



# PERFECT GAME

— SOFTBALL —

**2025 OFFICIAL RULEBOOK**

# PERFECT GAME OFFICIAL SOFTBALL RULEBOOK

## TABLE OF CONTENTS

<b>PERFECT GAME SOFTBALL (Age Restrictions)</b>	<b>4</b>
<b>RULE 1. The Playing Field and Equipment</b>	<b>4</b>
<b>RULE 2. Playing Definitions</b>	<b>7</b>
<b>RULE 3. The Game</b>	<b>18</b>
<b>RULE 4. Status of the Ball</b>	<b>22</b>
<b>RULE 5: Players and Substitutes</b>	<b>25</b>
<b>RULE 6. Defense</b>	<b>32</b>
<b>RULE 7. Pitching</b>	<b>39</b>
<b>RULE 8. Batting</b>	<b>46</b>
<b>RULE 9. Base Running</b>	<b>60</b>
<b>RULE 10. Appeals</b>	<b>76</b>
<b>RULE 11. Conduct</b>	<b>78</b>
<b>RULE 12. Ejection</b>	<b>80</b>
<b>RULE 13. Futures Division Rules</b>	<b>81</b>
<b>RULE 14. Coach Pitch Division Rules</b>	<b>82</b>
<b>RULE 15. Officials</b>	<b>83</b>
<b>2025 RULE CHANGES</b>	<b>85</b>

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## PERFECT GAME SOFTBALL DIVISIONS OF PLAY

### ART 1. Team Classification Divisions of Play

**Sec 1.** Teams may register under one of the following classifications of divisions of play:

**Sub a.** “A” Division

**Sub b.** “B” Division

**Sub c.** “C” Division

**Sec 2.** Age Divisions of play shall range from 8U to 18U.

Sub a. 8U, 9U, 10U, 11U, 12U, 13U, 14U, 15U, 16U, 18U

### ART 2. Age Division Cutoff (Age Restrictions)

**Sec 1.** Players shall be classified by: The player’s age born on or after September 1 will be eligible to play in that age division in that fall and the spring/summer of the next calendar year to August 31.

**EXAMPLE:** *A player turns 12 years old on September 1st. That player will be considered 12 until August 31 of the following calendar year.*

**Note:** You may also check with the Perfect Game age calculator which is located on the top of the tool bar on the tournament schedule page. You may also find the Perfect Game age calculator on the lower right of each individual tournament sign up page.

## RULE 1. The Playing Field and Equipment

### ART 1. The Softball Field

**Sec 1.** The softball field may or may not be enclosed by a fence, shall be free of any obstructions in fair territory, and include an infield diamond.

**Sec 2.** The field shall include a Home Plate which is 17 inches wide, 17 inches long from the edge facing the pitcher to the tip of the plate. Home Plate shall be a contrasting color to the playing field, white is the standard. The plate shall be flush with the ground and made of a rubber or synthetic comparable material.

**Sec 3.** Bases shall be set 60 feet apart. Each base shall be securely fixed into the ground and shall be square. Bases shall be no thicker than 5 inches and shall be 15 inches square. The Double First Base is required. Half of the base shall be in fair territory and this portion shall be white. The opposing half shall be in foul territory and be a contrasting color.

**Sec 4.** Foul lines shall extend from the batter’s boxes and continue past the bases to the outfield fence. It is advised that all chalk lines be at least 2 1/2 inches in width.

**Sec 5.** Batter's Boxes shall be marked on each side of home plate. Each box shall be 7 feet long. The back of the batter's box shall extend 3 feet back from the center of home plate, the front of the batter's box shall extend 4 feet to the infield from the center of home plate and shall be 3 feet wide. There shall be 6 inches between home plate and the length side of the batter's box.

**Sec 6.** The Catcher's Box may or may not be marked with chalk lines. The dimensions of the catcher's box shall be 8 feet and 5 inches wide and 10 feet in length from the outside corners of the batter's boxes.

**Sec 7.** The Pitcher's Plate shall be composed of whitened rubber or comparable material. The Pitcher's Plate should be fixed in the ground and be 24 inches wide by 6 inches in length.

**Sec 8.** The Pitcher's Circle shall be centered around the pitcher's plate. The dimensions of the pitcher's circle shall be 16 feet in diameter as measured from the center of the front edge of the pitcher's plate.

**Sec 9.** The Running Lane shall be parallel to the first base foul line, 3 feet shall be the distance between the foul line and the running lane, and the running lane should start mid-way between home plate and first base. The running lane should extend to first base.

**Sec 10.** On Deck Circles should be a circular shape, 2 to 3 feet in radius, and a safe distance from home plate. No team is required to utilize the on-deck circles. If a team elects to utilize the on-deck circle, they must use the on-deck circle designated on their side of the field.

## **ART 2.** Equipment

**Sec 1.** The official softball shall be spherical in shape, covered with a smooth surface composed of horsehide, cowhide, or other comparable material approved by Perfect Game.

**Sub a.** The COR (coefficient of restitution) and compression shall be labeled on the ball.

**Sub b.** The color of the stitching must be red.

**Sub c.** The legal 12" ball must not exceed .47 max COR, not have a greater compression than 375 lbs max, have a weight between 6 ¼ to 7 ounces, and be between 11 7/8" to 12 ¼" in circumference.

**Sub d.** The legal 11" ball must not exceed .47 COR, not have a greater compression than 375 lbs max, have a cork core, and be between 10 7/8" to 11 1/8" in circumference.

**Sub e.** Divisions 10U and younger shall use an 11" ball.

**Sub f.** Any action, defacing, or altering that would change the ball composition specifications listed in 1-2-1 is illegal. Any ball altered or not following under the legal ball specifications shall be considered an illegal ball.

**Sec 2.** The legal bat should include a knob, handle, taper, barrel, end cap, and be straight in length.

**Sub a.** The bat must have no dents, sharp edges, or rattle. These bats are damaged and shall be removed from game play with no penalty.

**Sub b.** The bat must visibly have the 2000, 2004, or the USA Softball All Games certification mark. In addition, the bat must not be included in USA Softball's Non-Approved Bats with Certification Marks list.

**Sub c.** Wood bats are not permissible for use in Perfect Game Softball events.

**Sub d.** The knob must be permanently fastened.

**Sub e.** The bat handle is the space of the bat between the knob and the taper begins. The handle shall be round or oval in shape and the grip shall be between 10 to 15 inches in length. Substances to enhance grip or hold are permissible on the bat handle/grip only.

**Sub f.** The taper of the bat is defined as the area where the bat transitions from the narrow handle to the wider barrel of the bat.

**Sub g.** The barrel of the bat is the portion intended to make contact with the ball. The barrel shall be round, cylindrical, and smooth in shape.

**Sub h.** The end cap shall be permanently secured to the end of the bat so it cannot be removed other than for manufacturer's maintenance.

**Sec 3.** All batters, base runners, batters warming up on deck, non-adult bat attendants, and non-adult ball shaggers will be required to wear a batting helmet while in live ball territory.

**Sub a.** The batting helmet shall be NOCSAE approved and have the manufacture certification of approval visible and permanently affixed to the helmet. The helmet must cover both ears and temples of the wearer.

**Sub b.** Eye shields are legal for use provided they are clear and free of any tint.

**Sub c.** An attached facemask is not required on the helmet unless taking warm up pitches from the pitcher.

**Sec 4.** Catchers are required to wear a catcher's helmet that is NOCSAE approved and has the manufacturer certification of approval visible and permanently affixed to the helmet. The catcher shall also wear a body chest protector, and shin guards.

**Sec 5.** Legal Glove/Mitts

**Sub a.** The catcher can wear a glove/mitt of any size.

**Sub b.** Gloves/mitts may not be the color of the game ball or optic yellow. The color of the lacing and other components of the glove/mitt may not be optic yellow.

**Sub c.** The fielders shall wear gloves/mitts that adhere to the following parameters: the maximum height as measured from the bottom edge through the center of the glove to the highest point is 14 inches, the maximum width of the palm as measured from the bottom edge of the webbing farthest from the thumb horizontally to

the outside of the little finger edge is 8 inches, and the maximum length of the webbing as measured along any line parallel to the top is 5  $\frac{3}{4}$  inches.

**Sec 6. Cleats**

**Sub a.** Players in the 14U age division and older may utilize metal cleats.

**Sub b.** Players in the 12U age division and younger must utilize molded cleats only. Metal cleats are not permissible.

## **RULE 2. Playing Definitions**

**ART 1. Appeal**

**Sec 1.** An appeal is a play or a violation of a rule in which the official does not make a ruling until a coach/player requests.

**ART 2. Absent Player**

**Sec 1.** An absent player is created when a position in the batting order is vacant and no eligible substitutes are available to fill the vacant spot. A team that has an absent player is playing short-handed. A team may begin a game with eight batters and the absent player, the vacant position, shall be placed in the ninth batting position.

**ART 3. Altered Ball**

**Sec 1.** A ball which has had its physical make-up or composition changed in any way outside the original manufacturer's product. Examples, including but not limited to heating, melting, freezing, or recovering the ball.

**ART 4. Altered Bat**

**Sec 1.** A bat which has had its physical make-up or composition changed in any way outside the original manufacturer's product.

**ART 5. Ball**

**Sec 1.** The ball is a playing element. The term "Ball" is used to categorize a pitch, which is not touched by the bat and is not a strike.

**Sec 2.** A batted ball is any pitch that contacts the bat whether intentional or unintentional.

**Sub a.** A Line Drive is a batted ball that travels in a path with little to no arch parallel to the ground throughout its flight.

**Sub b.** A Fly Ball is a batted ball that has considerable height and arch above the ground.

**Sub c.** A Ground Ball is a batted ball that bounds or rolls on the ground.

**Sec 3.** A Blocked Ball is a live thrown or batted ball which touches any object not a part of the playing field or playing equipment, or that is touched/handled by any person not involved in the game.

**Sec 4.** A Dead Ball is a ball no longer in play.

**Sec 5.** A Delayed Dead Ball occurs when there has been a rules violation and is recognized by the official by giving the delayed dead-ball signal but is not ruled upon until playing action ceases and the ball becomes dead.

#### **ART 6. Base Line**

**Sec 1.** The direct line from one base to another consecutive base.

#### **ART 7. Base Path**

**Sec 1.** The route a runner takes in an effort to advance or retreat to a base. A runner establishes her own base path when a play is not being made on her.

#### **ART 8. Bat**

**Sec 1.** A Legal Bat is a bat that meets rule specifications.

**Sec 2.** An Illegal Bat is a bat that fails to meet rule specifications

**Sub a.** An Altered Bat.

**Sub b.** A Non-Approved Bat is a bat which does not meet USA Softball specifications or is currently on the USA Softball Non-Approved Bats with Certification Marks list.

**Sub c.** A Damaged Bat is defined as a bat that was once legal, but is broken, cracked, dented, has rattles or has sharp edges that might deface the ball. A damaged bat is considered an illegal bat, with the penalty being, the bat is simply removed from the game without penalty.

#### **ART 9. Batter**

**Sec 1.** The Batter is a player on the offensive team who is due at bat. The batter will be considered to have completed their at bat when they become a batter-runner or are put out.

#### **ART 10. Batter-Runner**

**Sec 1.** The Batter-Runner is a player who has completed their at bat and is considered a batter-runner until playing action ends or she is put out.

#### **ART 11. On Deck Batter**

**Sec 1.** The On Deck Batter is a player on the offensive team who is the next position due at bat after the current batter. This player shall occupy the on-deck circle on her



dugout side of the playing field. Only one on-deck batter shall be allowed on the field while the opposing pitcher is warming up.

**ART 12. Batter's Box**

**Sec 1.** The Batter's Box is the space including the chalk lines for which the batter is positioned when at bat.

**ART 13. Batting Order**

**Sec 1.** Batting Order is the official list of offensive players by first and last name in the order for which they are to appear at bat. The batting order shall also include the players uniform number and defensive position. All of this shall be listed on the lineup card and presented to game officials at the pre-game conference.

**Sec 2.** Batting Out of Order is when a team fails to follow the proper sequence of batters listed on the lineup card presented to game officials.

**ART 14. Bunt**

**Sec 1.** A Bunt is a batted ball which is not swung at, however, intentionally tapped with the bat.

**Sec 2.** A Bunt Attempt (Offer) is any movement of the bat toward a pitched ball that is a non-swinging motion. Leaving the bat in the strike zone or over the plate area is considered a bunt attempt. For a batter to take a pitch the bat must be pulled back away from the ball prior to the ball crossing the plate

**Sec 3.** A Drag Bunt is attempting to bunt the ball by running forward in the batter's box while carrying the bat with her. The movement of the bat is in conjunction with the batter's forward movement.

**ART 15. Catch**

**Sec 1.** A Catch is the act of a fielder who securely gains possession of a thrown, pitched, or batted ball with her hand(s) and/or glove/mitt.

**Sec 2.** For a catch to be valid the fielder must prove she has control of the ball and that her release of the ball is voluntary and intentional.

**Sec 3.** If a fielder has made the catch but drops the ball in the process of reaching into the glove, transferring it to the throwing hand, or while making a throw the ball shall be determined to be caught.

**Sec 4.** For a catch to be legal a fielder must catch and have secure possession of the ball before touching, stepping, or falling into a dead-ball area.

**Sec 5.** A fielder shall not be credited with a catch if:

**Sub a.** A fielder catches a pitched, batted, or thrown ball with anything other than her hand(s) or glove/mitt in its proper place.

**Sub b.** In the immediate action following a catch the fielder collides with another player, game official, fence, or the ground and fails to maintain secure possession of the ball.

**Sub c.** The fielder uses any equipment or article of uniform that is not in its proper position.

**Sub d.** An entire foot is touching dead-ball territory at the time of the catch.

**Sub e.** The fielder is standing on a fence as it is laying on the ground past the original position of the home-run fence when they contact the ball.

**Sub f.** The ball contacts anything or anyone other than a defensive player while it is in flight.

**Sub g.** The fielder traps the ball.

**Sub h.** A ball that is prevented from hitting the ground by a player's equipment in its correct position or body shall not be determined to be caught until the ball is secured in the player's hand(s) or glove/mitt.

#### **ART 16. Catcher's Box**

**Sec 1.** The Catcher's Box is the space in which the catcher's feet and body are restricted to remain from the time the pitcher contacts the pitcher's plate until the pitcher releases the pitch. The catcher's box shall be a rectangle 10 feet extending from the outside of each batter's box and 8 feet 5 inches in width.

#### **ART 17. Checked Swing**

**Sec 1.** A Checked Swing is the batter taking action to restrain and stop an attempted hit or slap which puts the batter in liability of having a strike called.

#### **ART 18. Coach's Box**

**Sec 1.** The Coach's Box is the space in which the two offensive coaches are restricted prior to the release of the pitch.

#### **ART 19. Conference**

**Sec 1.** A Charged Conference is when a coach or team personnel requests time-out in order to meet with defensive or offensive personnel.

**Sec 2.** The Pre-Game Conference is the meeting between game officials and team representatives prior to the game near home plate.

#### **ART 20. Confines of the Playing Field**

**Sec 1.** The Confines of the Playing Field consists of the field of play, any dugout/bench areas, any warmup areas adjacent to the field within the view of game officials.

#### **ART 21. Crow Hop**

**Sec 1.** The Crow Hop is an illegal pitch which involves the pitcher's pivot foot breaking contact with the pitcher's plate and replanting prior to the pitch being delivered.

**ART 22. Dead Ball**

**Sec 1.** A Dead Ball is when the ball is not currently in play. For the ball to be considered in play again the pitcher must be in possession of the ball and is positioned within the 16-foot circle and the plate official announces/gestures "Play Ball".

**ART 23. Dead Ball Territory**

**Sec 1.** Dead Ball Territory is the area beyond and boundary of the playing field. This shall include but not limited to past any fence, rope, chalk line, stands/bleachers, dugouts, bench area, or pre-determined area stated in the pre-game conference. In the event a ball becomes lodged in a fence or backstop it will be deemed to be in dead ball territory.

**ART 24. Dugout (Bench Area)**

**Sec 1.** The Dugout is an area outside the field of play reserved for team personnel engaged in the game (coaches, players, official team representatives).

**Art 25. Electronic Devices**

**Sec 1.** An exclusively one-way electronic communication device may be used by the defense to relay the pitch or play call from the dugout to the field.

**ART 26. Ejection**

**Sec 1.** An Ejection is the authority of game officials to remove team personnel and spectators from the game, typically for unsportsmanlike behavior.

**Sec 2.** Ejected personnel are required to leave the facility for the remainder of the contest.

**Sec 3.** Ejected personnel are prohibited from further contact with the team during the contest.

**Sec 4.** A Post-Game Ejection is a form of an ejection that occurs after the conclusion of the contest and results in the offender being barred from participation in their next game played.

**ART 27. Fair Ball**

**Sec 1.** A Fair Ball is a batted ball that:

**Sub a.** Comes to rest or is contacted on or over fair territory between home plate and first base or home plate and third base.

**Sub b.** Touches or bounds over any part of first or third base.

**Sub c.** Touches first, second, or third base.

**Sub d.** While on or over fair territory contacts any game official, player, or their clothing/equipment except the batter while in the batter's box.

**Sub e.** While over fair territory passes out of the playing field in flight.

**Sub f.** First falls or is touched on or over fair territory beyond first, second, or third base.

**Sec 2.** A fair fly ball shall be judged in relation to the relative position of the ball and the foul line, which includes the foul pole. The position of the fielder in fair or foul territory at the time she touches the ball is not a consideration, purely the positioning of the ball at the time it is contacted. It does not matter whether the ball first touches fair or foul territory as long as it does not touch anything foreign to the natural playing surface in foul territory and complies with all other aspects of a fair ball.

**ART 28. Fair Territory**

**Sec 1.** Fair Territory is the part of the playing field within and including the foul lines from home plate to the bottom of the playing field fence and vertically upward. Foul poles, foul lines, and home plate are part of fair territory.

**ART 29. Flex**

**Sec 1.** The Flex is the non-batting defensive playing position listed in the last spot of a lineup when the DP/Flex is implemented. The flex can remain in the non-batting position, enter the game in the DP's position in the batting order to play offense, and be substituted for by a legal substitute.

**ART 30. Force Play**

**Sec 1.** A Force Play is a play in which a runner(s) loses the right to the base they occupy and are forced to advance due to the batter becoming a batter-runner. A force play ends for a runner when the runner touches the next base, the batter-runner reaches first base, or a trailing runner is put out. If a forced runner after touching the next base except home retreats toward the base she had previously occupied the force play is reinstated and she is liable to be put out if the defense tags the base she was forced to.

**ART 31. Forfeit**

**Sec 1.** A Forfeit occurs when a game is awarded to the opponent of the offending team.

**ART 32. Foul Ball**

**Sec 1.** A Foul Ball is a batted ball that:

**Sub a.** Settles or is touched while on or over fair territory.

**Sub b.** Bounds past first or third base on or over foul territory

**Sub c.** Initially falls to the ground or is touched first on or over foul territory beyond first or third base.

**Sub d.** While on or over foul territory contacts any game official, player, or their respective clothing/equipment except the batter in the batter's box.

**Sub e.** While over foul territory a runner interferes with a defensive player attempting to make a play on a batted ball

**Sub f.** Contacts the batter or the bat in the batter's hand(s) a second time while the batter is still within the batter's box.

**Sub g.** Travels directly off the bat to any part of the catcher's body or equipment and is subsequently caught by another fielder.

**ART 33. Foul Tip**

**Sec 1.** A Foul Tip is a batted ball that travels directly from the bat to the catcher's glove or hand and is caught legally by the catcher. The ball remains live and a strike is recorded.

**ART 34. Game**

**Sec 1.** A Regulation Game shall consist of seven innings unless extra innings are necessary due to a tied score. A regulation game may be shortened due to run spreads, the home team does not require its half of the seventh inning, weather, daylight, or a predetermined time limit.

**Sec 2.** A Called Game is a game ended by game officials.

**Sec 3.** A Suspended Game is a game that is paused with the intent to be picked up and completed at a later date/time.

**ART 35. Illegal Player**

**Sec 1.** An Illegal Player is a player who competes in the game in a way they are not entitled to play.

**ART 36. Ineligible Player**

**Sec 1.** An Ineligible Player is a player who does not meet elements required for registration, who violates age cut offs, is not on a team's roster, or violates eligibility aspects in any way.

**ART 37. Illegally Batted Ball**

**Sec 1.** An Illegally Batted Ball occurs when the batter contacts the pitch with an illegal bat.

**Sec 2.** An Illegally Batted Ball occurs when any part of the batter's feet are in contact with the plate at the time contact is made with the ball.

