

SOUTH HILLS SENIOR SOFTBALL LEAGUE

1

The following rules are official USA Softball rules merged with SHSSL specific rule changes.

RULE 1 DEFINITIONS -----

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

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

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

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

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

BASE LINE: An imaginary line directly between bases.

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

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

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

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

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

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

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

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

CATCH/NO CATCH:

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

- To establish a valid catch, the fielder shall hold the ball long enough to prove control of it and/or that the release of the ball is voluntary.
- If the ball is merely held in the fielder's arm(s) or prevented from dropping to the ground by some part of the fielder's body, equipment or clothing, the catch is not completed until the ball is in the grasp of the fielder's hand(s) or glove/mitt.
- The fielder's feet must be within the field of play, touching the "out of play" line or in the air after leaving live ball territory in order to have a valid catch. A player who is "out of play" and returns must have both feet touching live ball territory or one foot touching and the other in the air, for the catch to be legal.

B. It is not a catch:

- If a fielder, while gaining control, collides with another player, umpire or a fence, or falls to the ground and drops the ball as a result of the collision or falling to the ground.

- If a ball strikes anything other than a defensive player while it is in flight it is the same as if it struck the ground.
- When a fielder catches a batted or thrown ball with anything other than the hand(s) or glove/mitt in its proper place.

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

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

- Is batted.
- Touches the ground, plate, or batter.
- Reaches the catcher's box.

CHARGED CONFERENCE: When a team representative requests a suspension of play or delays the game for the purpose of delivering a message to another team member, unless the pitcher is removed from the pitching position.

CHOPPED BALL: Occurs when the batter strikes downward with a chopping motion of the bat.

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

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

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

DEAD BALL: A ball that is not in play.

DEFENSIVE TEAM: The team in the field.

DESIGNATED HITTER (DH): A player who voluntarily gives up his right to play in the field and chooses to only bat during a game.

DISLODGED BASE: A base displaced from its proper position.

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

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

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

EJECTED PARTICIPANT: A team representative removed from the game by the umpire, usually for an unsportsmanlike act or conduct. Ejection can occur before, during, or after games.

EXTRA PLAYER (EP): An optional player(s) in these games.

FAIR BALL: A legally batted ball that:

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

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

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

FIELDER: Any player of the team in the field.

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

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

FOUL BALL: A batted ball that:

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

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

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

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

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

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

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

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

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

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

INFIELD: That portion of the field in fair territory that includes areas normally covered by infielders. This area is usually determined by the dirt-grass line or another line noted by the umpire & managers before the game in the ground rules.

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

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

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

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

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

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

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

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

OBSTRUCTION: The act of a defensive team member:

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

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

OFFENSIVE TEAM: The team at bat.

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

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

OUTFIELD: That portion of the field in fair territory which is normally covered by outfielders. This area is usually determined by the dirt-grass line or another line noted by the umpire & managers before the game in the ground rules.

OUTFIELDER: A fielder who defends the area of the field that the left, left-center, right-center, and right-fielder normally play. Outfielders must be positioned 140' from home plate at the time of any pitch.

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

OVERTHROW: A thrown ball from a fielder that goes:

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

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

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

PIVOT FOOT: The foot which the pitcher must keep in contact with the pitcher's plate until the ball is released.

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

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

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

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

ROVER: The 11th fielder who can play anywhere in fair territory. He can only make put outs at first base if he is in the infield when the pitch is released. If he is not in the infield, then he is not restricted by the 140' outfielder depth requirement.

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

SACRIFICE FLY: Scored when, with fewer than two outs, the batter scores a runner with a fly ball or line drive that is caught or dropped by any fielder and, in the scorer's judgment, the runner could have scored after the catch had the fly ball or line drive been caught.

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

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

STRIKE ZONE: A rectangle 17" x 32.5" mat is used which includes the plate and the plate extension. Any legally pitched ball not swung at that lands on any part of the plate or mat will be ruled a strike.

SUBSTITUTE: A player from another team who is called up to substitute for a missing player according to the Substitute Player Rules. Also known as a "call-up."

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

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

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

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

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

1

RULE 2 THE PLAYING FIELD -----

2

LAYOUT

<u>AREA</u>	<u>DIMENSIONS</u>
Backstop	25' minimum and 30' maximum from home plate.
Bases	15" square.
Base (Double)	15" X 30" of white/contrasting color.
Home Plate to first/third	65' from the back point of home plate to the back of the base.
Batter's Box	6" from home plate, 3' wide by 7' long: 4' in front of a line drawn through the center of home plate.
Catcher's Box	10' in length from rear outside corner of batter's box and 8' 5" wide
Coaches Box	8' from the first & third base line, 15' long by 3' wide.
Home Plate	17" wide, sides parallel to the batter's box line and are 8 1/2" long, sides of the point facing the catcher are 12" long. The width of the black edge is 3/4".
On-Deck Circle	5' in diameter and 2' 6" radius.
Pitcher's Circle	8' radius drawn from the front edge of the pitcher's plate.
Pitcher's Plate	24" long and 6" wide.

Three-foot lane	Halfway line drawn in foul territory parallel to and 3' from the first base foul line. It starts halfway from home plate and goes to the back edge of first base.
Skinned Infield	Use front center of the 46' pitcher's plate as the center point of arc - 65' radius is recommended with 65' bases.
Second Base Bag.....	91' 11" from back home plate to center of bag.
Home Plate Commit Line	30' from back point of home plate
Runners Home Plate	The second home plate shall be placed eight feet from the back tip of home plate on an extended line from first base.

RULE 3 EQUIPMENT -----

SECTION 1 - THE BAT

- A. CERTIFIED/APPROVED:** Players are permitted to use only bats that are pre-approved by the league's bat monitors. All Miken bats produced before 2007 are prohibited, even if they have an ASA stamp. Bats listed on the ASA revoked list are not allowed. Bat monitors will put an SHSSL sticker on every bat approved by the league. Any bats without these stickers cannot be used in a game. If the SHSSL sticker is worn and the ID numbers are unreadable, the bat cannot be used until bat monitors affix a new sticker. Bats that are painted over, dented, cracked or have audible rattles are not permitted. Any player who has used an unapproved bat will be declared out and any runners on base will be returned to the bases they reached before the infraction. Any player caught using an illegal bat will be removed from the current game and suspended for the next scheduled game. He will be an automatic out in the lineup for the remainder of the game. Any player found to have used an illegal bat for a second time will be banned from the league for a year. Any player found to have used a doctored bat will be suspended from the league for a minimum of 5 years. If the player does not surrender the bat in question to league officials for inspection, he will be suspended for 10 years. (Exception: Players 75 & older may use senior bats.)
- B. SAFETY KNOB:** The knob shall have a diameter of at least 1.6 inches with no sharp edges. The knob will be permanently attached to the bat and may be covered with grip tape.
- C. HANDLE:** The region of the bat from the knob, not including the knob, to the start of the taper where the diameter increases. The handle will include a grip.
- D. GRIP:** The handle region of the bat must have a grip made of cork, grip tape, or other synthetic material. No bare metal, wood or composite material may be exposed in this area. The grip shall not be less than 6" and not more than 15" from the knob. Resin, pine tar or spray substances are permissible on the grip region only.
- E. TAPER:** The transition area between the handle and the barrel. The taper shall have a generally conical shape. It starts where the barrel decreases in size and ends where the handle diameter becomes constant.
- F. BARREL:** The region of the bat from the taper to the end cap, not including the end cap. The barrel region shall be smooth and round within 0.050 inches in diameter.

