclusive by the protest committee, will be subject to a final ruling by the Youth Sports Recreation Program Manager.
- K. The protest fee will be refunded if a protest is decided in favor of the coach, who submitted it.

## **5. EQUIPMENT**

- A. Shoes must be worn. Rubber cleats will be allowed in all divisions. Detachable cleats will not be allowed. No metal cleats are allowed in any division.
- B. The use of illegal equipment shall be brought to the attention of the umpire and penalized by the removal of said equipment.
- C. Every batter must wear a protective batting helmet with earflaps while at bat and continue to wear the batting helmet while on the bases. If the batter or the runner does not have a helmet, the umpire will stop play and have said player put one on. A runner who deliberately takes the helmet off while running the bases will be called out. If the helmet comes off accidentally while the player is running the bases, the player will not be called out.
- D. Catchers must wear all protective equipment during the game.
- E. Players who warm-up the pitchers must wear protective headgear at all times.
- F. All player base coaches must wear protective headgear at all times while on the field.
- G. The bat shall be a smooth cylinder made of wood, aluminum, magnesium or graphite-composite with a knob that is permanently and securely fastened. The grip must extend a minimum of ten inches, but not more than fifteen inches, from the handle end of the bat. All bats (wood or non-wood) shall not exceed 2¼ inches in diameter at the thickest part and not more than thirty-four inches in length.

## **6. INFIELD PRACTICE**

- A. Infield practice can be used prior to the first scheduled game only. There will be no infield practice between any subsequent scheduled games. The visiting team will start infield practice ten minutes prior to the scheduled game time. The length of infield practice should be five minutes for each team. The home team will remain on the field for the start of the game.
- B. If time does not permit a full five minutes for each team, the umpire will split the time available between both teams. Infield practice will not be permitted to either team if time does not allow for such. Games will be started on time whenever possible.

## **7. TIE GAMES**

- A. Regular season games, which end in a tie, will remain a tie. No extra innings will be played.
- B. During city play-offs and final championship games the following tie-breaking procedure will be implemented if the score is still tied after seven innings have been completed in 1A and 2A division games and after nine innings have been completed in 3A and 4A division games.
  1. Beginning in the eighth inning in 1A and 2A division games and in the tenth inning in 3A and 4A division games, each half-inning will begin by placing a runner on second base. The runner is the player in the batting order that precedes the lead-off batter in that inning. This procedure will be repeated in each inning thereafter, until the tie is broken.

## **RULE #1 - PLAYING TERMS AND DEFINITIONS**

### **SECTION 1 - APPEALS**

**ART. 1...** A play or rule violation on which the umpire does not make a ruling until requested by a coach

or player.

**ART. 2...** Types of appeals:

- A. Missing a base, either advancing or returning (live or dead-ball appeal).
- B. Leaving a base on a caught fly ball before the ball is first touched (live or dead-ball appeal).
- C. Batting out of order (dead-ball appeal only).
- D. Attempting to advance to second base after making the turn at first base, overrunning first base (live-ball appeal only).

**ART. 3...** Methods by which an appeal may be made:

- A. **Live Ball.** An appeal may be made during a live ball by any fielder in possession of the ball touching the base missed or left too soon on a caught fly ball, or by tagging the runner committing the violation if the runner is still on the playing field (even if the runner is standing on another base).
- B. **Dead Ball.** The dead-ball appeal may be made:
  - 1. Once all runners have completed their advancement and time has been called, the coach or any defensive player, with or without the ball, may make a verbal appeal on a runner missing a base or leaving a base too soon on a caught fly ball. The administering umpire should then make a decision on the play.
  - 2. If the ball has gone out of play, runners must be given the opportunity to complete their base running responsibilities before the dead-ball appeal can be made.
  - 3. 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.
  - 4. If "play ball" has been declared by the umpire and the pitcher then requests an appeal, the umpire would again call "time" and allow the appeal.
- C. **When** - Appeals must be made:
  - 1. Before the next legal or illegal pitch.
  - 2. At the end of a half-inning, before all infielders have left fair territory.
  - 3. On the last play of the game before the umpires leave the field of play.

**NOTE:** If any situation arises which could lead to an appeal by the defense on the last play of the game, umpires should not leave the field until all infielders have left fair territory and the catcher has vacated her normal fielding position. Once teams line up to shake hands there is little chance for an appeal even if the defensive infielders have not crossed the foul line. No appeal can be made once the umpires have left the field.

- D. **Advance.** Runners may advance during a live-ball appeal play. If the ball is not dead in fast pitch, each runner may leave her base when the pitcher no longer has possession of the ball within the 16-foot circle, or when the pitcher makes a play on any runner. If the ball is thrown out of play on a live-ball appeal, appropriate bases should be awarded but the appeal can still be made as a dead-ball appeal once runners have taken their award. If a play is made on a runner prior to completing the live-ball appeal, the appeal can still be made after the play. If a time-out is requested for an appeal, the umpire should grant it, and runners may not advance until the next pitch.
  - E. **May Not Return.** A runner may not return to touch a missed base or one left too soon on a caught fly ball if:
    - 1. The runner has reached a base beyond the base missed or left too soon and the ball becomes dead.
    - 2. The runner has left the field of play; or
    - 3. A following runner has scored.
  - F. **Awards.** Awarded bases must be touched. An appeal must be honored even if the base missed was before or after an award.
  - G. **More Than One Appeal.** More than one appeal may be made but guessing games should not be allowed.
- EXAMPLE:** The runner misses second base by a step but just touches the corner of third base. Even though an appeal is made at third (the umpire called the runner safe), an appeal may be made at second on the same runner.

- H. **Plate and Missed Tag.** If a runner misses home plate and the catcher misses the tag, the umpire should hesitate slightly. If no tag is made, the umpire should declare the runner safe. If an appeal play is then made by tagging either the runner or home plate, the umpire should then make a decision on this appeal play.
- I. **Missing First Base Before the Throw Arrives.** If a runner passes first base before the throw arrives, the runner is considered to have touched the base unless an appeal is made. If an appeal is made, it must be made prior to the runner returning to first base while the ball is live.
- J. **Force Out.** If an appeal is honored at a base to which a runner was forced to advance, no runs would score if it was the third out.
- K. **Tag-Ups.** If a runner leaves a base too soon on a caught fly ball and returns in an attempt to retag, this is considered a time play and not a force out. If the appeal is the third out, all runs scored by runners in advance of the appealed runner and scored before the legal appeal, would count.
- L. **Fourth-Out Appeal.** An appeal may be made after the third out as long as it is made properly.

## SECTION 2 – AWARDED BASES

When bases are awarded it is the responsibility of the runner to legally touch those bases. In actuality, it is the right to advance without a play being made that is awarded.

## SECTION 3 – BALL – BATTED, BLOCKED, DELAYED DEAD, FLY, GROUND, LINE DRIVE

- ART. 1... The ball is one of the playing implements. The term is also used to designate a pitch that is not a strike.
- ART. 2... A batted ball is any pitch that comes in contact with the bat. Contact may result in a fair or foul ball and need not be intentional.
- ART. 3... A blocked ball is a live ball, pitched, batted or thrown, which is touched, stopped or handled by a person not engaged in the game; or touches any object which is not part of the official equipment or official playing area; or touches loose equipment.
- ART. 4... A delayed dead ball is a situation in which a violation of a rule occurs and is recognized by the umpire by giving a delayed dead-ball signal, but is not ruled upon until the ball becomes dead.
- ART. 5... A fly ball is a batted ball that rises an appreciable height above the ground.
- ART. 6... A ground ball is a batted ball that is either fair or foul and bounces along the ground.
- ART. 7... A line drive is a batted ball which travels parallel or near to the ground through most of its flight.

## SECTION 4 – BATTER, BATTER - RUNNER, BATTER'S BOX

- ART. 1... The batter is the player of the team at bat who is entitled to occupy either of the two batters' boxes.
- ART. 2... The batter-runner is a player who has finished a time at bat until the batter-runner is put out or playing action ends.
- ART. 3... The batter's box is the 3-foot x 7-foot area, including the lines, in which the batter is positioned when batting.

## SECTION 5 – BUNT, ATTEMPTED BUNT, DRAG BUNT

- ART. 1... A bunt is a legally batted ball not swung at but intentionally tapped with the bat.
- ART. 2... An attempted bunt is any non-swinging movement of the bat intended to tap the ball into play. **Holding the bat in the strike zone is considered a bunt attempt.** In order to take a pitch, the bat must be withdrawn – pulled backward and away from the ball.  
**NOTE:** If an attempt to bunt is a foul ball, it is treated the same as any other foul ball, except that if the attempt is by a batter who has two strikes, such a batter is out.
- ART. 3... A drag bunt is attempting to bunt the ball by running forward in the batter's box, while carrying the bat. The movement of the bat is in conjunction with the batter's forward movement.  
**PLAY -** With R1 on second and no one out, an attempted bunt on a third strike by B2 is (a) an

uncaught foul; or (b) a foul fly that is caught (not a foul tip). R1 reaches third before the ball becomes dead in (a), or before the catch in (b). **RULING:** In (a), B2 is out and R1 must return to second. In (b), since the foul was caught, B2 is declared out and the ball remains live. R1 may be thrown out at second before R1 retouches or called out at third if properly appealed.

## **SECTION 6 – CATCH, CATCHER**

**ART. 1...** A catch is the act of a fielder who, with the hand(s) and/or glove/mitt, securely gains possession of a batted, pitched or thrown ball. In establishing the validity of the catch, the fielder must prove control of the ball and that the release of the ball is voluntary and intentional. If the fielder has made the catch but drops the ball either in transferring it to the throwing hand or in making a throw, the ball shall be ruled caught. For a legal catch, a fielder must catch and have secure possession of the ball before stepping, touching or falling into a dead-ball area.

**ART. 2...** A catch shall not be credited if:

- A fielder catches a batted, pitched or thrown ball with anything other than the hand(s) or glove/mitt in its proper place.
- Immediately following a catch, the fielder collides with another player, umpire or fence or falls to the ground and fails to maintain possession of the ball.
- The fielder uses any equipment or part of the uniform that is displaced from its proper position.
- An entire foot is touching dead-ball territory at the time of the catch.
- The ball strikes anything or anyone other than a defensive player while it is in flight. In this case, the ball is ruled a ground ball.
- The fielder traps the ball. A batted fly ball or line drive is considered trapped if it hits the ground or a fence on a short hop before being caught. A thrown ball is considered trapped if it is caught but the ball is on the ground and the glove/mitt or hand is over it, and the player does not have control. A pitched ball is considered trapped if it is a strike but touches the ground on a short hop before being caught by the catcher.

**ART. 3...** A ball prevented from hitting the ground by a player's equipment (providing it is in its proper place) or body shall not be ruled caught until the ball is securely held in the player's hand(s) or glove/mitt.

**ART. 4...** The catcher is the player to whom the pitcher throws when delivering the ball to the batter. When the catcher is in position to receive a pitch, the catcher must be in the catcher's box.

## **SECTION 7 – CONFERENCE**

A charged conference is when the coach requests and is granted a time-out to meet with offensive or defensive players.

## **SECTION 8 – FAIR BALL**

**ART. 1...** A fair ball is a batted ball that settles or is touched on or over fair territory between home and first base or home and third base; touches or bounds over a base; touches first, second or third bases; while on or over fair territory touches the person of any umpire or player or clothing or equipment; while over fair territory passes out of the playing field in flight; or first falls or is first touched on or over fair territory beyond first, second or third base; while over fair territory, an offensive player interferes with a defensive player attempting to field a batted ball.

**ART. 2...** A fair fly shall be judged according to the relative position of the ball and the foul line, and not as to whether the fielder is in fair or foul territory at the time the fielder touches the ball.

## **SECTION 9 – FIELDER – INFELDERS, OUTFELDERS**

Fielders are any players of the team in the field. Infielders are usually the first baseplayer, second baseplayer, third baseplayer, shortstop, pitcher and catcher. The outfielders are usually the left fielder, right fielder and center fielder.