**Sec 3.** An Illegally Batted Ball occurs when one or both of the batter's feet are on the ground completely out of the batter's box at the time contact is made with the ball.

**ART 38. In Flight**

**Sec 1.** In Flight refers to a batted, pitched, or thrown ball that has not contacted the ground, any object, or a person other than a player.

**ART 39. Infield Fly Rule**

**Sec 1.** The Infield Fly Rule is in effect when the batter hits a fair fly ball (not including a line drive or an attempted bunt) that can be caught by a defensive player with a reasonable effort when first and second base or all three bases are occupied with less than two outs.

**ART 40. Initial Play**

**Sec 1.** The Initial Play shall be when a fielder has a reasonable chance to obtain control of a ground ball that no other fielder (excluding the pitcher) has contacted.

**Sec 2.** The Initial Play shall be when a fielder has a reasonable chance to catch a ball in flight or a ball in flight after it has contacted another fielder.

**Sec 3.** The Initial Play shall be ruled to still be taking place when a fielder fails to gain control of a batted ball and is still within a step and a reach (in any direction) of the point of the initial play.

**ART 41. Inning**

**Sec 1.** An Inning is a portion of the game in which the teams alternate playing offense and defense and three outs comprise the duration of each team's offensive turn.

**Sec 2.** A new Inning officially begins immediately after the final out of the previous inning.

**Sec 3.** An extra Inning is an inning in which a regulation game is extended in an attempt to declare a winner when at the end of a regulation game the score is tied.

**ART 42. Interference**

**Sec 1.** Interference is an act that denies or inhibits a defensive player a reasonable opportunity to make a play (fielding or throwing) anywhere on the field of play. Interference may be intentional, unintentional, physical, or verbal.

**Sec 2.** Interference can be caused by offensive players (batter, runner, on-deck batter), coaches, game officials, nongame personnel, and or spectators.

**Sec 3.** Interference may be caused by the offensive team in its entirety due to loose equipment belonging to them.

**ART 43. Leap**

**Sec 1.** While pushing off from the pitcher's plate, both feet may disengage 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 further 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.

**ART 44. Malicious Contact**



**Sec 1.** Malicious Contact is an act by any player that exhibits excessive force or deliberate action to make contact with a player with the intent to harm.

**ART 45. Obstruction**

**Sec 1.** Obstruction occurs when a defensive player who is not in possession of the ball or in the act of fielding a batted ball, hinders the batter's attempt to make contact with a pitch or impedes the progress of any runner who is legally running bases on a live ball. Obstruction can be physical, verbal, intentional, or unintentional. Obstruction shall be ruled if a defensive player is blocking the whole plate/base or base path without possession of the ball and/or the runner does not have a path to the plate/base.

**ART 46. On-Deck Circle**

**Sec 1.** The on-deck circle is a space designated by chalk, paint, or other identifying material that is 5 feet in diameter, and located a safe distance away from home plate. The on-deck circle shall be at least 30 feet from the plate and on each side of the playing field.

**ART 47. Outfield**

**Sec 1.** The Outfield is the area of the field in fair territory located past the infield.

**ART 48. Oversliding**

**Sec 1.** Oversliding or Overrunning/Overwalking occurs when an offensive player who is advancing to a base, legally obtains the base and subsequently loses contact with the base and goes past it.

**Sec 2.** A batter-runner can overslide first base without the liability of being put out.

**ART 49. Pitcher's Pivot Foot**

**Sec 1.** The Pitcher's Pivot foot is the one that maintains contact with the pitcher's plate, absorbs the body's weight, pushes off against the plate during the initial step phase of the pitch, and drags along the ground or disengages from the playing surface during the final phase of the pitch.

**ART 50. Play Ball**

**Sec 1.** "Play Ball" is the directive of the game official for playing action to begin or resume.

**ART 51. Quick Pitch**

**Sec 1.** A Quick Pitch is an illegal pitch where the pitcher fails to pause on the pitcher's plate to take or simulate taking a signal in an effort to put the batter off balance or off guard with their timing.

**ART 52. Restriction to the dugout/bench**

**Sec 1.** A “Restriction” is a step in the conduct process used to indicate a participant has been confined to the dugout/bench area for the duration of the game.

**Sec 2.** Participants that have been restricted are silent spectators who should not be heard from during the remainder of the contest and shall not be permitted to leave the dugout/bench area unless allowed onto the playing field by game officials to tend to an injured player.

**ART 53. Runner**

**Sec 1.** A Runner is an offensive player who has reached first base, advancing, touching, or returning to a base previously occupied.

**Sec 1.** A retired runner is an offensive player who has legally scored or who has been put out.

**ART 54. Short-Handed**

**Sec 1.** Short-Handed refers to a team batting with less batters than originally presented on the team's lineup card.

**Sec 2.** A team may not start or continue a game with less than 8 batters.

**ART 55. Slap Hit**

**Sec 1.** A Slap Hit is an attempt to hit a batted ball using an abrupt short, chopping or striking motion as opposed to a traditional full swing.

**Sec 2.** A foul ball caused by a slap hit is treated the same as any foul ball on a traditional swing.

**ART 56. Slide**

**Sec 1.** A legal slide may be either head first or feet first. If the runner elects to slide head first her torso and/or arms must be on the ground prior to contact a defender. If the runner slides feet first, at least one leg and buttock shall be on the ground.

**Sec 2.** Any time a runner slides the runner shall be within reach of the base with either a hand or a foot when the slide is complete.

**Sec 3.** Any time a runner elects to slide they must do so legally. A slide shall be illegal if:

**Sub a.** The runner implements a rolling or cross-body slide into a fielder

**Sub b.** The runner's raised leg is higher than the fielder's knee when the fielder is standing

**Sub c.** The runner goes beyond the base and makes contact with or alters the play of a fielder

**Sub d.** The runner kicks or slashes a fielder with either leg

**Sub e.** The runner attempts to injure a fielder

**ART 57. Starting Players**

**Sec 1.** Starting Players are those listed in a traditional lineup as the first 9, 10, or 11 players (with/or without the incorporation of the DP/Flex and up to two extra players designated as EP's) presented to and accepted by game officials.

**Sec 2.** If a team utilizes the roster batting option all player listed on the lineup are classified as starting players.

**ART 58. Strike**

**Sec 1.** The term "Strike" is used to categorize a pitch that enters the strike zone without first contacting the ground or is swung at by the batter and missed.

**Sec 2.** A "Strike Out" is the result of a third strike being charged to a batter resulting in an out.

**ART 59. Strike Zone**

**Sec 1.** The Strike Zone is the area above home plate between the batter's forward armpit and the top of her knees when she assumes her natural batting stance. Any portion of the ball traveling through the strike zone shall be deemed a strike.

**ART 60. Substitute**

**Sec 1.** A Substitute is an eligible player not listed as a one of the starting players and who may replace a starting player legally.

**Sec 2.** An Illegal Substitute is a player that enters or re-enters the game without the legal eligibility to do so.

**Sec 3.** An Unreported Substitute is a player who has a legal right and eligibility to enter/participate in the game but has participated in the game prior to being reported to game officials. Any substitution must be reported to game officials.

**Sec 4.** Courtesy Runners are not classified as substitutes, but must be appropriately reported to game officials.

**ART 61. Tag/Tag Out**

**Sec 1.** A Tag or Tag Out is the act of retiring a runner who is not in contact with a base by contacting the runner with a live ball in secure possession in the glove or hand of a defensive player. A runner may not deliberately cause the defensive player to lose possession of the ball.

**Sec 2.** If the defensive player drops or bobbles the ball after touching the runner and the runner did not demonstrate a deliberate act to cause the drop or bobble then the defensive player will be deemed to not have secure possession for the tag.

**ART 62. Throw**

**Sec 1.** A Throw is the voluntary action of a defensive player losing possession of the ball excluding a pitch.

**ART 63. Time/Time Out**

**Sec 1.** “Time” is a verbal announcement by game officials to suspend play. The verbal announcement results in the ball becoming dead.

**ART 64. Time at Bat**

**Sec 1.** The Time at Bat is the interval beginning when a batter enters the batter’s box and continues until the batter is put out or becomes a batter-runner.

**ART 65. Timing Play**

**Sec 1.** A Timing Play can occur when the last out of an inning does not come from a force out and the time the out is recorded will determine if a run is allowed to score. If a runner contacts home plate prior to the last out of an inning which is not a force out then a run shall score. If a runner contacts home plate after the last out is recorded then no run shall score.

**ART 66. Walk**

**Sec 1.** A Walk occurs when a batter is pitched four pitches that do not enter the strike zone and the batter is awarded first base.

**Sec 2.** Intentional Walk is a request made to the plate official by the pitcher, catcher, or defensive coach to award the batter first base. The intentional walk request can be made either before or during an at bat.

**ART 1. Fitness of the Playing Field**

**Sec 1.** In tournament play the Site Director shall have the final say regarding the fitness of the playing field and the decision to play, delay, or cancel based on his/her evaluation of the field.

**ART 2. Pregame Conference**

**Sec 1.** The Pregame Conference shall occur no later than five minutes prior to the start of the game and take place at home plate.

**Sec 2.** During the pregame conference no balls shall be hit or thrown in live ball territory or within the vicinity of the pregame conference.

**Sec 3.** An adult representative of each team shall attend the pregame conference and present their official lineup cards to the plate official.

**Sub a.** The team representative is not required to be the head coach, however the head coach must be identified at the pregame conference.

**Sec 4.** At the pregame conference the game officials shall ask each of the team representatives to certify that their players are properly and legally equipped.

**Sec 5.** The game officials shall cover the ground rules, time limitations of the contest, and run spreads.

**ART 3. Regulation Game**

**Sec 1.** A Regulation Game shall consist of seven innings unless extra innings are necessary due to a tied score. A regulation game may be shortened due to run rules, the home team does not require its half of the seventh inning, weather, daylight, or a predetermined time limit.

**Sub a.** Tournament Directors may establish time limits and run rules on their contests. A game shall consist of either seven innings or the allotted time specified, whichever occurs first.

**Sub b.** A new inning may not begin after a time limit has expired. Innings started prior to time limit expiring shall be completed.

**Sub c.** The time limit of a game shall begin at the conclusion of the pregame conference.

**Sec 2.** A game ends when the team with less runs completes their final at bat in a regulation game.

**Sec 3.** If a game is suspended and resumed at a later point it shall continue from the point in the game it was suspended. The batting order, lineup, and all other components of each team reflected exactly how they were at the point of suspension.

**Sec 4.** Game ends due to weather, will not be resumed after 40 minutes of game time has been played. If the home team is losing and has not had the chance to bat in their part of the inning, we will revert back to the previous inning to determine the winner.

**Sec 5.** Run Rules allocate a win to the team that: 10u, 12u, 14uC and 14B

**Sub a.** Has a 10 run lead after 3 innings are complete (2 ½ if the home team leads)

**Sub b.** Has a 8 run lead after 4 innings are complete (3 ½ if the home team leads)

**Sub c.** Has a 6 run lead after 5 innings are complete (4 ½ if the home team leads)

**Sec 6.** Run Rules allocate a win to the team that: 14A, 16u and 18u

**Sub a.** Has a 12 run lead after 3 innings are complete (2 ½ if the home team leads)

**Sub b.** Has a 10 run lead after 4 innings are complete (3 ½ if the home team leads)

**Sub c.** Has a 8 run lead after 5 innings are complete (4 ½ if the home team leads)

**Sec 7.** Time Limits

**Sub a.** 8u: 70 minutes

**Sub b.** 10u, 12u, 14C and 14B: 70 Minutes

**Sub c.** 14A, 16u and 18u: 90 minutes

**Sec 8.** If after completing seven innings or at the conclusion of a time limit and the score is tied the following tiebreaker procedure shall be implemented. The player with the last completed at bat shall be placed at second base. A legal substitute may be inserted for the player placed at second base and a courtesy runner may be utilized for the pitcher or catcher.

**Sub a.** The tiebreaker procedure shall continue until a winner is declared.

**Sub b.** If a team is playing short-handed and the vacant position is set to be the player placed at second base the team will not be required to take an out for the vacant position and the player who precedes the absent player shall be placed at second.

**Sub c.** If an incorrect base runner is placed at second base to start the tiebreaker procedure the correct runner should be inserted immediately even if a pitch has been thrown. There shall be no penalty as this is a correctable error, and all play made with the incorrect runner shall stand.

**Sub d.** Game officials shall obtain the information of the correct base runner to start each half inning on second base from the scorekeepers and notify each team.

**Art 4.** Time Between Half Innings

**Sec 1.** For all games, teams are allowed a maximum of 90 seconds between half innings and at the start of the game for warmups. The time between half inning begins when the last defensive player crosses the foul line after the 3<sup>rd</sup> out has been made.

**Effect-** At the end of the time limit, if the defensive team is not ready to play, a ball will be awarded to the batter, and if the offensive team is not ready to play, a strike will be assessed to the batter.

**ART 5.** Scoring of Runs

**Sec 1.** One shall be recorded each time a base runner legally contacts first, second, third, and home plate prior to the third out of an inning.

**Sub a.** Runners placed on second base in tiebreaker procedures are exempt from touching first base.

**Sub b.** With two outs if a base runner is awarded home plate during a live ball and a trailing runner is tagged out prior to the lead runner reaching home plate, this run shall score.

**Sec 2.** No run shall be scored if the final out of an inning is the result of:

**Sub a.** A batter-runner being called out before reaching first base or any other base runner forced out because of the batter becoming a batter-runner.

**Sub b.** A runner being called out by a tag or a live-ball appeal prior to the lead runner contacting home plate.

**Sub c.** A preceding base runner being called out during play or as a result of a successful appeal.

**Sub d.** No run can be scored by a runner who is called out for the fourth out as a result of an appeal for leaving a base too soon on a tag up or missing a base.

## **ART 6.** Forfeited Game

**Sec 1.** A game shall be forfeited by game officials or the Site Director in the following instances:

**Sub a.** A team is late in arriving or beginning play after the game officials declare the start of the game.

**Sub b.** A team refuses to start a game or continue a game after the game has begun.

**Sub c.** A team delays more than one minute in resuming play after game officials announce play to resume or refuses to obey game officials instructions to remove a player or coach.

**Sub d.** A team employs the use of tactics intentionally designed to lengthen or shorten the game.

**Sub e.** The team willfully and persistently violates any one of the rules after being warned by game officials.

**Sub f.** A team is unable to produce enough legal players to start, continue, or finish the game.

**Sub g.** If at any point the safety of game participants or game officials is in jeopardy.

**Sec 2.** The score of a forfeited game shall be seven runs to zero runs unless the game is forfeited after the required number of innings for a regulation game has been reached and the offending team is behind. In this case the score shall be recorded as the current score. If the forfeiting team is leading at the time of the forfeit the score shall be recorded as seven runs to zero runs.

#### **ART 7.** Charged Defensive Conferences

**Sec 1.** A Defensive Conference is a meeting that occurs any time a defensive team representative delays the game or requests the game to be suspended for any reason to confer with or deliver a message to any defensive player. If a fielder leaves the field of play and enters the dugout area and gives the impression to game officials she received instruction this shall also be deemed a defensive conference.

**Sec 2.** The defense is allowed three charged defensive conferences without penalty during a seven inning game.

**Sub a.** If a game enters into extra innings each team shall be granted one charged defensive conference per half inning without penalty.

**Sub b.** Any conference in excess of three charged defensive conferences in a seven inning game or one charged defensive conference in a single inning of extra innings shall result in the pitcher being removed as a pitcher for the remainder of the game.

**NOTE:** *A defensive conference will not be charged to remove the pitcher from the pitching position or to make a defensive substitution, provided the umpire is informed of the change before the representative steps over the foul line or consults with any*



player(s) and provided the team is ready to resume play when the umpire has completed recording and announcing the substitution or, in the case of a pitching change, the pitcher has completed their warmup pitches.

**Sec 3.** A charged defensive conference begins when the game is suspended and ends when the team representative enters dead ball territory or the defensive player returns to their position.

**Sub a.** A defensive conference shall not exceed one minute in length.

**EFFECT-** Game officials shall not allow more than the allotted number of defensive conferences or allow defensive conferences to continue past their allotted time limitation. Violation shall result in the head coach being warned and the conference immediately concluded. Any subsequent violation will result in the head coach being ejected.

#### **ART 8. Charged Offensive Conference**

**Sec 1.** A Charged Offensive Conference is a meeting that occurs any time an offensive team representative delays the game or requests the game to be suspended for any reason to confer with or deliver a message to any offensive player.

**Sec 2.** The offense is allowed one charged offensive conference per half inning.

**Sec 3.** A charged offensive conference begins when the game is suspended and ends when the team representative returns to the coach's box or dead-ball territory.

**Sub a.** An offensive conference shall not exceed one minute in length.

**EFFECT-** Game officials shall not allow more than the allotted number of offensive conferences or allow offensive conferences to continue past their allotted time limitation. Violation shall result in the head coach being warned and the conference immediately concluded. Any subsequent violation will result in the head coach being ejected.

### **RULE 4. Status of the Ball**

#### **ART 1. Live Ball**

**Sec 1.** The ball is considered live and in play when the plate official declares the start of play. The ball remains live and in play until a game official suspends play by calling "Time" or the ball becomes dead.

#### **ART 2. Dead Ball**

**Sec 1.** The ball is considered dead when it is out of play, becomes blocked, or ruled dead.

**Sec 2.** Once a ball is declared dead it will not be considered live until a game official declares a resumption of play.

**Sec 3.** During dead ball periods no player may be put out, base runners may not advance, and no runs may score. Runners may only advance one or more bases as the result of:

**Sub a.** Action that occurred while the ball was live.

**Sub b.** Any result of a dead-ball appeal.

**Sec 4.** In between pitches and any time after the ball is dead all base runners must return and touch their base.

**Sec 5.** Actions that result in the ball becoming dead are:

**Sub a.** A pitch contacts a batter or the batter's clothing. *(Note: The ball is dead even if the batter swings at it)*

**Sub b.** A ball contacts the bat a second time or is illegally batted.

**Sub c.** A batter enters the batter's box with an illegal bat.

**Sub d.** Any time a batted ball is touched by any object other than the ground or personnel other than a fielder while on or over foul territory.

**Sub e.** Any time a batted ball goes immediately from the bat to any part of the catcher or catcher's equipment without first contacting the catcher's hand or glove.

**Sub f.** Any time a batted ball is an uncaught foul ball.

**Sub g.** A batter, batter-runner, runner, retired runner, on deck batter, coach, or offensive team personnel commit an act of interference.

**Sub h.** When a fair fly ball which is on or over fair territory

**H 1.** Contacts a runner or game official before being contacted by a fielder and prior to passing any fielder excluding the pitcher or contacts a runner after passing by a fielder and another fielder could have made an out.

**H 2.** Contacts a spectator or non-game personnel.

**H 3.** Passes through, bounds over, or in any way becomes blocked in a fence or field barrier.

**Sub i.** Any time a pitched or thrown ball

**I 1.** Contacts a spectator or non-game personnel.

**I 2.** Enters into dead ball territory

**I 3.** Passes through, bounds over, or in any way becomes blocked in a fence or field barrier.

**Sub j.** Game officials handle a live ball and calls "Time".

**Sub k.** A defensive player after catching a batted ball, fair or foul, and subsequently leaves the field of play by contacting with one entire foot or by falling into designated dead-ball area.

**K 1.** A fielder is considered in play and may legally field, throw, or catch a ball without penalty provided they do not have an entire foot in or any other body part contacting dead ball territory

**Sub l.** Any personnel connected to the offensive team verbalizes, incites, or commits any action or command in an effort to cause the opposing pitcher to commit a pitching violation. *Note: Personnel shall not attempt to use “Time” or “Illegal” verbally to attempt to cause the pitcher to pitch illegally.*

**Sub m.** An intentional walk/base on balls is awarded.

**Sub n.** An infielder intentionally drops a fair fly ball with at least first base occupied and less than two outs.

**NOTE:** *The Infield Fly Rule is an exception to this rule.*

**Sub o.** A runner interferes with a fielder attempting to catch a foul fly ball.

**Sub p.** The batter-runner moves backward toward home plate to delay or avoid being tagged out.

**Sub q.** An illegal pitch takes place but is not released to the batter.

**Sec 6.** After the ball becomes dead the ball is considered live once a game official indicates for play to resume.

**Sec 7.** When the ball becomes dead:

**Sub a.** No action by the defensive team during a dead ball period can result in a player being put out except through a legal dead-ball appeal.

**Sub b.** Runners may not advance, return to touch a missed base, or return to a base that was left early on a caught fly ball while the ball was still live if the runner had advanced to or beyond a succeeding base.

