

2019

**All World
Sports**

Fastpitch Softball Playing Rules

In order to condense all rules not mentioned will be governed by the

NFHS Softball Rules Book

Rule 1 - Definitions

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

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

BASE ON BALLS: Permits a batter to gain first base without liability to be put out and is awarded to a batter by the umpire when four pitches are judged to be out of the strike zone.

BASE LINE: Direct line between two consecutive bases.

BASE PATH: The traditional path traveled by a runner who is attempting to advance to the next base. It is defined by a direct line between two bases and three feet on either side of that line, unless a fielder has the ball in her possession and she is within three feet of the runner and prepared to apply a tag. A base runner who attempts to avoid a tag by running more than three feet to either side of a fielder with the ball in her possession shall be declared out.

Note: A runner establishes her own base path when she is not being played on

BASE-RUNNER: An offensive player that is advancing, touching or returning to a base.

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

BATTER'S BOX: The area in which the batter is positioned while at bat. The lines are considered as being within the batter's box.

BATTING ORDER: The official list of starting offensive players in the order in which they are to bat and recorded on a line-up card.

BATTING OUT OF ORDER: Batting out of order is failing to bat in proper sequence as listed on the official lineup card

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

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 legally batted ball not swung at but intentionally tapped with the bat. A bunt should never be considered an infield fly.

BUNT ATTEMPT: Any non-swinging movement of the bat intended to tap the ball into play. Holding the bat in the strike zone is considered a bunt attempt. In order to take a pitch, the bat must be withdrawn – pulled backward and away from the ball.

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

- In establishing the validity of the catch, the fielder must prove she has control of the ball and that her release of the ball is voluntary and intentional.
- If the fielder has made the catch but drops the ball either in transferring it to the throwing hand or

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

CATCH AND CARRY: A legal catch that a defensive player carries into dead ball territory.

CATCHER'S BOX: The area defined by lines, which are considered within the catcher's box. The catcher's body and equipment are considered within the box unless touching the ground outside the box. The catcher must remain in the box until the pitch is released.

CHARGED CONFERENCE: A charged conference takes place when:

A. Offensive Conference. The offensive team requests a suspension of play to allow the manager or other team representative to confer with the batter, another team representative, and/or runner(s).

B. Defensive Conference. The defensive team requests a suspension of play, and representative enters the playing field and talks with any defensive player.

NOTE: (Only 1 offensive and 2 defensive conference allowed per inning, except to replace a pitcher.)

CHIN STRAP: A part of the helmet that must be worn (mandatory) when used on offense or defense. (*exception – not required as part of the catchers mask*).

COURTESY RUNNER: A courtesy runner is any player who runs for a pitcher or catcher without a charged substitution.

CROW HOP: Prior to delivering the pitch, the pitcher replants the pivot foot and pushes off from a spot other than the pitcher's plate.

DEAD BALL: The term used for a ball that is not in play and does not become live again until the pitcher holds it on the pitcher's plate and the umpire calls/signals "Play/Play Ball".

DEFENSE: A player or team in the field attempting to prevent the offensive team from scoring.

DUGOUT: An out-of-play area designated for team personnel engaged in the game only.

EJECTED COACH/PLAYER: A coach or player removed from the game by the umpire, usually for an unsportsmanlike act or conduct. Any coach or player ejected from a game will be required to sit out the next game.

EXTRA PLAYER: An optional player that allows a team to play up to twelve players on offense and nine on defense. NOTE: A team may use up to 3 EP's however they must remain in the same batting order.

FAIR BALL: A legally batted ball that:

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

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

NOTE: It does not matter whether the ball first touches fair or foul territory, as long as it does not touch anything foreign to the natural ground in foul territory and complies with all other aspects of a fair ball.

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. Home plate, the foul lines and foul poles are considered part of fair territory.

FAKE TAG: A form of obstruction by a fielder who neither has the ball nor is about to receive the ball, makes the motion of tagging a base runner which impedes the progress of a runner either advancing or returning to a base. The runner does not have to stop or slide. Merely slowing down when a fake tag is attempted would constitute obstruction.

FIELDER: One of the nine players on the defensive team who takes a position on the field and attempts to stop the offensive team from scoring.

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

FOUL BALL: A batted ball that:

- A.** Settles or is touched (not caught) on or over foul territory between home and first base or between home and third base,
- B.** Bounds or rolls past first or third base on or over foul territory,
- C.** While over foul territory touches the person, attached equipment or clothing of a player or an umpire, or any object foreign to the natural ground,
- D.** First hits the ground or is first touched over foul territory beyond first or third base.
- E.** Touches the batter or the bat in the batter's hand(s) a second time while the batter is within the batter's box,
- F.** Hits the pitchers 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 mitt or hand and is legally caught by the catcher. It is a strike, the ball is live and runners may advance.

HIT BY PITCH: When the batter is hit by the pitched ball and the batter is not swinging at the ball or a strike is not called. Dead ball results with the batter advancing to first base.

HOME TEAM: The team that starts the game on defense (in the field). The home team will be determined by a flip of a coin if not mutually agreed on or determined by tournament assignment.