## **SECTION 10 – FORCE PLAY**

A force play is a play in which a runner (or two or three runners) loses the right to the base occupied and is forced to advance because the batter becomes a batter-runner. For a given runner, a force play ends as



soon as the runner touches the next base or a following runner is put out. If a batted ball is caught before it touches the ground there can be no force play(s). If a forced runner, after touching the next base, except home, retreats for any reason towards the base first occupied, the force play is reinstated and the runner may again be put out if the defense tags the base to which the runner is forced.

**PLAY** - With one out, R1 is on first base, B3 hits a fly ball to short left field, R1 rounds second, but retreats toward first base when she thinks the ball will be caught. The ball drops, and F7 throws the ball to second base. R1 is between first and second. **RULING:** R1 is out, as the force was reinstated when she retreated past second base.

### **SECTION 11 – FOUL BALL, FOUL TIP**

**ART. 1...** A foul ball is a batted ball that:

- A. Settles or is touched on or over 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. First falls to the ground or is first touched on or over foul territory beyond first or third base.
- D. While on or over foul territory, touches the person of an umpire, a player or any object foreign to the natural ground.
- E. While over foul territory, an offensive player interferes with a defensive player attempting to field a batted ball.
- F. Touches the batter or the bat in the batter's hand(s) a second time while the batter is within the batter's box.
- G. Goes directly from the bat to any part of the catcher's body or equipment and is caught by another fielder.

**PLAY 1:** B1 hits a fly ball down the left field line. F7 goes near the foul line and is in fair territory when F7 reaches over the foul line and drops an attempt to catch the ball. **RULING:** Even though F7 is in fair territory when the ball is touched, the ball is foul because it is the position of the ball and not the player that determines whether a ball is fair or foul.

**PLAY 2:** Without touching any person, a batted ball hits the pitcher's plate; or a fly ball touches fair ground between home and third and bounces to foul ground without having passed first or third. **RULING:** The ball is foul in either case.

**ART. 2...** A foul tip is a batted ball that goes sharply and directly from the bat to the catcher's mitt or hand and is legally caught by the catcher. It shall be called a strike and the ball remains live.

**PLAY:** B1 fouls the ball off. The ball goes directly from the bat to the catcher's glove/mitt where it is caught. **RULING:** This is a foul tip and a strike. The ball remains live; runners 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.

### **SECTION 12 – GAME, CALLED GAME, SUSPENDED GAME**

**ART. 1...** A regulation game is five, six or seven innings (turns at bat) for each team, depending on the division, unless shortened because the home team does not require its half of the last inning or only a fraction of it.

**ART. 2...** A called game is a game that is ended by the umpire.

**ART. 3...** A suspended game is a game that is temporarily suspended by the umpire with the intent that it will be continued at some later time or date.

### **SECTION 13 – INFIELD FLY RULE**

Infield fly rule is, when declared by the umpire, a fair fly (not including a line drive or an attempted bunt) that can be caught by an infielder with ordinary effort when runners are on first and second or all three bases are occupied and before there are two outs in the inning. Any defensive player positioned in the infield at the time of the pitch shall be considered an infielder for the purposes of this rule. The rule does not preclude outfielders from being permitted to make the catch. The ball is live, the batter is out, which removes the force, but runners may advance at their own risk. The runners may tag up and advance as soon as the batted ball is touched by a fielder. If a declared infield fly becomes foul, it is treated as a foul

ball, not an infield fly.

**PLAY -** With R1 on second and R2 on first, (a) B3 bunts or (b) swings and hits a pop up which falls between home and third and cannot be caught by any fielder. **RULING:** (a) A bunt is never an infield fly. In (b) this is not an infield fly.

### **SECTION 14 – INNING, HALF-INNING**

**ART. 1...** An inning is that portion of a game within which the teams alternate on offense and defense and in which there are three outs for each team. A new inning begins immediately after the final out of the previous inning.

**ART. 2...** A half-inning is the interval during which one team is on offense (batting) and the other is on defense (fielding).

### **SECTION 15 – INTERFERENCE (OFFENSE), UMPIRE, SPECTATOR**

**ART. 1...** Offensive interference is an act (physical or verbal) by a member of the team at bat who illegally impedes, hinders or confuses any fielder; or when a runner creates malicious contact with any fielder with or without the ball, in or out of the baseline.

**ART. 2...** It is Umpire interference when the umpire inadvertently moves so as to hinder a catcher's attempt to throw, or when a fair ball touches an umpire.

**ART. 3...** Spectator interference is any action by a spectator, which impedes the progress of the game.  
**NOTE:** When interference occurs, the ball becomes dead.

### **SECTION 16 – LEAP**

A leap is when both feet are airborne by the pitcher prior to delivering the pitch.

### **SECTION 17 – OBSTRUCTION (DEFENSE), CATCHER, FAKE TAG**

**ART. 1...** Obstruction is the act of the defensive team member that hinders or impedes a batter's attempt to make contact with a pitched ball or that impedes the progress of a runner or batter-runner who is legally running bases, unless the fielder is in possession of the ball or is making the initial play on a batted ball. The act may be intentional or unintentional, physical or verbal.

**ART. 2...** It is catcher obstruction when a catcher hinders or prevents a batter from swinging at a pitch. When there is catcher obstruction, the ball becomes dead at the end of playing action.

**ART. 3...** A fake tag is an act by a defensive player that simulates an attempt to tag a runner. A fake tag is always considered obstruction.

**NOTE:** When obstruction occurs, it is a delayed dead ball.

### **SECTION 18 – OUT; FORCE OUT, TAG OUT, PUT OUT**

**ART. 1...** An out is a declaration by the umpire indicating an offensive player has been retired. Each team is entitled to three outs per inning.

**ART. 2...** A force out is a putout during which an offensive player who is being forced to advance is tagged out or is put out by a fielder who holds the ball while touching the base toward which the forced runner is advancing.

**ART. 3...** A tag out is putting out an offensive player, who is not touching a base, by touching the runner with a live ball or with the glove or hand when the live ball is securely held therein by a fielder. The ball is not considered as having been held securely if it is juggled or dropped after the touching unless the runner deliberately knocks the ball from the hand of the fielder.

**NOTE:** If the ball is securely held in hand, it is customary for umpire to rule that the ball has touched the runner if that hand or glove clearly touches her.

**ART. 4...** A put out is the act of a fielder retiring an offensive player.

### **SECTION 19 – OVERSLIDING, OVERRUNNING**

**ART. 1...** Oversliding or overrunning are acts of an offensive player, who after advancing to a base, loses

contact and goes past it.

**PLAY 1:** B1 hits and overruns first base. In coming to a stop B1 turns toward second but makes no attempt to advance or feint an advance but returns to touch first.

**RULING:** B1 may return without liability of being put out.

**PLAY 2:** R1 is stealing second when B2 receives a fourth ball. R1 over slides second or after reaching base, steps off towards third. In either case R1 is tagged. **RULING:** R1 is out since the ball does not become dead on a fourth ball.

## **SECTION 20 – PASSED BALL**

A passed ball is a pitch the catcher fails to stop or control when the catcher should have been able to do so with ordinary effort on which a runner (other than the batter) is able to advance.

## **SECTION 21 – PENALTY**

**ART. 1...** A penalty is the loss assessed by the umpire against a player or team for a rule infraction.

## **SECTION 22 – PITCHER, PITCH: ILLEGAL, NO PITCH, QUICK PITCH, PITCHER'S PIVOT FOOT**

**ART. 1...** The pitcher is the player who is designated in the line-up as being responsible for delivering (pitching) the ball to the batter. A pitch is a live ball delivered to the batter by the pitcher with a legal underhand motion.

**ART. 2...** An illegal pitch is a violation of the pitching rule.

**ART. 3...** *No pitch* is a declaration by the umpire that halts play and nullifies the pitch.

**ART. 4...** A quick pitch is a pitch delivered that catches the batter off balance or otherwise unprepared to bat.

**ART. 5...** The pitcher's pivot foot is that foot which is in contact with the ground, as opposed to the non-pivot foot with which the pitcher steps toward home plate.

## **SECTION 23 – PITCHER'S 16-FOOT CIRCLE**

The 16-foot circle (8-foot radius measured from the center of the pitcher's plate) is used for the "Look Back Rule". A pitcher is in the 16-foot circle when both feet are within or partially within the line. The feet may touch the line and extend outside the line.

## **SECTION 24 – "PLAY BALL," MAKE A PLAY, INITIAL PLAY, SQUEEZE PLAY**

**ART. 1...** "Play Ball" is the directive given by the umpire when it is time for the game to begin or to be resumed after having been suspended when "time" was granted.

**ART. 2...** **Make a Play.** Any action by the pitcher intended to cause a reaction from the runner(s) as it pertains to the look-back rule; Any action by a fielder who is attempting to catch or gain control of a batted or thrown ball; An attempt by a defensive player to retire a runner or a batter-runner.

**ART. 3...** **Initial Play.** A fielder is considered to be making an initial play on a fair batted ball when the fielder: has a reasonable chance to gain control of a ground ball that no other fielder (except the pitcher) has touched; or has a reasonable chance to catch the ball in flight or catch the ball in flight after it touches another fielder; or fails to gain control of the batted ball and is within a step and a reach (in any direction) of the spot of the initial contact.

**ART. 4...** **Squeeze Play.** A play in which a runner advances toward home plate from third base, following the release of the pitched ball, and during which the batter bunts or attempts to bunt to score the runner.

## **SECTION 25 – REPLANT**

A replant of the pivot foot occurs when the pitcher pushes off the playing surface from anywhere other than the pitcher's plate prior to the act of delivering the pitch.

## **SECTION 26 – RESTRICTED TO THE DUGOUT/BENCH AREA**

"Restricted to the dugout/bench area" is the term used to indicate that a participant has been confined to the dugout/bench area for the remainder of the game, generally as a result of an infraction of a playing

rule (not a major unsporting act).

### **SECTION 27 – RUN, RUNNER**

**ART. 1...** A run is scored when an offensive player legally advances to and touches home plate.

**ART. 2...** A runner is an offensive player who is advancing to, touching or returning to a base.

### **SECTION 28 – SACRIFICE**

A sacrifice is a bunt which enables any runner to advance, or a fly ball which enables a runner to score; but in either case, results in the batter-runner being put out before reaching first base or would have resulted in the batter-runner being put out if the hit had been fielded without error and provided there were not two outs when the ball was hit.

### **SECTION 29 – SLIDE: LEGAL, ILLEGAL**

**ART. 1...** **Legal Slide.** A legal slide may be either feet first or head 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 hand or a foot when the slide is completed.

**NOTE:** **A base runner is never required to slide.** It is the runner's choice to slide into a base, (whether or not a force play is involved). **A base runner may go into a base standing up.** This action by itself is legal. However, a runner is prohibited from going into a base standing up and making contact with the fielder or altering the play of the fielder. If the runner violates the rule, the runner shall be penalized as if it was an illegal slide. This rule is in effect whether or not a force play is involved.

**ART. 2...** **Illegal Slide.** A slide is illegal if:

- A. The runner uses a rolling or cross-body slide into the fielder.
- B. The runner's raised leg is higher than the fielder's knee when the fielder is in a standing position.
- C. The runner goes beyond the base and makes contact with or alters the play of the fielder.
- D. The runner slashes or kicks the fielder with either leg.
- E. The runner tries to injure the fielder.

### **SECTION 30 – STOLEN BASE**

A stolen base is the advance of a runner to the next base without the aid of a base hit, a putout, a fielding error, a passed ball or a wild pitch. A double or triple steal involves two or three runners, respectively.

### **SECTION 31 – STRIKE, STRIKEOUT, STRIKE ZONE**

**ART. 1...** A strike is any pitch that either enters the strike zone without first touching the ground or is swung at by the batter and missed.

**ART. 2...** A strikeout is the result of a third strike charged to a batter. In the **3A and 4A divisions only**, if there are two outs or if no runner occupies first base, the batter is not out unless the third strike is caught. The batter is entitled to try to reach first base before being tagged out or thrown out.

**ART. 3...** The strike zone is the space over home plate which is between the batter's forward armpit and the top of the knees when the batter assumes a natural batting stance. Any part of the ball passing through the strike zone in flight shall be considered a strike. The umpire shall determine the batter's strike zone according to the batter's usual stance.

### **SECTION 32 – TIME, TIME AT BAT**

**ART. 1...** "Time" is the term used or directive given by the umpire to suspend play. The ball becomes dead when it is given.