**Sub c.** Runners may advance when awarded bases for an action which occurred before the ball became dead. All awarded bases must be legally contacted.

### **ART 3.** Delayed Dead Ball

**Sec 1.** A delayed dead ball is a scenario in which a violation of a playing rule takes place and is subsequently recognized by a game official by giving the delayed dead ball signal. The rule violation shall not be ruled on until the ball becomes dead.

**Sec 2.** Actions that result in a delayed dead ball:

**Sub a.** A live ball contacts an illegal glove/mitt

**Sub b.** A game official interferes with a catcher making an attempt to throw a non-batted ball.

**Sub c.** An illegal pitch is released to a batter.

**Sub d.** A base runner leaves a base prior to the release of the pitch.

**Sub e.** A catcher or any fielder obstructs a batter or obstructs the ball through the use of detached equipment.

**Sub f.** Anyone who is required to wear a batting helmet intentionally removes the helmet while the ball remains live.

**Sub g.** An illegally batted ball.

**Sec 3.** At the conclusion of the delayed dead ball situation the game official shall declare the ball dead and make any necessary awards or carry out any ruling.

**ART 4.** “Time” shall be declared by the game officials:

**Sec 1.** When the Site Director determines inclement weather or field conditions are unfit for play.

**Sec 2.** At any point a player or non-participant is directed to leave the field of play or for a player to secure protective equipment.

**Sec 3.** When a coach or player is granted time for a conference with game officials, a charged offensive or defensive conference, or warranted situation.

**Sec 4.** When game play is suspended for a rules violation, award bases, or inspection of the game ball.

**ART 5.** Action when the ball is dead

**Sec 1.** No action by the defensive team during a dead ball period can result in a player being put out. EXCEPTION: A legal dead ball appeal.

**Sec 2.** No runner may advance or return to touch a base missed or left too soon on a caught fly ball if the runner has advanced to or past the succeeding base.

**Sec 3.** Runners may only advance to awarded base(s) only for action that took place prior to the ball being declared dead. All bases awarded must be legally contacted.

## **RULE 5: Players and Substitutes**

**ART 1.** The Players

**Sec 1.** Positions of the players on each team shall be designated as such: Pitcher (1), Catcher (2), First Baseman (3), Second Baseman (4), Third Baseman (5), Shortstop (6), Left Fielder (7), Center Fielder (8), and Right Fielder (9). If a Designated Player is used it shall be identified as (DP).

**Sec 2.** A legal lineup presented to game officials at the pre-game conference must include First Name, Last Name, position, jersey number, and batting position order for each starting player as well as every eligible substitute.

**Sec 3.** Eligible players on a team’s roster may be added to the lineup as substitutes at any point.

**Sec 4.** Lineups are official once they have been accepted and declared official by game officials.

**Sub a.** Name shall supersede number regarding lineup errors. Incorrect lineup numbers are correctable without penalty.

**Sec 5.** Each player may be removed from the game and re-entered one time. If a player is to re-enter they must be placed in the same batting position in the lineup.

**ART 2. Batting Options**

**TRADITIONAL BATTING OPTION (A & B DIVISIONS MAY USE EITHER A TRADITIONAL LINEUP OPTION OR ROSTER LINEUP)**

**Sec 1.** A team may legally have up to two extra players (EPs) with or without the incorporation of a DP/Flex.

**Sec 2.** The maximum number of players in a traditional lineup is 12 with a maximum of 11 batters.

**Sec 3.** By utilizing a traditional batting option a team is certifying they will end the game with the number of batters they start the game with.

**Sub a.** A team may play and legally end the game with 1 batting position vacant which will result in an out being declared every time the vacant position is due to bat.

**Sub b.** A team may legally start a game with 1 vacant batting position which shall be placed in the last position in the batting order.

**Sub c.** If a team falls below 1 vacant batting position the game will be declared a forfeit.

**Sec 4.** If a vacant player is the batter or runner that player shall be declared out.

**EXCEPTION:** *If the player was injured while a batter-runner or runner the last*

*completed at bat (LCAB) may be inserted to take her base running obligations. This exception only applies to first occurrence and does not apply to any future time at bat.*

**Sub a.** Vacant players may not return to the lineup. The only way a vacant player may return to the lineup is if they left under the conditions of the blood rule or concussion rule.

### **ROSTER BATTING OPTION**

**Sec 1.** A team may incorporate as many additional EPs as necessary to bat their entire roster.

**Sec 2.** Roster batting must be declared at the pre-game conference. If a player is ineligible due to illness or injury she shall be ineligible for the entire contest.

**Sub a.** Under roster batting a team will take an out for any vacant batting position or positions.

**Sec 3.** Each team shall have at minimum eight legally eligible players in the game at any given time.

**Sub a.** A team must have at minimum 8 batters to continue a game while taking an out for the vacant batting position.

**Sub b.** If at any point a team falls below 8 batters the game shall be declared a forfeit.

**Sec 4.** Eligible players on a team's roster may be added to the lineup at any point in the following precedence

**Sub a.** To fill a vacant batting position.

**Sub b.** At the bottom of the batting order.

### **ART 3. DP/Flex**

**Sec 1.** Under the traditional batting option teams may utilize the Designated Player (DP)/Flex option. Teams must declare their batting option at the pre-game meeting.

**Sec 2.** The Designated Player (DP) is the player who is initially listed on the lineup card in the batting order and not on the defensive lineup.

**Sec 3.** The Flex is the player who is initially listed in the last spot on the lineup card who may play defense at any position and may only enter the game on offense in the designated player's spot in the batting order.

**Sec 4.** The DP position will stay in the same batting position in the lineup for the duration of the game.

**Sec 5.** The DP and the Flex may both play defense at the same time. However, the DP and the Flex can never play offense at the same time.

**Sec 6.** The player in the DP spot is charged with a substitution only when she is removed from the batting order and the player in the Flex position is charged with a substitution only when she is no longer playing defense.

**Sec 7.** The DP position may be substituted at any time and any number of times by either a legal substitute or the player in the flex position.

**Sub a.** If the DP re-enters or a substitute enters for the DP and the Flex was occupying the DP's batting position the Flex can either return to the Flex position and play defense or leave the game if the DP plays defense for the Flex.

**Sub b.** If the player in the Flex position assumes the DP's spot in the batting order and plays both offense and defense the lineup is reduced by one and the game may legally end with one less player in the lineup.

**Sub c.** The Flex position may move in and out of the DP's spot in the batting order and back to the Flex position any number of times and it does not count as a substitution for the Flex.

**Sec 8.** The DP may play defense at any position.

**Sec 9.** The Flex position may be substituted at any time and any number of times by either a legal substitute or the player in the DP position.

**Sub a.** The player in the DP position may play offense and defense for the Flex and return to playing offense only or play defense for an EP any number of times and it does not count as a substitution for the DP.

**Sec 10.** The starting DP reentering or a substitute DP entering the game must be placed in the DP's position in the batting order. The player may either play offense only for the Flex or play defense at any position for the Flex or an EP.

**Sec 11.** The starting Flex re entering or a substitute Flex entering the game may either be placed in the Flex position in the last spot in the line up and play defense only or be placed in the DP's position in the batting order and play both offense and defense. If placed in the DP's position in the batting order the player currently in the DP's position will be withdrawn from the game.

#### **ART 4. Substitutes**

**Sec 1.** All substitutions shall be reported to the plate official.

**Sec 2.** A player may be removed as a pitcher and return to the pitching position once per inning, as long as the player does not violate either the pitching, substitution, or charged conference rule.

**Sec 3.** A substitute may be removed from the game and re enter one time. The substitute must re-enter in the same batting position in the lineup.

***EFFECT:*** Any violation results in an illegal player.

## **ART 5. Ineligible Player**

**Sec 1.** The use of an ineligible player in a game currently being played results in a forfeit.

**Sec 2.** When an ineligible player protest occurs after a game is completed

**Sub a.** Protests for pool play games must be completed prior to the conclusion of pool play for the division.

**Sub b.** Protests for bracket play games must be filed prior to the game officials leaving the playing field during the game in question for the results of the game to be dependent on the protest. If the protest is upheld the team in violation will be charged a forfeit and will be removed from the tournament. The protesting team will advance in the bracket.

**Sub c.** Protests for bracket play games that are filed after game officials have left the playing field will be accepted. However, the outcome of the game will stand as finished.

## **Sec 3. Protest Process**

**Sub 1.** Protests are to be allowed for player eligibility only. The team protesting must make a cash payment of \$100 to the Site Director at the time of the protest. If the protest is ruled in the protesting team's favor the \$100 will be refunded. Protests must be filed before officials leave the field of play.

**EFFECT:** *If the protest is upheld the team in violation will be credited with a win for the game and subsequently removed from the tournament. The team that filed the protest will not be revived and the loss will stand.*

## **ART 6. Illegal Player**

**Sec 1.** A player who enters the lineup without the claim to an offensive or defensive position.

**Sub a.** A player entering in an incorrect batting position in the order.

**Sub b.** A player who re enters a second time.

**Sub c.** A player who enters to pitch who was removed from the pitching position due to a defense's use of their 3 charged conferences.

**Sub d.** A Flex player inserted in a position in the batting order other than that of the DP.

**Sec 2.** An illegal player is treated as a protest which can be made at any time the player is in the game. A player will not be in violation until the player enters the game and one pitch (legal or illegal) is thrown.

**PENALTY:** *An Illegal Player is ejected from the game as well as the acting head coach. The following are applicable in congruence with the ejections:*

**Sub a.** *If the illegal player has completed their turn at bat and prior to the next pitch, the illegal player is declared out.*



**Sub b.** *If the illegal player is a baserunner and is on base, the illegal player is called out.*

**Sub c.** *If the illegal player has made a defensive play and prior to the next pitch (or before the defensive team or game officials have left the playing field) the offensive team may elect to 1) take the final result of the play or 2) elect for a no pitch and replay the pitch.*

## **ART 7. Injured Player**

**Sec 1.** During a live ball scenario, if a player becomes injured and in the official's judgment deems the player requires immediate attention or further playing action could result in further injury to that player or others the official shall declare a "Dead Ball" and allow for appropriate attention to be given. **NOTE:** *The game officials should always default to protecting player safety.*

**EFFECT:** *Officials should award any bases that in their judgment would have been attained had the play not been declared dead.*

**Sec 2.** Game officials are often in the best position to observe players up close on the playing field. This means game officials may be the primary party to observe unusual behavior that may indicate a concussion. Any player who is suspected to have a concussion or demonstrating indicators consistent with concussion symptoms must be removed from play immediately. Let it be clear, game officials are not expected to evaluate players. If a game official observes any unusual behavior the game officials should stop play immediately, call an injury timeout, and alert the head coach. At this time the player shall be removed from play until cleared by an appropriate health care professional.

**Sub a.** Game Officials may observe the following behaviors by a player with a suspected concussion:

- Behavior/Personality changes
- Movement that is awkward or clumsy
- Stumbling; may need to be physically supported by teammates
- Shaking or rolling the head/neck
- Appears to be confused or incoherent
- Appears stunned or dazed

**Sub b.** While the evaluation is taking place, the injured player, whether a starter or a substitute, may be replaced by any eligible player who has not yet participated in the game.

**Sub c.** If the injured player is cleared to resume participation, they may resume their lineup spot. The temporary replacement player may again participate in the game

as a substitute in the same lineup spot only, and provided they were not already a withdrawn substitute or a reentered starter before becoming the temporary replacement player or otherwise becomes ineligible.

**Sub d.** If a team has no remaining eligible players, a starter or substitute who has previously participated in the game may replace the injured player.

**EXCEPTION:** *A player rendered ineligible by ejection cannot replace the injured player.*

#### **ART 8. Blood Rule**

**Sec 1.** Any player, coach, manager, game official, or team member who is bleeding or has an exposed wound shall be prevented from further game participation until such time the bleeding has ceased and the wound covered,

**Sec 2.** If treatment can be applied and the wound appropriately addressed in a reasonable amount of time the afflicted individual is not required to leave the game. The amount of time is set by the game officials' judgment.

**Sec 3.** If treatment cannot be administered in a reasonable amount of time as determined by game officials the re-entry rule will apply to players.

**Sec 4.** Any time there is an excessive amount of blood on the uniform or if a bandage/wrapping becomes blood soaked, the player shall be removed from the contest until such time the uniform/bandage is replaced.

#### **ART 9. Courtesy Runner**

**Sec 1.** Courtesy Runners may be utilized in all playing divisions.

**Sec 2.** The offensive team may utilize a courtesy runner for the pitcher and/or catcher of record at any point after the pitcher and/or catcher attain a base except by substitution.

**Sec 3.** Teams are not required to use a courtesy runner.

**Sec 4.** Teams shall utilize a player as a courtesy runner in the following order:

**Sub a.** 1. An unused eligible substitute that has not yet entered the game. 2. Last Completed At Bat (LCAB).

**Sec 5.** The same player may not be utilized to run for both the pitcher and catcher in the same half inning.

**EXCEPTION:** *In the case of injury and no other substitutes available.*

**Sec 6.** Last Completed At Bat designation shall be defined as the player farthest away in the batting order.

**Sub a.** The LCAB shall skip anyone currently on base, the pitcher and catcher of record, and anyone who has courtesy run for the other position in the same half inning.

**EFFECT:** *If the incorrect courtesy runner is discovered while on base; if a pitch (legal or illegal) has been thrown the runner shall be declared out and the head coach warned.*

*Any subsequent offense shall result in the head coach being ejected. If a pitch has not yet been thrown the error is correctable with no penalty.*

**Sec 7.** A runner put in for any player other than the pitcher or catcher will constitute a substitution.

**Sec 8.** Once a courtesy runner is inserted that runner shall not be replaced by the original catcher, pitcher, or another courtesy runner until she is put out or reaches home plate. Should an injury occur the player may be replaced by another courtesy runner.

**Sec 9.** A courtesy runner may not be utilized for the Designated Player (DP) unless they are the pitcher or catcher of record.

**Sec 10.** In the top of the first inning prior to the visiting team playing defense for courtesy runner purposes the pitcher and catcher of record shall be the only players eligible to courtesy run for. The pitcher and catcher of record shall defensively face the first batter in the bottom half of the inning (at least 1 pitch).

**EXCEPTION:** *When an injury or ejection occurs in the top of the first inning to the pitcher or catcher identified on the lineup card and she is unable to face the first batter in the bottom of the first inning, the player who ran for her is now declared her substitute (unless the substitute was an LCAB courtesy runner), no longer a courtesy runner. All substitution rules apply, but the pitcher/catcher has left the game and may not return to the original pitching/catching position.*

## **RULE 6. Defense**

### **Art 1. Electronic Devices**

**Sec 1.** An exclusively one-way electronic communication device may be used by the defense to relay the pitch or play call from the dugout to the field.

### **ART 2. Catch and Carry**

**Sec 1.** A fielder may not catch or field a live batted or thrown ball and subsequently carry it into dead-ball territory.

**EFFECT:** *Game officials shall declare a “Dead Ball”. The batter and each base runner are awarded one base, without the liability to be put out. The one base award shall be assessed from the last base legally touched at the time the fielder entered dead-ball territory. If the ball is a legally caught fly ball the batter shall be declared out. If game officials judge a fielder intentionally carries, pushes, kicks, pitches, or throws a live ball from playable territory into dead-ball territory the ball shall be declared dead and each runner is awarded two based from the last base legally touched at the time the ball entered dead-ball territory.*

### **ART 3. Obstruction**

**Sec 1.** Obstruction occurs when a defensive player who is not in possession of the ball

or in the act of fielding a batted ball, hinders the batter's attempt to make contact with a

pitch or impedes the progress of any runner who is legally running bases on a live ball. Obstruction can be physical, verbal, intentional, or unintentional. Obstruction shall be ruled if a defensive player is blocking the whole plate/base or base path without possession of the ball and/or the runner does not have a path to the plate/base.

**NOTE:**

1. *Physical contact is NOT required for obstruction to be ruled.*
2. *Obstruction may occur on a force or tag play.*
3. *In past years coaches instructed players to block the base, catch the ball and apply the tag. Now the defensive player must first catch the ball, block the base, and apply the tag.*

**Sec 2. Catcher Obstruction**

**Sub a.** The catcher shall not hinder, prevent, or obstruct the batter's attempt to make contact with a pitch.

**EFFECT:** *Delayed Dead-Ball is signaled. If the batter contacts the ball and reaches first base safely and all other base runners have advanced at least one base on the batted ball, the catcher obstruction is canceled. All other playing action resulting from the batted ball stands. A base runner is considered to have reached a base even if she has passed it and missed contacting the base for the purpose of this rule. If the batter does not reach first base safely or if one of the other base runners does not advance at least one base, the offensive coach has the option of taking the result of the play. If the coach does not take the result of the play they may elect: (1) The batter is awarded first base. (2) If forced, each base runner advances one base without liability to be put out. If not forced, each base runner returns to the base legally occupied at the time of the pitch. **EXCEPTION:** If the catcher steps on or in front of home plate or touches the batter or her bat while a pitch is on its way to the plate and there is a base runner on third base attempting to score on a squeeze play, each base runner advances one base without liability to be put out regardless of being forced or not.*

**NOTE:** *If a game official requests a catcher to move farther away from the batter to avoid injury or obstruction, the catcher must comply.*

**Sec 3. Fielder Obstruction**

**Sub a.** A fielder who does not have possession of the ball nor in the act of fielding a batted ball shall not impede the runner.

**Sub b.** A fielder shall not intentionally disrupt the course of a fair ball with the intent to cause the ball to go foul (EX: Blow on a rolling ball or dig in the dirt).

**Sub c.** A fielder shall not position herself in a base runner's line of vision to intentionally block the base runner's ability to observe the first touch of a fly ball.

**Sub d.** A fielder in the act of fielding a batted ball shall not intentionally alter her motion in an effort to obstruct the batter-runner or base runner.

**Sub e.** A fielder shall not fake a tag on a base runner. A fake tag occurs when a fielder not in possession of the ball pretends to have the ball and simulates a tag, subsequently causing the runner to slow down or stop.

**Sub f.** A fielder shall not at any time obstruct a runner from her base path during a rundown and prohibit her from advancing or returning to a base.

**EFFECT:** *Any time obstruction occurs, obstruction shall be called verbally, and a delayed dead-ball is signaled. If the obstructed runner safely reaches the base she would have achieved had the obstruction not occurred or she is put out at a base beyond the base she should have reached had there been no obstruction, no further action occurs.*

*If the obstructed runner is not put out and does not reach the base she should have achieved had the obstruction not occurred, at the end of playing action she shall be awarded the appropriate base(s).*

*If the obstructed runner is put out prior to reaching the base she would have achieved had the obstruction not occurred, a dead ball is called at the time of the apparent put out and the obstructed runner and each other runner impacted by the obstruction will be awarded the base(s) she/they should have achieved in the game official's judgment had the obstruction not occurred.*

*If the runner collides flagrantly, the ball is dead immediately and although the runner is declared safe on the obstruction call, she is ejected.*

**NOTE:**

- 1. Base awards should be made even after the third out of an inning and if an obstructed runner would have scored prior to the third out, the run would score on the base award.*
- 2. If other runners are advancing and an game official suspends play after an out on an obstructed runner (who did not reach the base she would have achieved in the game official's judgment had the obstruction not occurred) the other runners would be awarded the next base provided they had advanced more than halfway to the next base. If not, the runner shall return to the previous base unless forced to advance.*

**Sub g.** A fielder shall not obstruct a runner rounding a base.

**Sub h.** A fielder shall not obstruct a runner leading off or returning to a base.

**Sub i.** A fielder shall not use force to shove or push a runner off the base she possesses in order to put her out.

**Sub j.** A fielder shall not position herself in the runner's line of vision to intentionally prevent her from seeing the release of the pitch or distract her.

**EFFECT:** *Delayed Dead-Ball is signaled. The first offense of an individual shall result in the game official issuing a warning to the offender and notify the head coach of the infraction. Subsequent violations, the game official shall award a base beyond the base*

where the obstruction occurred unless the base runner safely advances farther on her own.

**Sub k.** A pitch that has not reached home plate, a fielder shall not prevent the batter from having a reasonable opportunity to contact the pitch.

**EFFECT:** *The ball is dead and the batter and all base runners are awarded one base regardless of being forced.*

**Sec 4.** Equipment Obstruction

**Sub a.** A fielder shall not intentionally contact or catch a fair batted, thrown, or pitched ball with any equipment or any part of the uniform that is detached from its proper place on the player's person.