- Flip of the coin will be used in round robin games
- Higher seed will be used in bracket play
 - Higher seed will be home team even if they are in the losers bracket.
 - Double elimination higher seed will be home for the championship game. If there is an if game then the home and visitors will switch for that game.

ILLEGAL BAT: A bat that does not meet the requirements of an official bat as dictated by governing body.

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

ILLEGAL PITCH: Any pitch by the pitcher that is an infraction of the pitching rule.

INELIGIBLE PLAYER: A player who does not meet the requirements to register. The determination of eligibility is not the responsibility of the umpire. The use of an ineligible player will constitute a forfeit of any games played or in progress if properly protested.

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

INFIELD FLY: A fair fly ball (not including a line drive or an attempted bunt) which can be caught by an infielder with ordinary effort when first and second bases or first, second and third bases are occupied before two are out. Any defensive player who takes a position in the infield at the start of the pitch shall be considered an infielder for the purpose of this rule. The infield fly is ruled when the ball reaches the highest point based on the position of the closest infielder regardless who makes the play. When it seems apparent that a batted ball will be an infield fly, the umpire shall immediately declare: "Infield Fly". The ball is live and runners may advance at the risk of the ball being caught. The runners can tag up and advance once the batted ball is touched (prior to catching), the same as on any fly ball. If a declared infield fly becomes a foul ball, it is treated the same as any foul.

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 begins immediately after the final out of the previous inning.

INTERFERENCE: The act of an offensive player or team member, or spectator that impedes, hinders, or confuses a defensive player attempting to execute a play. Interference can be physical or verbal

LEAP: When both feet are airborne by the pitcher prior to delivering the pitch. This is an illegal act.

LINE DRIVE: A fair or foul batted ball that travels parallel or near to the ground through most of its flight. A line drive is not considered an infield fly.

LIVE BALL: Any and all times that the ball is in play or until the umpire calls "time" or "dead ball".

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

OFFENSE: A player or team at bat attempting to score runs.

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

PITCH: A live ball delivered to the batter by the pitcher with a legal underhand motion.

QUICK PITCH: A pitch delivered that catches the batter off balance or otherwise unprepared to bat.

ROSTERED PLAYERS:

No player will be allowed to be on more than one roster for participating in advancing to National play in any age or classification. Teams may create a weekend roster for local play. This will be used to insure players will play on only one team in a local tournament.

Number of Players: A maximum of 20 Players. Teams are allowed to pick up players for continued play; refer to player add/drop guidelines.

SLIDE:

- a) Legal
 - a. A legal slide may be either feet first or head first. If a runner slides feet first, at least one leg and buttock shall be on the ground. If a runner slides, the runner shall be within reach of the base with either hand or a foot when the slide is completed.
- b) Illegal
 - a. The runner uses a rolling or cress-body slide into the fielder
 - b. The runner's raised leg is higher than the fielder's knee when the fielder is in a standing position
 - c. The runner goes beyond the base and makes contact with or alters the play of the fielder
 - d. The runner slashes or kicks the fielder with either leg
 - e. The runner tries to injure the fielder

STEALING: The act of a runner attempting to advance during a pitch to the batter. Runners can advance once the pitched ball leaves the pitcher's hand.

STRIKE ZONE: That space over any part of home plate between the batter's forward armpit and the top of her knees when a batter assumes a natural batting stance adjacent to home plate.

SUBSTITUTE: Any member of a team's roster who is not listed as a starting player, or a starting player who may legally re-enter the game. If an unreported substitute enters the game without reporting, and after a pitch has been thrown (legal or illegal) she will become the official player. If a substitute is illegal for any reason, the player will be subject to the penalty for that violation.

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

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

VISITING TEAM: The team that starts the game on offense.

WILD PITCH: A wild pitch is a legally delivered ball that the catcher cannot catch or stop and control with ordinary effort.

Rule 2 - Equipment

Section 1. THE OFFICIAL BAT

- A.** Shall be a smooth cylinder with a knob and pass through a 2 1/4" diameter bat ring. The bat hand must be round or oval.
- B.** Shall be metal, plastic, graphite, carbon, magnesium, fiberglass, ceramic or any other approved composite material. Any new composite construction bat must be reviewed for approval.
- C.** Shall not be more than 34 inches long, or exceed 38 ounces in weight.
- D.** Shall not have exposed rivets, pins, rough or sharp edges or any form of exterior fastener that would present a hazard. A metal bat shall be free of burrs and cracks.

AWS NON-APPROVED BAT LIST

The governing body of softball maintains a list of illegal bats and All World Fastpitch will enforce this.

Penalty for using an illegal bat:

At the Umpire's discretion, the player and coach may be restricted to the dugout and removed from the game. If the team is caught a second time during the same event the player and coach will be ejected.

Section 2. THE OFFICIAL SOFTBALL

The yellow optic cover, red-stitch 12-inch ball, with a COR of .47. In 10 & Under, the yellow optic red-stitch 11-inch ball, with a COR of .47. For 8 & Under, the Incrediball or equivalent will be used.