**ART. 2...** Time at bat is the period beginning when a batter first enters the batter's box and continues until put out or the batter becomes a batter-runner.

### **SECTION 33 – TIMING PLAY**

A timing play is a play when the last out of an inning is not the result of a force out and the exact time of

the out may or may not allow a run to score. If a runner should touch home plate an instant before the last out (which is not a force out) is made, then the run would be scored. If a runner should touch home plate an instant after the last out then no run would be scored

### **SECTION 34 – TOUCHING**

Touching is contact with the ball, equipment or a person. There is no distinction between the act of touching and being touched. It applies to a pitched ball touching the batter, a batted ball touching the batter or any runner, catcher touching the bat, player touching a base, or ball touching a player or non-player. The term applies to contact with any part of the person or clothing if the clothing is reasonably well fitted.

### **SECTION 35 – WALK, INTENTIONAL WALK (BASE ON BALLS)**

A walk is four pitches thrown out of the strike zone awarding the batter first base. An intentional walk (base on balls) may be requested by the coach, pitcher or catcher, for the purpose of awarding the batter first base. A request to the umpire may be made prior to or during the at bat. When an intentional walk is awarded by the umpire, it is considered the same as throwing a pitch.

## **RULE 2 - SUBSTITUTION, COACHING, BENCH AND FIELD CONDUCT, CHARGED CONFERENCES**

### **SECTION 1 - SUBSTITUTION**

**Coaches will be responsible for the enforcement of all articles within this rule, regardless of the circumstances.**

**ART. 1...** 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 to the plate umpire at the time of the change, prior to the next pitch, state the name and jersey number of the substitute who is entering, the position the substitute will play on the field and the name of the player being replaced in the batting order. If a player fails to report and enters the game, the player the substitute replaced is considered to have been out of the game.

**NOTE 1:** The pitcher is no longer required to pitch until the first batter facing her has been put out or has advanced to first base.

**NOTE 2:** A pitcher may be removed as a pitcher, moved to a different defensive position and return as a pitcher only once per inning provided the return as pitcher does not violate either the substitution or charged conference rule. If the pitcher's substitute requires more warm-up throws than permitted the pitcher shall not return to the game as a pitcher.

**ART. 2...** The plate umpire shall record all substitutions on the lineup card and then announce immediately any change(s) to the opposing team. Projected substitutions are not allowed. Should there be no announcement of substitutions, a substitute has entered the game when the ball becomes live and has taken the position of the player the substitute is replacing.

**ART. 3...** When present, each team member in good standing must play in each game a minimum of two complete innings (from top to bottom). If a game is not played in its normal number of innings, teams will not be penalized for not having a player(s) meet the minimum playing time.

**NOTE:** It is the responsibility of the manager or coach, not the umpire, to ensure that all players present play their minimum required playing time.

**ART. 4...** If a player does not play two full innings because of invocation of the time limit or run differential rule, she will be ***required to start the next game*** and play a minimum of the first two full innings.

**PENALTY:** (ART. 4) Failure to start said player(s) at the next game may result in the head coach or manager being suspended from their next scheduled game.

**ART. 5...** ***All substitutes must be put into the game by the top of the third inning for the 1A division, the top of the fourth for 2A, and the top of the fifth for the 3A and 4A divisions.***

**NOTE 1:** (2A–4A Divisions only) Substitutes that are required to enter a game at the top of the inning while their team is at bat will be considered as having played that half of the

inning, even though they may not have had a turn at bat.

**NOTE 2:** It is the responsibility of the manager or coach, not the umpire, to ensure that all substitutes enter the game by the required inning.

- ART. 6...** When two or more substitute players of the defensive team enter the game at the same time, the manager shall designate to the umpire-in-chief the positions in the batting order those players will take. The umpire should notify the opposing coach or manager.
- ART. 7...** Any of the starting players may be withdrawn and re-entered once, provided such player occupies the same batting position whenever in the line-up. A starter and any substitute for that starter may not be in the game at the same time. A substitute who is withdrawn may not re-enter. A violation results in illegal substitution.
- NOTE 1:** Substitutes entering the game for a starting player must play a minimum of two consecutive innings before being replaced by the original re-entering starter.
- NOTE 2:** An illegal substitute is:
- A. A player who enters or re-enters the game without eligibility to do so.
  - B. A player who re-enters the game in the wrong position in the batting order.
- ART. 8...** If a player is injured prior to having played the minimum required playing time, the plate umpire must be notified prior to a substitute replacement. A player that has not yet played must replace the injured player. If all players have played, the manager can designate any player to replace the injured player. Ejected players may also be substituted for in the same manner.
- ART. 9...** An injured player who has been withdrawn and who has been unable to complete the required playing time, constitutes a legal player. If the injured player was one of the nine starting players, she may re-enter as a substitute at the discretion of the umpire.
- ART. 10...** If an offensive player must be substituted for after reaching a base, the most recent batter not on base is allowed to run for that player.
- ART. 11...** Each manager or coach will indicate on the line-up card the starting nine, the substitutes, and players that are absent.
- ART. 12...** Any disciplinary action taken by the manager or coach affecting the participation or substitution rules must be reported to the plate umpire and also noted on the score card prior to the start of the game.
- ART. 13...** Coaches that do not play their substitutes as required will forfeit the game, if properly protested by the opposing team. Questions regarding the participation of substitutes must be lodged by opposing coaches no later than one hour after the conclusion of the game. The same rules regarding participation apply to playoffs.
- ART. 14...** At the conclusion of a game, the plate umpire will circle the name of the player or players on the score card who did not fulfill the minimum participation requirements and inform the coach that the circled player or players must start the team's next game. The coach must acknowledge this notification with their initials or signature on the scorecard.

**PENALTY:** (ART. 1, 6, 7) For illegal substitution, such substitute shall be ejected. The penalty for illegal substitution shall supersede any penalty for batting out of order. (ART. 3 and 5) If protested properly, forfeiture of game.

## **SECTION 2 - COACHING**

- ART. 1...** **Only three adult coaches** and the players on the team may sit in the designated dugouts for each team. Parents, siblings of players, members of other teams, etc. may not sit in the dugout.
- NOTE:** All non-adults must wear a helmet with earflaps whenever in the field of play during live ball situations.
- ART. 2...** Any member of the team at bat, who has not been ejected for unsporting behavior, or an adult coach (provided there is at least one adult remaining in the dugout), may occupy each coach's box while said team is at bat.

**ART. 3...** No coach shall physically assist a runner during playing action.

**PENALTY:** The runner is out and the ball is in play.

**ART. 4...** Offensive team personnel, other than the base coach, shall not be near a base for which a runner is advancing or returning; nor shall anyone fail to vacate any area needed by a fielder in an attempt to put out a batter or runner.

**EXCEPTION:** If a thrown live ball accidentally touches a base coach in the coaches box, or a pitched or thrown ball touches an umpire, the ball is live and in play.

**PENALTY:** The ball is dead. The runner closest to home is out and all runners not out must return to the last base touched at the time of the infraction.

**ART. 5...** Offensive team members (excluding a runner or retired runner) shall not interfere with a fair batted ball or foul fly ball.

**PENALTY:** The ball is dead immediately and the batter is out. If, in the judgment of the umpire, the interference prevented a possible double play, the batter and runner closest to home shall be declared out. Other runners shall be returned to the last base touched at the time of interference.

### **SECTION 3 - BENCH AND FIELD CONDUCT**

**ART. 1...** A coach, player, substitute, or other bench personnel shall not:

- A. Fake a tag without the ball.
- B. Carelessly throw a bat.
- C. Enter the area behind the catcher while the opposing pitcher and catcher are in their positions.
- D. Only the batter, runner(s), on-deck batter, coaches in the coach's box or one of the nine players on defense are permitted to be outside the designated dugout (bench) area.
- E. Players and substitutes shall not enter the contest unreported.
- F. Use amplifiers or bullhorns for coaching purposes during the course of the game.
- G. Call "Time" or use any command or commit any act for the purpose of causing an illegal pitch.
- H. Have any object in his/her possession in the coach's box other than a rulebook or scorebook, which shall be used for scorekeeping purposes only.
- I. Wear metal cleats.

**PENALTY:** (A–I) The umpire shall issue a team warning to the coach of the team involved and the next offender on that team shall be restricted to the dugout/bench for the remainder of the game. In (A) a fake tag without the ball is obstruction. In (E) the head coach is also restricted to the dugout/bench for the remainder of the game for a second violation. (F–H) For coaches who violate, depending on the severity of the act, the umpire may issue a warning, restrict the offender to the bench/dugout for the remainder of the game or eject the offender. For violation of (I) the offender must remove the metal cleats. If no replacement is available, the offender will not be allowed to continue playing.

J. Commit any unsporting act to include, but not limited to:

1. Use of words or actions to incite or try to incite spectators to demonstrate.
2. Use of profanity, intimidation and/or deceitful tactics, or baiting or taunting.
3. Behave in any manner that is not in accordance with the spirit of fair play.
4. Any member of the coaching staff, who is not the head coach, leaves the vicinity of the dugout or coaching box to dispute a judgment call by an umpire.
5. Confronting or directing unsportsmanlike conduct to the umpires after the game has concluded and while the umpires are departing the game site.

K. Charge an umpire.

L. Argue ball and strike calls or other umpire judgment calls.

M. Team personnel shall not deliberately throw bats, helmets or any other piece of equipment.

**PENALTY:** (J–M) The umpire shall eject the offender from the game, unless the offense is judged to be of a minor nature. If minor, the umpire may warn the offender and eject if the offense is repeated. For coaches who violate (J) the umpire may restrict the

offender to the dugout for the remainder of the game or eject the offender. For violation of J5, an offender could be subjected to further disciplinary action.

N. Initiating malicious contact is prohibited.

O. Leave their positions or bench area when a fight has broken out or may break out.

**PENALTY:** (N & O) Violating is considered a serious offense, the offender shall be ejected. In (N), if by the offense, the play is dead immediately, the offender is declared out unless the player has already been put out or scored and all runners return to the last base touched at the time of the malicious contact. If by the defense, the offender is ejected at the end of playing action.

**ART. 2...** Any participant restricted to the dugout for the remainder of the game shall be ejected for subsequent misconduct. A player who is restricted or ejected shall remain in the dugout until the conclusion of the game. A coach who is ejected shall leave the vicinity (out of sight and out of sound) of the playing area immediately and is prohibited from any further contact (direct or indirect) with the team during the remainder of the game. Failure to comply with the rules of ejection shall result in the game being forfeited.

#### **SECTION 4 - CHARGED CONFERENCES**

**ART. 1...** Each team when on defense may be granted not more than one charged conference per defensive half of inning, without penalty, to confer with a defensive player or players. A conference is not charged when the pitcher is removed as pitcher.

**PENALTY:** For any charged conference in excess of one in each inning, the pitcher must be removed as pitcher for duration of the inning.

**ART. 2...** Each team when on offense, may be granted not more than one charged conference per offensive half of inning to permit the coach to confer with base runners, the batter, the on-deck batter or other offensive team personnel. The umpire shall deny any subsequent offensive team requests for charged conferences.

**ART. 3...** Time granted for an injured player does not constitute a charged conference.

**ART. 4...** A charged conference shall not be longer than one minute in duration.

**ART. 5...** When either team has a charged conference, the other team may also have a conference which is not charged, provided the conference concludes when the opposing team's charged conference concludes, thus not delaying the game.

#### **RULE 3 - STARTING AND ENDING GAME**

**ART. 1...** A game may be started with seven players. The team with the seven players must produce the 8th and 9th player during their turn at bat. If they cannot, the team will have those batting positions assessed an out each time those positions in the batting order comes to bat. A team starting with eight players will follow the same procedure as above, except only the 9th batting position will be assessed an out.

**NOTE:** Late players must take the 8th and/or 9th position in the batting order.

**ART. 2...** ***A team not having seven eligible players on the field ready to play at game time will forfeit the game.*** Game time is the scheduled game time or the time designated by the umpire.