**EFFECT:** *If the equipment obstruction occurs on a fair batted ball or with a batted foul ball that in the opinion of the game official might become fair, the batter runner and all runners shall be awarded three bases from the base legally occupied at the time of the pitch. Runners may advance further with liability to be put out.*

*If the illegal catch or touch occurs on a fair hit ball that in the judgment of the game official would have cleared the home run fence in flight the batter runner and all other runners shall be awarded home plate. The ball may have been prevented by detached player equipment that was thrown, kicked, tossed, or held by a fielder.*

*If the equipment obstructs a thrown ball, the batter runner and each other runner are awarded two bases from the last base legally contacted at the time of the throw.*

*Runners may advance further with liability to be put out. NOTE: If no play is apparent, there is no penalty.*

**Sec 5.** Flagrant Obstruction

**Sub a.** Fielders are prohibited from using flagrant or excessive force to impede the batter, batter-runner, or base runner.

**Sub b.** A fielder shall not attempt to record an out by using excessive force to push a runner occupying a base off her occupied base.

**EFFECT:** *Delayed Dead-Ball is signaled. The necessary obstruction effect is applied and the offender shall be ejected.*

**Sec 6.** An obstructed runner is still required to touch all bases in proper order, or she could be declared out on a proper appeal by the defensive team.

**Sec 7.** An obstructed runner may not be called out between the two bases she was obstructed unless one of the following occurs:

**Sub a.** The obstructed runner after safely attaining the base she would have been awarded in the game official's judgment had there been no obstruction and there is a subsequent play on another runner. The obstructed runner is no longer protected if she leaves the base.

**Sub b.** When another violation is being played upon.

**Sub c.** The obstructed runner commits an act of interference.

**Sub d.** The obstructed runner passes another runner.

**Sub e.** A proper appeal is made for failing to touch a base.

**Sub f.** A proper appeal is made for leaving a base prior to a fly ball being first touched.

**Sub g.** When a batter hits a fly ball that is caught or an infield fly is ruled and the batter-runner is subsequently obstructed on the way to first base.

**Sec 8.** If an obstructed runner is awarded a base she would have achieved had no obstruction occurred and a preceding runner is on that base, the obstructed runner will be awarded that base and the preceding base runner shall be entitled to the next base without liability to be put out.

**Sec 9.** If an obstructed base runner is awarded a base she would have made had there been no obstruction and a trailing runner is on that base, the obstructed base runner will be awarded the base and the trailing runner will be returned to the preceding base unless forced to advance because of the actions of the batter-runner.

**Sec 10.** If an act of interference occurs after any obstruction, enforcement of the interference effect takes precedence provided both violations involve the same runner.

**Sec 11.** If the obstructed runner attempts to advance past the base she would have reached had there not been obstruction or past the base she would have been awarded for the obstruction, she is running with liability to be put out unless she is between the two bases where obstruction occurred. If she is put out, she remains out. The ball remains live.

#### **ART 4. Umpire Interference**

**Sec 1.** When a fair, untouched batted ball contacts the game official or his/her attached equipment or clothing before passing a fielder (other than the pitcher), or after passing a fielder (including the pitcher) but another fielder had a reasonable opportunity to make a play.

**Sec 2.** When a fair, untouched batted ball strikes the game official or his/her attached equipment or clothing before touching a fielder (including the pitcher).

**EFFECT:** *The ball is dead. The batter-runner is awarded first base. If forced, each base runner advances one base with no liability to be put out. If not forced, each base runner must return to the base legally occupied at the time of the pitch. Exception: It is not interference and the ball remains in play, if the ball: (1) hits the game official after passing a fielder other than the pitcher, and no other fielder has a reasonable chance to make a play; or (2) hits the game official after touching a fielder (including the pitcher).*

**NOTE:** *When the ball touches the official while still in flight, it shall be deemed a ground ball. It cannot be caught as a fly ball.*

**Sec 3.** When the plate official or his/her clothing interferes with the catcher's attempt to throw out a base runner on a pickoff or steal attempt.

**EFFECT:** *If the runner is declared out as a result of the catcher's initial throw, the ball remains live, and there is no interference. If the runner is not out on the initial throw by*



*the catcher, the ball is immediately dead and the base runner must return to the base legally occupied at the time of the pitch even if the base runner is caught off base and an opportunity for an out via rundown exists.*

**ART 5. Blocked Ball due to Equipment**

**Sec 1.** No loose equipment, miscellaneous items, or detached parts of a player's uniform, other than that being legally used in the game at the time, should be within playable territory as it could cause a blocked ball. Official equipment that may be within playable territory with no effect includes the batter's bat, the catcher's mask or helmet, game official clothing/equipment, and any helmet that has inadvertently fallen off an offensive or defensive player during the course of play.

**Sec 2.** When a ball becomes lodged in a game official's or offensive player's attached equipment or clothing.

**EFFECT:** *The ball is dead; the batter and each base runner are awarded the bases they would have reached had the ball not become lodged.*

**Sec 3.** When a ball becomes lodged in a defensive player's attached equipment or clothing.

**EFFECT:** *The ball is live until it is judged by the official to no longer be playable, at which time it is declared dead. The batter-runner and base runners are awarded the bases that would have been reached, in the official's judgment, had the ball not become lodged.*

**Art 6. Fairly Batted Ball becomes blocked**

**Sec 1.** A fairly batted ball becomes blocked when:

**Sub a.** When it contacts loose equipment belonging to the defense.

**Sub b.** When it bounces over, wedges under, or passes through a fence or any designated boundary of the playing field; or lodges in the fence, in plants/greenery on the fence.

**Sub c.** When it deflects off a defensive player and crosses into dead-ball territory (excluding a ball deflected over the home run fence in fair territory); or passes an infielder (excluding the pitcher), deflects off a base runner or official, and crosses into dead-ball territory, provided no other infielder has a chance to make a play.

**EFFECT:** *The ball is dead. The batter is awarded second base. Each other base runner is awarded two bases from the base legally occupied at the time of the pitch.*

**ART 7. Thrown Ball becomes blocked**

**Sec 1.** A live thrown ball becomes blocked when:

**Sub a.** When it contacts loose defensive equipment not involved in the game, but on the playing field.

**Sub b.** When it is thrown and crosses into dead-ball territory whether the ball rebounds onto playable territory or not.

**EFFECT:** *The ball is declared blocked and dead. Each runner is awarded two bases from the last base legally touched when the ball left the fielder's hand. If two runners are between the same bases, the award is based on the position of the lead runner.*

**Sec 3.** When it contacts loose offensive equipment not involved in the game, but on the playing field.

**EFFECT:** *The ball is declared blocked and dead. If no play is obvious, no one is called out. Each runner must return to the last base legally contacted at the time the ball became blocked, unless forced to advance. If the blocked ball prevents the defense from making a play, interference is declared. The runner closest to home plate at the time of the blocked ball shall be declared out, and each other runner must return to the last base legally touched before the ball became blocked, unless forced to advance.*

**ART 8.** A Pitched ball becomes blocked.

**Sec 1.** A pitch becomes blocked when it gets stuck in, goes under, over the backstop, lodges, wedges in a fence/barrier, or goes into dead-ball territory.

**EFFECT:** *The ball is declared dead. Each base runner is awarded one base from the base occupied at the time of the pitch and the batter is awarded a ball. If the award results in ball 4 for the batter they shall be awarded first base.*

**ART 9.** Game Personnel in unauthorized areas

**Sec 1.** Game/Team personnel are to remain in the dugout/team areas at all times. The only exceptions: one of the nine defensive players on the field, the batter, one on deck batter warming up, any base runners, and two base coaches on offense.

**Sec 2.** A fair batted or thrown ball becomes blocked at any point it contacts game/team personnel in unauthorized areas.

**Sec 3.** When a live thrown ball or fairly batted ball contacts personnel of the offensive team in an unauthorized area.

**EFFECT:** *The ball is declared blocked and dead. If no apparent play is obvious, no one is called out. Each runner must return to the last base legally touched at the time the ball became blocked, unless forced to advance. If the blocked ball prevents the defense from making a play, interference is declared. The runner closest to home plate at the time of the blocked ball shall be declared out, and each other runner must return to the last base legally touched before the ball became blocked, unless forced to advance.*

**Sec 4.** When a live thrown ball contacts a member of the defensive team in an unauthorized area.

**EFFECT:** *The ball is declared blocked and dead. Each runner is awarded two bases from the last base legally touched when the ball left the fielder's hand. If two runners are between the same bases, the award is based on the position of the lead runner.*

**Sec 5.** When a fairly batted ball contacts a member of the defensive team.

**EFFECT:** *The ball is dead. The batter is awarded second base. Each other base runner is awarded two bases from the base legally occupied at the time of the pitch.*

## **RULE 7. Pitching**

### **ART 1. The Legal Pitching Position**

**Sec 1. 1** The pitcher is in the pitching position when she has her hands apart, her pivot foot in contact with the pitcher's plate, both feet on the ground partially within the 24-inch length of the pitcher's plate or its backward extension, the hips in line with first and third bases, and the catcher in position to receive the pitch.

**Sec 2.** The pitcher shall not position herself on the pitcher's plate without the ball.

**Sec 3.** Identifying the pitcher's feet:

**Sub a.** The pivot foot. The pivot foot is the one that maintains contact with the pitcher's plate, absorbs the body's weight. Pushes off against the plate during the initial step phase of the pitch, and drags along the ground or disengages from the playing surface during the final phase of the pitch.

**Sub b.** The stride foot. The stride foot is the one that starts on or behind the pitcher's plate and extends forward toward home plate as the pitcher steps to deliver the pitch to the batter. The stride foot must land on or within the lines of the pitcher's lane.

**Sec 4.** Prior to starting the pitch when the pitcher comes onto the pitcher's plate her hands must be separated.

**Sec 5.** Upon coming on to the pitcher's plate the pitcher must hold the ball in one hand, either gloved hand or bare hand, at the side, behind, or in front of her body. Her hands must be separated.

**Sec 6.** Upon coming onto the pitcher's plate the pitcher shall pause to take or simulate taking a signal from the catcher.

**EFFECT (1-6):** *A delayed dead ball is declared and an illegal pitch is enforced.*

**ART 2. Start-Back and Step-Back Pitching for all divisions**

**Sec 1.** All divisions will allow for the “Start-Back” and “Step-Back” pitching methods.

**Sub a.** A portion of the pivot foot must remain in contact with the ground at all times prior to beginning her forward step.

**Sub b.** Any step back with the non-pivot foot shall begin prior to the start of the pitch. The stride foot may be on or behind the pitcher’s plate as far back as desired.

**ART 3. Legal Pitch**

**Sec 1.** The pitch officially begins and cannot be discontinued once the hands have separated after coming together. The pitching motion consists of the start of the pitch, windup, step/stride, and delivery.

**Sec 2.** After receiving the signal, the pitcher’s hands must come together in view of the plate official for not more than five seconds.

**Sec 3.** The pitcher may use any windup she chooses provided she does not:

**Sub a.** Stop her windup and change direction more than two times.

**Sub b.** Make any motion to pitch without immediately delivering the pitch to the batter.

**Sub c.** Separate her hands and then bring the ball back to both hands.

**Sec 4.** The pitcher may take only one step/stride forward toward home plate in her delivery of the pitch provided the stride foot remains within the 24-inch length of the pitcher's plate.

**Sec 5.** It is legal to slide the pivot foot forward or across the pitcher's plate provided contact with the pitcher's plate is maintained.

**EXCEPTION:** *Physical contact with the pitcher's plate may be lost if all of the following occur: 1) If the pivot foot has not reduced the distance to home plate; and the pivot foot must remain in contact with the ground; however, rocking onto either the toe or heel is allowed. 2) The pivot foot is in contact with the pitcher's plate when the pitcher turns, twists or bends her pivot foot.*

**Sec 6.** Leaping is allowed. Both feet may disengage from the playing surface as long as they remain within the 24-inch width of the pitcher's plate on the initial drive.

**Sec 7.** The pitcher is not allowed to hop or drag to a replant (crow hop), gain a second starting point and push off her pivot foot. Once having lost contact with the pitcher's plate, the pivot foot may trail on the ground but may not bear weight again until the pitch is released.

**Sec 8.** Once the hands have separated and the pitching arm begins the clockwise motion that will result in the release of the pitch, not more than 1½ revolutions of the pitching arm may take place.

**Sec 9.** The pitcher's step/stride to the batter must be continuous.

**Sec 10.** The pitch shall be released underhand and the hand shall travel below the hip.

**Sec 11.** The release of the pitch and follow-through of the hand and wrist must be forward.

**Sec 12.** The pitcher may not make another arm revolution after releasing the ball

**Sec 13.** During delivery the pitcher's wrist may not extend past the frame of her elbow

**EFFECT (1-13):** *A delayed dead ball is declared and an illegal pitch is enforced.*

#### **ART 4.** Dropping the ball during the pitch

**Sec 1.** The effect for dropping the ball during delivery of the pitch is dependent on when it occurs.

**Sub a.** If the ball is dropped prior to her hands coming together and then separating.

**EFFECT:** *The ball is live. There is no penalty. The base runner(s) may advance with liability to be put out.*

**Sub b.** When the ball is dropped due to accidentally slipping from the pitcher's hands during the action of delivering a pitch.

**EFFECT:** *If the batter does not have a reasonable opportunity to hit the pitch, a defensive player may retrieve it, the ball is live, a ball is awarded to the batter, and the base runner(s) may advance with liability to be put out. If the batter would have had a reasonable opportunity to hit the pitch but the defensive player retrieves it, obstruction is ruled, the ball is dead and the batter and all other base runners are awarded one base (whether forced or not).*

**Sub c.** The pitcher shall not purposefully bounce, roll, or drop the ball in an effort to prevent the batter from hitting the pitch.

**EFFECT:** *A delayed dead ball is declared and an illegal pitch is enforced.*

## **ART 5. Illegal Pitch**

**Sec 1.** An illegal pitch is a pitch that violates the pitching rules or is an effect for a rule violation. When an illegal pitch occurs, it shall be called immediately by the game officials.

**EFFECT:** *If the pitch is released, the official calls “Illegal” loud enough for nearby players to hear. If an illegal pitch occurs but the pitch is not released, it is a dead ball. Failure of players to hear the call shall not void the call. Simultaneously, the official gives the delayed dead-ball signal and waits to suspend play until the non-contacted pitch has reached the plate, or the play has been completed. Assuming no other violation has occurred (for example, leaving early): (1) If the batter does not reach first base safely or if any runner fails to advance at least one base, the coach of the offensive team may choose the result of the play or the standard effect for an illegal pitch, which is that a ball is awarded to the batter. (2) If the batter reaches first base safely and each other base runner advances at least one base, the play stands, and the illegal pitch is canceled. Once a runner has passed a base, she is considered to have reached the base, even if she missed it. (3) If the batter is hit by an illegal pitch not swung at, the batter is awarded first base, and other base runners advance one base, only if forced. (4) If ball four is an illegal pitch, the batter is awarded first base, and other base runners advance one base, only if forced.*

## **ART 6. No Pitch**

**Sec 1.** “No Pitch” shall be declared when:

**Sub a.** While play is suspended the pitcher delivers a pitch.

**Sub b.** A base runner is off base for a legitimate reason (EX: has not returned to touch after a foul ball) and the pitcher delivers a pitch failing to allow time for the base runner to return to their occupied base.

**Sub c.** The pitcher delivers a quick pitch. A Quick pitch is a method intended to catch the batter off guard or unprepared to bat.

**Sub d.** If a player violates the time-between-pitch rule and that causes her opponent to also violate the rule.

**EFFECT:** *The ball is declared dead and all action on that pitch is canceled.*

**Sub e.** A base runner is called out for leaving her base prior to the release of the pitch.

**EFFECT:** *Delayed dead ball is signaled. At the conclusion of the play, if the defensive head coach does not select the result of the play, “No Pitch” is declared, the offending base runner is out, the batter is returned to the batter’s box and other base runners returned to the bases occupied at the time of the pitch.*

**Sub f.** The pitcher stops or hesitates in her delivery as a result of the batter stepping out of the box, holding up her hand or using any other action as if requesting time.

**EFFECT:** *“No Pitch” is declared.*

**Sub g.** A player or coach commits any act (calls “Time” or employs any similar word or phrase) while the ball is live and in play for the clear purpose of attempting to make the pitcher deliver an illegal pitch.

**EFFECT:** *“No pitch” is declared and a warning is given to the offending team. Repeat of any act by any member of the team that has been warned shall result in the violator(s) being ejected from the game.*

**ART 7.** Pitcher removing herself from the pitcher’s plate or discontinuing a pitch

**Sec 1.** The pitcher may not remove herself from the pitching position by stepping forward or sideways off the pitcher’s plate before the start of the pitch. She must step backward.

**EFFECT:** *Delayed dead ball is signaled and illegal pitch is enforced.*

**ART 8.** Illegal Ball, Substance on the Ball, and Items on the Pitcher

**Sec 1.** 1 Under the supervision and within view of the game official, a resin (a drying agent) may be used on the pitcher’s hand/fingers. These drying agents, resin or dirt applied to the pitcher’s hands and fingers do not need to be wiped off before making contact with the ball.

**Sec 2.** Saliva applied to the fingers or hand will need to be wiped off before making contact with the ball.

**Sec 3.** Substances such as Gorilla Gold and other tacky gripping agents will be permissible on a towel in the pitcher’s back pocket. If used the agent may only be applied to the hand and must be wiped off prior to contacting the ball.

**Sec 4.** No other team personnel may apply moisture or any substance/agent to the ball or into a glove that will then contact the ball or do anything else to deface the ball.

**Sec 5.** Rock Rosin is not permissible for use.

**EFFECT:** *The ball is a delayed dead ball. For the first offense, a ball shall be awarded to the batter and a warning shall be issued to the pitcher when the substance comes in contact with the ball. For the second offense, the pitcher shall be ejected.*

**Sec 6.** All game balls must bear the “PG Perfect Game” certification stamp.

**EFFECT:** *1st offense the Head Coach of the team in violation shall be warned and the*

*illegal ball removed from play. Any subsequent violation shall result in the Head Coach being ejected.*

**Sec 7.** The pitcher shall not wear any item on the pitching fingers, hand, wrist, forearm or thighs that an official considers distracting. This includes a batting glove, sweatband and loose lacing on a glove, or ball-colored logos. **NOTE:** *The pitcher's fingers, hand, wrist, forearm or elbow may be taped for injury, providing such tape is a neutral color. Pitchers may wear braces, casts, elbow guards, prostheses or splints on their pitching arms.*

**EFFECT:** *The pitcher shall remove the item upon request of game officials or be ejected from the game.*

**ART 9.** Intentionally throwing at a Game Official or Batter

**Sec 1.** The pitcher shall not intentionally attempt to strike a game official with a pitch.

**EFFECT:** *If, in the official's judgment, such a violation has occurred, the official shall eject the pitcher, catcher and the head coach. In addition, the head coach shall be suspended from all Perfect Game events for the calendar year.*

**Sec 2.** The pitcher shall not intentionally attempt to strike the batter with a pitch.

**EFFECT:** *If, in the official's judgment, such a violation has occurred, the official shall warn the pitcher, catcher and the head coach that future violations by any pitcher from his/her team will be cause for immediate ejection of the pitcher, catcher and the head coach. If, in the official's judgment, the situation warrants drastic action to diffuse a potentially volatile situation, the official may eject the pitcher and catcher without warning. The head coach of the offending team also may be ejected at this time if the official believes it is appropriate. A warning may be issued to one or both teams before the start of the game or at any time during a game if the official believes it to be appropriate.*

**ART 10.** Intentional Walk

**Sec 1. Non-Qualifying Events.** The pitcher, catcher, or defensive coach may at any point during an at bat or prior to a batter coming to bat notify game officials they elect to intentionally walk the batter. Four pitches do not have to be thrown.

**Sec 2. Qualifying or National Events. 14A, 16U and 18U.** If the pitcher purposely throws four balls to a batter, it is scored an intentional walk. All four pitches must be legally pitched to the catcher.

**ART 11.** Returning the ball to the Pitcher after the pitch

**Sec 1.** After each pitch not contacted and foul tip the catcher shall return the ball directly to the pitcher. **Exceptions:**

- 1) **An errant throw intended for the pitcher**
- 2) **When a batter is not entitled to first base runs anyway.**
- 3) **After an attempted putout or putout by the catcher**
- 4) **When "no swing" is judged and help is requested on a checked**



*swing which could be strike three.*

**5) To make a play on a base runner.**

**6) When the batter becomes a base runner.**

**EFFECT:** *The ball is dead, and base runners may not advance. A ball shall be awarded to the batter. In addition, on the first offense, the offending player shall be warned. On subsequent offenses, the offender shall be ejected from the game. : Intentionally violating the rule in order to walk the batter without pitching shall not result in a ball being awarded to the batter*

**ART 12.** The pitcher throwing to a base from the Pitcher's Plate

**Sec 1.** The pitcher shall not throw to a base during a live ball while her foot is in contact with the pitcher's plate after she has taken the pitching position. If the throw from the pitcher's plate occurs during a live-ball appeal play, the appeal is canceled.