Section 3. GLOVES/MITTS

A. Shall:

- a. Be a maximum of two colors excluding lacing and manufacturer's logo colors. Lacing shall not be the color of the ball.
- b. Not be entirely optic in color.
- c. Not have an optic-colored marking on the outside or inside that gives the appearance of the ball.
- d. Be permitted to have one American flag not to exceed 2 inches by 3 inches.
- e. Not be judged as distracting by the umpire.

B. The Catcher shall wear a glove/mitt of any size. Gloves/mitts shall be worn by all other fielders and conform to the following maximum specifications.

- a. Height measured from the bottom edge or heel straight up across the center of the palm to a line even with the highest point of the glove/mitt: 14 inches.
- b. Width of palm measured from the bottom edge of the webbing farthest from the thumb in a horizontal line to the outside of the little finger edge of the glove/mitt: 8 inches.
- c. Webbing measured across the top end, or along any line parallel to the top: 5 3/4 inches.

C. Gloves/mitts shall not be designed or altered to create an adhesive, sticky and/or tacky surface.

D. An illegal glove/mitt shall be replaced immediately

Section 4. MASKS, BODY PROTECTORS, SHIN GUARDS AND HELMETS

Catchers must wear a mask with throat protector, approved helmet with earflaps, shin guards that offer protection to the kneecaps and body protector.

A. FACE MASKS

Any defensive player or offensive player can wear an approved plastic face mask/guard.

EXCEPTION: Fastpitch catchers cannot wear the plastic face mask/guard. Face masks/guards that are cracked or deformed, or if padding has deteriorated or is missing, are prohibited from use. Approved are the Game Face and Sports-Guard facemasks.

B. HELMETS

1. OFFENSE. All fastpitch offensive players, including the on-deck batter, and players acting as coaches in the coach's box, must properly wear double earflap NOCSAE-approved batting helmets. Batting helmets that are broken, cracked, dented, or that have been illegally altered are prohibited from use. All batting helmets and catching gear must be approved and in original condition. All batting helmets are required to have face guards and chinstraps.

Removing the helmet during a live ball play and judged by the umpire to be a deliberate act shall cause the violator to be declared out immediately. The ball remains live. Calling a runner out for removing a helmet does not remove force play situations. Umpires should use discretion as to the intent of the rule concerning player safety.

2. DEFENSE. Any defensive player may wear an approved helmet, with or without earflaps, of similar color as the team caps. It must have a bill.

Section 5. UNIFORM

All players on a team shall properly wear uniforms that are alike in color, trim and style. If because of the blood rule a change is required and the uniform part does not match, the player will not be penalized. All protective equipment should be worn properly. If a player is requested by the umpire to remove jewelry, illegal shoes or illegal parts of the uniform and they refuse, the player will not be allowed to play.

- A. **HEADWEAR** Ball caps, visors and headbands are optional for player. If worn, they can be mixed, but must be worn properly. If one type or more than one type is worn, they all must be of the same color. Handkerchiefs do not qualify as headbands and cannot be worn around the head or neck. Plastic visors are not allowed.
- B. **PANTS/SLIDING PANTS:** All players' pants may be long, short, or mixed in style, as long as they are alike in color. Players may wear a solid-colored pair of sliding pants. It is not mandatory that all players wear sliding pants, but if more than one player wears them, they must be alike in color and style. No player may wear ragged, frayed or slit legs on exposed sliding pants.
 - a. EXCEPTION: Pitchers may not wear their sliding pads turned inside where it shows an optic yellow softball. This will be a distraction to the batter therefore is not allowed.
- C. **UNDERSHIRTS:** Players may wear a solid-colored undershirt (it may be white). It is not mandatory that all players wear an undershirt, but if more than one player wears them, they must be alike in color and style. No player may wear ragged, frayed or slit sleeves on exposed undershirts.
- D. **NUMBERS** An Arabic whole number (0-99) of contrasting color, at least six inches high must be worn on the back of all uniform shirts. No player on the same team may wear identical numbers. (Numbers 0 and 00 or 3 and 03 are examples of identical numbers.) Players without numbers will not be permitted to play. There is no penalty for a player wearing a wrong number or a duplicate number. Correct the number in the scorebook or have the player(s) change jerseys in case of duplication, and continue play. Numbers must be worn on uniforms, with no two players on a team having the same number.
- E. **WRISTBAND:** Any wristband with a playbook / playcard attached shall be considered equipment and is permitted as long as it is a single, solid color, and it is not optic yellow. It does not have to match the color of the upper garment. It shall only be worn on the non-pitching arm of the pitcher.