**ART. 3...** Teams failing to arrive by their scheduled game time, field minimum players, or violating any other rule penalized by forfeit will be so penalized. Team coaches to benefit from said forfeit ***may not waive forfeit under any circumstances.***

**ART. 4...** The Center Supervisor is solely responsible for determining whether or not a game will be started or continued. An umpire may stop a game in the Center Supervisor's absence if rain or other conditions exist which may cause injury to players or makes the field unplayable.

**ART. 5...** A game stopped because of rain, light failure or for any other reason may be replayed in its entirety or restarted from the point at which it was stopped, if it does not meet the conditions of



a regulation game. ***It is a regulation game if:***

- A. Three full innings have been completed in the 1A division, and four full innings in the 2A through 4A divisions.
- B. If the game is called when play has gone beyond the required completed innings and the teams have not had an equal number of completed turns at bat, the score shall be the same as it was at the end of the last completed inning, except that if the home team in its half of the incomplete inning, scores a run (or runs) which equals or exceeds the opponent's score, the final score shall be as recorded when the game is called.

**ART. 6...** 1A division games will end in the following manner:

- A. Completion of five innings, or;
- B. *No new inning may begin after one hour-twenty (1:20) minutes of play time has elapsed, or***
- C. Twelve run differential at the end of **three** or more innings.

**ART. 7...** 2A division games will end in the following manner:

- A. Completion of six innings, or;
- B. *No new inning may begin after one hour-thirty five (1:35) minutes of play time has elapsed, or***
- C. Twelve run differential at the end of **three** or more innings.

**ART. 8...** 3A and 4A division games will end in the following manner:

- A. Completion of seven innings, or;
- B. *No new inning may begin after one hour-fifty (1:50) minutes of play time has elapsed, or***
- C. Twelve run differential at the end of **three** or more innings.

**ART. 9...** Regular season games that end in a tie will remain a tie. No extra innings will be played to break a tie.

**ART. 10...** Curfew rule: No new innings may begin after:

- A. 1A and 2A divisions - 9:30 pm
- B. 3A and 4A divisions - 9:45 pm

**NOTE:** Any inning that begins before the curfew time, shall be completed.

#### **RULE 4 - DEAD BALL - SUSPENSION OF PLAY**

##### **SECTION 1 - DEAD BALL**

**ART. 1...** Ball becomes dead immediately when:

- A. A pitch touches a batter or the batter's clothing.  
**NOTE:** The ball becomes dead even though the batter strikes at it.
- B. The ball is illegally batted or comes in contact with the bat a second time.
- C. The batter enters the batter's box with an illegal bat or a damaged bat that was previously removed from the game.
- D. Any batted ball, while on or over foul ground:
  - 1. Touches any object other than the ground or any person other than a fielder.
  - 2. Goes directly from the bat to the catcher's protector, mask or person without first touching the catcher's glove or hand.
  - 3. Becomes an uncaught foul.
- E. There is interference by a batter-runner, runner, or a retired runner; or by any person.
- F. A fair batted ball, which is on or over fair ground:
  - 1. Touches a runner or an umpire before touching any fielder and before passing any fielder other than the pitcher.
  - 2. Touches a runner after passing through or by a fielder and another fielder could have made an out.
  - 3. Touches a spectator.
  - 4. Goes over, through or wedges in the field fence.

- G. A pitch or any other thrown ball:
  - 1. Is touched by a spectator.
  - 2. Is touched by non-participating team personnel.
  - 3. Goes into a stand or players' bench (even if it rebounds to the field), or over or through or wedges in the field fence.
  - 4. Lodges in an umpire's equipment or touches loose equipment.
- H. The umpire handles a live ball, calls "Time" for inspecting the ball or for any other reason, including items in Section 2 below.
- I. A fielder, after catching a fair or foul batted ball (fly or line drive), leaves the field of play by stepping with one foot, or by falling into a designated dead-ball area.
  - 1. If the fielder's feet are touching the line or are in live ball territory, the fielder is considered in the field of play and legally may field, catch or throw the ball without penalty.
  - 2. If the player's entire foot (no part of the foot is touching in live-ball territory) is beyond the line and touches dead-ball territory at the time the player catches, fields or throws the ball, the player has entered dead-ball territory, the ball is dead, no play is allowed.
  - 3. If a fielder has one foot in play and the other foot in the air, the fielder legally may catch, field or throw the ball unless the fielder's entire foot contacts the ground in dead-ball territory, at which time the ball becomes dead, no play is allowed, and the penalty is applied.
  - 4. If a fielder contacts dead-ball territory with any part of the body, except the foot, the fielder is considered out of play. No play is allowed, and the penalty is applied. When the fielder completely leaves and then re-establishes position within live-ball territory (both feet in live-ball territory) a catch would be allowed.
- J. An infielder intentionally drops a fair fly, fair line drive or bunt in flight with at least first base occupied and with less than two outs. **EXCEPTION:** Infield fly rule.
- K. A runner interferes with a fielder attempting to catch foul fly.
- L. The batter-runner steps backward toward home plate to avoid or delay being tagged out.
- M. An illegal pitch occurs, but no pitch is delivered to the batter.
- N. There is interference by a batter.
- O. A batter-runner or runner violates the look back rule.

**ART. 2...** It is a delayed dead ball when:

- A. An illegal pitch is delivered.
- B. A catcher or any fielder obstructs a batter; or obstructs the ball through use of detached player equipment.
- C. Umpire interferes with catcher who is attempting to throw a non-batted ball.
- D. A ball touches an illegal glove/mitt.
- E. Anyone who is required to wear a batting helmet deliberately removes the helmet while the ball is live.

**ART. 3...** The ball becomes dead when time is taken to make an award when a catcher or any fielder illegally obstructs a runner.

**ART. 4...** After a dead ball situation, the ball becomes live when it is held by the pitcher on the pitcher's plate and the umpire calls and/or signals "Play Ball" and gives the appropriate hand signal.

## **SECTION 2 - SUSPENSION OF PLAY**

**ART. 1...** "TIME" shall be called by the umpire and play suspended:

- A. When a player, bench personnel or spectator is ordered from the field of play or a player is ordered to secure protective equipment.
- B. When an umpire or player is incapacitated, unless injury occurs during a live ball, then time shall not be called until no further advance or putout is possible.
- C. When a player or coach is granted time for a substitution, conference with the pitcher, or for similar cause.

**ART. 2...** When the ball becomes dead:

- A. No action by the defense during that time can cause a player to be put out except a proper dead-ball appeal.
- B. A runner may not advance, nor return to a base that was not touched or that the runner was not in contact with on a caught fly ball during a live ball if the runner had advanced to or beyond a succeeding base.
- C. Any runner may advance when awarded a base(s) for an act which occurred before the ball became dead. All awarded bases must be touched.

**PLAY** - With R1 at third, R2 at second and R3 at first, a ball batted by B4 hits R2 before passing the shortstop. R1 runs home and R3 is tagged on her way to second.

**RULING:** Ball became dead when it hit R2. B4 is awarded first base and R3 would be awarded second base. R1 must return to third base unless she scored before the interference occurred.

## **RULE 5 - PITCHING**

### **SECTION 1 - PITCHING REGULATIONS**

**ART. 1...** Prior to starting the delivery (pitch), the pitcher shall take a position with ***the pivot foot in contact with the pitcher's plate and the non-pivot foot in contact with or behind the pitcher's plate. Both feet must be on the ground within or partially within the 24 inch length of the pitcher's plate.*** (See reference chart at end of rulebook).

- A. Prior to pitching, the pitcher must take a position with shoulders in line with first and third base with the ball in the glove or pitching hand, and with the hands separated.

**NOTE:** Changing the ball from one hand to the other after having placed the pivot foot on the pitcher's plate is an illegal pitch.

- B. While in contact with the pitcher's plate, the pitcher shall take (or simulate taking) a signal from the catcher.
- C. After completing "B" above, the pitcher shall bring the hands together in front of the body for not less than one second and not more than ten seconds before releasing the ball. The hands may be motionless or moving.
- D. The pitcher shall not be considered to be 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 possession of the ball.
- F. The pitcher may remove themselves from the pitching position as follows:
  1. Before the hands come together, the pitcher may legally step back from the pitcher's plate with both feet.
  2. When the hands are together and no part of the windup motion has been made, the pitcher may legally step back from the pitcher's plate with both feet.
  3. Either foot may be removed first.

**PENALTY:** (ART. 1) ***For 3A and 4A divisions only***, an illegal pitch shall be declared immediately by the umpire (delayed dead-ball signal). The batter is awarded a ball.

- EXCEPTIONS:**
1. If the batter reaches first base safely and each other runner advances at least one base, the illegal pitch is nullified. All action stands and the illegal pitch is canceled.
  2. If the batter does not reach first base safely or if any base runner fails to advance at least one base, the coach of the team at bat shall have the option of the result of the play or the penalty of the illegal pitch.
  3. If the batter is hit by an illegal pitch out of the strike zone, the batter is awarded first base and the base runners are advanced only if forced.
  4. If ball four is an illegal pitch, the batter is awarded first base and the base runners are advanced only if forced.

**ART. 2...** In 1A and 2A divisions an illegal pitch will be ruled as a no-pitch, the ball is dead immediately and no further action is taken.

**ART. 3...** About the pitch:

- A. The pitch starts when the pitcher's hands separate after they have come together while the pivot foot is in contact with the pitcher's plate.
- B. Any step back with the non-pivot foot must begin before the start of the pitch. Once the pitch has started (the hands separate), the pitcher shall not take more than one step which must be forward, toward the batter and simultaneous with the delivery.

**EXCEPTION:** When removing self from the pitcher's position. (See rule 5-1-F2)

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

- C. **While pushing off from the pitcher's plate, both feet may be disengaged from the playing surface as long as they remain within the 24-inch width of the pitcher's plate and do not create a replant of the pivot foot resulting in the pitcher being farther away from the pitcher's plate. Pushing off with the pivot foot from a place other than the pitcher's plate resulting in the non-pivot foot becoming closer to home plate is illegal.**

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

**ART. 4...** A legal delivery shall be a pitched ball that is delivered to the batter with an underhand motion.

- A. The release of the ball and the follow-through of the hand and wrist must be forward past the vertical line of the body.
- B. The hand shall be below the hip and the wrist not farther from the body than the elbow.
- C. The pitch is completed with a step toward the batter.

**ART. 5...** The pitcher may use any windup desired provided:

- A. **No motion to pitch is made without immediately delivering the ball to the batter.**
- B. The pitcher does not use a rocker action in which, after having the ball in both hands in pitching position, the pitcher removes one hand from the ball, takes a backward and forward swing and returns the ball to both hands in front of the body.
- C. The pitcher does not use a windup in which there is a stop or reversal of the forward motion.
- D. The pitcher does not make more than 1½ clockwise revolutions of the arm in the windmill pitch. The ball does not have to be released the first time past the hip.
- E. The pitcher does not continue to wind up after taking the forward step or after the ball is released.

**NOTE:** Continuation of the windup is considered any action that, after the ball is released, causes the arm to continue to rotate past the shoulder.

**PENALTY:** (ART. 3–5) **For 3A and 4A divisions only**, it is an Illegal pitch. A ball is called on the batter. The ball is dead at the end of playing action, if the ball is pitched. (5-1-1 EXCEPTIONS)

**SECTION 2 - INFRACTIONS BY PITCHER**

**ART. 1...** The pitcher shall not deliberately drop, roll or bounce the ball while in pitching position in order to prevent the batter from striking it.

**ART. 2...** The pitcher shall not be allowed to use tape or other substances on the ball or contact points of the pitching hands or fingers; nor shall any other player apply a foreign substance to the ball. Under the supervision and control of the umpire, powdered rosin may be used to dry the hand.

**NOTE:** The pitcher shall not wear any item on the pitching hand, wrist, arm or thighs which the umpire judges to be distracting to the batter. The umpire has sole authority to judge whether or not an item is distracting and have that item removed.

**ART. 3...** Once the ball has been returned to the pitcher to prepare for the next pitch, the pitcher has twenty seconds to release the pitch.

**PENALTY:** (ART. 1) Any infraction is an illegal pitch. The ball is dead at the end of playing action. The batter is awarded a ball. For violation of (ART. 2) an illegal pitch shall be called immediately (5-1-1 PENALTY). (ART. 3) The batter is awarded a ball.