- G. END CAP:** The cap placed at the barrel end of the bat. The end cap shall be permanently affixed to the bat to prevent alterations to the interior of the bat. It shall be affixed so that it cannot be removed by anyone other than the manufacturer without damaging or destroying the end cap or barrel.
- H. ALTERED BAT:** A USA Softball Official Bat's characteristic shall remain fixed at the time of manufacture and may not be altered in any way other than specifically provided for in Rule 3, Section 1 or as specifically approved by USA Softball. Approved bats shall be considered altered if they are rolled, shaved, repainted, weighted or modified to change their characteristics from that produced by the manufacturer. Identifying the bat by means of laser marking, engraving, or painting the name or number of the player will not make the bat an altered bat.
- I. CONSTRUCTION:** The official bat shall be of one-piece construction, multi-piece permanently assembled or two-piece interchangeable construction.

SECTION 3 – THE BALL

The ball used every year is decided by the commissioner and managers. Since 2024 the official SHSS League ball is the Dudley Thunder ZN 12 inch .52 COR, 300 lbs Compression Model 4A068Y Composite

SECTION 4 - GLOVE/MITT

A glove/mitt may be worn by any player. The dimensions of any glove/mitt used by any fielder shall not exceed the specifications set forth below:

- Palm width (top) 8 in.
- Palm width (bottom) 8 1/2 in.
- Top opening of web 5 in.
- Bottom opening of web 4 1/2 in.
- Web top to bottom 7 1/4 in.
- 1st finger crotch seam 7 1/2 in.
- Thumb crotch seam 7 1/2 in.
- Crotch seam 17 1/2 in.
- Thumb top to bottom edge 9 1/4 in.
- 1st finger top to bottom edge 14 in.
- 2nd finger top to bottom edge 13 1/4 in.
- 3rd finger top to bottom edge 12 1/4 in.
- 4th finger top to bottom edge 11 in.

SECTION 5 PROTECTION

The league recommends that pitchers and infielders wear masks and/or other protective gear to reduce the risks of severe injuries.

- D. FACE MASK/GUARDS:** Any defensive player or offensive player may wear a face mask or guard. Face masks or guards that are cracked or deformed, or if padding has deteriorated or is missing, are prohibited.
- E. HELMETS:** Any defensive player or offensive player may wear a helmet at any time.
- F. PROTECTIVE EQUIPMENT:** Unless more stringent equipment is required by these rules any offensive or defensive player may wear any protective equipment. As specifically set forth in these rules, helmets may be required to be worn in certain situations during certain play, however, regardless of whether helmets are mandated by rule, any player shall have a right to wear a helmet at any time and during any part of the game, if that player so desires. Helmets shall have a bill.

SECTION 6 – UNIFORM

- A. **METAL SPIKES:** Metal spikes are not permitted. Players wearing metal spikes will not be allowed to play.
- B. **UNIFORMS:** Uniform shirts are provided and encouraged to be worn. Substitute players are encouraged to match team colors as close as possible.

RULE 4 - PLAYERS, COACHES, SUBSTITUTES -----

SECTION 1 - PLAYERS

- A. **NUMBER OF PLAYERS:** Teams may place a maximum of 11 players in the field. A team must have a minimum of 9 players to start a game (7 of which must be regular roster players). Any team with 8 players or fewer at game time will forfeit the game. A team with only 9 players present at the start of the game may ask the opposing team to provide a catcher. The opposing team is not required to supply a catcher. If the opposing team does provide a catcher, that catcher will return balls to the pitcher but is not required to make efforts to put out members of his own team. (See also Rule 3 Section 4)
- B. **ELIGIBILITY:** Players are eligible starting any time in the calendar year during which they will have their 55th birthdays.
- C. **BATTING ORDER AND LATE ARRIVALS:** During the regular season, each team must have at least 6 C players in the lineup. If one or more of those C players fails to show up, an automatic out is recorded in the last lineup spot. All players present must be included in the batting order for the entire game unless they are injured during the game. Players arriving after the home team takes the field must be placed at the end of the batting lineup. If a player leaves a game for any reason other than an injury or family emergency, that player will be an automatic out each time his turn to bat arrives during the rest of the game.
- D. **A TEAM** shall consist of players in the following positions:
 - Pitcher (F1), catcher (F2), first base player (F3), second base player (F4), third base player (F5), shortstop (F6), left fielder (F7), left center fielder (F8), right center fielder (F9) right fielder (F10), and a Rover (F11) playing defense and at least one Extra Player (EP) so that all roster players present bat and play the field (exc. DH in E. below).
- E. **PARTICIPATION OF PLAYERS IN FIELD:** All players must play at least 4 innings in the field during 9 inning games and 3 innings during 7 inning games. One player may voluntarily serve as a Designated Hitter (DH) and not play in the field. No player should be pressured to serve as a DH. Managers are responsible for making sure players understand they have the right to play in the field if desired.
- F. **PLAYOFF LINEUPS:** During playoffs, each team must have at least 13 players in the lineup. If any of those 13 players fails to show up, he must be included in the batting lineup as an automatic out. A manager may not call up the same substitute player more than once during the playoffs. If any C players are missing, a C player must be called up as a substitute before any A or B players are called up. Teams with 13 players, including substitutes, are not allowed to call up a 14th player. Roster players are eligible for playing on the playoff roster if they have played in at least 13 regular season games.
- G. **SUBSTITUTE PLAYERS:** Managers may recruit substitutes for missing players when teams are missing two or more roster players and when the lineup will include at least six C players (roster and substitute C players combined). In determining whether substitutes are needed, managers may ask team members to confirm their

availability to arrive on time and play. Any team member who does not confirm to the manager his firm intention to play by noon on the day of the game may be deemed ineligible to play for that day and replaced by a substitute, subject to the following rules:

- Any substitute must have been drafted in the same round of the player being replaced or lower. (For example, a first-round A cannot replace a second-round A.) Exception: C5-C7 players are interchangeable.
- If six C players will be in the lineup, the lineup including substitutes can include a maximum of 12 players.
- If seven C players will be in the lineup, the lineup including substitutes can include a maximum of 13 players.
- Substitutes may play at any position in the field but must bat at the end of the batting order.

4

Violations of the substitute rules will result in forfeit of the game.

H. REPLACEMENT PLAYER RULES: If a player is injured and tells his manager he will be out for four (4) weeks or more, the manager has two options:

- *Either:* Seek permission from the commissioner to replace the player with one of a similar talent level for the four-week period, which may be extended if the player remains injured beyond four weeks. The replacement player must be evaluated by at least three managers to assure the talent level is equivalent or lower. The commissioner will arrange for an evaluation.
- *Or:* Do not replace the injured player and use the substitute-player rule when applicable (see G. above).
 1. If a manager chooses to replace an injured player, the injured player must sit out for at least four weeks. If the replacement player decides to quit, another replacement player may be appointed under the procedures described above.
 2. If the injured player is placed in the lineup before the end of the four-week period, the player will be considered an illegal/illegible player and the game will be forfeited.
 3. Managers cannot appoint replacement players on their own but may refer to the commissioner candidates to serve as replacements.
 4. There will be no replacement players added during the final four weeks of the season or during the playoffs. Replacement players are eligible for the playoffs only if they have played in five or more regular-season games.