- F. **CASTS/PROSTHESES** All casts and splints must be padded. Prostheses may be worn. Braces with exposed hard surfaces must be padded. Any of this equipment judged by the umpire to be potentially dangerous is illegal. Any decision by the umpire should be based on whether or not a device worn or used by an individual with a disability changes the fundamental nature of the game or poses a significant risk to the safety of other players.
- G. **JEWELRY** All jewelry must be removed and may not be worn during the game. Medical alert bracelets or necklaces are not considered jewelry. If worn, they must be taped to the body so the medical alert information remains visible. No jewelry is allowed on the players (except medical alert bracelets).
- H. **SHOES** All players must wear shoes with plastic, canvas, or similar synthetic uppers. The soles may be smooth or have soft or hard rubber cleats. Shoes with detachable cleats that screw into the sole of the shoe are allowed. Metal cleats may be worn by 14U, 16U, 18U and HS divisions only and may not extend beyond 3/4 of an inch from the sole and shall not be round. Pitching toes are allowed for all players as long as the pitching toes are securely fastened.

Section 6. OTHER EQUIPMENT

The use of electronic devices by team personnel to transmit or record information pertaining to their players or team's performance shall be permitted within the team's dugout/bench area only. Information obtained from an electronic device may be used for coaching purposes during the game.

Section 7. ALL EQUIPMENT

Notwithstanding the foregoing, we reserve the right to withhold or withdraw approval of any equipment which, in the sole determination, significantly changes the character of the game, affects the safety of participants or spectators, or renders a player's performance more a product of the player's equipment rather than the player's individual skill.

Rule 3 - *The Playing Field*

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

Section 1 - Backstop

A backstop is required. It should be a minimum distance of 25 feet and a maximum distance of 30 feet from home plate. It is recommended that the backstop be vertical and not extend over the playing field. If the backstop is cement or brick, it is recommended that it be padded.

Section 2 - Base, Pitching, Fence Distances

<i>Division</i>	<i>Bases</i>	<i>Pitching</i>	<i>Min. Fen</i>
8-U	60'	30'	150'
10-U	60'	35'	150'
12-U	60'	40'	175'
14-U	60'	43'	200'
16-U	60'	43'	200'
18-U	60'	43'	200'
18-U Elite	60'	43'	200'

Measurements taken from the apex of home plate to center of second base, back edge of first and third base, front center of pitchers plate and bottom of fence.

Section 3 - Bases

First, second and third base shall be white bags made of canvas (filled with a soft material), molded rubber or synthetic material and shall be securely attached to the ground or an anchor system. Each base shall be 15-inches-square, two to five inches thick and may have tapered edges.

A double first base is permitted. The base shall be a one- or two-piece unit, 15"x30" and manufactured to be of equal height. The base in foul territory shall be a color other than white.

Note: If a field is equipped with a double base, it must be used.

Section 4 - Batter's Boxes

The batter's boxes, one on each side of home plate, shall be 6 inches from home plate and shall measure 3 feet by 7 feet. The front line of each box shall be 4 feet in front of a line drawn through the center of home plate. The four lines must be drawn

Section 5 - Catcher's Box

The catcher's box shall be 10 feet in length from the rear outside corners of the batters' boxes and shall be 8 feet, 5 inches wide.

Section 6 - Coaches' Boxes

Each coaches' box shall be marked by two lines. The first, a line 15 feet long drawn parallel to and 8 feet from the first and third baselines is extended from the back edge of the bases toward home plate. The second is a line 3 feet long drawn perpendicular to the end of the 15 foot line closest to home plate.

Section 7 - Fences

It is highly recommended that the playing field be enclosed completely by permanent home run and sideline fences at least 4 feet high. For an unfenced field, an out-of-bounds line shall be used to define dead ball areas.

Section 8 - Field of Play

It is highly recommended that the infield is skinned and that the outfield is natural grass.

Section 9 - Home Plate

Home plate shall be a five-sided slab of whitened rubber or other suitable similar material. The edge facing the pitcher shall be 17 inches wide. The sides shall be parallel to the inside lines of the batters' boxes and shall be 8 ½ inches long. The sides of the point facing the catcher shall be 12 inches long. Home plate shall be set in fair territory with the two 12-inch edges coinciding with the foul lines extending from home plate to first base and to third base and with the 17-inch edge facing the pitcher. The top edges of home plate shall be beveled, and the plate shall be fixed level with the ground surface.

Section 10 - Infield

The infield shall be level, but to allow for natural surface drainage, it is recommended that the entire playing area be graded one percent from the edge of the pitcher's plate to the sideline boundaries of the field.

Section 11 - Lines (Markings)

All lines on the playing field shall be marked with chalk or non-burning material that is not injurious to the eyes or skin. Lime or caustic material of any kind is prohibited. All lines must be 2 to 4 inches in width. The outside edge of the first and third base lines and their extensions should correspond with the outside edge.

Section 12 - On-Deck Circle

The on-deck circle shall be a circular area 5 feet in diameter in which the next batter may warm up. It is located to the side and away from home plate.

Section 13 - Pitcher's Circle

The pitcher's circle shall be a circular area with an 8-foot radius, drawn from the center of the front edge of the pitcher's plate.

Section 13 - Pitcher's Plate

The pitcher's plate shall be a rectangular slab of whitened rubber or suitable material, 24 inches long and 6 inches wide. It shall be fixed in the ground, and the top of the plate shall be level with the ground surface.