**EFFECT:** *Delayed dead ball is signaled and illegal pitch is enforced.*

**ART 13.** Allowed Time Between Pitches

**Sec 1.** The pitcher must be on the pitcher's plate, the catcher in the catcher's box and the batter in the batter's box within 20 seconds after the pitcher receives the ball in preparation to pitch or after the game official signals, "Play ball." After the pitcher, catcher, and batter are in position, the pitcher has 20 seconds to bring her hands together. The pitcher then has not more than five seconds to deliver the pitch.

**EFFECT:** *The ball is dead. If the batter is in violation of the timing, a strike is assessed. If the pitcher or catcher is in violation of any part of the timing sequence, a ball shall be awarded to the batter. Intentionally violating the rule in order to walk the batter without pitching shall not result in a ball being awarded to the batter, but each base runner shall advance one base without liability to be put out. In addition, on the first offense, the official shall issue a warning to the offending player. On the second offense, the offending player shall be ejected from the game*

**ART 14.** Warm Up Pitches

**Sec 1.** A warm up pitch is any pitch delivered to home plate during suspension of play.

**Sec 2.** At the start of the game and beginning of each half-inning, the pitcher of record may throw not more than five pitches or four pitches and one throw to first base or any combination that is limited to five throws from the pitcher. Play shall be suspended during this time.

**Sec 3.** After a pitching change, a relief pitcher may throw not more than five pitches or four pitches and one throw to first base or any combination that is limited to five throws from the pitcher. Play shall be suspended during this time. A pitcher shall not be allowed warmup pitches if returning to pitch in the same half inning.

**EFFECT:** *For each excessive warm up pitch or throw a ball shall be awarded to the next batter.*

**Sec 4.** A player other than the pitcher of record throws a warm up pitch

**EFFECT:** For the 1st violation, the official shall issue a warning to the offending coach. Any subsequent violation by the same team shall result in ejection of the head coach..

**Sec 5.** The pitcher shall be given ample time to warm up after any substantial delay caused by inclement weather, injury or delayed play by the game officials.

**Sec 6.** After injury to a pitcher, the relief pitcher must be allowed ample time to warm up. Play shall be suspended during this time

**ART 15. Pitching Distances**

**Sec 1.** Pitching distances are determined by the age division playing.

10U & Younger	12U	14U & Older
35 feet	40 feet	43 feet

**RULE 8. Batting**

**ART 1. The On-Deck Batter**

**Sec 1.** The On-Deck batter shall position themselves in the on-deck circle/area closest to her dugout while warming up.

**Sec 2.** Prior to the 1st inning and in between innings the only players permitted to be on field warming up are the batter due up to bat in the inning and the on-deck batter. All other players must remain in the dugout area.

**Sec 3.** During her time in the on-deck circle/area the on-deck batter may not have more than two legal bats.

**EFFECT:** 1st offense shall be a warning issued to the Head Coach. Any subsequent violation shall result in the Head Coach being ejected.

**ART 2. Batter’s Positioning in the Batter’s Box**

**Sec 1.** The batter must position herself completely within the batter's box within 10 seconds of the pitcher receiving the ball. The batter must remain completely within the batter’s box until the pitch is released.

**EFFECT:** If the batter does delays, the ball is dead. A strike is charged to the batter, and if this pitch is the third strike, the batter is declared out.

**Sec 2.** After taking her position in the batter's box and the pitcher is in the pitching position on the pitcher's plate the batter shall not vacate the batter's box unless granted "Time" by the game official.

**EFFECT:** *The batter may have a strike delivered unless a suspension of play is granted by the game official. If play is not suspended and a legal pitch is delivered it will be called a strike or ball dependent upon pitch location.*

**Sec 3.** After the pitcher has taken or simulated taking a signal and after she has brought her hands together in front of her body and separated her hands the batter shall not vacate her position in the batter's box.

**EFFECT:** *If the batter steps out of the box, holds up her hand or uses any other action as if requesting time and the pitcher legally delivers the ball, it shall be called a ball or strike, depending upon the location of the pitch. The ball remains live. If the pitcher stops or hesitates in her delivery as a result of the batter stepping out of the box, holding up her hand or using any other action as if requesting time, it shall not be an illegal pitch. Since both the pitcher and batter have violated the rule, "No pitch" shall be declared. If the official judges the batter's action to be a deliberate attempt to create an illegal pitch, the ball is dead, "No pitch" is called, and all subsequent action on that pitch is canceled. A warning shall be issued to the batter and to the offending team. A repeat of this type of act by any member of the team warned shall result in the offender being ejected from the game.*

**Sec 4.** When the batter makes contact with her bat to the ball she may not have either foot completely on the ground outside the batter's box.

**EFFECT:** *The plate official shall signal a delayed dead ball. The defensive coach shall be given the option of taking the result of the play or having a strike charged to the batter and all base runners returning to the base occupied at the time of the pitch.*

### **ART 3.** Fair Ball

**Sec 1.** A fair ball is a legally batted ball that:

**Sub a.** Shall be judged according to the relative position of the ball and the foul line, including the foul pole, and not with respect to the position of the fielder (on fair or foul ground) at the time the ball is contacted.

**Sub b.** Settles on or is contacted on or over fair territory between home plate and first base, or between home plate and third base.

**Sub c.** Is in fair territory when a runner, who is in fair territory, interferes with a defensive player's attempt to field a batted ball.

**Sub d.** While on or over fair territory, contacts a player, game official, or their attached equipment or clothing.

**Sub e.** Contacts first, second or third base, unless a fielder or runner previously touched it while the ball was in foul territory

**Sub f.** Bounces over or past first base or third base regardless of where the ball hits after passing the base.

**Sub g.** First falls or is first contacted on or over fair territory beyond first or third base.

**Sub h.** While in flight, contacts the foul pole or while over fair territory, passes out of the playing field beyond the home run fence.

**NOTE:** A batted ball signaled fair may be changed to foul if additional information provided to the calling official is accepted.

#### **ART 4. Foul Ball**

**Sec 1.** A foul ball is a legally batted ball that:

**Sub a.** Shall be determined according to the relative position of the ball and the foul line, including the foul pole, and not with respect to the position of the fielder at the time the ball is contacted.

**Sub b.** Goes directly from the bat to any part of the catcher or her equipment other than her hand or gloved hand

**Sub c.** Is in foul territory when a base runner interferes with a defensive player's reasonable chance to make a play on the ball.

**Sub d.** First falls or is contacted on or over foul territory beyond first or third base

**Sub e.** Rolls or bounds past first base or third base on or over foul territory.

**Sub f.** Settles untouched on, or first touches/is touched by a fielder or game official, either of their attached equipment or clothing, accidentally by a base runner or her equipment/clothing, or any object foreign to the natural playing surface on or over foul territory between home plate and first base or home plate and third base, even if the batted ball first rolled against the discarded bat or hit the ground in fair territory including the pitcher's plate and home plate.

**Sub g.** Accidentally comes into contact with the batter-runner or her bat (held or dropped) whether or not the batted ball first touches the dirt, pitcher's plate or home plate, while the ball is in foul territory and judged by the official as not having a chance to become fair.

**Sub h.** Accidentally contacts the bat a second time, whether or not the batted ball first touches the dirt, pitcher's plate or home plate, while the bat is still in the batter's possession and she is still in the batter's box.

**Sub i.** Accidentally touches the batter, or touches the dirt, pitcher's plate or home plate and then the batter, while she is still in the batter's box.

**EFFECT:** The ball is dead, it is a strike on the batter if she has fewer than two strikes or is attempting a bunt, and base runners must return to the bases held at the time of the pitch, if not called out for interference. **EXCEPTION:** In (Sub f and Sub d) if the first touch is by a fielder on a ball in flight that is legally caught the ball is live, the batter is out and base runners may advance with liability to be put out after tagging up.

*Note: A called foul ball may not be made live.*

### **ART 5. Foul Tip**

**Sec 1.** A foul tip is a ball that travels directly from the bat to the catcher's hand or glove and is legally caught.

*Note: Any batted ball that travels directly from the bat, to any part of the catcher or her equipment other than the hand(s) or glove/mitt, is a foul ball and dead. It is not a foul tip.*

**Sec 2.** A foul tip is a live ball treated the same as a non contacted pitch. Base runners may advance with liability to be put out and are not required to tag up.

**EFFECT:** *The ball is live, a strike is charged to the batter, and each base runner may advance with liability to be put out. The batter is out if it is the third strike.*

### **ART 6. Balls & Strikes**

**Sec 1.** The Strike zone. The strike zone is the area over home plate between the batter's forward armpit and the top of her knees when she assumes her natural batting stance. The top of the ball must be on or within the horizontal plane, and either side of the ball must be on or within the vertical plane of the strike zone to be a strike unless the ball touches the ground before reaching home plate.

**Sec 2.** The pitch shall be judged to be a strike or a ball as it crosses home plate, not where it is caught by the catcher, and in relation to the batter's natural position as the pitch crosses home plate.

**Sec 3.** Called Ball. A ball is recorded to the batter when a legal pitch that is not struck at by the batter does not enter the strike zone on the fly, touches the ground before reaching home plate or touches home plate.

*Note: If a pitch strikes the ground in front of the batter and the batter swings at it, the ball is in play if hit and a strike if missed.*

**EFFECT:** *The ball is live, and base runners may advance with liability to be put out.*

**Sec 4.** At the time an illegal pitch is declared and the pitch is not contacted, swung at, or if it is hit and the team does not elect to take the results of the play.

**EFFECT:** *Delayed dead ball is signaled and illegal pitch is enforced*

**Sec 5.** When the pitcher commits a timing violation and fails to deliver the ball to the batter in the allotted time.

**EFFECT:** *The ball is dead and the batter is awarded a ball.*

**Sec 6.** For each warm up pitch in excess of five pitches.

**EFFECT:** *A ball is awarded to the next batter or batters for every excessive warm up pitch.*

**Sec 7.** When the catcher does not directly return the ball to the pitcher after a pitch not contacted or a foul tip.

**EFFECT:** *Rule 7-11-1 Effect*

**Sec 8.** A called strike is charged to the batter when:

**Sub a.** For each legally pitched ball that is swung at by the batter and missed.

**Sub b.** For each legally pitched ball that enters the strike zone without first touching the ground.

**Sub c.** For each foul tip

**EFFECT:** *The ball is live, and each base runner may advance with liability to be put out. The batter is out if it is the third strike*

**Sub d.** For each foul ball when the batter has less than two strikes.

**EFFECT:** *The ball is dead, and each base runner must return, without liability to be put out, to the base legally occupied at the time of the pitch.*

**Sub e.** When the batter bunts foul after the second strike.

**EFFECT:** *If the bunt attempt is caught in the air, the ball is live. If the bunt attempt results in a foul ball not legally caught, the ball is dead, the batter is out, and each base runner must return to the base legally occupied at the time of the pitch.*

**Sub f.** Each pitch that contacts the batter while the ball is in the strike zone.

**Sub g.** Each batted ball that contacts any part of the batter or her clothing when she is in the batter's box and has less than two strikes.

**Sub h.** Each pitch that contacts any part of the batter as she swings and misses.

**EFFECT:** *The ball is dead. Each base runner must return to the base legally occupied at the time of the pitch.*

**Sub i.** When the batter fails to take her position within the batter's box within 10 seconds after the pitcher receives the ball in preparation to pitch or after being directed to by the plate official.

**EFFECT:** *The ball is dead. No pitch has to be thrown. Each base runner must remain on the base legally occupied at the time of the pitch.*

**Sub j.** When a team representative, personnel or player of the offense intentionally removes, or covers with infield material, any required lines on the field or intentionally covers the pitcher's plate or home plate.

**EFFECT:** *The ball is dead. A strike shall be called on the batter if the offense violates the rule, and a ball shall be awarded to the batter if the defense violates the rule. In addition, the official shall issue a warning to the offending team. Subsequent violation by the same team shall result in an ejection of the offender*

## **ART 7.** Slaps, Bunts, and Hits

**Sec 1.** A slap is a form of hit that occurs when a ball is batted with a short chopping motion as opposed to a full swing.

**Sec 2.** A bunt is a legally batted ball not swung at but intentionally tapped into the infield with the bat.

**Sub a.** Leaving the bat in the strike zone shall be declared an attempted bunt. For the batter to take a pitch the bat shall be removed or pulled backward away from the ball and zone.

**Sub b.** With fewer than two strikes, the batter's attempt to bunt results in a foul ball not legally caught, it is a strike, and the ball is dead. With two strikes, the batter is declared out, and the ball is dead.

**Sub c.** With two strikes and a missed bunt attempt the dropped third strike rule is in effect.

**Sub d.** A bunt that is caught in the air remains live and in play, regardless of the number of strikes on the batter, and whether it is fair or foul.

## **ART 8.** Checked Swing

**Sec 1.** A checked wing occurs when the batter attempts to stop the action of hitting or slapping the ball. A batter attempting to avoid being hit with a pitch as opposed to attempting to hit, slap, or bunt it shall not be subject to the checked swing.

**Sec 2.** A pitch should be called a strike when it is in the strike zone, regardless of whether the batter checked her swing.

**Sec 3.** A pitch should be called a ball when:

**Sub a.** The swing is checked and the pitch did not enter the strike zone or did not contact the bat.

**Sub b.** The plate official is in doubt regarding a checked swing or blocked out.

**Sec 4.** If the plate official calls the pitch a ball and the defense requests help, the plate official shall ask for help. If anyone else (on either offense or defense) asks for help, the official may (but is not required) to ask for help.

**Sec 5.** If an out is declared on the bases in addition to an out on a properly appealed checked swing, the checked swing out is assessed before the out on the bases.

**NOTE:** *Indicators officials should look for when determining if a batter has swung at the ball or checked the swing: (1) Did she make an attempt to hit/bunt/slap the pitch? (2) Was the barrel of the bat out in front of her front hip? (3) Did she roll her wrists?*

## **ART 9.** Batting Order & Batting out of Order

**Sec 1.** The batting order provided to game officials at the pre-game meeting shall be constant throughout the game with the exception of players legally substituted.

**Sec 2.** The first batter listed on each team's lineup card shall lead off her respective team's half of the first inning. After the first inning, the first (lead-off ) batter in each inning shall be the player whose name trails that of the last batter who completed her full turn at bat in the preceding inning. If the third out in an inning is made before a batter concludes her turn at bat, she shall be the first batter up in the next inning, and she shall start with a 0-0 count.

**Sec 3.** A player is batting out of order when she fails to bat in proper sequence as listed on the official lineup card.

**Sec 4.** Batting out of order is an appeal play that may be made only by the defensive team. The defensive team loses its right to appeal batting out of order after one pitch



has been made to the following batter or when the pitcher and all infielders have clearly vacated their normal fielding positions and have left fair territory.

**Sec 5.** The effect for batting out of order varies depending upon when the infraction is reported to the plate official.

**EFFECT:** *If the error is reported during the time the improper batter is at bat, the correct batter may take her place and legally assume any balls and strikes. Any runs scored or bases advanced while the improper batter was at bat shall be legal. If the error is reported after the incorrect batter has completed her turn at bat and prior to a pitch being delivered to the following batter, or before the pitcher and all infielders clearly have vacated their normal fielding positions and have left fair territory: (a) the player who should have batted is out; (b) all results because of a ball batted by the improper batter or because of the improper batter's advance to first base as a result of obstruction, an error, a hit batter, walk, dropped third strike or a base hit shall be nullified; (c) the next batter is the player whose name follows that of the player called out for failing to bat; (d) if the batter declared out under these circumstances is the third out, the correct batter in the next inning shall be the player whose name follows that of the player called out for failing to bat; and (e) if the third out is made on a player before the report of the infraction, an appeal may still be made in order to reinstate the correct batting order. If the error is reported after the first pitch to the next batter or after the pitcher and all infielders clearly have vacated their normal fielding positions and have left fair territory: (a) the turn at bat of the improper batter is legal; (b) all runs scored and bases run are legal; and (c) the next batter is the player whose name follows that of the player who batted out of order.*

**NOTE:** *The offensive team may correct an error of an improper batter prior to the improper batter completing their at bat without penalty. No base runner shall be removed from the base she is occupying to bat in her proper place (except the batter who has been taken off the base by the plate official as in the effect above). She simply misses her turn at bat with no effect. The batter trailing her in the batting order becomes the legal batter. Players who have not batted and who have not been called out have lost their turn at bat until reached again in the regular order.*

#### **ART 10.** Dropped Third Strike

**Sec 1.** A dropped third strike occurs when there are two outs or less than two outs and first base is unoccupied and the catcher does not catch a third strike prior to the ball contacting the ground.

**EFFECT:** *The ball is live, the batter becomes a batter-runner with liability to be put out. Base runners may advance with liability to be put out.*

**Sec 2.** On a dropped third strike the batter is entitled to attempt to first base and the pitched ball contacts and bounces off the catcher and contacts the dropped bat.

**EFFECT:** *The ball is live and all base runners including the batter runner are entitled to advance with the liability of being put out.*

**ART 11.** Contacting the Ball a second time

**Sec 1.** The batter shall not after contacting a fair ball contact the bat a subsequent second time in fair territory.

**EFFECT:**

- 1. If the batter is still in possession of the bat when the ball is contacted a second time and the batter is in the batter's box, the ball is dead, a foul ball is ruled, and each base runner shall return to the base legally occupied at the time of the pitch.*
- 2. If the batter is still in possession of the bat when the ball is contacted a second time and the batter is out of the batter's box, the ball is dead, the batter is out, and each base runner shall return to the base legally occupied at the time of the pitch.*
- 3. If the bat is out of the batter's possession (on the ground), the ball rolls against the dropped bat in fair territory and, in the official's judgment, there was no intent to interfere with the course of the ball, the ball is live. If it stops or is touched in fair territory, it is a fair ball. If the ball touches the dropped bat in fair territory and then rolls to foul ground and stops, it is a foul ball. If the ball rolls against the dropped bat in foul territory, it is a foul ball regardless.*
- 4. If the bat is out of the batter's possession (dropped or thrown) and it contacts the ball in fair territory, the ball is dead, the batter is out, and each base runner shall return to the base legally occupied at the time of the pitch*

**CONTACTING THE BALL A SECOND TIME EFFECT SUMMARY CHART**

<b>BATTER'S POSITION</b>	<b>BAT POSSESSION</b>	<b>LOCATION OF BALL</b>	<b>RESULT</b>
IN THE BOX	BATTER IN POSSESSION	FAIR OR FOUL	FOUL BALL
OUT OF THE BOX	BATTER IN POSSESSION	FAIR	BATTER'S OUT
OUT OF THE BOX	BATTER IN POSSESSION	FOUL (ACCIDENTAL)	FOUL BALL
OUT OF THE BOX	BATTER IN POSSESSION	FOUL (INTENTIONAL)	BATTER'S OUT
IN OR OUT OF THE BOX	NOT IN POSSESSION (BALL CONTACTS BAT)	FAIR	LIVE BALL
IN OR OUT OF THE BOX	NOT IN POSSESSION (BALL CONTACTS BAT)	FOUL	FOUL BALL
IN OR OUT OF THE BOX	NOT IN POSSESSION (BAT CONTACTS BALL)	FAIR	BATTER'S OUT
IN OR OUT OF THE BOX	NOT IN POSSESSION (BAT CONTACTS BALL)	FOUL (ACCIDENTAL)	FOUL BALL
IN OR OUT OF THE BOX	NOT IN POSSESSION (BAT CONTACTS BALL)	FOUL (INTENTIONAL)	BATTER'S OUT

**NOTE:** If the bat breaks and any part of it contacts a batted ball, a fielder, or a base runner no interference has occurred and the ball shall remain live. If the catcher trips over a legally discarded bat no interference has occurred and the ball shall remain live.

**Sec 2.** A batter shall not intentionally interfere or hinder the catcher in her attempt to catch a third strike or intentionally contact a ball in foul territory.

**EFFECT:** The ball is dead, the batter shall be declared out and all base runners shall return to the base legally occupied at the time of the pitch.

**Sec 3.** A batter shall not swing, miss a pitch and then accidentally contact the pitch on the follow through or after it bounces off the catcher.

**EFFECT:** The ball is dead, the pitch is declared a strike and if it is the third strike the batter is out. If the pitch is not the third strike the batter shall remain at bat and all other base runners shall return to the base legally occupied at the time of the pitch.