I. TRADING PLAYERS: Trades of players are not allowed after completion of the annual draft meeting.

J. PLAYOFF ELIGIBILITY: In order to be on a team's playoff roster, a playoff must play in at least 13 regular season games (exception: absence due to injury).

SECTION 4 - EXTRA PLAYER

- A. An extra player (EP) is optional, but if used, it must be made known prior to the start of the game and be listed in the line-up card in the regular batting order. If the EP is used, the EP must be used the entire game.
- B. The EP must remain in the same position in the batting order for the entire game.
- C. (Slow Pitch) When EPs are used, all players in the starting line-up must bat and any 11 of those may play defense. All players must play at least 4 innings in the field during a 9-inning game, or at least 3 innings in a 7-inning game (exception: the voluntary DH).

- F. (Seniors) Multiple extra players may be designated at any place in the batting order. The EP(s) may enter the game on defense at any time, but the batting order must remain the same throughout the game.

SECTION 7 – MANAGERS & COACHES

- A. A manager is responsible for the team's actions on the field and will represent the team in communications with the umpire and opposing team. A player may be designated as a manager in the event the manager is absent.
- C. A base coach is an eligible team member or coach of the team at bat who occupies the coach's box at first or third, to direct the offensive players.
1. When in the coach's box a base coach may have:
 - a. A score book (electronic or paper), pen, pencil, or electronic marker and an indicator all of which shall be used for scorekeeping or record keeping purposes only.
 2. A base coach shall stay within the confines of these boxes with both feet.
 - a. A coach may leave the coach's box to signal the runner to slide, advance or return to a base or move out of a fielder's way as long as the coach does not intentionally interfere with the play.
 - b. A coach may not leave the coach's box to give verbal communications or signals to the batter.

Effect: After a warning, an offensive conference will be charged.
 3. Base coaches may not use language that will reflect negatively upon players, umpires or spectators.
 4. A base coach may address only their team members.

SECTION 8 - DISQUALIFIED OR EJECTED PARTICIPANT

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

Effect: If found playing, the game is forfeited.
- B. An ejected participant must leave the grounds and have no contact with the umpires or participants in the game. The ejected participant is restricted from having contact with the team and is suspended for one additional game. The ejected participant is not permitted to sit in the stands, dugout or general locality of the next game. The ejected participant may appeal the one game suspension to the Championship Protest Committee.

Effect: The game is forfeited.
- C. Any arguing on the judgment of balls and strikes will result in a team warning.

Effect: Any repeat offense shall result in the ejection of that team member.
- D. If a player is disqualified a team can play shorthanded (see E. below), however if a player is ejected and the team does not have enough players, play cannot continue.

Effect: The game is forfeited.
- E. If a player is ejected from a game, his team records an out each time his turn comes up in the lineup for the rest of that game.
- F. Ejection can occur before, during, or after games.

SECTION 9 - BLOOD RULE

A game participant or umpire who is bleeding or who has blood on their uniform shall be prohibited from participating further in the game until appropriate treatment can be administered. If medical care or treatment is administered in a reasonable length of time, the individual will not have to leave the game. The length of time that is considered reasonable is

left to the umpire's judgment. Uniform rule violations will not be enforced if a uniform change is required. The umpire shall:

- A. Stop the game and immediately, call a coach, trainer or other authorized person to the injured player and allow treatment.
- B. Apply the rules of the game regarding substitution, short-handed rule and re-entry if necessary.

SECTION 10 - INJURED PLAYER

- A. Any player who leaves the game because of an injury may return to the game if after a self-evaluation he considers himself eligible to play. Teams will not be penalized for the loss of a player during a game due to an injury.
- B. During a live ball situation, when a player becomes injured, and in the umpire's judgment requires immediate attention, the umpire shall call "DEAD BALL".

Effect: Award any bases that would have been reached.

RULE 5 - THE GAME-----

5

SECTION 1 - HOME TEAM

Provision of Equipment: The designated home team uses the first base bench area and provides bases. Both managers provide one new ball and one backup ball. Umpires are to start the game with a new ball provided by the home team and substitute a new ball provided by the away team if the first ball is lost. Any further lost balls should first be replaced with an acceptable used ball; use of additional new balls should be a last resort. If available, new balls can be used to replace any further balls lost.

SECTION 2 - FITNESS OF THE GROUNDS

- A. **Cancellation of Games:** In case of bad weather, home-team managers or their designated alternates should visit the field to decide whether it is playable. No game should be canceled before 3 p.m. if there is a chance that the weather will permit playing. The visiting manager, umpire coordinator and umpire must be notified no later than one hour before game time. Every effort should be made to play any game. No manager may cancel a game other than for rainouts or other circumstances approved in advance by the commissioner. If a game is called off by managers without a reason approved by the commissioner and then cannot be rescheduled before the playoffs, that game will count as a loss for both teams.
- B. At game time, the fitness of the grounds for a game shall be decided solely by the plate umpire.

SECTION 3 - REGULATION GAME

- A. **Starting Time:** Umpires are required to start games promptly at the scheduled time, except in the following circumstances:
 - If one team has 8 players or fewer and is thus below the minimum 9 players (7 of which are regular rostered), the umpire will allow up to 15 minutes for a late-arriving player in an attempt to allow the game to be played rather than forfeited.
 - If bad weather conditions or if the field is occupied by other teams whose games are running late.

Umpires are solely responsible for deciding when a game is delayed.

- B. A regulation game shall consist of NINE innings. A full nine innings need not be played if the team second at bat scores more runs in eight and one-half innings and/or before the third out in the last of the ninth inning, the run-ahead (mercy) rule is applied. Double-header games will be 7 innings.
- C. A game that is tied at the end of nine innings shall be continued by playing additional innings until one side has scored more runs than the other at the end of a complete inning, or until the team second at bat has scored more runs in their half of the inning before the third out is made.
- D. A game called by the umpire shall be regulation if five or more complete innings have been played, or if the team second at bat has scored more runs in four or more innings than the other team has scored in five or more innings. The umpire is empowered to call a game at any time because of darkness, rain, fire, panic or any other cause that places the patrons or players in peril. For 7-inning games, the game is considered complete after 4 innings, or 3 1/2 innings if the home team is ahead. Umpires may impose a 1-1 count on all batters in cases where impending darkness threatens to make a full game impossible.
- E. A regulation tie game shall be declared if the score is equal when the game is called at the end of five or more complete innings, or if the team second at bat has equaled the score of the first team at bat in the incomplete inning.
- F. Games that are regulation tie games shall be resumed at the exact point where they were stopped. Any games ended before regulation will be rescheduled as new games.