Section 14 - Runner's Lane

The runner's lane is bounded by a 30-foot line drawn in the territory parallel to the 3 feet from the first-base line, starting at a point halfway between home plate and the back edge of first base. The runner's lane should be skinned.

Rule 4 - *Players, Coaches, Substitutes*

Section 1: PLAYERS

A. A team must have the required number of players present in the dugout or team area to start or continue a game. Players listed in the starting lineup and not available at game time may be substituted for and re-entered later. Lineup sheets are to be completed and submitted to the official scorer and umpire at the start of each game. A starting player shall be official when the lineup is inspected and approved by the plate umpire and team manager at the pre-game meeting. The lineup shall contain the first and last name, position and uniform number of each player. If a wrong number is on the lineup sheet, correct it and continue playing with no penalty. Numbers are for courtesy purposes only. All substitutes must be listed in the designated place by their last name, first name and uniform number. Rostered players who will be arriving late should also be included. If a substitute is not listed, then that player is not eligible for that game.

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

1. Nine players: pitcher (F-1), catcher (F-2), first baseman (F-3), second baseman (F-4), third baseman (F-5), shortstop (F-6), left fielder (F-7), center fielder (F-8) and right fielder (F-9).

2. Extra Players: Three (3) extra players are allowed to bat in the lineup and are interchangeable on defense without being charged a substitution.

C. SHORT-HANDED RULE

1. To start a game:

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

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

2. To continue or finish a game once started.

- a. If a team is batting 9, 10, 11 or 12 players and a player becomes injured or leaves the game, if there is no eligible substitute available, notify the umpire of this situation and scratch out the player and move to the next position in the lineup.
 - b. If playing shorthanded and a substitute arrives, she must be inserted immediately into the vacant spot. If she refuses to enter for any reason, that player becomes ineligible the remainder of the game.
 - c. If a player has safely reached base and is injured or it becomes necessary to leave the game, then the most recent batter not on base will be allowed to run for that player, until that player is put out, scores or the ½ inning ends.
 - d. The player who has left the game cannot return to the lineup.
EXCEPTION: A player who has left the game under the blood rule may return even after missing a turn at bat.
3. No out will be taken when the vacant position in the batting order appears, if the player left the game for any reason other than ejection.
 4. When the vacant position in the batting order appears, if the player was *ejected* from the game, an out shall be declared for each turn at bat.
 5. Under no circumstances shall a team be permitted to continue a game, *offensively or defensively*, with less than eight players.
EFFECT: AWS wants to allow as many girls as possible to participate so a team will not be penalized until they go below the mandatory 8 in the batting lineup at which time will result in forfeiture.
 6. An inning or the game can not end with an automatic out.

Section 2: EXTRA PLAYER

- A. An extra (EP) is optional, but if used, must be made known prior to the start of the game and be listed on the scoring sheet 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. If an EP is used, the EP must bat and any 9 of the players listed on the lineup sheet may play defense. Defensive positions may be changed, but the batting order must remain the same.
- D. The EP may be substituted for at any time. The substitute must be a player who has not yet been in the game. The starting EP may re-enter.
- E. A “defense only” player may also be used. This allows for up to 13 players in the lineup, (12 of which may bat) by using nine regular players, up to three “extra players” (EPs) and a “defense only player” (DEFO). There may be 9, 10, 11, 12 or 13 total players on the lineup sheet. Any nine can be used on defense with 9, 10, 11 or 12 batters. For purposes of simplicity, if a coach chooses to use a DEFO and only 9 batters, one of the 9 batters will be considered an EP.
EXCEPTION: If the DEFO is used, that player must remain on defense throughout the game, unless inserted into the lineup “once” for any of the three EPs, or replaced on defense, in which case the DEFO position would be eliminated for the remainder of the game.

Section 3: RE-ENTRY

- A. Any of the starting players, including an EP may be substituted or replaced and re-entered once, provided players occupy the same batting positions whenever in the lineup.
- B. Substitutes may re-enter. Starting players may not re-enter a second time. The starting player and her substitute may not be in the line-up at the same time.
- C. If a substitute player re-enters the game in a position in the batting order other than their original starting position, this is considered an illegal re-entry.

EFFECT: Violation of the re-entry rule is considered an illegal player. The illegal player shall be disqualified.

Section 4: SUBSTITUTES

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

A. The manager or team representative of the team making the substitution shall immediately notify the plate umpire at the time the substitute enters. The plate umpire shall then report the change to the scorer.

B. If a substitute enters the game without reporting, she becomes an unreported substitute. An unreported substitute is a substitute who has a legal right to participate in the game but has not reported to the umpire prior to her participation. The use of an illegal substitute is handled as a protest by the offended team while the player is in the game. If the team manager or player in violation informs the umpire prior to the offended team's protest there is no violation regardless of how long the player or players were illegal in the game. All action prior to the discovery is legal. If the team in violation has no substitutes to replace the player disqualified, it is treated the same as the shorthanded rule - the player disqualified is also called out, and the next batter bats.