**EXCEPTION:** If the pitcher completes the delivery of the ball to the batter and the batter hits

the ball fair or foul, or becomes a base runner, the coach of the team at bat shall have the option of the result of the play or the penalty for an illegal pitch. The umpire will signal a delayed dead ball by extending the left arm horizontally.

**NOTE:** An illegal pitch shall be called immediately by the plate or base umpire when it becomes illegal. Depending on the infraction, a delayed dead ball signal may be given. If called by the plate umpire, it shall be called in a voice so that the catcher and the batter will hear it. If called by the base umpire, it shall be called so that the nearest fielder shall hear it. Failure of players to hear the call shall not void the call.

**ART. 4...** **No pitch** shall be declared when:

- A. The pitcher pitches during a suspension of play.
- B. The pitcher attempts a quick return of the ball before the batter has taken position or is off balance as a result of a previous pitch.
- C. The runner is called out for leaving the base too soon.
- D. The pitcher pitches before a base runner has retouched the base occupied after a foul ball has been declared and the ball is dead.
- E. A player, manager or coach calls "Time" or employs any other word or phrase or commits any act, while the ball is live and in play, for the obvious purpose of trying to make the pitcher commit an illegal pitch.

**PENALTY:** (A-D) The ball is dead immediately and all subsequent action on that pitch is canceled. In (E) if the batter tries to cause the pitcher to commit an illegal pitch after the pitcher has started the delivery, the ball remains live if the pitcher legally delivers the pitch.

**ART. 5...** At the beginning of each half-inning or when a pitcher relieves another, no more than one minute may be used to deliver no more than five pitches to the catcher or other teammate. The one-minute time limit begins from the third out of the previous half-inning. Play shall be suspended during this time.

**NOTE:** 1. A pitcher returning in the same half inning will not be granted any warm-up pitches.  
2. Umpire is authorized to allow more pitches when weather is inclement or if pitcher was removed due to an injury.

**PENALTY:** For excessive warm-up pitches, a pitcher shall be penalized by awarding a ball to the batter for each pitch in excess of five. This does not apply if the umpire delays the start of play due to substitution, conference, etc.

**ART. 6...** When the ball slips from the pitcher's hand during the back swing or forward motion, it is a pitch. A ball is awarded to the batter, and the ball remains in play and runners may advance with liability to be put out. A defensive player may immediately retrieve the ball as long as the batter has no opportunity to contact the pitch.

**EXCEPTION:** If the batter has a legitimate opportunity to hit the ball and swings at the pitch, a strike is called if the batter does not make contact and the ball is in play if it is batted.

**ART. 7...** The pitcher shall not throw to a base while a foot is in contact with the pitcher's plate after having taken the pitching position.

**NOTE:** The pitcher may move from the pitching position by stepping backwards off the pitcher's plate with both feet before separating the hands or making any motion that is part of the windup after the hands have come together. The pitcher may step with either foot first. Stepping forward or sideways constitutes an illegal pitch.

**PENALTY:** Illegal pitch, the ball is dead immediately. A ball is called on the batter.

**ART. 8...** A fielder shall not take a position in the batter's line of vision or, with deliberate unsporting intent, act in a manner to distract the batter; a pitch does not have to be released.

**PENALTY:** An illegal pitch shall be declared immediately by the umpire (delayed dead-ball signal). The batter is awarded a ball. (5-1-1 PENALTY)

### **SECTION 3 - INFRACTIONS BY CATCHER**

**ART. 1...** The catcher shall be inside the lines of the catcher's box when the pitcher takes a position to pitch and when the pitch is released.

**ART. 2...** The catcher shall return the ball directly to the pitcher after each pitch, except after a strikeout or putout made by the catcher, or to play on a base runner.

**PENALTY:** For (ART. 1) Illegal pitch (5-1-1 PENALTY). For (ART. 2) the batter is awarded a ball.

**EXCEPTION:** Intentionally violating the rule in order to walk the batter without pitching shall not result in a ball being awarded the batter.

### **SECTION 4 - PITCHING DISTANCES**

**ART. 1...** The pitching distances are as follows:

1A Division - **34 feet (34')**

2A Division - **36 feet (36')**

3A Division - **38 feet (38')**

4A Division - **40 feet (40')**

**ART. 2...** Measurement is made from the rear tip (apex) of home plate to the front edge of the pitching mound.

### **SECTION 5 - MAXIMUM INNINGS PITCHED**

**ART. 1...** Pitchers have no inning restrictions.

**NOTE:** A maximum of five warm-up pitches will be allowed the pitcher prior to the start of play in each inning.

## **RULE 6 - BATTING**

### **SECTION 1 - POSITION AND BATTING ORDER**

**ART. 1...** Each player of the team at bat shall become the batter and shall take a position within the batter's box (on either side of home base), in the order in which each player's name appears on the lineup card as delivered to the umpire prior to the game. This order shall be followed during the entire game except that an entering substitute shall take the replaced player's place in the batting order. A batter is in proper order if the batter follows the preceding player in the lineup, even through such preceding batter may have batted out of order. An improper batter is considered to be at bat as soon as the improper batter enters the batter's box and one pitch has been thrown. When an improper batter's infraction is first discovered, time may be requested and the improper batter replaced by the proper batter who will assume the improper batter's ball and strike count, provided the infraction is detected before the improper batter is put out, or becomes a base runner.

**ART. 2...** After the first inning, the first batter in each inning shall be the player whose name follows that of the last batter who completed a time at bat in the preceding inning.

**PENALTY:** (ART. 1–2) For batting out of order:

A. A batter shall be called out, on appeal, when the batter fails to bat in the proper order and another batter completes a time at bat in the batter's place.

**NOTE:** Only the defensive team may appeal batting out of order after the batter has completed the time at bat.

B. When an improper batter becomes a runner or is put out and the defensive team appeals to the umpire before: a pitch (legal or illegal) to the next batter; an intentional base on balls has occurred; or all infielders have left fair territory and the catcher vacates the normal fielding position if a half inning has ended.

**NOTE:** The umpire shall declare the batter who should have batted out (not the improper batter). The improper batter's time at bat is negated and the batter is returned to the

dugout. All runners called out prior to discovery of the infraction remain out and runners who were not declared out must return to the base occupied at the time of pitch. If a runner advances because of a stolen base, wild pitch or passed ball while the improper batter is at bat, such advance is legal.

- C. When an improper batter has completed a turn at bat and no appeal has been made before: a pitch (legal or illegal) to the next batter; an intentional base on balls has occurred; or all infielders have left fair territory and the catcher vacates the normal fielding position if a half inning has ended.

**NOTE:** The improper batter becomes the proper batter and the results of the batter's time at bat becomes legal.

- D. When the proper batter is called out because the batter has failed to bat in turn, the next batter shall be the batter whose name follows that of the proper batter who was called out.

- E. When an improper batter becomes a proper batter because no appeal is properly made as above, the next batter shall be the batter whose name follows that of such legalized improper batter. The instant an improper batter's actions are legalized, the batting order picks up with the name following that of the legalized improper batter.

- F. When several players bat out of order before discovery so that a player's time at bat occurs while the batter is a runner, such player remains on the base, but is **NOT** out as a batter, and misses the player's time at bat with no penalty.

**PLAY 1:** It is B5's turn to bat but B7 erroneously bats. The error is discovered by F2 after B7 has received two strikes. **RULING:** B5 replaces B7 at bat with a two-strike, no ball count.

**PLAY 2:** With R1 on second, it is time for B3 to bat but B4 erroneously bats. B4 hits a double and the irregularity is discovered before a subsequent pitch by (a) the coach of team in the field, or (b) F4. **RULING:** In either case B3 shall be declared out and B4 shall bat again with no ball and strike count, and R1 returns to second base.

**PLAY 3:** With R1 on second and R2 on first, it is B3's turn to bat but B5 erroneously bats. Before discovery of the irregularity, the improper batter, B5 hits safely. R1 advances home. R2 advances to second and B5 advances to first. The irregularity is discovered by F6 before a pitch to the next batter. **RULING:** B3 is declared out. R1 returns to second, R2 returns to first and B5 is removed from first base. The next batter is B4 who will be followed by B5.

## **SECTION 2 - STRIKES, BALLS AND HITS**

**ART. 1...** A strike is charged to the batter when:

- A. A pitched ball enters any part of the strike zone in flight and the batter does not swing.
- B. A pitched ball is swung at and missed.
- C. A pitched ball becomes a foul when the batter has less than two strikes.
- D. A pitched ball becomes a foul tip (even on a third strike) or a foul from an attempted bunt.
- E. A penalty strike is called because a batter delays.
- F. A batted ball contacts the batter in the batter's box (foul ball).
- G. A pitched ball contacts the batter while swinging at the ball or the batter is hit by the pitch that is in the strike zone (dead-ball strike).
- H. A pitched ball, in the umpire's judgment, is prevented from entering the strike zone by any actions of the batter (dead-ball strike).

**ART. 2...** A ball is credited to the batter when a pitch is not touched by the bat and is not a strike, when there is an illegal pitch, or for catcher's or pitcher's delay.

**NOTE:** Any pitch that touches the plate shall be called a ball if the batter does not strike at it.

**ART. 3...** A foul hit or fair hit (which may be a bunt) occurs when a pitch is touched by the bat of the batter who is in the box.

**EXCEPTION:** Foul tip.

## **SECTION 3 - BATTING INFRACTIONS**

**ART. 1...** A batter shall not delay the game by failing to promptly take position with both feet completely

inside the batter's box within ten seconds after the ball is returned to the pitcher, or by stepping out of the box when the pitcher is on the pitcher's plate.

**PENALTY:** If a pitcher has brought the hands together, the batter leaves the box at the risk of having a strike called while being out of position. For failure of batter to be ready within ten seconds after the ball has been returned to the pitcher, the umpire shall call a strike. If it is the third strike, the umpire shall call "Time" and declare the batter out.

**NOTE 1:** After entering the batter's box, the batter leaves it at the risk of being charged with delay. The batter may request time-out if the batter desires to step out for a valid reason and if granted, the 10-second count will begin anew. The umpire is authorized to refuse to grant time-out if the batter repeatedly causes delay or if leaving the batter's box appears to be an attempt to distract the pitcher or to gain some other advantage.

**NOTE 2:** If the pitcher stops or hesitates in the delivery as a result of the batter stepping out of the box or holding up a hand to request time, it shall not be an illegal pitch. If a pitch is not delivered, a rule has been violated by both the batter and the pitcher. The umpire shall call time, declare "no-pitch" and begin play anew. However, if the batter steps out of the box or holds up a hand to request time and the pitcher legally delivers the ball, it shall be called a strike and the ball remains live.

**ART. 2...** A pitched ball that is not entirely within the batter's box, not swung at nor called a strike, touches the batter or clothing. If no attempt to avoid being hit by the pitch is made, the batter will not be awarded first base unless it is ball four.

**PENALTY:** If the batter made no attempt to avoid the pitch which is not entirely in the batter's box or the batter obviously tried to get hit by the pitch, the ball is dead. The pitch is a ball or strike depending on its location and the batter remains at bat unless it is strike three or ball four. Base runners advance only if forced.

**PLAY -** With R1 on first, B2 has two strikes. B2 swings at the next pitch which touches B2. R1 steals second. **RULING:** This is a dead-ball strike and B2 is out. R1 must return to first base.

#### **SECTION 4 - BATTER IS OUT:**

**ART. 1...** A batter shall be called out when:

- A. A team is playing with one less than the starting number in the batting order and the missing batter's turn to bat is reached.
- B. The batter enters the batter's box with an illegal bat or is discovered having used an illegal bat and the infraction is detected before the next pitch (only the umpire or defense may detect an illegal bat).

**PENALTY:** The ball is dead immediately. All runners not put out on the play must return to the base occupied at the time of the pitch.

- C. The batter disconcerts the pitcher by stepping out of the box on one side of home plate to the box on the other side while the pitcher is in position ready to pitch.

**PENALTY:** The ball is dead immediately.

- D. The batter interferes with the catcher's fielding or throwing: by leaning over home plate; by stepping out of the batter's box; by making any movement which hinders action at home after the pitch reaches the catcher or the catcher's attempt to play on a runner; or by failing to make a reasonable effort to vacate a congested area when there is a throw to home and there is time for the batter to move away.