SECTION 4 - FORFEITED GAMES

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

- A. If an umpire is physically attacked by any team member and/or spectator.
- B. If a team fails to appear on the field, or being on the field, refuses to begin a game for which it is scheduled or assigned within a time set for forfeitures by the organization that the team represents.
- C. If one side refuses to continue to play after the game has begun, unless the game has been suspended or terminated by the umpire.
- D. If, after play has been suspended by the umpire, one side fails to resume playing within two minutes after "play ball" has been declared by the umpire.
- E. If a team employs tactics noticeably designed to delay or to hasten the game.
- F. If, after a warning by the umpire, any rules of the game are willfully violated.
- G. If the order for the ejection of a game participant is not obeyed within one minute.
- H. If the ejection of a player or players from the game results in fewer than the required number of players to continue the game.
- I. If an ejected participant is discovered participating or has contact with the umpires or other participants in the game.
- J. If a team is playing with less than 7 players from its official team roster (see L. below).
- K. Once a game has been forfeited the forfeit cannot be changed.
- L. **SHSSL Forfeit Rules:** To play an official league game, a team must show up at the appointed time and place with at least 7 players from its official team roster. If a team does not have at least 7 regular team members present, the game will be forfeited. If a manager declares in advance of a game that his team will not show up, the result is a forfeit. Violation of the substitute rules also results in a forfeit. If a game is forfeited, it will be declared a loss for the forfeiting team and a win for the team that was ready to play. This result will be final and not subject to any rescheduling of the game. Scheduled games may not be canceled or rescheduled for any reason other than weather, unless the commissioner grants an exemption owing to other

circumstances. If there are two games scheduled and only one is played, through an agreement of the managers, both teams will receive a forfeit. Any team that asks a roster player not to show up for a game will forfeit that game.

SECTION 5 - SCORING OF RUNS

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

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

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

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

1. A batter-runner being called out prior to reaching first base or any other runner

forced out due to the batter becoming a batter-runner. On an appeal play, the force out is determined when the appeal is made, not when the infraction occurred. Therefore, if the batter-runner or trail runner is put out prior to an appeal, the out on the appeal will not be considered a force out.

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

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

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

5

SECTION 6 - GAME WINNER

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

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

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

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

SECTION 9 - RUN AHEAD RULE (i.e., MERCY RULE)

Mercy Rule: A 9-inning game will be ended if there is a 15 (or more) run differential after the trailing team bats in the 7th or 8th inning. In either game of a double header, the game will be called if there is a 12-run differential after the trailing team bats in the 5th or 6th inning.

SECTION 12 - DUGOUT AND ON FIELD CONDUCT

D. No person may knowingly possess or have under his/her control a weapon or explosive device on the playing field or in the dugout. For purposes of this subsection, a "weapon" means any firearm or any weapon of the kind usually known as slung shot, sand club, or metal knuckles, or any knife, dagger, dirk, or other similar weapon that is capable of causing death or bodily injury and is commonly used with the intent to cause death or bodily injury, but the definition of weapon shall specifically exclude an ordinary pocket knife or any softball-related equipment.

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

E. Profanity and Challenges to Umpires: Managers are responsible for players' behavior on the field. Profanity is not permitted; players will be warned once and ejected if profanity continues. Only managers may protest an umpire's call, and they are required to keep their remarks brief and civil. If any player other than the manager argues with the umpire, he will be warned once and then ejected if interference continues. Repeated violations will result in suspension from future games. The designated umpire for any game may not be recruited by either team as a substitute player for that game.

F. Ban on Fighting: Fighting refers to any physical altercation, aggressive confrontation, or violent behavior between players or between players and spectators, coaches, or umpires. This includes, but is not limited to, actions such as throwing punches, shoving or making threats of physical harm. The commissioner will discuss any instance of fighting with umpires, onlookers and participants and propose penalties for those found to have violated the rule. The penalty is subject to a majority vote by the managers. If a player is ejected from a game, his team records an out each time his turn comes up in the lineup for the rest of that game.

RULE 6 - PITCHING REGULATIONS -----

SECTION 1 - PRELIMINARIES

- A. The pitcher shall take a position with both feet firmly on the ground and with one or both feet in contact with the pitcher's plate (or a spot marked where the plate would be).
- C. (Seniors) The pitcher may take a position from the front edge of the pitcher's plate to 6 feet behind the pitcher's plate within the 24 inch width of the pitcher's plate with both feet firmly on the ground.
- D. The pitcher must come to a full and complete stop with the ball in front of the body. The front of the body must face the batter. This position must be maintained at least one second before starting the delivery.
- E. The pitcher shall not be considered in the pitching position unless the catcher is in position to receive the pitch
Effect: Section 1 A-E Illegal pitch; refer to Rule 6C Section 10 for penalty.
- F. The pitcher shall not simulate a legal pitch while not in contact with the pitcher's plate.
Effect:
 - 1. The ball is dead.
 - 2. Illegal pitch, ball on the batter
 - 3. A warning is issued, and a repeat action would result in the pitcher ruled illegal and removed from the pitching position.

SECTION 2 - STARTING THE PITCH

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

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

SECTION 3 - LEGAL DELIVERY

- A. The pitcher shall not make any motion to pitch without immediately delivering the ball to the batter.
- B. The delivery is a continuous motion.

- C. The pitcher shall not use a delivery in which there is a stop or reversal of the pitching motion.
- D. The pitcher shall deliver the ball toward home plate on the first forward swing of the pitching arm past the hip with an underhand motion. The palm of the pitcher's hand may be over or under the ball.
- E. If a step is taken, it may be forward, backward, or to the side, provided the pivot foot remains in contact with the pitcher's plate and the step is simultaneous with the release of the ball.
- F. The pitch shall be delivered on the throwing arm side of the body and not behind the back or through the legs.
- G. The pitch shall be released at a moderate speed. The speed is left entirely up to the judgment of the umpire.

Effect:

- 1. Illegal pitch; refer to Rule 6C Section 10 for penalty.
 - 2. The umpire shall warn the pitcher who delivers a pitch with excessive speed. If the pitcher repeats such an act after being warned, they shall be removed from the pitching position for the remainder of the game.
- H. The ball shall be delivered with perceptible arc and reach a height of at least 6 feet from the ground, while not exceeding a maximum height of 12 feet from the ground.
 - I. The pitcher shall not continue any pitching motion after the ball is released.
 - J. The pitcher has five seconds to release the next pitch after receiving the ball or after the umpire indicates "play ball".
 - K. The pitcher shall not deliver a pitch from the glove.

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

6

SECTION 4 - DEFENSIVE POSITIONING

- A. The pitcher shall not deliver a pitch unless all defensive players are positioned in fair territory (see C.), except the catcher who shall be in the catcher's box.
- B. A fielder shall not take a position in the batter's line of vision or, with deliberate unsportsmanlike intent, or act in a manner to distract the batter. A pitch does not have to be released.

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

- C. For teams fielding 11 players, each play must begin with at least four and at most five players in the outfield, all of them at least 140 feet from home plate. Teams playing 10 or fewer players can start each play with three outfielders.