EXCEPTION:

1. If an unreported substitute on offense bats and reaches base safely, and then is discovered and protested before a pitch to the next batter (legal or illegal), or if at the end of the game and before the umpire leaves the field, all runners (including the batter) will return to the base occupied on the batted ball, and the unreported substitute is declared out. All outs that occur on this play will stand.
 2. If an unreported substitute or player on offense is discovered while at the plate, the correct player will be placed at bat with the current ball / strike count
2. If the substitute is an illegal player for any reason, she will be subject to the penalty for that violation.

C. Any player may be removed from the game during any dead ball. A pitcher is required to pitch until the first batter facing her has completed her turn at bat or the side has been retired.

D. If an accident to a batter-runner or runner prevents them from proceeding to an awarded base, and the ball is dead, the batter-runner may be substituted for. The substitute will be allowed to proceed to any awarded base(s). The substitute must legally touch any awarded or missed base(s) not previously touched. This is not a courtesy runner, but a legal substitute.

Section 5: ILLEGAL PLAYERS

An illegal player is a player who takes a position in the lineup, either on offense or defense, which does not have a legal right to that position. A player will not violate the illegal player rule until one pitch, legal or illegal, has been thrown. The use of an illegal player is handled as a protest by the offended team while the player is in the game. Once the umpire has been informed, in all cases the illegal player shall be disqualified, and can be legally replaced either by a substitute or a starter who re-enters the game. Illegal players include:

A. ILLEGAL PITCHER: An illegal pitcher is a player who returns to pitch after being removed from the pitching position by the umpire because of excess charged defensive conferences.

EFFECT: Once discovered, the illegal pitcher shall be disqualified and all plays stand.

B. ILLEGAL RUNNER: An illegal runner occurs when:

1. Placing an offensive player in the line-up as a runner for another offensive player;

EXCEPTION: Pitcher and Catcher only.

2. Not reporting a courtesy runner or using an ineligible/illegal courtesy runner.

C. ILLEGAL RE-ENTRY: An illegal re-entry occurs when:

1. A starting player returns to the game a second time after being substituted for twice.
2. A starting player returns to the game, but is not in her original position in the batting order.

3. A substitute returns to the game after being replaced.

EFFECT: Any action that occurs while the illegal player is in the game is governed as follows:

i. OFFENSE: If the illegal player is discovered by the defense:

1. While the illegal player is at bat, she is disqualified, and is out. Any advance of runners while the illegal player is at bat shall be legal.

2. After the illegal player has completed a turn at bat and before the next or illegal pitch, before the defensive team has left the field, and before the umpires have left the game, the illegal player is called out, disqualified, and any advance of runners as a result of the illegal player becoming a batter-runner is nullified. Any additional outs that were recorded on the play will stand.

3. After the illegal player has completed a turn at bat and after the next legal or illegal pitch, or after the defense has left the field, the illegal player is disqualified and is called out. Any advance of runners as a result of the illegal player becoming a batter-runner is legal.

4. If the player is in the game illegally as a runner, the player is disqualified and replaced on the base. Any advance of the runner(s) is legal.

ii. DEFENSE: If the illegal player is discovered by the offense:

1. After the illegal player makes a play and before the next legal or illegal pitch, before the defense has left the field, and before the umpires have left the game, the illegal player is disqualified, and the offensive team has the option of:

a. Taking the result of the play, or

b. Having the last batter return and assume the ball and strike count the batter had prior to the discovery of the illegal player. Each runner would return to the base occupied prior to the play.

2. After a legal or illegal pitch to the next batter, the illegal player is disqualified and all plays stand.

Section 6: COACH

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

B. Although umpires have the right to inspect equipment, the responsibility for proper equipment rest with coaches, players, and their parent / guardian.

C. Coaches must be neatly attired or dressed in team uniform in accordance with the color code of the team. If a coach wears a hat/cap, it must be approved headwear.

D. A base coach is an eligible team member, head coach or assistance coach of the team at bat who occupies the coach's box at first or third, to direct the batter or runner.

a. One coach can have in their possession in the coach's box, a scorebook, pen, pencil, and an indicator all of which shall be used for scorekeeping or record keeping purposes only.

b. A base coach shall be obligated to stay within the confines of these boxes with both feet until after the pitch has been delivered. 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 interfere with the play.

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

d. A base coach may address only their team members.

e. No communication equipment is allowed between dugout and coaches, players, and spectators.

E. **EFFECT:** Disqualification or ejection from the game after a warning.

Section 7: DISQUALIFIED OR RESTRICTED TO THE DUGOUT PLAYER

A. A player or coach who has been restricted to the dugout from the game is restricted to the bench. They are only allowed to leave the dugout if it is to tend to an injured player. If the act is determined to be flagrant, the player or coach must leave the confines of the complex and go to the parking lot. Any disqualified or restricted to the dugout player discovered participating in the game would constitute a forfeit.

B. Any arguing on the judgment of balls and strikes will constitute a team warning.

C. If a player is disqualified a team cannot play shorthanded, however if a player is restricted to the dugout and the team does not have enough players to continue, the game is forfeited.