**PENALTY:** The ball is dead immediately. Runners must return to the last base touched at the time of the interference.

- E. A third strike is caught.

- F. A third strike is not caught in flight, a runner occupies first base at the time of the pitch and there are less than two outs.

**NOTE: (For 3A-4A divisions only)** If there are two outs or if no runner occupies first base, the



batter is not out unless the third strike is caught. The batter is entitled to try to reach first base before being tagged out or thrown out.

- G. The batter hits the ball fair or foul while either foot is touching the ground completely outside the lines of the batter's box or while touching home plate.

**NOTE:** A follow-through with the bat may carry one of the batter's feet entirely outside the box so it touches the ground as the ball is leaving the bat. It is customary for the umpire to ignore this if both feet were in legal position at the start of the swing and if it is not considered an attempt to circumvent the spirit of the rule.

- H. A bunt on a third strike is a foul.

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

**PENALTY:** (G-I) The ball is dead immediately. All runners not put out on the play must return to the base occupied at the time of the pitch.

- J. Offensive team members, (excluding a runner or retired runner), shall not interfere with a fair batted ball or foul fly ball.

**PENALTY:** The ball is dead immediately. If, in the judgment of the umpire, the interference prevented a possible double play, the batter and the runner closest to home shall be declared out. Other runners shall be returned to the last base touched at the time of the interference.

- K. After hitting or bunting a ball, the bat hits the ball a second time while the ball is on or over fair territory, or is on or over foul territory and, in the umpire's judgment, had a chance to become a fair ball.

**EXCEPTION:** If the batter is in the batter's box and the bat is in the batter's hands when the second contact occurs, it is a foul ball regardless of whether the ball was on or over fair or foul territory unless in the umpire's judgment, the batter intentionally hit the ball a second time.

- L. The batter throws the bat and interferes with a defensive player attempting a play.

**NOTE:** If the bat breaks and a portion is hit by the ball or hits a runner or fielder, no infraction has occurred.

**PENALTY:** The ball is dead immediately. Runners must return to the last base touched at the time of the interference.

## **SECTION 5 - DESIGNATED HITTER**

Designated hitters **are not allowed** in any division.

## **SECTION 6 - 1A/2A DIVISION BATTING**

All players present and on the official line-up card must be in the batting order (all players bat in the order listed on the line-up card throughout the game). Players arriving late may be added to the bottom of the batting order. Late arriving players not added to the line-up card prior to the start of the third inning in 1A and prior to the start of the fourth inning in 2A are ineligible for competition in that game. Teams are free to substitute, and re-enter players defensively throughout the game provided:

- A. Each player must play a minimum of two innings defensively and at least one complete inning prior to the start of the fourth inning in 1A and prior to the start of the fifth inning in 2A.
- B. If the game is called prior to the fifth inning in 1A and prior to the sixth inning in 2A, a player has satisfied the minimum play requirement if the player has played at least one complete inning prior to the start of the fourth inning in 1A and prior to the start of the fifth inning in 2A.
- C. Although players may re-enter as substitutes defensively, the batting order never changes.
- D. When an injured player comes out of the game the player's spot in the batting order will be skipped and no outs will be assessed.

**NOTE 1:** Substitutes may be listed on the line-up card in any batting order.

**NOTE 2:** See substitute requirement under Rule 2, Section 1, Article 8.

**PENALTY:** Not batting all eligible players present - Forfeiture of game.

## **RULE 7 – BASERUNNING**

### **SECTION 1 - WHEN A BATTER BECOMES A RUNNER**

**ART. 1...** A batter becomes a batter-runner with the right to attempt to score by advancing to first, second, third and then home plate in the listed order when:

- A. The batter legally hits a fair ball.
- B. The catcher fails to catch the third strike before the ball touches the ground when there are less than two outs and first base is unoccupied at the time of the pitch, or anytime there are two outs (**For 3A - 4A divisions only**).

**NOTE:** If third strike is caught, the batter is out an instant after becoming a runner.

- C. An intentional base on balls is awarded, or a fourth ball is called by the umpire.

**NOTE:** The ball is in play unless it has been blocked. On an intentional walk, the ball is dead and runners may not advance unless forced.

- D. The catcher or another defensive player obstructs, hinders or prevents the batter from striking or hitting a pitched ball.

**NOTE 1:** The umpire shall give a delayed dead-ball signal.

**NOTE 2:** If the batter hits the ball and reaches first base safely and if all other runners have advanced at least one base on the batted ball, catcher obstruction is canceled. All action as a result of the batted ball stands. No option is given. Once a runner has passed a base, the runner is considered to have reached that base (whether missing the base or not) and no options are given.

**NOTE 3:** Otherwise, the coach or captain of the team at bat, after being informed by the plate umpire of the obstruction, 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.

- E. The catcher or any other fielder shall not:

- 1. Step on, or in the batter-runner or runner's base path without the ball.
- 2. On a swing or attempted bunt, touch the batter or the bat with a runner on third base trying to score by means of a squeeze play or a steal.

**PENALTY:** (ART. 1) The runner would be awarded the base on the attempted steal or squeeze. The batter shall also be awarded first base on the obstruction and the ball is dead.

**ART. 2...** A batter is awarded first base when:

- A. A fair batted ball, strikes the person, attached equipment, or clothing of an umpire or a runner.

**NOTE 1:** If, after touching a fielder (including the pitcher), the ball is in play.

**NOTE 2:** If, after passing a fielder other than the pitcher and no other fielder had a chance to make an out, the ball is in play.

**NOTE 3:** If before passing a fielder without being touched, the ball is dead. If the runner is hit by the ball while off base and before it has passed an infielder, excluding the pitcher, or if it passes an infielder and another fielder has an opportunity to make an out, the runner is out and the batter-runner is entitled to first base without liability to be put out. When a fair ball touches a runner who is in contact with a base, the ball is dead or live depending on whether the closest fielder is in front of the base (live) or behind the base (dead). The runner is not out unless the runner intentionally interferes.

**NOTE 4:** If the fair batted ball hits an umpire before passing a fielder other than the pitcher, the ball is dead and the batter-runner is entitled to first base without liability to be put out. Any runner not forced by the batter-runner must return to the base reached prior to the interference.

- B. A pitched ball not swung at nor called a strike, that is entirely within the batter's box and it strikes the batter or clothing. No attempt to avoid being hit by the pitch is required. However, the batter may not obviously try to get hit by the pitch.
- C. A pitched ball (not entirely in the batter's box) not swung at nor called a strike touches any

part of the batter's person or clothing. It does not matter if the ball strikes the ground before hitting the batter. The batter's hands are not to be considered a part of the bat. If no attempt is made to avoid being hit, the batter will not be awarded first base unless it is ball four.

**PENALTIES:** (ART. 2)

1. The ball is dead. The batter is entitled to one base without liability to be put out.
2. If the batter is hit anywhere on the body, including the hands, while swinging at a pitch and hits the ball fair or foul the ball is dead and a strike called. If it is strike three, the batter is out.

**SECTION 2 - BATTER-RUNNER IS OUT**

The batter-runner shall be called out when:

**ART. 1...** The catcher drops the third strike and is legally put out prior to reaching first base with two outs or less than two outs and first base is not occupied at the time of the pitch (***For 3A - 4A divisions only***).

**ART. 2...** After hitting a fair ball the batter-runner is legally put out prior to reaching first base.

**ART. 3...** After a fly ball is hit, the ball is caught by a fielder before it touches the ground, any object or person other than a defensive player.

**NOTE:** (ART. 1–3) The ball is in play.

**ART. 4...** The batter-runner fails to advance to first base and enters the dugout after a batted fair ball, a base on balls, a hit batter, a dropped third strike (***For 3A - 4A divisions only***), or catcher obstruction.

**ART. 5...** The batter-runner steps back toward home plate to avoid or delay a tag by a fielder.

**ART. 6...** The batter-runner runs outside the three-foot lane and, in the judgment of the umpire, interferes with the fielder taking the throw at first base (there must be a throw); however, the batter-runner may run outside the three-foot lane to avoid a fielder attempting to field a batted ball. A runner is considered outside the running lane if either foot last contacted the ground completely outside the running lane.

**ART. 7...** The batter-runner interferes: with a fielder attempting to make an initial play on a fair batted ball; with a fielder attempting to field a fly ball over foul territory; with a fielder attempting to throw the ball, intentionally with a thrown ball while out of the batter's box; by making contact with a fair batted ball before reaching first base; or with a dropped third strike. If this interference, in the umpire's judgment, is an obvious attempt to prevent a double play, the runner closest to home plate shall be called out. A batter-runner being hit with a thrown ball does not necessarily constitute interference.

**ART. 8...** The batter-runner interferes with a play at home plate in an attempt to prevent an obvious out at home plate.

**PENALTY:** (ARTS. 4–8) The ball is dead and runner(s) must return to the last base touched at the time of the interference. In (ART. 8) The runner is also out.

**ART. 9...** The batter-runner hits an infield fly.

**NOTE:** When an infield fly is not initially called, the batter-runner is declared out if brought to the umpire's attention before the next pitch.

**ART. 10...** An infielder intentionally drops a fair fly ball, including a line drive or a bunt, which can be caught with ordinary effort with first; first and second; first and third; or first, second and third bases occupied with less than two outs. A trapped ball shall not be considered as having been intentionally dropped.

**PENALTY:** (ART. 10) The ball is dead, and each runner must return to the last base touched at the time of the pitch. If an infield fly is ruled, it has precedence over an intentionally dropped ball.

**ART. 11...** The immediate preceding runner who is not yet out intentionally interferes, in the umpire's

judgment, with a fielder who is attempting to catch a thrown ball or throw a ball in an attempt to complete the play on the batter-runner.

**PENALTY:** (ART. 11) Interference is ruled, the ball is dead, the batter-runner and the interfering runner are out, and all other runners are returned to the base last occupied at the time of interference.

**ART. 12...** If a spectator reaches into the field of play and interferes with a fielder's opportunity to catch a fly ball.

**PENALTY:** (ART. 12) The ball is dead, the batter-runner is out and the umpire should award the runners the bases in the umpire's judgment that they would have reached had the interference not occurred.

### **SECTION 3 - TOUCHING BASES IN LEGAL ORDER**

**ART. 1...** An advancing runner shall touch first, second, third and then home plate in order.

**ART. 2...** When a runner must return to a base while the ball is in play or dead, the runner must touch the base(s) in reverse order.

**EXCEPTION:** On a foul ball.

**NOTE:** (Arts. 1 & 2) Offensive players could be ruled out on a proper appeal by the defensive team.

**ART. 3...** When a runner or batter-runner acquires the right to a base by touching it before being put out, the runner or batter-runner is entitled to hold the base until touching the next base in order or is forced to vacate it for a succeeding runner.

**ART. 4...** When a runner passes a base, the runner is considered to have touched that base. This also applies to awarded bases.

**ART. 5...** When a runner dislodges a base from its proper position, neither the runner nor the succeeding runner(s) in the same series of plays are compelled to follow a base out of position.

**NOTE:** (ARTS. 3–5) The ball is in play and runners may advance or return with liability to be put out.

**ART. 6...** A runner shall not run bases in reverse order either to confuse the fielders or to make a travesty of the game.

**PENALTY:** (ART. 6) The ball is dead and the runner is out.

**ART. 7...** Two runners may not occupy the same base simultaneously.

**NOTE:** The runner who first legally occupied the base shall be entitled to it, unless forced to advance. The other runner may be put out by being touched with the ball.

**ART. 8...** Failure of a PRECEDING runner to touch a base or to legally tag up on a caught fly ball, and who is declared out, does not affect the status of a SUCCEEDING runner who touches bases in proper order. If the failure to touch a base in regular order or to legally tag up on a caught fly ball is the third out of the inning, no SUCCEEDING runner may score a run.

**ART. 9...** No runner may return to touch a missed base or one left too soon after a following runner has scored or once she leaves the field of play.