SECTION 5 - FOREIGN SUBSTANCE

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

Effect:

- 1. Illegal pitch; refer to Rule 6C Section 10 for penalty.
- 2. If any defensive player continues to place a foreign substance on the ball, that player shall be ejected.

SECTION 6 - CATCHER

- A. The catcher shall remain within the lines of the catcher's box until the pitched ball is batted, touches the ground, home plate, the batter or reaches the catcher's box.
- B. The catcher shall return the ball directly to the pitcher after each pitch, except after a strikeout.

Effect - Section 6B: A ball on the batter.

Exception: Does not apply with runners on base or the batter becoming a batter-runner.

SECTION 7 - QUICK PITCH

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

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

SECTION 8 - WARM-UP PITCHES

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

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

SECTION 9 - NO PITCH

No pitch shall be declared:

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

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

SECTION 10 - ILLEGAL PITCH PENALTY

- A. If a batter swings at or contacts any illegal pitch, it is nullified and all play stands.
- B. If the batter does not swing, a ball shall be called on the batter.

RULE 7 – BATTING-----

SECTION 1 - ON-DECK BATTER

- A. The on-deck batter shall take a position within the lines of the on-deck circle nearest the offensive team area.
- B. The on-deck batter may loosen up with no more than two official softball bats, an approved warm-up bat, or a combination not to exceed two. Any attachment placed on the bat must be approved by USA Softball.
- C. The on-deck batter may leave the on-deck circle:
 - 1. When they become the batter.
 - 2. When directing runners advancing from third base to home plate.
- D. The on-deck batter may not interfere with a defensive player's opportunity to make an out.
 - Effect:
 - 1. The ball is dead.
 - 2. If it involves a runner, the runner closest to home plate at the time of the interference shall be declared out.
 - 3. If it is with the defensive fielder fielding a fly ball, the batter is out.

SECTION 2 - BATTING ORDER

- A. The batting order shall show the names, first and last, in the order in which the players are scheduled to bat.
- B. The batting order delivered to the umpire must be followed throughout the game.
- C. The first batter in each inning shall be the batter whose name follows the last player who completed a turn at bat in the previous inning.

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

- D. If batting out of order is discovered:
 - 1. While the incorrect batter is at bat:
 - a. The correct batter must take the batter's position and assume the ball and strike count.
 - b. Any runner advanced and runs scored while the incorrect batter was at bat shall be legal.
 - c. There is no penalty whether discovered by the offense or defense while the incorrect batter is at bat.
 - 2. After the incorrect batter has completed a turn at bat and before the next pitch, legal or illegal, before the pitcher and all infielders have vacated their normal fielding positions and have left fair territory; or on the last play of the game until the umpires leave the field of play:

Effect:

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

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

Effect:

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

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

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

SECTION 3 - BATTING POSITION

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

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

Effect:

1. The ball is dead.
2. A strike on the batter.

Note: No pitch has to be thrown.

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

Effect:

- The ball is dead.
- The batter is out.
- Runners may not advance.

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

Effect:

- All play shall continue.
- The pitch will be judged a ball or strike.

SECTION 4 - A STRIKE ON THE BATTER

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

Effect: The ball is dead.

C. (Seniors) When the pitch touches home plate or the strike mat.

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

Effect: (Slow Pitch without stealing) The ball is dead.

- E. For each foul tip.
 - Effect: (Slow Pitch without stealing)
 - 1. The ball is dead.
 - 2. The batter is out if it is the third strike.
- G. (Slow Pitch) For each foul ball, including the third strike.
- H. For each pitched ball swung at and missed which touches any part of the batter.
- I. If a pitched ball is swung at, missed, and then hit on the follow through.
- J. When any part of the batter's person or clothing is hit with a batted ball while the batter is in the batter's box.
- K. When a legally pitched ball hits the batter while the ball is in the strike zone.
- L. When a pitched ball is prevented from entering the strike zone by any actions of the batter other than hitting the ball.
 - Effect - Section 4H-L:
 - 1. The ball is dead.
 - 2. A strike on the batter.
 - 3. Each runner must return to the base occupied at the time of the pitch.
- M. If the batter does not take their position in the batter's box within 10 seconds after being directed by the umpire.

SECTION 5 - A BALL ON THE BATTER

- B. (Slow Pitch) For each legally pitched ball that does not enter the strike zone, touches the ground before reaching home plate, or touches home plate, and the batter does not swing. Any pitched ball that hits the ground or plate cannot be legally swung at by the batter. If the batter swings at a pitch after the ball hits the ground or plate:
 - Effect:
 - 1. The ball is dead.
 - 2. A ball on the batter.
 - 3. Runners may not advance.
- C. (Seniors) For each legally pitched ball that does not touch home plate or the strike mat.
- E. (Slow Pitch) For each illegally pitched ball not swung at.
- G. When the catcher fails to return the ball directly to the pitcher as required.
- H. For each excessive warm-up pitch.
 - Effect - Section 5E-H:
 - 1. The ball is dead.
 - 2. Runners may not advance.

7

SECTION 6 - THE BATTER IS OUT

- A. When the third strike is:
 - 1. Swung at and the pitched ball touches any part of the batter's person.
 - 2. Not swung at, and the pitched ball hits the batter while the pitch is in the strike zone.
 - 3. A pitched ball, in the umpire's judgment, which was prevented from entering the strike zone by any actions of the batter other than hitting the ball.
- B. When a batter enters the batter's box with or is discovered using an Altered or Non-Approved bat.
 - Effect:
 - 1. The batter is out.
 - 2. Ejected.

- C. When discovered using an Altered or Non-Approved bat after completing their turn at bat and before the next pitch, legal or illegal.
Effect:
1. The batter is out.
2. Ejected.
4. All outs stand.
5. All other runners return to the base occupied at the time of the pitch.
- D. When the batter enters the batter's box with or is discovered using an Illegal bat.
Effect: The batter is out.
- E. When discovered using an Illegal bat after completing their turn at bat and before the next pitch, legal or illegal.
Effect:
1. The batter is out.
2. All outs stand.
3. All other runners return to the base occupied at the time of the pitch.
Note - Section 6B-E: If a previous batter has used the same Altered, Non-Approved or Illegal bat and a pitch, legal or illegal, has been thrown, the current batter is out.
- F. When an entire foot is touching the ground completely outside the lines of the batter's box at the time the ball makes contact with the bat.
- G. When any part of a foot is touching home plate at the time the ball makes contact with the bat.
- H. When a batter leaves the batter's box and returns to the box and makes contact with the ball.
- J. (Slow Pitch) When the batter bunts or chops the ball.
- K. When members of the team at bat, including those in the team area other than runners, interfere with a player attempting to field a fair or foul fly ball.
- M. When the batter hits a fair ball with the bat a second time in fair territory.
Effect - Section 6F-M:
1. The ball is dead.
2. The batter is out.
3. Runners must return to the base occupied at the time of the pitch.
Exception:
a. When the batter is in the batter's box and contact is made while the bat is in the batter's hands.
Effect: Foul ball, even if the ball is hit a second time over fair territory.
b. When the batter drops the bat and the ball rolls against the bat in fair territory,
and, in the umpire's judgment, there was no intent to interfere with the ball.
Effect: The ball remains live.
c. When contact is made on the follow through after missing the pitch on the initial swing.
Effect:
○ The ball is dead.
○ A strike is called.
- N. (Slow Pitch) After a third strike, including a foul ball that is hit after two strikes.
- Q. Whenever the batter due up has left the game under the Short-Handed Rule.
- R. When hindering the catcher from catching or throwing the ball by stepping out of the batter's box.
- S. When actively hindering the catcher while in the batter's box.