Section 8: BLOOD RULE

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

Rule 5 - The Game

Section 1: HOME TEAM

The team that is designated as home team shall bat last in the inning.

- Flip of the coin will be used in round robin games to determine home team
- Higher seed will be Home team in bracket play
 - Higher seed will be home team even if they are in the losers bracket.
 - Double elimination higher seed will be home for the championship game. If there is an "if game" then the home and visitors team will switch for that game.

Section 2: FITNESS OF THE GROUND

The fitness of the ground for a game shall be decided solely by the tournament director.

Section 3: REGULATION GAME

A. A regulation game shall consist of seven innings or until completion of the time limit. A full seven innings need not be played if the team second at bat scores more runs in six and one-half innings and/or before the third out in the last of the seventh inning, or the run ahead rule is applied.

a. Game time limits are NO NEW INNING after 75 minutes. Championship game time limits are NO NEW INNING after 90 minutes.

b. If there is 10 or less minutes remaining to play at the beginning of an inning the umpire shall declare "last inning", and the game will end at the completion of that inning.

c. Pool play games can end in a tie.

d. There is absolutely NO drop dead time.

B. An elimination game that is tied at the end of seven innings or at the completion of the time limit shall be continued by playing additional innings using the International Tie-Breaker rule until one side has scored more runs than the other at the end of a complete inning, or until the team second at bat has scored more runs in their half of the inning before the third out is made.

C. A game 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 in five or more innings. The umpire is empowered to call a game at any time because of darkness, rain, fire, panic or other cause that place the patrons or players in peril.

D. Games that are tied and have to be suspended for any reason will be started back at the point of interruption.

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 is scheduled or assigned within a time set for forfeitures by the organization that the team represents.
Teams need to be available and ready to play 30 minutes prior to start time listed
- 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 warning by the umpire, any one of the rules of the game is willfully violated.
- G. If the order for the ejection or restriction of a player, manager or coach is not obeyed within one minute.
- H. If the ejection or restriction of a player or players from the game results in fewer than the required number of players to continue the game.
- I. If an illegal player is discovered in the game or a restricted to the dugout player is discovered participating again.
- J. If a team is playing one player short and another player becomes injured or ill, leaving the team with two less players than the required number.
- K. Once a game has been forfeited, the forfeit cannot be changed.
- L. If a team takes a forfeit or is disqualified there will be no tournament placement or trophies awarded.

Section 5: SCORING OF RUNS

- A. One run shall be scored each time a runner touches first, second, third bases and home plate.
- B. No run shall be scored if the third out of the inning is the result of:
 - a. 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.
 - b. A runner being put out by a tag or live ball appeal play prior to the lead runner touching home plate.
 - c. A preceding runner is declared out on an appeal play.
- C. NOTE: An appeal can be made after the third out in order to nullify a run.

Section 6: GAME WINNER

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

- A. The score of a called regulation game shall be the score at the end of the last complete inning, unless the team second at bat has scored an equal number or more runs than the first team at bat in the incomplete inning. In this case, the score shall be that of the incomplete inning.
- B. The score of a regulation tie game shall be the tie score when the game was terminated.
- C. The score of a forfeited game shall be seven to zero in favor of the team not at fault.

Section 7: CONFERENCES

A. Offensive Conference. There shall be only one charged conference between the manager and/or other team representative(s) and the batter, another team representative, and/or runner(s) in an inning. The umpire shall not permit any such conferences in excess of one in an inning. EFFECT: Restriction of the manager or coach who insists on another charged conference.

B. Defensive Conference. There shall be only three charged conference(s) between the manager or other team representative from the dugout with any defensive player(s) in a seven-inning game. For every inning beyond seven, there shall be one charged conference per inning between the manager or other team representative from the dugout with any defense player(s).

EFFECT: The fourth, and each additional, charged conference in a seven inning game, or for any charged conference in excess of one per inning in an extra inning game, shall result in the removal of the pitcher from the pitcher position for the remainder of the game. The removed pitcher can play another position on defense but cannot pitch again--if the pitcher is removed it does not count as a charged conference.

Section 8: HOME RUN RULE

Any fair fly ball touched by a defensive player that goes over the fence in fair territory should be declared a four-base award. A home run will be awarded for any ball hit over the fence in fair territory.

Section 9: RUN RULE

A. The run rule is; 12 runs after three innings, 10 runs after four innings or 8 runs after five innings.

Section 10: TIE-BREAKER RULE

Starting with the top of the next inning, and each half inning thereafter, the offensive team shall begin its turn at bat with the player who is scheduled to bat last in that respective half inning being placed on second base (e.g., if the number five batter is the leadoff batter, the number four batter in the batting order will be placed on second base. A courtesy runner may be inserted for the pitcher or catcher as usual). All AWS rules continue in tie-breaker play.