**ART. 10...** Bases left too soon on a caught fly ball must be retouched prior to advancing to awarded bases.

**ART. 11...** Awarded bases must be run legally.

### **SECTION 4 - RUNNERS ENTITLED TO ADVANCE**

**ART. 1...** Runners may advance with liability to be put out when:

- A. The ball leaves the pitcher's hand on the delivery.
- B. A thrown ball or a fair batted ball is not blocked.
- C. A thrown ball hits an umpire.
- D. A legally caught fly ball is first touched by any defensive player.
- E. A fair ball strikes an umpire or a runner after having passed a fielder other than the pitcher,

and provided no other fielder had a chance to make an out, or when a fair batted ball has been touched by a fielder, including the pitcher.

**NOTE:** (ART. 1) The ball is in play.

**ART. 2...** A runner forfeits exemption from liability and may be put out when:

- A. The ball is in play or on awarded bases, the runner fails to touch a base before attempting to make the next base.
- B. After overrunning first base, the runner attempts to continue to second base.
- C. After dislodging a base, a runner attempts to continue to the next base.

**ART. 3...** A runner is entitled to advance without liability to be put out when:

- A. Forced to vacate a base because the batter was awarded first base.

**NOTE:** (ART. 3A) The ball remains in play unless it is blocked. All runners affected are entitled to one base and may advance farther at their own risk if the ball is in play. On an intentional walk, the ball is dead.

- B. A fielder not in possession of the ball, or not making an initial play on a batted ball, impedes the progress of a runner or batter-runner who is legally running bases. Obstructed runners are still required to touch all bases in proper order, or they could be called out on a proper appeal by the defensive team. Should an act of interference occur following any obstruction, enforcement of the interference penalty would have precedence.

**PENALTY:** (ART. 3B) When any obstruction occurs (including a rundown), the umpire will signal a delayed dead ball. The ball will remain live.

1. If the obstructed runner is put out prior to reaching the base which would have been reached had there not been obstruction, a dead ball is called and the obstructed runner and each other runner affected by the obstruction will be awarded the base or bases which would have been reached, in the umpire's judgment, had there not been obstruction. An obstructed runner may not be called out between the two bases where the runner was obstructed.

**EXCEPTIONS:**

- A. When an obstructed runner, after the obstruction, safely obtains or returns to the base that would have been awarded, in the umpire's judgment, had there been no obstruction and there is a subsequent play on a different runner, the obstructed runner is no longer protected between the bases where the runner was obstructed and may be put out.
  - B. When properly appealed for missing or leaving a base before a fly ball was first touched while advancing. If obstruction occurred while a runner was returning to touch the base, the runner is protected.
  - C. When committing an act of interference.
  - D. When passing another runner.
  - E. When the batter flies out for the third out.
  - F. When the batter-runner is obstructed between two bases and the batter-runner flies out.
2. If the obstructed runner is put out after passing the base they would have reached had there been no obstruction, the obstructed runner will be called out. The ball remains live.
  3. When a runner, while advancing or returning to a base, is obstructed by a fielder who neither has the ball nor is attempting to make an initial play on a batted ball, or a fielder who fakes a tag without the ball, the obstructed runner and each other runner affected by the obstruction, will be awarded the base or bases which would have been reached, in the umpire's judgment, had there been no obstruction.

**PLAY** - R1 is on first and attempts to steal second. F6 fakes a tag on R1. **RULING:** The umpire will signal a delayed dead ball for the obstruction by F6 and award R1 second base.

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

**PENALTY:** The ball is dead and all runners are awarded one base only. The batter is awarded first base only on the fourth ball.

D. A fielder intentionally contacts or catches a fair batted, a thrown, or a pitched ball with a

cap, helmet, mask, protector, pocket, detached glove or any part of the uniform which is detached from its proper place on the fielder.

**PENALTY:** (ART. 3D) All runners including the batter-runner would be entitled to three bases from the time of the pitch if a batted ball, two bases from the time of the throw if a thrown ball, or one base from the time of the pitch if a pitched ball and may advance farther at their own risk. If the illegal catch or touch is made on a fair hit ball that, in the judgment of the umpire, would have cleared the outfield fence in flight, the batter-runner shall be awarded four bases.

E. The ball is in play and is overthrown (beyond the boundary lines) or is blocked by the defense.

**PENALTY:** (ART. 3E) All runners will be awarded two bases, and the award will be governed by the positions of the runners when the ball left the fielder's hand. Runners may return to touch a missed base or base left too soon. If two runners are between the same bases, the award is based on the position of the lead runner.

**EXCEPTIONS:**

1. When a fielder loses possession of the ball, such as on an attempted tag, and the ball enters the dead-ball area or becomes blocked, each runner is awarded one base from the last base touched at the time the ball entered the dead-ball area or becomes blocked.
2. When the ball becomes dead, no runner may return to touch a missed base or a base left too soon if the runner has advanced, touched and remains a base beyond the missed base or the base left too soon. A runner shall not be declared out if a fielder deliberately carries or throws the ball into dead-ball territory to prevent that runner from returning to a missed base or a base left too soon.
3. If the ball becomes blocked due to offensive equipment not involved in the game, the ball is ruled dead and runners are returned to the last base touched at the time of the blocked ball. If the blocked ball prevented the defense from making an out, the runner being played on is called out.
4. If an awarded base is in error, after one pitch is thrown (legal or illegal), the error cannot be corrected.

F. A fair ball bounces over or rolls under or through a fence or any designated boundary of the playing field. Also, when it deflects off of a defensive player and goes out of play in foul territory, deflects off a runner or umpire and goes out of play after having passed an infielder excluding the pitcher and provided no other infielder had a chance to make an out.

**PENALTY:** The ball is dead and all runners are awarded two bases from the time of the pitch.

G. A live ball is unintentionally carried by a fielder from playable territory into dead-ball territory. A fielder carrying a live ball into the dugout or team area to tag a player is considered to have unintentionally carried it there.

**PENALTY:** The ball is dead. Each runner is awarded one base from the last base legally touched at the time the fielder entered dead-ball territory.

H. In the judgment of the umpire, a fielder intentionally carries, kicks, pushes or throws a live ball from playable territory into dead ball territory.

**PENALTY:** The ball is dead. Each runner is awarded two bases from the last base touched at the time the fielder entered or the ball was kicked, pushed or thrown into dead-ball territory.

I. There is spectator interference with any thrown or fair batted ball, the ball is dead at the moment of interference.

J. A ball gets lodged in the umpire's gear or clothing or in an offensive player's clothing.

**PENALTY:** (I-J) The ball is dead and the umpire should award the runners the bases in the umpire's judgment they would have reached.

**SECTION 5 - RUNNER MUST RETURN TO LAST BASE**

A runner must return to the last base legally occupied when:

**ART. 1...** A batted ball is foul.

**ART. 2...** An illegally batted ball is declared by the umpire.

**ART. 3...** A batter, batter-runner or runner is called out for interference. Each other runner shall return to the last base which, in the umpire's judgment, was legally touched by the runner at the time of the interference.

**ART. 4...** Any part of the batter's person or clothing is touched by a pitched ball that is swung at and missed.

**ART. 5...** A batter is hit by a pitched ball, unless forced to advance because of the batter being awarded first base.

**PENALTY:** (ART. 1-5) The ball is dead. Runners must return to their base without liability to be put out, except when forced to go to the next base because the batter became a batter-runner. Runners need not touch the intervening bases in returning to their base.

**ART. 6...** The plate umpire or any part of the plate umpire's clothing interferes with the catcher's attempt to throw out a runner stealing, or an attempted pick off play.

**PENALTY:** This is a delayed dead ball at the time of the interference. If the runner is ruled out, the ball remains live. If the runner is not out, the runner must return to the base occupied at the start of the pitch. It is not umpire interference if, on a passed ball or wild pitch, the umpire gets hit by a thrown ball from the catcher or if contact is made with the catcher trying to retrieve the ball. The ball would remain live.

**ART. 7...** An intentionally dropped ball is ruled.

### **SECTION 6 - THE RUNNER IS OUT**

A runner is out when:

**ART. 1...** Running to any base in regular or reverse order and the runner runs more than three feet from the base path to avoid being touched by the ball in the hand(s) of a fielder.

**ART. 2...** The ball is in play and while the runner is not in contact with a base, the runner is legally touched with the ball in the hand(s) of a fielder.

**ART. 3...** On a force play, a fielder contacts the base while holding the ball, touches the ball to the base or tags the runner before the runner reaches the base.

**ART. 4...** The runner physically passes a preceding runner before that runner has been put out. If this was the third out of the inning, any runs scoring prior to the out for passing a preceding runner would count. A runner(s) passing a preceding obstructed runner is not out.

**ART. 5...** Any offensive team member, other than another runner, physically assists the runner.

**PENALTY:** (ART. 1-5) The ball is in play and the runner is out.

**ART. 6...** The runner leaves a base to advance to another base before a caught fly ball has touched a fielder, provided the ball is returned to the infield and properly appealed.

**ART. 7...** The runner fails to touch the intervening base or bases in regular or reverse order and the ball is returned to the infield and properly appealed. If the runner put out is the batter-runner at first base, or any other runner forced to advance because the batter became a batter-runner, this is a force out.

**ART. 8...** The batter-runner legally overruns first base, attempts to run to second base and is legally touched while off the base.

**ART. 9...** Running or sliding for home plate and the runner fails to touch it, and a fielder properly appeals to the umpire for the decision.

**PENALTY** (ART. 6-9) These are appeal plays. See Rule 1, Section 1, Article 1.

**ART. 10...** The runner interferes:

- A. With a fielder attempting to make the initial play on a fair batted ball.
- B. With a fielder attempting to field a fly ball over foul territory.
- C. With a fielder attempting to throw the ball.
- D. Intentionally with a fielder or thrown ball.

**NOTE:** Jumping, hurdling and leaping are all legal attempts to avoid a fielder only if the fielder is lying on the ground.

- ART. 11...** The runner is struck with a fair untouched batted ball while not in contact with a base and before it passes an infielder, excluding the pitcher, or if it passes an infielder and any fielder has an opportunity to make an out.
- ART. 12...** The runner intentionally contacts a fair ball that an infielder has missed.
- ART. 13...** 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, the slide shall be legal.
- ART. 14...** The runner remains on the runner's feet and maliciously crashes into the defensive player. Malicious contact supersedes obstruction.  
**PENALTY:** (ART. 10-14) The ball is dead and the runner is out. Each other runner must return to the last base touched at the time of the interference. When a runner is called out for interference, the batter-runner is awarded first base. If this interference, in the judgment of the umpire, is an obvious attempt to prevent a double play and occurs before the runner is put out, the immediate succeeding runner shall also be called out. If interference occurs by the runner on a foul fly ball, the runner is out, the ball is dead. A foul ball is called in this situation and the batter remains at bat unless it was a bunt attempt with two strikes on the batter. The batter is also out in these cases. (ART. 14) The runner is also ejected.
- ART. 15...** Offensive team equipment causes a blocked ball (and interference).  
**PENALTY:** The runner being played on is out. If no play is obvious, no player is out, but runners shall return to the last based touched at the time the ball is declared dead.
- ART. 16...** Any coach or member of the offensive team, other than a runner, interferes with a defensive player's opportunity to make a play. This includes, but is not limited to:
- A. The coach near third base runs in the direction of home plate on or near the baseline while a fielder is attempting to make a play on a batted or thrown ball and thereby draws a throw to home plate.
  - B. A coach intentionally interferes with a thrown ball while in the coach's box, or interferes with the defensive team's opportunity to make a play on another runner.
  - C. After being declared out or after scoring, a runner intentionally interferes with a defensive player's opportunity to make a play on another runner. A runner continuing to run and drawing a throw may be considered a form of interference. This does not apply to the batter-runner running on the dropped third strike rule.
- PENALTY:** The ball is dead and the runner closest to home plate at the time of the interference shall be declared out. Each other runner must return to the last base legally touched at the time of the interference.
- ART. 17...** The runner fails to keep contact with the base to which the runner is entitled until the ball leaves the pitcher's hand.  
**PENALTY:** The ball is dead, "no pitch" is declared when applicable, and the runner is out.
- ART. 18...** The runner abandons a base by entering dead-ball territory.
- ART. 19...** The runner takes a position behind and not in contact with a base to get a running start on any fly ball. The ball remains live.
- ART. 20...** Prior to a pitch (legal or illegal) to the next batter, if the runner was discovered having used an illegal bat, the runner shall be declared out and any runners put out prior to the discovery shall remain out.