## **ART 12. Batter Hit by Pitch**

**Sec 1.** A batter is awarded first base when a pitch, neither swung at nor called a strike, contacts the batter or her clothing. No attempt to avoid being hit by the pitch is required; however, the batter may not intentionally move to get hit by the pitch.

**EFFECT:** The ball is declared dead and the batter is awarded first base. Other base runners may not advance unless forced.

**NOTES:** (1) If the ball contacts the ground prior to hitting the batter it shall still be a hit by pitch. (2) In no scenario are the batter's hands considered part of the bat. (3) If the batter swings, bunts, or slaps, and the ball contacts her hands which results in the ball being put into fair or foul territory a dead ball shall be declared and a strike assessed to the batter. If this would be strike three the batter is declared out.

**Sec 2.** The batter shall not be awarded first base if:

**Sub a.** The batter is hit by a pitch that she intentionally moves to get hit by.

**EFFECT:** The ball is dead and is a ball or strike dependent upon its location. The batter remains at bat unless the pitch was strike three or ball four.

**Sub b.** The batter is hit by a pitch that was in the strike zone.

**EFFECT:** The ball is dead and the batter is charged with a strike. Each base runner shall return to the base they legally occupied at the time of the pitch.

**Sub c.** The pitch contacts the batter's person or clothing as she is swinging, slapping, or bunting and the ball is put into play or missed.

**EFFECT:** The ball is dead and a strike is assessed to the batter. If the strike is strike three the batter is declared out.

## **ART 13. Batted Ball contacts the Batter's person or clothing/equipment**

**Sec 1.** After the ball is contacted by the bat the ball shall not come into contact with any part of the batter's person or clothing/equipment.

**Sub a.** The batter is in the batter's box when the ball contacts her person or clothing/equipment and the ball is foul or fair.

**EFFECT:** Foul Ball shall be declared.

**Sub b.** The batter is out of the batter's box when the ball contacts her person or clothing/equipment and the ball is foul.

**EFFECT:** Foul Ball shall be declared.

**Sub c.** The batter is out of the batter's box when the ball contacts her person or clothing/equipment and the ball is fair.

**EFFECT:** A dead ball shall be declared and the batter is out.

## **ART 14. Infield Fly Rule**

**Sec 1.** The infield fly rule is in effect when declared by game officials because the batter hits a fair fly ball (excluding a line drive or an attempted bunt) which can be caught by

an infielder with a reasonable amount of effort when first and second base or all three bases are occupied, and there are fewer than two outs.

**EFFECT:** *The ball is live. The batter-runner is out if the batted ball is fair. Each base runner may tag up and advance with the liability to be put out once the batted ball is touched, the same as on any caught fly ball. If a declared infield fly is dropped intentionally or allowed to fall untouched, the ball is live, the batter-runner is out, which removes all force plays, and each base runner may advance with liability to be put out. A base runner need not retouch her base.*

**NOTE:** *The infield fly is ruled when the ball reaches its highest point and based on the position of the closest infielder, regardless of who makes the play. If a declared infield fly becomes a foul ball, it is treated the same as any foul. If a declared infield fly ball falls untouched to the ground in foul territory and rolls into fair territory before passing first or third base, it is an infield fly.*

#### **ART 15. Illegally Batted Ball**

**Sec 1.** An Illegally Batted Ball occurs when the batter contacts the pitch with an illegal bat.

**EFFECT:** *The ball is dead. The batter shall be declared out immediately, whether the ball is fair or foul. Each base runner must return to the base legally occupied at the time of the pitch. In the case of an illegal bat the offender and head coach shall be ejected.*

**Sec 2.** An Illegally Batted Ball occurs when any part of the batter's feet are in contact with the plate at the time contact is made with the ball.

**Sec 3.** An Illegally Batted Ball occurs when one or both of the batter's feet are on the ground completely out of the batter's box at the time contact is made with the ball.

**EFFECT (Sec 2-3):** *The ball is dead immediately. The batter is out. All base runners must return to the base occupied at the time of the pitch.*

#### **ART 16. Fair Fly Ball Intentionally Dropped**

**Sec 1.** An intentionally dropped fair fly ball is a batted ball that is legally caught and then subsequently deliberately dropped. A ball that is trapped or guided to the field shall not be considered as having been intentionally dropped.

**Sec 2.** An infielder may not intentionally drop a fair fly ball, a bunt, or a line drive when there are less than two outs and there are any base runners.

**EFFECT:** *The ball is dead and the batter is declared out. Each base runner must return to the base legally occupied at the time of the pitch. Exception: The batter is not out if the infielder permits the ball in flight to drop untouched to the ground, except when the infield fly rule applies. If an infield fly is ruled, it has precedence over an intentionally dropped ball.*

**ART 17. Interference**

**Sec 1.** Interference is an act that denies or inhibits a defensive player a reasonable opportunity to make a play (fielding or throwing) anywhere on the field of play. Interference may be intentional, unintentional, physical, or verbal. Interference can be caused by offensive players (batter, runner, on-deck batter), coaches, game officials, nongame personnel, and or spectators. Interference may also be caused by the offensive team in its entirety due to loose equipment belonging to them.

**EFFECT:** *When the batter causes interference, the ball is dead, the batter shall be declared out, and all base runners must return to the base legally occupied at the time of the pitch. When a base runner is called out for interference, the batter runner is awarded first base.*

**Sec 2.** The on-deck batter or offensive team personnel may not interfere with the defensive player's reasonable opportunity to make a play on a batted ball. This would include offensive team personnel reaching out of the dugout or entering the field.

**EFFECT:** *If the interference is with a defensive player attempting to make a play on a batted ball, the ball is dead, the batter is out, and each base runner must return to the base legally occupied at the time of the pitch.*

**ART 18. Batter Interference**

**Sec 1.** The batter shall not step from one batter's box, directly in front of the catcher, to the other batter's box while the pitcher is in position ready to pitch.

**EFFECT:** *Delayed dead ball is signaled. The defensive team shall choose either the result of the play or the batter is out and each base runner must return to the base legally occupied at the time of the pitch.*

**Sec 2.** The batter shall not hinder the catcher or any other fielder from catching or throwing the ball by moving out of the batter's box, or intentionally moving to hinder a player while standing within the batter's box.

**EFFECT:** *Delayed dead ball is signaled. The defensive team shall have the choice of either the result of the play or the batter is out and each base runner must return to the last base that, in the official's judgment, was legally contacted at the point interference occurred. Exceptions: (1) If a base runner is advancing to home plate and there are less than two outs, the base runner, instead of the batter, shall be declared out. (2) If the batter strikes out and, while remaining in the batter's box, interferes with the catcher's attempt to play on a base runner, the base runner also is out. (3) If the catcher is not making a play on a base runner but the batter or official interferes with the catcher's return throw to the pitcher and the base runner, consequently, advances safely, the official should suspend play and return each base runner to the base occupied at the time of the accidental interference.*

CLARIFICATION:

1. If the catcher or her throw to a base hits the batter or her bat while the batter is in the batter's box, the ball is live and there is no interference unless the contact is intentional and initiated by the batter.
2. The batter's box is not a sanctuary for the batter when a play is being made at home plate.

**Sec 3.** After being declared out the batter shall not interfere with the defense's opportunity to make a play on another runner.

**EFFECT:** *Delayed dead ball is signaled. The defensive team shall choose either the result of the play or the base runner closest to home plate at the time of the interference shall also be declared out. In addition, each other base runner must return to the last base legally touched at the time of the interference. If the batter strikes out and remains in the batter's box when she interferes with the catcher's attempt to throw out a base runner, the ball is dead and the base runner being played on, not the runner closest to home plate, is also out.*

**Sec 4.** The batter may not swing and miss a pitch and then intentionally hit it on a second swing or after it bounces off the catcher or her glove/mitt.

**EFFECT:** *The ball is dead and the batter shall be declared out. Base runners must return to the base legally occupied at the time of the pitch.*

**Sec 5.** The batter shall not:

**Sub a.** Throw the bat into fair or foul territory, or hits the catcher and the bat subsequently interferes with a defender trying to make a play.

**EFFECT:** *Interference. Delayed dead ball is signaled. The defensive team shall choose either the result of the play or the batter is out and each base runner must return to the base legally occupied at the time of the pitch. If, in the official's judgment, interference prevented a double play, two outs may be declared.*

**Sub b.** Throw the bat in a manner which could endanger any player or game official.

**EFFECT:** *Interference. Delayed dead ball is signaled. For a first violation, the offending team is warned. For any subsequent violation by the same team, the offender is ejected from the game. The offended coach is given the option of either the results of the play or the batter being declared out and base runners shall return to the last base occupied at the time of the pitch. If, in the official's judgment, interference prevented a double play, two outs may be declared.*

## **ART 19.** The Batter is Out

**Sec 1.** The batter is out when she:

**Sub a.** Any offensive team personnel (excluding base runners) or the on deck batter interferes with the defense making an attempt to catch a fly ball.

**EFFECT:** *The ball is dead and all runners shall return to the base legally occupied at the time of the pitch.*

**Sub b.** Enters the batter's box with an illegal bat.

**EFFECT:** *The ball is dead and the batter is declared out. The offender and the head coach are ejected.*

**Sub c.** The offense bats out of order and the defense properly appeals.

**EFFECT:** *Rule 8-9-5-Effect.*

**Sub d.** The batter throws the entire bat into fair territory, and it interferes with a defensive player attempting to make a play.

**EFFECT:** *8-11-1-Effect 4.*

**Sub e.** A batted ball hits the batter, or hits the dirt or home plate and then hits the batter when the batter is out of the batter's box, and the batted ball is considered fair.

**EFFECT:** *The ball is dead. Each base runner must return to the base legally occupied at the time of the pitch.*

**Sub f.** The batter hits a fair ball and subsequently contacts the ball a second time with the bat in fair territory.

**EFFECT:** *Rule 8-11-1-Effect 2.*

**Sub g.** The batter swings and misses a pitch and then intentionally hits it on a second swing or after it bounces off the catcher or her glove/mitt.

**EFFECT:** *Rule 8-11-3-Effect.*

**Sub h.** With 2 strikes the batter bunts a pitched ball foul.

**EFFECT:** *Rule 8-6-8-Sub e Effect.*

**Sub i.** The batter foul tips on strike three.

**EFFECT:** *The ball is live. Base runners may advance without tagging but with liability to be put out.*

**Sub j.** The catcher catches a swinging or called third strike.

**Sub k.** The catcher does not catch a third strike before the ball contacts the ground when first base is occupied and there are less than two outs.

**EFFECT:** *The ball remains live, base runners may advance with the liability to be put out.*

**Sub l.** As a batter swings and misses for strike three and the pitch contacts her hands, body, or clothing.

**EFFECT:** *Rule 8-6-8- Sub h Effect.*

**Sub m.** With two strikes, the batter intentionally moves to get hit by a pitch in the strike zone or the batter is contacted by a pitch in the strike zone.

**EFFECT:** *Rule 8-12-1-Effect.*

**Sub n.** The batter hinders the catcher or any other fielder from catching or throwing the ball by moving out of the batter's box, or intentionally moving to hinder a player while standing within the batter's box.

**EFFECT:** *Rule 8-18-2-Effect.*



**Sub o.** The batter steps from one batter's box, directly in front of the catcher, to the other batter's box while the pitcher is in position ready to pitch.

**EFFECT:** Rule 8-18-1-Effect

## RULE 9. Base Running

### ART 1. Look-Back Rule

**Sec 1.** The look-back rule is in effect when the ball is live, the batter-runner has touched first base and the pitcher has possession (for example, has the ball in her hand or glove, under her arm or chin, or between her legs) and control of the ball within the pitcher's circle. The pitcher is considered to be in the pitcher's circle when both her feet are within the circle or on the lines.

**Sec 2.** When a runner is legally off her base after a pitch or as a result of a batter completing her turn at bat and she is in motion as the pitcher takes possession of the ball within the pitcher's circle, the runner may continue moving forward in the direction she is going without stopping; or she may immediately and directly go back in the other direction. If the runner is stopped as the pitcher takes possession of the ball within the pitcher's circle, the runner must immediately and directly go forward or back. A base on balls or a dropped third strike is treated as a base hit as long as the batter-runner continues past first base.

**Sec 3.** At the time the pitcher is within the pitcher's circle and gains possession of the ball:

**Sub a.** A runner may not step off any base after stopping at it.

**Sub b.** Any runner standing off her base must immediately advance to the next base or return to the base she last legally occupied.

**Sub d.** A runner who starts back to the base she last occupied or starts forward toward the next base shall not stop or reverse direction.

**Sub e.** The batter-runner, after overrunning first base, may not retouch the base and advance toward second base.

**Sub f.** After stopping at a base a runner may not step off the base.

**Sub g.** The batter-runner may round first base, stop, and make an immediate decision to advance or return without again stopping or reversing direction.

**Sub h.** The batter-runner, after overrunning first base, must immediately return nonstop to first base or, if she does not retouch first base, must make an attempt to advance to second. If after passing the base, the batter-runner is heading back toward first base within the baseline extended, she may make a decision to go to either base.

However, stepping beyond the extended baseline in foul territory commits her to first base while stepping beyond the baseline toward the second-base side commits her to second base.

**Sub i.** After rounding first base the batter runner may stop, and immediately make a decision to advance or return without reversing direction or stopping their movement again.

**Sec 4.** A runner may not reverse her direction after deciding it unless the pitcher:

**Sub a.** Has one foot on the ground completely outside the pitcher's circle while she possesses the ball.

**Sub b.** Carries the ball outside the pitcher's circle.

**Sub c.** Makes a play on any runner.

**Sub d.** Throws the ball from the pitcher's circle.

**Sub e.** The pitcher fakes a throw.

**Sub f.** No longer possesses the ball in the circle.

**Sub g.** Makes a body movement toward a runner indicating a potential play on a runner. (Moves the head or body to fake toward a runner, steps towards a runner, raises the arm to simulate a throw.).

**Sec 5.** The pitcher is not required to actually look at the runner in order for the runner to adhere to the look back rule. The runner must comply with the conditions of the look back rule regardless of the pitcher's gaze or focus.

**EFFECT:** *The ball is dead, the offending runner is out, and each other runner must return to the last base legally touched at the time of the infraction. If two runners are off base and both are called out, the officials must determine which runner was called out first as it is not possible to obtain more than one out under the look-back rule. The ball is dead when the first runner is called out, and the other runner must return to the base last touched at the time of the infraction.*

**ART 2.** Batter becomes a batter runner with the ability to advance and liability to be put out.

**Sec 1.** Batter becomes a batter runner with the ability to advance and liability to be put out when:

**Sub a.** After a legally batted fair ball that is not blocked.

**Sub b.** When a fair batted ball unavoidably strikes a base runner (not in contact with a base) or an official, including the attached equipment or clothing of either, after touching a fielder (including the pitcher).

**Sub c.** Because of a dropped third strike.

**Sub d.** When a base runner is unintentionally hit by a fair untouched batted ball while in contact with a base, and the closest defensive player is in front of that base.

**Sub e.** When a fair batted ball becomes stuck in a defensive player's uniform or equipment.

**EFFECT:** *The ball is live. The batter becomes a batter runner and advances with liability to be put out. Each base runner may advance with liability to be put out, unless she is forced, in which case she must advance.*

**ART 3.** Runners may advance with liability to be put out

**Sec 1.** Any base runner may advance with liability to be put out:

**Sub a.** Any time a foul tip is caught

**Sub b.** When an infield fly is not caught

**Sub c.** When a pitch enters foul territory unblocked.

**Sub d.** When a pitch contacts a game official.

**Sub e.** When the pitcher releases a pitcher from her hand.

**Sub f.** When a fly ball is first touched.

**Sub g.** When a thrown ball becomes stuck in a defensive player's equipment or uniform..

**Sub h.** When a thrown ball contacts a game official.

**Sub i.** When she overslides or overruns first base legally, and attempts further advancement.

**Sub j.** After attaining the final base of an award (dead or live).

**Sub k.** When a thrown ball enters foul territory unblocked.

**Sub l.** When unavoidably struck by an untouched fair batted ball over foul territory and, in the official's judgment, no defender had a reasonable opportunity to make a play.

**EFFECT:** *The ball is live. Runners may advance with liability to be put out.*

**ART 4.** A Runner is Out

**Sec 1.** A Runner is out when:

**Sub a.** On a force play a defender puts her out prior to the runner reaching the base.

**Sub b.** When a defensive player legally tags her.

**Sub c.** When she physically passes (that is, completely overtakes) a preceding runner before that runner has been put out, unless the passed runner was obstructed or was tagging up on a fly foul ball that is uncaught.

**Sub d.** When a coach or anyone other than another runner who has not yet crossed the plate physically assists her while she is actively running the bases and the ball is in play.

**EFFECT: (a-d)** *The ball is live. Each other runner may advance with liability to be put out.*

**Sub e.** When she is running to any base in regular or reverse order, she attempts to avoid or delay a tag by running out of the base path.

**Sub f.** When she commits an act of interference.

**Sub g.** When a member of the offense or offensive team personnel interferes with the defense's opportunity to make a play on a runner.

**Sub h.** When a member of the offense or offensive team personnel interferes with a runner who is legally running the bases on a dead ball award until the point the player contacts home plate.

**Sub i.** When a member of the offense or offensive team personnel interferes with the game official's ability to verify all bases are legally and properly contacted.

**Sub j.** When she violates the look-back rule.

**Sub k.** When coach interference is ruled.

**Sub l.** At any point she leaves a base after returning to it unless a play is made on her or another runner, or the pitcher no longer possesses the ball in the pitcher's circle.

**Sub m.** When she abandons her base or effort to run the bases.

**Sub o.** Slides illegally.

**Sub p.** Leaps, jumps, or hurdles over a defender.

**NOTE:** *Leaping, jumping, or hurdling a defender is only permissible if the defender is lying on the ground. The definition of "Lying on the Ground" shall be: A player whose physical position is no longer upright, and their front/back plane of the body is in contact flat with the ground. (Front Plane: Chest, Stomach, or Legs. Back Plane: Shoulder blades, back, glute, or legs.)*

## **ART 5.** The Batter Runner is Out

### **Sec 1.** The batter runner is out when:

**Sub a.** When she is legally put out prior to reaching first base after a dropped third strike.

**Sub b.** When she hits a fair ball and is legally put out prior to reaching first base

**Sub c.** When she hits a fair or foul ball, other than a foul tip, and it is legally caught by a defensive player prior to it touching the ground, or any object, person other than a defensive player.

**EFFECT:** *The ball is live and each runner may advance regardless of being forced or not with liability to be put out.*

**Sub d.** When the infield fly rule is in effect and the batter hits an infield fly.

**EFFECT:** *Rule 8-14-1-Effect*

**Sub e.** When either of her feet is completely outside the runner's lane, in contact with the ground, and, in the judgment of the official, she interferes with the fielder taking the throw at first base. **EXCEPTION:** *She may run outside the runner's lane to avoid a fielder attempting to field a batted ball.*

**Sub f.** When she moves backward toward home plate to delay or avoid being tagged.

**EFFECT: (f)** *The ball is dead and all runners must return to the base last legally occupied.*

**Sub g.** When the officials rule an intentionally dropped fair fly ball.

**Sub h.** When the immediately preceding base runner who is not yet out intentionally interferes, in the official's judgment, with a fielder who is attempting to catch a thrown ball or throw a ball in an attempt to complete a play.

**EFFECT:** *The ball is dead, the batter-runner and base runner are out, and each other runner must return to the last base legally touched at the time of the interference.*

**Sub i.** A runner may not remain on her feet and deliberately, with great force, crash into a defensive player who is holding the ball and waiting to apply a tag.

## **ART 6.** The Base Runner is Out

**Sec 1.** The base runner is out when:

**Sub a.** When she uses a running start (from a position behind and not in contact with the base) to tag up on a caught fly ball.

**EFFECT:** *The ball is live. Base runners may advance with liability to be put out.*

**Sub b.** When she leaves the base she is occupying before the pitch is released and the defensive coach does not take the result of the play.

**EFFECT:** *"No pitch" is declared, the batter is returned to the batter's box and the offending base runner is out. Each other base runner must return to the base legally occupied at the time of the pitch.*

## **ART 7.** Running the Bases

**Sec 1.** A base runner must touch each base in legal order (1st, 2nd, 3rd, and home plate) when advancing. When awarded bases the bases must also be touched in legal order.

**Sub a.** A runner shall not run the bases in reverse order or intentionally run to the outfield to confuse the defense or create a travesty of the game.

**EFFECT:** *The ball shall be declared dead and the runner is out. All other runners must return to the base legally occupied at the time of the pitch.*

**Sec 2.** A runner who is required to return to a base while the ball is dead or in play must retouch the bases in reverse order.