T. When intentionally interfering with a thrown ball, in or out of the batter's box.

U. When interfering with a play at home plate.

Effect - Section 6R-U:

1. The ball is dead.

2. The batter is out.

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

Exception: If no play is being made and the batter accidentally makes contact with the catcher's return throw to the pitcher.

Effect:

○ The ball is dead.

○ Any advancement of runners shall be nullified.

V. When a batter steps directly in front of the catcher to the other batter's box while the pitcher is in position to pitch, or anytime thereafter.

RULE 8 - BATTER-RUNNER AND RUNNER

8

SECTION 1 - THE BATTER BECOMES A BATTER-RUNNER

A. As soon as the batter legally hits a fair ball.

C. When four balls have been called by the umpire. The batter-runner is awarded first base.

Effect:

3. (Slow Pitch) The ball is dead, and runners may not advance unless forced.

4. (Slow Pitch) If the defensive team desires to walk a batter intentionally, they may do so by notifying the plate umpire who shall award the batter first base. When two consecutive batters are to be walked intentionally, the second walk may not be administered until the first batter reaches first base. If the umpire mistakenly allows two walks at one time and the first batter fails to touch first base, an appeal shall not be honored on the first batter.

Effect: The ball is dead.

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

Effect: Delayed dead ball.

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

Effect:

- Obstruction is canceled.
- All action as a result of the batted ball stands.
- No option is given.

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

Effect:

- The manager has the option of taking the result of the play, or
- Enforcing obstruction by awarding the batter first base.
- Runners are advanced one base if forced.

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

Effect:

- The ball is dead.
- The batter is awarded first base.
- Runners are advanced one base if forced.

E. When a fair batted ball strikes the person, attached equipment or clothing of an umpire or a runner:

1. After touching a fielder including the pitcher.

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

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

3. Before passing a fielder without being touched.

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

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

Effect - Section 1E [3-5]:

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

SECTION 2 - THE BATTER-RUNNER IS OUT

- B. After hitting a fair ball and the batter-runner is put out prior to reaching first base.
- C. After hitting a fly ball that is caught by a fielder before it touches the ground, any object or person other than a defensive player.
- Effect - Section 2A-C: The ball remains live.
- D. When the batter-runner fails to advance to first base and enters the team area after:
1. A batted fair ball.
 4. Catcher Obstruction.
- Exception: (Slow Pitch) The ball is dead when runners are not required to run bases. Other than on a home run or a four base award runners cannot advance unless forced.
- E. When the batter-runner runs outside the three-foot running lane and, in the umpire's judgment, interferes with the fielder taking the throw at first base. The batter-runner may run outside the three-foot lane to avoid a fielder attempting to field a batted ball. If intentional interference is ruled, the runner is out.
- F. When the batter-runner interferes:
1. With a fielder attempting to field a batted ball.
 2. With a fielder attempting to throw the ball.
 3. With a thrown ball while out of the batter's box.
 4. By making contact with a fair batted ball before reaching first base.
 5. By discarding their bat in a manner that prevents the defense from making a play on the ball.
- Note: If this interference is an attempt to prevent a double play, the runner closest to home plate shall be called out.*
- G. When the batter-runner interferes with a play at home plate in an attempt to prevent an out at home plate.
- Effect: The runner is also out.
- H. When the batter-runner steps back toward home plate to avoid or delay a tag by a fielder.
- Effect - Section 2D-H:
1. The ball is dead.
 2. The batter-runner is out.
 3. Runners must return to the last base touched at the time of the interference.
- I. When an infield fly is declared.

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

Effect:

1. The ball is dead.
2. The infield fly is invoked.

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

8

Effect:

1. The ball is dead.
2. The batter-runner is out.
3. Runners must return to the base occupied at the time of the pitch.
4. If an infield fly is ruled, it has precedence over an intentionally dropped ball.

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

Effect:

1. The ball is dead.
2. The batter-runner is out.
3. Runners must return to the base occupied at the time of the pitch.

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

1. A batted ball hitting or bounding over the white portion is fair.
2. A batted ball hitting or bounding over the contrasting color portion is foul.
3. When a play is being made on the batter-runner, the defense must use the white portion and the batter-runner the contrasting color portion of the base.

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

Clarification: A fielder may not use the outside (orange) part of 1st base at any time to record an out. If the fielder touches the orange base while making the play, the batter/runner will be called safe. The batter/runner may use the inside (white) base only when the ball reaches the outfield and there is no play at first base. The batter/runner must touch the outside (orange) base when the ball is hit in the infield; in that circumstance, if a batter-runner touches the white base and the opposing team appeals to the umpire, the batter will be called out.

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

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

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

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

Effect:

- The ball is dead.
- The batter-runner is out.
- Runners must return to the last base touched at the time of interference.

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

Effect:

1. The ball is dead.
2. The batter-runner is out.
3. Runners are awarded the bases that in the umpire's judgment would have been reached had the interference not occurred.

SECTION 3 - TOUCHING BASES IN LEGAL ORDER

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

Effect: If properly appealed the runner is out.

Exception: On a foul ball.

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

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

Effect - Section 3B-C:

1. The ball remains live.
2. Runners may advance or return with liability to be put out.

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

Effect:

1. The ball is dead.
2. The runner is out.

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

Effect:

1. The runner who first legally occupied the base is entitled to that base, unless forced to advance.
2. The other runner may be put out by being tagged with the ball.

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

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

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

I. Awarded bases must be touched in legal order.

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

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

8

- B. On a thrown ball or a fair batted ball that is not blocked.
- C. On a thrown ball that hits an umpire.
- D. When a legally caught fly ball is first touched by a defensive player. Runners cannot advance on a third-strike foul ball. Runners may advance at their own risk on a first- or second-strike foul ball out.
- E. If a fair ball:
 - 1. Contacts an umpire or a runner after having passed a fielder other than the pitcher, provided no other fielder had a chance to make an out, or:
 - 2. When a fair batted ball has been touched by a fielder, including the pitcher, and the runner did not intentionally interfere with the batted ball or the fielder attempting to field the batted ball.
- Effect - Section 4A-E: The ball remains live.
- F. (Men's & Women's Slow Pitch) Runners may advance when the ball reaches home plate, or:
 - 1. When a pitched ball is batted.
 - 2. Until the pitcher has possession of the ball in the infield and all playing action has ceased.
- G. When a live ball becomes lodged in a defensive player's uniform or equipment.
- H. When a runner fails to touch a base before attempting to make the next base while the ball is live or when bases have been awarded.
- I. After overrunning first base, the runner attempts to continue to second base.
- J. After dislodging a base, a runner attempts to continue to the next base.
- L. When an infield fly is declared and caught runners may tag-up and advance. If the ball is not caught runners may advance at their own risk.