## **SECTION 7 – LOOK BACK RULE**

- ART. 1...** 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 of the ball within the pitcher's circle.

- ART. 2...** The runner(s) may stop once, but then must immediately return to the base or attempt to advance to the next base.
- ART. 3...** Once the runner stops at a base for any reason, the runner will be declared out if the runner leaves the base.
- ART. 4...** Responsibilities of batter-runner after completing a turn at bat, and while the pitcher has the ball within the 16-foot pitching circle, including a base on balls or a dropped third strike are as follows:
- A. A batter-runner who rounds first base toward second base may stop, but then must immediately, without stopping, return to first or attempt to advance to second base.
  - B. A batter-runner who overruns first base toward right field, turns left and immediately stops, must then return non-stop to first or attempt to advance non-stop to second base.
  - C. A batter-runner who overruns first base toward right field, turns left and moves directly toward second base and stops is committed to second and must attempt to advance non-stop to second base.
  - D. A batter-runner who overruns first base toward right field, turns left and moves back toward the infield in any direction except directly toward second base is committed to first and must return to first base.
  - E. A batter-runner who overruns first base toward right field, and turns right, is committed to first base and must return to first base.

**PENALTY:** (ART. 2-4) The ball is dead. "No pitch" is declared when applicable, and the runner is out. If two runners or more are off their bases, when one is called out, the ball is dead and other runners are returned to the last base touched. Only one runner may be called out.

**EXCEPTION:** The runner will not be declared out if a play is made on another runner, (a fake throw is considered a play), the pitcher no longer has possession of the ball within the 16-foot circle, or the pitcher releases the ball on a pitch to the batter.

**PLAY -** Just after ball four is called on B2 and while on the way to first base, R1 walks off third base and is moving back and forth between third and home. F2 throws the ball immediately back to F1 in the 16-foot circle. **RULING:** R1 is not restricted and governed by the look-back rule until B2 reaches first base.

## **SECTION 8 - RUNNER IS NOT OUT**

- ART. 1...** A runner runs behind or in front of the fielder and outside the base path in order to avoid interfering with a fielder attempting to make the initial play on the ball.
- ART. 2...** A runner does not run in a direct line to a base, provided the fielder in the direct line does not possess the ball.
- ART. 3...** More than one fielder attempts to field a batted ball and the runner comes into contact with the one who, in the judgment of the umpire, could not have made an out.
- ART. 4...** A runner is hit with a fair, untouched batted ball that has passed an infielder, excluding the pitcher, and, in the judgment of the umpire, no other fielder had a chance to make an out.
- ART. 5...** A runner is hit with a fair untouched batted ball over foul territory that, in the judgment of the umpire, no fielder had a chance to make an out.
- ART. 6...** A runner is hit with a fair batted ball after it touches, or is touched by, any fielder, including the pitcher, and the runner could not avoid contact with the ball.
- ART. 7....** A runner is touched while off a base:
- A. With a ball not securely held by a fielder.
  - B. With a hand or glove of a defensive player and the ball is in the other hand.
- ART. 8...** The defensive team does not request the umpire's decision on an appeal play.

- ART. 9...** A batter-runner overruns first base after touching it and returns directly to the base.
- ART. 10...** The runner is not given sufficient time to return to a base. The runner will not be called out for being off base before the pitcher releases the ball.  
**NOTE:** "No pitch" will be called by the umpire and the runner(s) will be permitted to return to the proper base(s) without penalty.
- ART. 11...** The runner has legally started to advance when the pitcher receives the ball while in the 16-foot circle, or when the pitcher steps into the 16-foot circle and possesses the ball.
- ART. 12...** The runner stays on the base until a fly ball touches a fielder and then attempts to advance.
- ART. 13...** Hit by a fair batted ball when touching the base, unless the runner intentionally interferes with the ball or a fielder making a play.
- ART. 14...** The runner slides into a base and dislodges it from its proper position. The base is considered to have followed the runner.  
**NOTE:** A runner reaching a base safely will not be out for being off the base if it becomes dislodged. The runner may return without liability to be put out when the base has been replaced. A runner forfeits this exemption if they attempt to advance beyond the dislodged base before it is again in proper position.
- ART. 15...** A fielder makes a play (a pitch by the pitcher is not considered making a play) on a batter, batter-runner or runner while using an illegal glove, and it is discovered before:  
 A. The next pitch (legal or illegal).  
 B. The pitcher and all infielders have left fair territory and the catcher has left her normal fielding position on the way to the dugout.  
 C. The umpires have left the field.  
**PENALTY:** The offended coach may have the entire play nullified with each runner returning to the runner's original base and the batter batting over again, assuming the ball and strike count prior to the steal attempt or pitch that was hit; or the offended coach may take the result of the play and disregard the illegal act.
- ART. 16...** A runner legally returns to a base left too soon or missed prior to an appeal being made, or is returning to a base during a dead ball.
- ART. 17...** A runner physically passes an obstructed preceding runner.

### **SECTION 9 – DOUBLE FIRST BASE**

- ART. 1...** The defense must use the white portion and the batter-runner the colored portion when a play is being made on the batter-runner.

#### **PENALTIES (ART. 1):**

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.
  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.
- ART. 2...** The offense or defense may use either the white or colored portion:  
 A. On any force out attempt from the foul side of first base.  
 B. On an errant throw pulling the defense off the base into foul ground.  
 C. 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 first base, and if hit by the thrown ball, it is not interference. If intentional interference is ruled, the runner is out.

- ART. 3...** The offense or defense may touch the white or colored base:
- A. On a fair ball hit to the outfield with no play being attempted or when the runner is returning to first base.
  - B. On a fly ball tag-up play.
  - C. On an attempted pick-off play.
  - D. On a base on balls.

### **SECTION 10 - BASE DISTANCES**

The base distance in all divisions will be sixty (60) feet.

### **SECTION 11 - 1A/2A DIVISION BASE STEALING**

- ART. 1...** There will be ***no base stealing*** in the 1A division.
- PENALTY:** The runner is out when they touch the base they are attempting to steal. A “no-pitch” is declared and the ball is dead.
- ART. 2...** Runners can lead off from the base when the ball leaves the pitchers hand.
- PENALTY:** If the runner leaves the base before the ball is pitched, the runner is out, a “no-pitch” is declared and the ball is dead.
- ART. 3...** Stealing home from third base shall not be permitted. If in the event a runner should steal home, and touch home plate, an out will be declared. The only way a runner can score from third base is:
- A. Base hit.
  - B. Overthrow to the pitcher.
  - C. Play on the runner herself.
  - D. Play on another runner.
  - E. A walk with the bases loaded.
- ART. 4...** After a pitched ball, all runners may advance if the return throw by the catcher to the pitcher is overthrown (has clearly gone past the pitcher). A return throw to the pitcher that is dropped or knocked down in front of the pitcher is not considered an overthrow. A runner on third may advance, if the ball is thrown to any player, other than the pitcher while the pitcher is standing on the pitching plate. A throw to catch any runner off base also allows all runners to advance at their own risk.
- ART. 5...** After a pitched ball, the catcher may not roll the ball on the ground back to the pitcher, nor repeatedly walk the ball back to the pitcher. First infraction will result in a warning. Subsequent attempts will result in the awarding of a ball to the batter. The ball will become dead.

### **RULE 8 - BASE COACHES**

- ART. 1...** In all divisions, adult coaches are permitted to occupy both the 1st and 3rd base coaching boxes, provided that an adult coach is in the dugout at all times.
- ART. 2...** Only adult coaches or team members are allowed to occupy a coach’s box.
- ART. 3...** Coaches cannot change from one coaching box to another during the same inning.
- PENALTY:** One out will be assessed.
- ART. 4...** Player base coaches must wear batting helmets at all times.

### **RULE 9 - 8 RUN RULE**

In all divisions, the first two innings will be limited to eight runs per inning. All runs scored while the ball is in play will count regardless of the "8 RUN RULE" (i.e., a home run with runners on all bases – all runs scored will count, even if it makes for more than eight runs in the inning).

## CITY PLAY-OFFS AND CHAMPIONSHIP GAMES

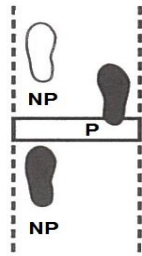
- A. The City Championship Tournament will be conducted the week following the end of the regular season league play.
- B. The same rules and regulations which governed league play shall govern the City Play-offs and Championship games.
- C. To be eligible for playoffs a player must have participated in at least one regular season game.
- D. The time limit will be waived in tied games during the City Play-offs and final Championship games only.
- E. The 8 Run Rule will not be in effect for any division.
- F. A paid scorekeeper will be the official scorekeeper in final Championship games only.
- G. In the event a player is discovered during the City Play-offs to be ineligible, the opposing team playing, or the last team to have played the offending team, will advance to the next round of the Play-offs, or be awarded the City Championship (if ineligible player is discovered during or following the final City Championship game) by forfeit.
- H. Protests during City Play-offs or Championship games will be rendered on the site by the Center Supervisor or Youth Sports Coordinator. In the absence of both, the highest ranking staff member present will handle all protests. The protest must be made verbally to the Umpire-in-chief, stating the Rule #, Section, and/or Article that governs the rule interpretation in question.
- I. The curfew is waived in Play-off games.

## PITCHING REGULATIONS

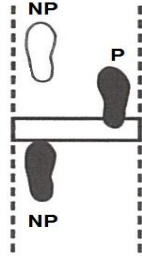
### Reference Chart

**P = Pivot**  
**Starting Position = Black**

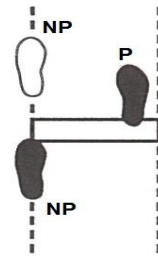
**NP = Non-Pivot**  
**Finishing Position = White**



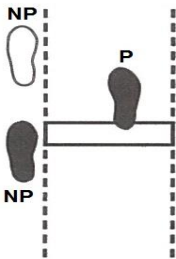
**No. 1 LEGAL**  
P = In Contact  
NP = Behind/Within



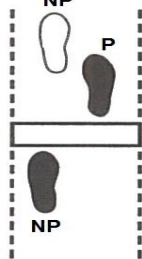
**No. 2 LEGAL**  
P = In Contact  
NP = Contact/Within



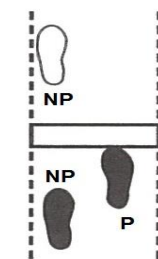
**No. 3 LEGAL**  
P = In Contact  
NP = Contact/Within



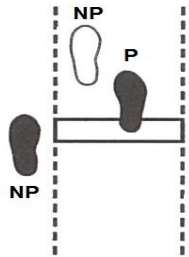
**No. 4 ILLEGAL**  
P = In Contact (Legal)  
NP = Forward Step Totally Outside (Illegal)



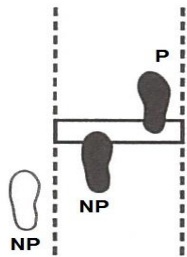
**No. 5 ILLEGAL**  
P = Not In Contact With (Illegal)  
NP = Behind/Within (Legal)



**No. 6 ILLEGAL**  
P = Not In Contact With (Illegal)  
NP = Behind/Within (Legal)



**No. 7 ILLEGAL**  
P = In Contact (Legal)  
NP = Begins Totally Outside (Illegal)



**No. 8 ILLEGAL**  
P = In Contact (Legal)  
NP = Backward Step Totally Outside (Illegal)

A. Preliminary to pitching, the pitcher must take a position with shoulders in line with first and third base with the ball in the glove or pitching hand, and with the hands separated.

**NOTE:** Changing the ball from one hand to the other after having placed the pivot foot on the pitcher's plate is an illegal pitch.

B. While in contact with the pitching plate, the pitcher shall take (or simulate taking) a signal from the catcher.

C. After completing "B" above, the pitcher shall bring the hands together in front of the body for not less than one second and not more than 10 seconds before releasing the ball. The hands may be motionless or moving.

D. The pitcher shall not be considered to be in pitching position unless the catcher is within the lines of the catcher's box and in position to receive the pitch.

E. The pitcher may not take the pitching position on or near the pitcher's plate without having possession of the ball.