**EFFECT:** *For failure to touch a base when advancing or returning while the ball is in play, the runner is out if, before they reach each untouched base, they are legally tagged or if the ball is held by a fielder on the base they failed to touch, including home plate (live-ball appeal). If the appealed runner is the batter-runner at first base, or any other base runner forced to advance, this is a force out and no runs would score if it was the third out. It is still a force out when a base runner misses a base to which they were forced to advance and is subsequently appealed after the batter-runner or a trailing base runner has been retired. Any runner who misses the first base to which*

they are advancing and who is later called out shall be considered as having advanced one base.

**Sec 3.** The batter runner shall not retreat or step back in the direction of home plate to delay or avoid being tagged.

**EFFECT:** *The ball is dead, the batter-runner is out, and each base runner must return to the base legally occupied at the time of the pitch*

**Sec 4.** When a base becomes dislodged from its proper position, neither the initial base runner nor the trailing runner(s) in the same series of plays are required to follow the base out of position. The base is considered to have followed the runner.

**EFFECT:** *The ball is live, and the runner may stay where they are without liability to be put out, or they may attempt to advance with liability to be put out. Each other runner may advance with liability to be put out. Each runner who attempts to advance to or past the dislodged base must touch the spot where the base should be located. At the conclusion of play, play is suspended, and the dislodged base shall be returned to its proper position.*

**Sec 5.** The runner shall not slide out of the baseline nor outside their reach of the base they are attempting to slide into in order to slide directly at a fielder.

**EFFECT:** *Interference.*

**Sec 6.** The batter runner may legally overrun or over slide first base after initially reaching it safely, but if they faint or make an attempt to advance to second, they may be tagged out while they are off base by a defensive player with possession of the ball.

**NOTE:** *This applies to a batter entitled to advance on a dropped third strike or a base on balls as well.*

**Sec 7.** Any runner who overslides or overruns a base subsequently loses contact is at liability of being put out.

**EFFECT:** *The runner is out if tagged while not in contact with the base and the ball remains live.*

**Sec 8.** Any runner may overrun or overslide home plate after legally contacting it without being liable to be put out.

**Sec 9.** In the process of running the bases a runner is considered to have attained the base if they contact the base or pass the base (within a body's length). If they pass the base but have failed to touch it, they are considered to have touched it until the defense appeals they have missed the base.

**Sec 10.** If a runner fails to contact home plate and the fielder either misses or makes no attempt to tag the runner, the official should make no signal, verbal or nonverbal. If an appeal play is made (that is, by tagging either the runner or home plate), the official should then make a decision on the appeal.

**Sub a.** If a runner fails to contact home plate, they are considered to have scored on a timing play. Should they return and touch home plate, the time is established upon

contact with home plate. If they do not return, the time is established at the time they pass home plate.

**Sec 11.** If a batter-runner passes first base before the throw arrives, they are considered to have touched the base unless an appeal play is made.

**Sec 12.** A base runner is required to return to their base or remain in contact with their base until a batted fly ball whether fair or foul is first touched by a fielder. The initial contact of the ball by a fielder releases the base runner(s) from the base(s) occupied at the time of the pitch.

**Sub a.** If a base runner leaves a base too soon on a legally caught fly ball, they may return in an attempt to retag with liability to be put out. Either the base runner or the base may be tagged by the defender in advance of the base-runner's return. This is considered a timing play and not a force out.

**EFFE~~CT~~:** *The ball is live (live-ball appeal). The base runner is out if they fail to retouch the base occupied at the time of the pitch before a fielder tags them or the base. If the appeal is the third out, all runs scored in advance of the appeal would count.*

**Sec 13.** During a dead ball, a runner may return to a missed base or a base they left illegally even though they are awarded bases by the official. If they fail to legally touch the appropriate base, a proper appeal may result in the runner being ruled out.

**EFFE~~CT~~:** *An appeal must be honored even if the base missed or left too soon on a caught fly ball was before or after an award. Bases missed or left too soon on a caught fly ball must be retouched before advancing to awarded bases.*

**Sec 14.** A runner may not return to touch a missed base or a base left too soon on a caught fly ball if:

**Sub a.** They are standing on a base beyond the base they missed or left too soon, and play is suspended.

**Sub b.** The ball is put back into play after having been dead

**Sub c.** On a dead-ball base award, they have touched the final base of the base award.

**Sub d.** They have left the field of play.

**Sub e.** A trailing runner has scored.

**Sec 15.** In between pitches and after a dead ball, each base runner must return to their base. The pitcher is required to allow sufficient time for the base runner to return to their base, and the base runner is required to return to their base without undue delay.

**Sec 16.** The failure of a preceding base runner to touch or retouch a base or to legally tag up on a caught fly ball (and who is declared out) does not affect the status of a trailing runner who touches each base in proper order. However, after two are out, a trailing runner cannot score a run when a preceding runner is declared out for failing to touch a base in regular order or to legally tag up on a caught fly ball.

**EFFE~~CT~~:** *When the ball is live and the base runner is not given sufficient time to return to a base, they will not be called out for being off base before the pitcher releases the*

ball, a “No pitch” shall be declared and the runner is directed to return to their base. When the ball is dead, the ball will not be put in play until each base runner has retouched their base. However, a base runner may be declared out if, after being allowed a reasonable amount of time, they fail to retouch the base.

**Sec 17.** If play becomes suspended while a runner is standing on base they may not advance.

#### **ART 8.** Abandoning a base

**Sec 1.** A runner may not abandon or willingly leave their occupied base:

**Sub a.** After reaching a base safely, the runner abandons their base (for example, obviously heads toward their position or the dugout believing they were put out, the batted ball was foul, etc.), or leaves the field of play for any reason.

**EFFECT:** *The ball is live. The batter-runner or base runner(s) is out. Each other runner may advance with liability to be put out.*

**EXCEPTION:** *The runner may not be declared out if a call/directive by a game official placed the runner in jeopardy.*

**Sub b.** In considering the scoring of runs, with two outs, the runner does not proceed to a base to which they are forced to advance.

**EFFECT:** *The ball is live and the runner is out. Whether or not a run scores is determined by the defense. If the runner is declared out for abandonment, it is a timing play and the run would score if another runner touched home plate before the offending runner is declared out. If the defense puts the runner out by force out (tagging them or playing the ball to the base to which the runner was forced), the run would not score.*

#### **ART 9.** The Double First Base

**Sec 1.** The double first base is a white colored base positioned in fair territory connected to a colored base positioned in foul territory.

**Sec 2.** Any batted ball contacting or bounding over any part of the colored base shall be ruled foul.

**Sec 3.** Any batted ball contacting or bounding over any part of the white base shall be ruled fair.

**Sec 4.** When a play is being attempted on the batter runner, the defense must use the white base to put the batter runner out. The batter runner must run to the colored base.

**Sub a.** If the defense contacts only the colored base it shall be the same as missing the base.

**Sub b.** If the batter runner only contacts the white base when there is a play being made at first base, the batter runner shall be judged to have missed first base. The batter runner shall be declared out on proper appeal if done prior to the batter runner returning to first base.



**Sec 5.** The defense and offense may use either base when:

**Sub a.** On a batted fair ball or errant throw pulls the defender to foul territory.

**Sub b.** The ball is thrown from the foul side of first base.

**Sub c.** Any time there is a force out attempt from the foul side of first base.

**Sec 6.** When there is no play being made on the batter runner at first base, the batter runner may use either base.

**Sec 7.** After the batter runner achieves first base safely, runners and any defensive player may use the white or colored base. **NOTE:** The double first base shall be treated as one big base.

**Sec 8.** On a force play on the batter runner, while a defender is in contact with the white base, if the batter runner collides with the defender on the white base it shall be declared interference.

#### **ART 10. Base Occupation**

**Sec 1.** A runner acquires the right to a base by touching it before being put out.

**Sec 2.** A runner is entitled to hold the base until she has legally touched the next base in order or is forced to vacate it for a trailing runner.

**Sec 3.** Two runners may not occupy the same base simultaneously.

**EFFECT:** *The runner who first legally occupied the base is entitled to it, unless forced to advance. The other runner may be put out by being contacted with the ball securely held in the hand or glove/mitt of the fielder.*

**NOTE:** *If a runner is being run down between bases and the trailing runner occupies the same base the first runner has left, the trailing runner cannot be put out while occupying said base. If the first runner, however, returns safely to the base she left and both runners then are occupying the same base, the trailing runner is out if touched with the ball.*

#### **ART 11. Interference**

**Sec 1.** Interference is an act that denies or inhibits a defensive player a reasonable opportunity to make a play (fielding or throwing) anywhere on the field of play. Interference may be intentional, unintentional, physical, or verbal. Interference can be caused by offensive players (batter, runner, on-deck batter), coaches, game officials, nongame personnel, and or spectators. Interference may also be caused by the offensive team in its entirety due to loose equipment belonging to them.

**Sec 2.** The batter runner commits an act of interference when:

**Sub a.** She contacts the ball with the bat a second time in fair territory.

**EFFECT:** *Rule 8-11-1-Effect 2.*

**Sub b.** She throws the entire bat into fair territory resulting in interfering with a defensive player attempting to make a play.

**EFFECT:** *8-11-1-Effect 4.*

**Sub c.** The batter-runner may not interfere with a fielder attempting to field a batted ball.

**Sub d.** The batter-runner may not interfere with the catcher's attempt to field a third strike.

**Sub e.** The batter-runner may not interfere with a fielder's attempt to throw or to receive a thrown ball.

**EXAMPLES:**

1) *The batter-runner may not run outside the runner's lane and, in the official's judgment, interfere with the fielder taking the throw at first base. (Except to avoid a fielder attempting to field a batted ball).*

2) *The batter-runner may not slide into first base to interfere with the play whether on her or another runner.*

**Sub f.** The batter-runner may not intentionally interfere with a thrown ball while out of the batter's box.

**EFFECT:** *The ball is dead, the batter-runner is out, and each base runner must return to the last base occupied at the time of the pitch. If the interference, in the official's judgment, is an obvious attempt to prevent a double play, the base runner closest to home plate also shall be called out.*

**Sub g.** The batter-runner may not interfere with a play at home plate in an attempt to prevent an obvious out at home plate.

**EFFECT:** *The ball is dead. The batter-runner and the base runner advancing to home plate shall both be declared out. Each other base runner must return to the last base occupied at the time of the pitch.*

**Sec 3.** The base runners commit an act of interference when:

**Sub a.** She interferes with a defensive player attempting to field a batted ball.

**Sub b.** She intentionally contacts a ball that an infielder has missed.

**Sub c.** She contacts an untouched, fair batted ball after it passes a defensive player if another defensive player has an opportunity to make a play.

**Sub d.** She contacts a fair batted ball, while off base, prior to it contacting a defensive player (including the pitcher) or before it passes a defensive player (other than the pitcher), who has a reasonable chance to make a play.

**Sub e.** She intentionally removes her helmet or other personal equipment to deliberately interfere with a batted or thrown ball.

**Sub f.** Physical contact by the runner with a fielder attempting to field a fair batted ball shall be interference, provided the fielder had a reasonable chance to make a play.

**Sub g.** The runner may not at any time unnecessarily wave her arms or verbally distract the fielder.

**Sub h.** When the defensive player, while watching the flight of a ball, bumps a base runner who is standing on a base and fails to make a catch on a catchable ball,

the base runner shall not be called out unless the hindrance is intentional. A base runner must vacate any space needed by a fielder to make a play on a batted ball, unless the base runner has contact with a legally occupied base when the hindrance occurs. This is an exception to the rule that defensive players must be given the opportunity to field the ball anywhere on the playing field without being hindered.

**Sub i.** It is still interference if a batted ball is misplayed and remains in front of a fielder such that the fielder still has an opportunity to make a play, and the runner contacts the fielder. However, if the misplayed ball bounds away or past the fielder and then contact occurs as the fielder and runner collide, this may be considered inadvertent contact.

**Sub j.** Interference occurs when the ball ricochets off one defensive player, and another player still has the opportunity to make a play, but the runner intentionally interferes with the second fielder.

**Sub k.** If two fielders try to field a batted ball and the base runner contacts one or both, the official shall determine which one is more likely to field the ball, and only that fielder is entitled to protection.

**EFFECT:** *The ball is dead. The batter runner is awarded first base unless she is the player guilty of interference. The offending runner is out. Each base runner not forced by the batter-runner must return to the last base legally touched at the time interference occurred. If in the official's judgment, an obvious attempt to prevent a double play occurs before the runner is put out, the runner being played on also is called out. If the interference occurs after the runner is put out, the runner closest to home plate also is called out. If the interference is with a fielder attempting to field a routine fair fly ball, the batter is also out. If the base runner is off a base and is hit by an infield fly, both the base runner and the batter are out. However, if the base runner is stopped at base when she is struck by an infield fly, only the batter is out. If two base runners are hit by the same fair ball, only the first base runner is out.*

**Sub l.** A runner may not remain on her feet and deliberately, with great force, crash into a defensive player who is holding the ball and waiting to apply a tag

**EFFECT:** *The ball is dead, the runner is called out and ejected. If the game officials judge it was an intentional attempt to break up a double play both the offender and the other runner being played on are declared out. If the offender is a retired runner, the runner closest to home plate shall be declared out.*

**Sub m.** The base runner who immediately precedes the batter-runner and who is not yet out may not intentionally interfere, in the official's judgment, with a fielder who is attempting to catch a thrown ball or to throw a ball in an attempt to complete a play.

**EFFECT:** *The ball is dead, the batter-runner and base runner are out, and each other runner must return to the last base legally touched at the time the interference occurred.*

**Sec 4.** The runner is not out and it shall not be deemed interference when:

**Sub a.** When a defensive player fields a ground ball and attempts to tag the runner who crashes into her causing the ball to come loose.

**Sub b.** When a defensive player is standing watching the ball roll near the foul line and the runner makes incidental contact, the defensive player is not entitled to protection as she is not fielding the ball.

**Sub c.** When the runner is hit with a fair batted ball while standing in foul territory and, in the official's judgment, no defensive player has a reasonable opportunity to make a play.

**Sub d.** When the bat breaks and a part of it is hit by the batted ball in fair territory or a part of it hits a runner or a defender.

**Sub e.** When a batted ball is misplayed, the ball bounds away or past the defensive player, and then the defensive player and runner collide.

**Sub f.** When the runner is hit with a fair, untouched batted ball that has passed a defensive player (other than the pitcher) and, in the official's judgment, no other defender had a reasonable opportunity to make a play. If the ball contacts the runner while still in flight, it shall be considered a ground ball; it cannot be caught as a fly ball.

**Sub g.** When more than one defensive player attempts to field a batted ball and the runner comes into contact with the one who, in the official's judgment, could not have made a play.

**Sub h.** When the runner, not in contact with a base, is unintentionally hit by a fair batted ball after it touches or is touched by any fielder (including the pitcher).

**EFFECT:** *The ball is live and all runners may advance with liability to be put out.*

**Sub i.** When the base runner is hit by a fair batted ball while in contact with a base, unless she intentionally interferes with the ball or a fielder making a play.

**EFFECT:** *The ball is live or dead, depending on the position of the defensive player closest to the base. If the closest defensive player is in front of the base that the base runner is in contact with, the ball is live. The batter runner and any other base runner may advance with liability to be put out. If the closest defensive player is behind the base that the base runner is in contact with, the ball is dead. The batter is awarded first base, and each other base runner not forced by the batter runner must return to the base legally occupied at the time of the pitch. If the official rules intentional interference, the ball is dead, and the batter is out if there are two outs. If there are fewer than two outs, both the batter and the base runner are out. Each base runner must return to the base legally occupied at the time of the interference.*

**Sec 5.** Interference by a Retired Member of the Offense, Offensive Team Personnel or Loose Offensive Equipment.

**Sub a.** Once the pitch has crossed home plate, offensive team personnel may not interfere with a fielder who has a reasonable opportunity to make a play on a thrown or pitched ball within the field of play.

**Sub b.** An offensive player, who no longer has status (a retired member of the offense or a player who has scored), may not interfere with a defensive player making a play on an active runner

**EFFECT:** *The ball is dead, and the runner closest to home plate at the time of the interference shall be declared out. Each base runner must return to the last base legally touched at the time of the interference, unless forced to advance.*

**EXCEPTION:** *If the batter struck out and is still in the batter's box when she interferes with the catcher's attempt to throw out a base runner, the base runner being played on, not the runner closest to home plate, is declared out.*

**Sub c.** Offensive team personnel shall not stand or congregate around a base to which a runner is advancing, confusing the fielders and adding to the difficulty of making the play.

**EFFECT:** *The ball is dead, and the runner being played on is out. Each other runner must return to the last base legally touched at the time of the interference.*

**Sec 6.** Offensive team personnel shall not interfere with a runner who is legally running the bases on a dead-ball award until the runner contacts home plate or hinder an official's ability to see that all bases are properly touched.

**Sub a.** Offensive team personnel, other than base coaches and base runners, shall not touch a runner until the runner contacts home plate.

**Sub b.** Offensive base coaches may not physically assist (help up, push, pull, grab) a runner in any way.

**Sub c.** Offensive team personnel shall congregate only in foul territory around home plate to congratulate the runner.

**EFFECT: (a & b)** *The ball is dead and the player touched is immediately declared out and credited with the last base legally touched at the time of the interference. (c) The ball is dead and the batter runner is declared out and credited with the last base legally touched at the time team personnel entered fair territory. In all cases, each other base runner must return to the last base legally touched at the time of the violation.*

**Sec 7.** Base Coach Interference

**Sub a.** A coach, whether in or out of the coach's box, shall not intentionally interfere with a thrown ball or interfere with the defensive team's opportunity to make a play on a runner.

**Sub b.** The offensive coach near third base shall not run 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 with a runner in scoring position, drawing a throw to home plate

**NOTE:** *The coach's box is not a sanctuary for the coach when a play is being made in the vicinity of the coach's box.*

**EFFECT:** *The ball is dead, the runner closest to home plate shall be declared out, and each other runner must return to the last base legally touched at the time of the interference.*

**EXCEPTION:** *If a thrown ball accidentally touches a coach in foul territory, the ball is live. It is not interference if the individual tries to evade the ball or is not aware that the ball is coming.*

**ART 12.** Awards

**Sec 1.** An offensive player who is entitled to advance because of a base award is not in jeopardy of being put out. However, upon proper appeal by the defense, she may be called out for a base-running violation.

**Sec 2.** If forced, each base runner must advance one base with no liability to be put out.

**Sec 3.** If a base runner touches the next base and returns to her original base, the original base she left is considered the last base touched for the purpose of an award.

**Sec 4.** First Base shall be awarded to the batter with no liability to be put out when:

**Sub a.** Catcher obstruction occurs.

**EFFECT:** *Rule 6-2-2-Sub a-Effect*

**Sub b.** When a batter is pitched four balls (base on balls).

**EFFECT:** *(b)The ball is live unless blocked. The batter may advance beyond first base with liability to be put out. If forced, each base runner must advance one base with no liability to be put out. If not forced, each base runner may advance with liability to be put out.*

**Sub c.** A pitched ball contacts the batter.

**EFFECT:** *Rule 8-12-1-Effect*

**Sub d.** When a fair, untouched batted ball contacts an official or his/her attached equipment or clothing after passing a fielder (including the pitcher), but another fielder had a chance to make a play.

**Sub e.** When a fair, untouched batted ball contacts an official or his/her attached equipment or clothing prior to touching a fielder (including the pitcher) or before passing a fielder (other than a pitcher).

**EFFECT:** *The ball is dead, and the batter is awarded first base. Each base runner not forced by the batter-runner must return to the base legally occupied at the time of the interference.*

**Sub f.** When runner interference is ruled and the effect does not include the batter-runner being called out.

**EFFECT:** *Rule 9-9-3-Effect*

**Sec 5.** Second Base shall be awarded to the batter with no liability to be put out when:

**Sub a.** When a fair batted ball deflects off a defensive player and enters dead-ball territory (excluding a ball deflected over the home run fence in fair territory), or passes an infielder (excluding the pitcher), deflects off a base runner or game official, and crosses into dead-ball territory, provided no other infielder has a reasonable chance to make a play.

**Sub b.** When a fair batted ball deflects off a fence and then off a fielder before going over the home run fence.

**Sub c.** When a fair batted ball deflects off a member of the defensive team in an unauthorized area.

**Sub d.** When a fair batted fly ball clears a home run fence by first bounding off the ground.

**Sub e.** When a fair batted ball touches loose equipment belonging to the defense.

**Sub f.** When a fair batted ball bounces over, wedges under or passes through a fence or any designated boundary of the playing field, or becomes blocked.