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

- A. When forced to vacate a base because the batter was awarded a base on balls. The ball is dead.
- B. When a fielder not in possession of the ball or not in the act of fielding a batted ball obstructs the progress of a runner or batter-runner.
 - Effect: Delayed dead ball.
 - 1. An obstructed runner may not be called out between the two bases where obstructed.
 - Exceptions:
 - a. When an obstructed runner, after the obstruction, safely obtains the base they would have been awarded, in the umpire's judgment, had there been no obstruction and there is a subsequent play on a different runner.
 - b. An act of interference, or
 - c. If passing another runner.
 - Effect A-C: The obstructed runner is no longer protected between the bases where obstructed and may be put out.

d. Missing a base.

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

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

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

Effect:

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

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

Effect:

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

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

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

Effect:

- The obstructed runner and all other runners shall always be awarded the base or bases which would have been reached, in the umpire's judgment, had there been no obstruction.
- In the umpire's judgment, a defensive player making a fake tag could be ejected from the game.

Note 1: Obstructed runners are required to touch all bases in proper order and may be called out if properly appealed.

Note 2: Should an act of interference occur following any obstruction, interference takes precedence.

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

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

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

1. Three bases from the time of the pitch on a batted ball.
2. Two bases from the time of the throw on a thrown ball.
3. One base from the time of the pitch on a pitched ball.
4. If the illegal catch or touch is made on a fair batted ball which, in the umpire's judgment, would have cleared the outfield fence in flight, the batter-runner shall receive a four base award.

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

Effect:

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

Note: Runners must return to touch a base missed or left too soon. When two runners

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

Exception:

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

Effect:

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

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

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

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

Effect:

- The ball is dead.
- Runners are returned to the last base touched at the time of the blocked ball.
- If the blocked ball prevented the defense from making an out, the runner being played on is out.

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

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

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

I. When a fair batted ball:

1. Bounces over, rolls under or through a fence or any designated boundary of the playing field.
2. Deflects off the defensive player and goes out of play.
3. Hits the fence and then deflects off of the defensive player and goes over the home run fence.
4. Deflects off a runner or umpire and goes out of play, after passing an infielder, excluding the pitcher and provided no other fielder had a chance to make an out.

Effect:

- The ball is dead.
- All runners are awarded two bases from the time of the pitch.

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

Effect:

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

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

Effect:

1. The ball is dead.

8

2. Runners are awarded two bases from the last base touched at the time the fielder entered or the ball was kicked, pushed or thrown into dead ball territory.
- L. When there is spectator interference with any thrown or fair batted ball.
- Effect:
1. The ball is dead.
 2. The batter and runners are awarded the bases they would have reached had there been no interference.
- M. When a ball gets lodged in an:
1. Umpire's gear or clothing.
 2. Offensive player's clothing.
- Effect:
- The ball is dead.
 - Runners are awarded the bases they would have reached in the judgment of the umpire.
- N. A ball hit into the outfield (the area determined by the grass line or another line defined in the pre-game ground rules) without having been touched by an infielder gives the batter an automatic trip to first base. Any ball initially touched in the infield by an infielder and subsequently fielded by an infielder can be thrown to first for a put out even if the ball reaches the outfield. Under no circumstances can a player, who was in the outfield at the time of the pitch, throw the batter out at first base for a put out.

SECTION 6 - A RUNNER MUST RETURN TO THEIR BASE

- A. When a batted ball is foul.
- B. When an illegally batted ball is declared by the umpire.
- C. When a batter, batter-runner or runner is called out for interference. All other runners shall return to the last base touched at the time of the interference.
- G. (Slow Pitch) When base stealing is not allowed.
- Effect: Runners must return to their base after each pitch.
- H. When an intentionally dropped fly ball is ruled.

SECTION 7 - THE RUNNER IS OUT

- A. When running to any base in regular or reverse order and the runner runs more than three feet from the base path to avoid being touched by the ball in the hand or glove of a fielder.
- B. When the ball is live and while the runner is not in contact with a base, the runner is legally touched with the ball in the hand(s) of a fielder.
- C. When, on a force play, a fielder contacts the base while holding the ball or tags the runner before the runner reaches the base. If the forced runner, after touching the next base, retreats for any reason toward the base first occupied, the force play is reinstated and the runner may again be put out if the defense tags the runner or the base to which the runner is forced.
- Effect - Section A-C: The ball remains live.
- D. When a runner physically passes a preceding runner before that runner has been called out. If this was the third out of the inning, any runs scored prior to the out for passing a preceding runner count.
- Effect:
1. The ball remains live.
 2. The runner who passes the preceding runner is out.

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

Effect:

- The ball remains live.
- The runner being assisted is out.

Exception – Section E: After a runner has scored and missed home plate and then

is physically assisted back to home plate:

1. The ball is dead.
2. The runner is out and the run is nullified.
3. Runners must return to the last base touched at the time the ball became dead.

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

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

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

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

Effect - Section 7F-I:

1. These are appeal plays. The defensive team loses the opportunity of having the

runner called out if any of the following occur:

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

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

3. (Dead Ball Appeal) Once the ball has been returned to the infield and time is called, any coach or infielder with or without possession of the ball, may make a verbal appeal on a runner missing a base or leaving a base too soon on a caught fly ball. No runner may leave a base during this period as the ball remains dead until the next pitch.

a. If the ball leaves live ball territory, a dead ball appeal cannot be made until completion of all legal advancement by base runners.

b. If the pitcher has possession of the ball and is in contact with the pitcher's plate when making a verbal appeal, no illegal pitch is called.

c. If "play ball" has been declared by the umpire and the pitcher then requests an appeal, the umpire shall call "time" and allow the appeal process.

J. When a runner interferes:

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

Effect:

8

- a. The ball is dead.
- b. The runner is out.
- c. The batter-runner is awarded first base.
- d. Runners must return to the last base touched at the time of the interference.
- e. If the interference, in the umpire's judgment, is an attempt to prevent a double play and occurs before the runner is put out, the immediate trailing runner shall also be called out.
- f. If the interference prevents the fielder from catching a routine fly ball, fair or foul, with ordinary effort, the batter is also out.

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

Effect:

- The ball is dead.
- The runner is out.
- The batter-runner is awarded first base.
- Runners must return to the last base touched at the time of the interference.

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

L. When a runner intentionally contacts a fair ball that an infielder missed.

Effect - Section 7K & L:

- 1. The ball is dead.
- 2. The runner is out.
- 3. The batter-runner is awarded first base.
- 4. Runners must return to the last base touched at the time of the interference.

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

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

O. When a coach intentionally interferes with:

- 1. A batted ball.
- 2. A thrown ball.
- 3. The defensive team's opportunity to make a play on another runner.

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

P. When, after being declared out or after scoring, an offensive player interferes with a defensive player's opportunity to make a play on another runner. A runner continuing to run and drawing a throw may be considered a form of interference. This does not apply to a batter-runner who is entitled to run on the dropped third strike rule.

Effect - Section 7M-P:

- 1. The ball is dead.
- 2. The runner closest to home is out.
- 3. Runners must return to the last base touched at the time of the interference.

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

Effect:

- 1. The ball is dead.