**Sub g.** When a fair batted ball lodges in the fence, or in shrubbery or vines on the fence.

**EFFEFFECT:** *The ball is dead. The batter is awarded second base and is credited with a two-base hit (double). Each other base runner is awarded two bases from the base legally occupied at the time of the pitch.*

**Sec 6.** Third Base shall be awarded to the batter with no liability to be put out when:

**Sub a.** When an illegal catch or touch is made on a batted ball that, in the opinion of the official, might become fair.

**Sub b.** When a fielder intentionally contacts or catches a fair batted ball with her cap, helmet, mask, chest protector, glove/mitt or any part of her uniform that is detached from its proper place on her person.

**EFFEFFECT:** *Delayed dead ball is signaled. The batter is awarded third base and credited with a three-base hit (triple), but may advance farther with liability to be put out. Each other base runner is awarded home plate.*

**Sec 7.** Home Plate shall be awarded to the batter with no liability to be put out when:

**Sub a.** When a fair batted fly ball is deflected by a fielder or fielders over the home run fence in fair territory

**Sub b.** An illegal catch or touch is made on a fair hit ball that, in the judgment of the official, would have cleared the home run fence in flight

**Sub c.** When a fair batted fly ball strikes the foul pole above the fence level or leaves the playing field in fair territory without being caught, touching the ground or going through the fence.

**EFFEFFECT:** *The ball is dead. The batter-runner is entitled to a home run, and each other base runner is awarded home plate.*

**Sec 8.** Runners shall be awarded one base without liability to be put out when:

**Sub a.** A defensive player intentionally contacts or catches a pitched ball with any equipment or any part of her uniform that is detached from its proper place.

**EFFEFFECT:** *Delayed dead ball is signaled. Each base runner is awarded one base from the base occupied at the time of the pitch but may advance farther with liability to be put*

out. If the pitch resulted in a base on balls or a dropped third strike, the batter-runner is awarded first base, but may advance farther with liability to be put out.

**EXCEPTION:** If no play is apparent, there is no penalty.

**Sub b.** A fielder legally catches the ball but it falls into dead ball territory.

**Sub c.** A fielder loses possession of the ball, such as on an attempted tag, and the ball enters dead-ball territory or becomes blocked.

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

**Sub d.** When a live ball is unintentionally carried by a fielder from playable territory into dead-ball territory.

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

**Sub e.** When a pitch is blocked, it lodges in or goes under, over or through the backstop or into dead-ball territory.

**EFFECT:** The ball is dead. The batter is awarded first base only on the fourth ball or on a dropped third strike. Each base runner is awarded one base from the base legally occupied at the time of the pitch.

**Sub f.** If forced to vacate a base because of a one-base award to the batter.

**EFFECT:** The ball is live unless blocked. Each base runner advances one base if forced and may advance farther with liability to be put out. If unforced, each base runner may advance with liability to be put out.

**Sec 9.** Runners shall be awarded two bases without liability to be put out when:

**Sub a.** A defensive player intentionally contacts or catches a thrown ball with any equipment or part of her uniform that is detached from its proper place

**EFFECT:** When a fielder intentionally contacts or catches a thrown ball with any equipment or part of her uniform that is detached from its proper place

**Sub b.** The official judges, a fielder intentionally carries, kicks, pushes or throws a live ball from playable territory into dead-ball territory.

**EFFECT:** The ball is dead. Each runner is awarded two bases from the last base legally touched at the time the ball enters dead-ball territory

**Sub c.** A live thrown ball enters dead-ball territory, deflects off a member of the defensive team in an unauthorized area, or contacts loose defensive equipment not involved in the game, but on the playing field.

**EFFECT:** The ball is ruled blocked and dead. Each runner is awarded two bases from the last base legally touched when the ball left the fielder's hand. If two runners are between the same bases, the award is based on the position of the lead runner.

**EXCEPTION:** (1) When a fielder loses possession of the ball. (2) If the ball becomes blocked because of offensive equipment not involved in the game,



## **RULE 10. Appeals**

### **ART 1. Appeals**

**Sec 1.** An appeal is a play on a violation of a rule in which the official does not make a ruling until a coach/player requests.

### **ART 2. Plays or rule violations that may be appealed:**

#### **Sec 1. Missing a base**

**Sub a.** May be a live or dead ball appeal

**Sub b.** Must be made prior to the next pitch

**Sub c.** Must be made before the officials leave the field of play

**Sub d.** Must be made before the pitcher and all infielders have clearly vacated their normal fielding positions and have left fair territory, and the catcher has clearly vacated her normal fielding position.

**Sub e.** A runner is assumed to have touched the base and if a proper appeal is not made, the runner is safe.

- If a runner misses home plate and the fielder either misses or makes no attempt to tag the runner, the official shall make no signal, verbal or nonverbal. If a proper appeal is made, by tagging the plate or runner before the runner returns to the plate, the runner shall be declared out.
- If a batter-runner passes first base before the throw arrives, she is considered to have touched the base unless an appeal play is made before she returns to first base.

**Sub f.** If a runner misses an intervening base of a base award while the ball is dead, she may retreat to touch that base as long as she has not touched the final base of the award. Once she touches the final base of an award, she may not return and is vulnerable for an appeal.

**Sub g.** If a base runner forced to advance (because the batter became a batter-runner or due to a one-base award) misses the base to which she was forced, that appeal is a force out. If a base runner misses a base to which she was not forced, it is a timing play.

**Sec 2.** Attempting to advance to second base after making the turn at or overrunning first base.

**Sub a.** Must be a live-ball appeal.

**Sub b.** Must be made before the batter-runner returns to first base.

**Sec 3.** Leaving a base on a caught fly ball prior to the ball being first touched.

**Sub a.** May be a live- or dead-ball appeal.

**Sub b.** Must be made before the next pitch.

**Sub c.** Must be made before the pitcher and all infielders have clearly vacated their normal fielding positions and left fair territory, and the catcher has clearly vacated her normal fielding position.

**Sub d.** Must be made before the officials leave the field of play.

**Sec 4.** Participation by an improper player (batting out of order, player who is listed inaccurately on the lineup card, unreported player and illegal player)

**Sub a.** Must be a dead-ball appeal.

**Sub b.** Must be made before the officials leave the field of play

**EFFECT:** *The player in violation shall be declared out.*

**ART 3.** Appeals may be made when the ball is live or dead. After a request by a player or coach, the official responsible for the play may solicit needed information from other members of the crew before ruling on the appeal.

**Sec 1.** Live Ball Appeal

**Sub a.** A live-ball appeal is made by a fielder, who is holding the ball securely in hand/glove, touching the base the runner missed or left before a fly ball was first touched or by tagging the runner who committed the violation, provided she is still on the playing field and has not returned to that base, and indicating to the official what is being appealed (if necessary).

**Sub b.** When the ball goes out of play, a live-ball appeal cannot be made.

**Sub c.** Runners may advance during the live-ball appeal play.

**Sub d.** A live-ball appeal can be made after a play on a runner.

**Sec 2.** Dead Ball Appeal

**Sub a.** Once a live ball has been returned to the infield and time has been called or the ball has become dead, a coach or any fielder (with or without the ball) may ask the official to make a decision on the appealed play.

**Sub b.** When “Play ball” has been declared by the plate official and the pitcher, coach or a fielder then requests an appeal, the official would again call “Time” and allow the appeal process.

**Sub c.** Runners may not advance as the ball remains dead until the next pitch.

**Sub d.** If the pitcher has possession of the ball and is in contact with the pitcher’s plate when making a verbal appeal, no illegal pitch is called.

**Sub e.** When the ball goes out of play, all runners must be given an opportunity to complete their base running responsibilities (advancing or returning), as determined by the official. Once a runner has been given sufficient time to advance or return and shows no immediate intention of doing so, a dead-ball appeal can be made.

**Sec 3.** A runner may not return to touch a missed base or one left before a fly ball was first touched when:

**Sub a.** On a dead-ball base award, she has touched the final base of the base award.

**Sub b.** She is standing on a base beyond the base she missed or left before a fly ball was first touched, and the official suspends play.

**Sub c.** The ball is put back into play after having been dead

**Sub d.** A trailing runner has scored.

**Sub e.** She has left the field of play

**ART 4.** Appeals can be made to ask officials to come together on a call; the UIC may be called to the field to rule on rule discrepancies. [See Appendix A]

**Sec 1.** Multiple appeals are permissible in a single game however officials shall deny requests from coaches who attempt to manipulate this rule or otherwise cause undue delay in the game.

## **RULE 11. Conduct**

**ART 1.** Perfect Game Softball coaches, participants, spectators, and all personnel present at a Perfect Game Softball event shall conduct themselves in the highest manner and demonstrate sportsmanship in all aspects.

**Sec 1.** Perfect Game Softball Site Directors, Umpire In Chiefs (UICs), officials, and staff have the authority and discretion to remove any individual that violates the conduct expectation from the event facility.

**Sub a.** The period of time the offender is prohibited from the event facility is up to the discretion of the Site Director or UIC.

**Sec 2.** Coaches, Participants, Spectators, and other personnel at an event are prohibited from:

**Sub a.** Wearing metal cleats when prohibited by age.

**Sub b.** Wear jewelry or other entities that a game official determines to be hazardous.

**Sub c.** Throw a bat carelessly.

**Sub d.** Fake a tag without possession of the ball.

**Sub e.** Fail to wear or purposefully remove their helmet when it is required to be worn.

**Sub f.** Use tobacco products in any form.

**Sub g.** Implementing the use of replay equipment, or television monitoring during a game. An electronic device used to keep score may be utilized for that sole purpose only.

**Sub h.** Hit the ball to a teammate on defense after a game has started.

**Sub i.** Being physically outside the dugout/bench area if they are not the batter, a runner, one on-deck batter, one of the nine players on defense, or one of two defensive coaches in the coach's box.

**EFFECT: 1st Offense** - *The official shall issue a written warning to the team.*

**Subsequent Offense** - *The offender shall be restricted to the bench and the current head coach shall be ejected from the contest.*

**Sub j.** Entering the batter's box with an illegal bat (Non-Approved or Altered).

**EFFECT:** *The player shall be ejected.*

**Sub k.** Implementing the use of words, actions, or demonstrations to incite spectators.

**Sub l.** Exhibit actions in an effort to taunt, embarrass, intimidate, bait, or otherwise cause a disparaging impact on others. **Perfect Game is committed to providing a positive ballpark experience for all players, families, officials, staff, and guests and therefore has a zero tolerance policy regarding harrassment or discrimination in any form.**

**Sub m.** Argue or question the strike zone, balls and strikes, or other official's judgment.

**Sub n.** Utilize bullhorns or amplifiers for any purpose during a game.

**Sub o.** Verbalize "Time" or any other phrase in an attempt to cause an illegal pitch.

**Sub p.** Verbalize any phrase for the purpose of distracting the players from the normal playing of the game in an unsporting manner. (Example: "I've got it" on a fly ball when on Offense).

**Sub q.** Be positioned in the area behind the catcher while the opposing pitcher and catcher are in their positions.

**EFFECT: 1st Offense** - *If minor, and the offender is a player a team warning shall be issued. If minor, and the offender is a non-player the head coach shall be restricted to the bench.*

**Subsequent or Non-Minor Offense** - *The offender shall be ejected from the game.*

**Sub r.** Engage in a fight. Fighting shall constitute any non-playing act where an individual attempts to strike or intentionally harm another individual.

**Sub s.** Initiate malicious contact. A player who commits malicious contact is out unless they scored prior to the illegal act.

**Sub t.** Verbalize profanity.

**Sub u.** Aggressively confront or charge an official. Any threat of physical intimidation or harm, including pushing, shoving, spitting, kicking, throwing at or attempting to make aggressive physical contact, or use of equipment in a combative manner, shall not be tolerated.

**Sub v.** The rulebook is prohibited on the playing field.

**EFFECT:** *The offender is immediately ejected. The UIC and/or Site Director shall be involved and informed.*

**Sec 3.** At which point any person associated with a team is ejected the head coach of that team shall be restricted to the bench. The head coach has responsibility regarding the conduct of all persons associated with their team.

## **RULE 12. Ejection**

**ART 1.** Any game official, Site Director, or UIC has the authority to eject individuals in violation of the rulebook's provisions or failing to promote a positive ballpark experience.

**Sec 1.** An ejected coach or non-player must leave the facility (exit to the parking lot) immediately upon ejection. Failing to remove themselves immediately could warrant forfeiture of the game.

**Sec 2.** An ejected coach or non-player is prohibited from any form of contact or communication with the team for the duration of their ejection.

**Sec 3.** An ejected player shall sit out the remainder of the game. The player shall remain in the dugout/bench area under the supervision of an adult.

**Sec 4.** The game officials have the authority to issue a pregame or postgame ejection for unsporting behavior that occurs from the time the officials arrive at the competition site until the officials leave the competition site, if the conduct would have resulted in an ejection had it occurred during the game.

**ART 2.** Any coach that is ejected shall be suspended from their next scheduled Perfect Game softball game that is actually played.

**Sec 1.** The Site Director or UIC has the authority to levy game suspensions upon evaluation of any misconduct or infraction.

**ART 3.** Egregious acts or ejections taking place at a Perfect Game softball event shall be eligible for review by the Perfect Game Softball Officiating Committee, Perfect Game National Director of Softball Operations, and the Perfect Game National Director of Softball Officiating for suspensions.

## **RULE 13. "C" Division Rules**

**ART 1.** The "C" Division shall play under the Perfect Game Softball rules with the following division specific rules.

**Sec 1.** Roster Batting will be required during the entire tournament.

**Sec 2.** If there is an injury:

**Sub a.** Batter; If a batter cannot fulfill her time at bat due to injury or illness, that player will be eliminated from that entire game. If the batter has a count the LCAB will complete the eliminated batters at current at bat. Her spot will be skipped in the batting order. Teams will not be required to take an automatic out UNTIL they drop below 9 players.

**Sub b.** Runner; If a runner cannot continue her time on the bases, that player will be substituted with the last batter not on base. She will not be allowed to participate in the remainder of the game. The line-up will compress when her spot comes to bat.

**Sub c.** Ejection; A player ejection while roster batting will result in the team losing that player for the entire game. Her spot in the batting order WILL be an automatic out.

**Sec 3.** Courtesy Runner will be allowed for pitcher and catcher at any time. The courtesy runner will be designated as the last batter not on base.

**Sec 4.** Teams can score a maximum of 5 runs per half inning for all ages.

**Sub a.** Games will end at time limit if a team is down by more than 5 runs or what they are allotted left to score in that half inning.

**Sec 5.** Teams may begin a game with 8 players.

**Sub a.** Teams may add any and all players to the end of the line up. These players must be listed on the line-up card submitted prior to the game. If the players are not present for their time at bat, their spot will be skipped until they arrive with no automatic out being charged (unless below 9 players).

**ART 2.** 10U Division shall include the following specific rules.

**Sec 1.** On defense, 4 outfielders may be employed.

**Sec 2.** There will be an expanded strike zone in place for 10U.

**Sec 3.** For 10U, players may only advance one base per pitch on a ball not put in play by contact. If a runner advances past the 1 base allotment they are liable to be put out prior to reaching base safely. If the runner advances past the allotment safely the officials shall call time and place the runner back to the correct base.

**Sec 4.** Batters may not advance on a dropped 3rd strike.

**Sec 5.** No Infield Fly Rule.

**Sec 6.** THERE IS NO STEALING HOME. There are only 3 ways to score:

**Sub a.** Bases loaded walk, bases loaded hit by pitch, or batted ball put into play.

## **RULE 14. "8u" Coach Pitch Division Rules**

**ART 1.** Coach Pitch Division games shall adhere to all Perfect Game Softball rules with the following division specific rules.

**Sec 1.** Time limit shall be 70 minutes finish the inning. Time begins at the conclusion of the pregame conference.

**Sec 2.** Teams may score a maximum of 6 runs per half inning.

**Sub a.** Once time has expired if a team is losing by the 1+ runs greater than the number of runs allowed in a half inning the game shall end.

**Sec 3.** Games shall be 6 innings or time limit

**Sec 4.** Run rules will be 12 runs after 3 innings, 10 runs after 4 innings and 8 runs after 5 innings.

**Sec 5.** Defensive Positions

**Sub a. Coach Pitch:** The player pitcher must have at least one foot in the pitcher's circle when the batter's coach is pitching

**Sub b.** The coach pitcher must deliver the pitch with one foot in contact with the pitching plate.

**Sec 5.** Roster batting will be required for the entire tournament.

**Sub a.** If any player becomes sick or injured throughout the contest, they may be removed from the lineup and the lineup condensed. No penalty will be recorded until falling below 9 batters.

**Sub b.** If a player is ejected an out will be recorded each time the ejected player would be due to bat.

**Sec 6.** Playing Field: Bases at 60 ft., Pitching plate at 35ft., Pitching circle 8 ft. radius around the pitcher's plate. The ball is dead when the pitcher has control of the ball within the pitching circle.

**Sec 7.** Batting:

**Sub a.** An at bat will consist of 5 pitches or 3 swinging strikes. If the ball is not hit into play after 5 pitches the batter is out. If the final pitch is fouled off the at bat will continue, this includes the 5<sup>th</sup> pitch or 3<sup>rd</sup> strike.

**Sub b.** There shall be no walks.

**Sub c.** Bunting is not permissible.

**Sec 8.** Baserunning:

**Sub a.** Runners are not allowed to steal or lead off. Runners may leave the base when the pitch is released.

**Sub b.** On batted balls once the pitcher is in possession of the ball in the pitcher's circle, baserunners must stop at the base they have obtained or the base they

are running to provided they are greater than halfway to the next base. If the baserunner is not over halfway to the next base and no play is being made by the pitcher, the base runner will be put back on the last base obtained.

**Sub c.** Courtesy runners are not allowed.

**Sec 9.** Defense:



**Sub a.** Defensive players may not be positioned in front of the coach pitching. Also, players may not move in front of the pitching coach until the ball has been put into play.

**Sub b.** All outfielders must remain behind the base lines of the infield until the ball is put into play.

**Sub c.** Two defensive coaches may be allowed on the field of play. Coaches must remain in foul territory.

**Sub d.** Teams will be allowed to utilize 4 outfielders.

**Sub e.** There is no infield fly rule or dropped 3<sup>rd</sup> strike.

**Sec 10.** Conferences

**Sub a.** Teams will be allowed 1 offensive & defensive conference per inning.

## **RULE 15. Officials**

**ART 1.** All events sanctioned under Perfect Game Softball shall utilize officials registered with Perfect Game.

**ART 2.** Perfect Game officials shall administer and enforce all applicable rules and ensure each game is arbitrated fairly.

**ART 3.** Perfect Game officials shall adhere to the following approved uniform:

**Sec 1.** Black or Powder “PG” logoed officials polo, Navy or Powder Blue officials polo

**Sub a.** Officials shall match their partner on field.

**Sec 2.** Heather gray slacks.

**Sec 3.** Black “PG” logo or Navy official’s hat.

**Sub a.** Female officials may wear a Black “PG” logo visor.

**Sec 4.** Black Belt.

**Sec 5.** Mostly Black Shoes. Plate & Field.

**Sec 6.** 1 / 2 Black or Navy ball bags for Plate use only.

**Sec 7.** Navy pullover with powder blue shoulder accent.

**Sec 8.** Plate officials must wear a mask.

**Sec 9.** No undershirts extending past the polo shall be permitted.

**Sec 10.** Undershirts shall be either Navy, Powder Blue, White, Gray, or Black.

**ART 4.** Officials shall arrive no later than 45 minutes prior to their first game assignment each day and physically check in with their UIC/Supervisor.

## APPENDIX A

# HOW TO REQUEST OFFICIALS TO GET TOGETHER ON A CALL

## The Appeals Process

### REQUEST "TIME" FROM THE OFFICIALS

When playing action has stopped. The coach should request "time" from the officials. The coach should wait for time to be granted before proceeding.

### APPROACH THE OFFICIAL WHO MADE THE CALL

Once time has been granted the coach should approach the calling official respectfully and ask the official politely if they could go to their partner to discuss the call.

### THE COACH SHOULD TRY TO HAVE SOMETHING APPEALABLE

When the coach is talking to the calling official the coach should try to have an appealable aspect of the play. EX: Pulled foot, Bobbled ball, Missed tag, Missed the base, etc.

### FINAL CALL

The officials will get together and discuss the call. The requesting coach shall go back to their designated area. If the coach does not return to their designated area the crew will not get together. After consulting, the officials will either uphold the call or over turn it. If the call is upheld the requesting coach cannot come back on the field as the decision is final. If the call is over turned the officials will give the opposing coach an explanation, the decision is final.

## 2025 Approved Rule Changes

- Adding in pitching restriction to include: “During delivery the pitcher’s wrist may not extend past the frame of her elbow”