2. The runner is out.
 3. Runners must return to the last base touched at the time of the interference.
 4. If flagrant, the offender is ejected.
- R. (Slow Pitch) When the runner fails to keep contact with the base to which they are entitled until a pitched ball is batted. Runners must stay in contact with the base until a ball is hit. If a runner pulls off any base before the ball is hit, he will be called out.
- U. When a runner abandons a base and enters the team area or leaves live ball territory.
- Effect:
1. The ball is dead.
 2. The runner is out.
 3. Runners must return to the last base touched at the time of the infraction.
- V. When a runner is positioned behind and not in contact with a base to get a running start on any fly ball.
- Effect:
1. The ball remains live.
 2. The runner is out.
- X. Prior to a legal or illegal pitch to the next batter, if the runner was discovered having used an Illegal, Altered or Non-Approved Bat.
- Effect:
1. The runner is out.
 2. If the bat was Altered or Non-Approved, the runner shall also be ejected.
 3. If the Illegal, Altered, or Non-Approved Bat is discovered prior to the next pitch,
legal or illegal,
 - a. any runners put out prior to the discovery shall remain out.
 - b. all other runners return to the base occupied at the time of the pitch.
- Y. When base runners switch positions on the bases they occupied following any conference.
- Effect: Each runner on an improper base shall be declared out. In addition, the manager shall be ejected for unsportsmanlike conduct.
- Z. Sliding:** Sliding is permitted only into second and third base. Any player sliding into first base or home plate will be called out. The only exception would be for a runner sliding back into first base after already initially touching it.
- AA. Bodily Contact:** Any bodily contact, including sliding or running into a player to break up a double play, if deemed by the umpire to be intentional interference with a fielder, will result in an out and immediate ejection of the offending player. Players running toward second or third base must either slide or veer off their path to allow the fielding team to make a throw. Failure to do so will result in an out for the runner who otherwise could have been thrown out.

8

SECTION 8 - THE RUNNER IS NOT OUT

- A. When a runner runs behind or in front of the fielder and outside the base path in order to avoid interfering with a fielder attempting to field a batted ball.
- B. When a runner does not run in a direct line to a base, provided the fielder in the direct line does not have the ball in their possession.
- C. When more than one fielder attempts to field a batted ball and the runner comes in contact with the one who, in the umpire's judgment, could not have made an out.
- D. When a runner is hit with a fair untouched batted ball that has passed an infielder, excluding the pitcher, and in the umpire's judgment, no other fielder had an opportunity to make an out.

- E. When a runner is hit with a fair untouched batted ball over foul territory that, in the umpire's judgment, no fielder had an opportunity to make an out.
- F. When a runner is hit by a fair batted ball after it touches or is touched by any fielder, including the pitcher, and the runner could not avoid contact with the ball.
- G. When a runner off a base:
1. Is touched with a ball not securely held by a fielder.
 2. Is touched with a hand or glove of a defensive player and the ball is in the other hand.
- H. When the defensive team does not appeal:
1. Until after the next legal or illegal pitch, or
 2. Until after the pitcher and all infielders have clearly vacated their normal fielding positions and have left fair territory on their way to the team area, or
 3. On the last play of the game, until the umpires have left live ball territory.
- I. When a batter-runner overruns first base after touching it and returns directly to the base.
- J. When the runner is not given sufficient time to return to a base.
Effect:
1. The ball is dead.
 2. "No pitch" will be called by the umpire.
 3. The runner will not be called out for being off a base before the pitcher releases the ball.
- K. When the runner has legally started to advance.
Effect: The runner may not be stopped by the pitcher receiving the ball while on the pitcher's plate or by the pitcher stepping on the pitcher's plate with the ball in their possession.
- L. When the runner stays on the base until a fly ball is touched by a fielder and then attempts to advance.
- M. When hit by a batted ball while in contact with a base, unless the runner intentionally interferes with the ball or a fielder making a play.
- N. When the runner slides into a base and dislodges it from its proper position. The base is considered to have followed the runner.
- O. When a fielder makes a play on a batter, batter-runner or runner while using an illegal glove/mitt, and it is discovered by the umpire before:
1. The next legal or illegal pitch or
 2. The pitcher and all infielders have vacated their normal defensive positions and have left fair territory or
 3. On the last play of the game, the umpires have left live ball territory,
Effect: The manager of the offended team is given two options:
 - Have the entire play nullified with each runner returning to their original base and the batter batting again, assuming the ball and strike count prior to the pitch that was hit or on a steal attempt.
 - Take the result of the play.
- P. When a runner legally returns to a base left too soon or missed prior to an appeal being made or is returning to a base during a dead ball.

SECTION 9 - ADULT SLOW PITCH SPECIAL RULES

A. COURTESY RUNNER

In order to provide playing opportunities for those who are limited physically, courtesy runners are allowed according to the following rules:

1. Any player on base is eligible to be replaced with a courtesy runner. The use of courtesy runners is at the manager's discretion and cannot be declined.
2. A courtesy runner must be reported to the plate umpire. Once the courtesy runner has touched the base, that appearance counts toward the runner's two allowed uses.
3. Any eligible player may be a courtesy runner but only twice per game. An additional time is allowed for extra innings.
4. A courtesy runner may be inserted at any time.
5. If a player attempts to pinch run more than twice in a game (except as permitted in extra innings), the player will be called out and the base runner will be removed.
6. A player may pinch run twice in the same inning, provided he has not already pinch ran earlier in the game.
7. A courtesy runner may not run for an existing courtesy runner except for an injury.
8. A courtesy runner whose turn at bat comes while on base:
Effect:
 - The player who the courtesy runner is running for will be called out.
 - The courtesy runner will be removed from the base and take their turn at bat.
 - A second courtesy runner or a substitute is not permitted at this time.



B. HOME PLATE

1. Defensive players can touch only the original home plate and runners can touch only the second home plate. Catchers or any other fielders covering home must have a foot on the home plate and/or strike mat. to make an out and must not block the runner's path to the plastic orange plate.
2. Runners must touch the plastic orange home plate located adjacent to the righthanded batter's box in order to be safe at home.
3. Runners tagged by a defensive player instead of touching the original home plate will not be out.
4. Should a defensive player touch the second home plate and still touch the original home plate before the runner reaches the second home plate, the runner is out.
5. If the runner touches the original home plate, the runner is out and the ball remains live.
6. Once a runner passes the commitment line, 30 foot marking from a second home plate, the runner cannot return to third base.
Effect:
 - The ball remains live.
 - If the runner returns, the runner is out.
7. If the runner has passed the commitment line, 30 foot marking, and continues running on the original foul line, and interferes with the fielder taking a throw at or in contact with the original home plate:
Effect:
 - The ball is dead.
 - The runner is out.
 - Runners must return to the last base touched at the time of the interference.

8. Runners may not be tagged out after they cross the commitment line (30 feet from home plate). After they have crossed the no-return line, runners can be put out only by a fielder holding the ball while putting a foot on the home plate and/or strike mat. Any attempt to tag out a runner who has passed the commitment line will result in the runner being declared safe at home.
9. A runner is considered to have crossed the commitment line when his foot touches the ground, on or past the line.