Rule 6 - *Pitching Regulations*

Section 1. PRELIMINARIES

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

- A.** Both feet must be in contact with the pitching rubber.
- B.** While on the pitching plate, the pitcher shall take the signal or appear to be taking a signal with the hands separated. The ball must remain in either the glove or pitching hand.
 - a.** After completing "B" above, the pitcher shall bring the hands together in front of the body for not less than one second and not more than 10 seconds before releasing the ball. The hands may be motionless or moving.
- C.** The pitcher shall not be considered in the pitching position unless the catcher is in position to receive the pitch.
- D.** The pitcher may not take the pitching position on the pitcher's plate without having the ball in her possession.
- E.** The pitcher may remove herself from the pitching position as follows:
 - a.** Before the hands come together, the pitcher may legally step back from the pitcher's plate with both feet:
 - b.** When the hands are together and no part of the windup motion has been made, the pitcher may legally step back from the pitcher's plate with both feet before separating her hands or making any motion that is part of the windup after the hands have come together.
 - i.** **PENALTY:** An illegal pitch shall be declared immediately by the umpire (delayed dead ball signal). The batter is awarded a ball. **EXCEPTIONS:**
 - 1.** If the batter reaches first base safely and each other runner advances at least one base, the illegal pitch is nullified.
 - 2.** If the batter does not reach first base safely or if any base runner fails to advance at least one base, the coach of the team at bat shall have the option of the result of the play or the penalty of the illegal pitch.
 - 3.** If the batter is hit by an illegal pitch out of the strike zone, the batter is awarded first base and each base runner is awarded one base if forced to

advance.

4. If ball four is an illegal pitch, the batter is awarded first base and each base runner is awarded one base if forced to advance.

Section 2. STARTING THE PITCH

The pitch starts when one hand is taken off the ball or the pitcher makes any motion that is part of the windup after the hands have been placed together.

Section 3. LEGAL DELIVERY

- A. The pitcher must not make any motion to pitch without immediately delivering the ball to the batter. Both feet must remain in contact with the pitching rubber until the pitch has started. All motion should be forward and towards home plate.
- B. The pitcher must not use a pitching motion in which, after having the ball in both hands in the pitching position, the pitcher removes one hand from the ball, and returns the ball to both hands in front of the body.
- C. The pitcher must not make a stop or reversal of the forward motion after separating the hands.
- D. The pitcher must not make two revolutions of the arm on the windmill pitch. A pitcher may drop the arm to the side and to the rear before starting the windmill motion.
- E. The delivery must be an underhanded motion with the hand below the hip and the wrist not farther from the body than the elbow. If the underhanded arm movement is more than 12" away from the parallel of the body, the pitch will be considered a sidearm pitch.
- F. The release of the ball and follow through of the hand and wrist must be forward and past the straight line of the body.
- G. The pitcher may not make another revolution after releasing the ball.
- H. The pitcher shall not deliberately drop, roll or bounce the ball in order to prevent the batter from hitting it.
- I. The pitcher has 20 seconds to release the next pitch after receiving the ball or after the umpire indicates "play ball".
- J. Pitcher can ask the umpire for a different ball at any given time before the start of her pitch. During wet conditions, a coach can towel dry the balls for the pitcher.
- K. When a pitcher leaps or crow hops it is considered an illegal pitch.
- L. A pitcher may use slingshot, slip pitch or windmill as long as they meet pitching requirements.
- M. Both feet of the pitcher must remain within or partially within the 24" length of the rubber.
- N. The pitcher shall not at anytime during the game be allowed to use tape or other substance on the ball or contact points of the pitching hand or fingers; nor shall any other player apply a foreign substance to the ball.
- O. A pitcher who licks her fingers shall wipe them off before bringing them in contact with the ball
- P. Under the supervision and control of the umpire, powdered rosin or any comparable drying agent may be used to dry the hand.
 - a. It is not necessary to wipe off the drying agent before making contact with the ball
 - b. Dirt is not consider

PENALTY: An illegal pitch shall be called immediately

Section 4. INTENTIONAL WALK

A request made to the umpire by the defensive coach, pitcher or catcher, for the purpose of awarding the batter first base. No pitches are thrown, The request may be made prior to or during the at bat. No appeals may be made after the request has been made

Section 5. DEFENSIVE POSITIONING

- A. The pitcher shall not deliver a pitch unless all defensive players are positioned in fair territory, except the catcher who must 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,

act in a manner to distract the batter. A pitch does not have to be released. The offending player shall also be restricted to the dugout from the game.

Section 6. FOREIGN SUBSTANCE

Any defensive player shall not at any time during the game be allowed to use any foreign substance upon the ball. Under the supervision and control of the umpire, powdered resin may be used to dry the hands. Applying resin into the glove and then placing the ball in the glove is an illegal act. Resin must be on the ground behind the pitcher's plate. A pitcher who licks her fingers must wipe the fingers off before bringing them in contact with the ball. The pitcher shall not wear tape on the fingers, a sweatband, bracelet, or similar type item on the wrist or forearm of the pitching arm. Batting gloves may not be worn on the pitching hand.

EFFECT: An illegal pitch shall be called on the first offense. If any defensive player continues to place a foreign substance on the ball, the player should be restricted to the dugout for the ball game.

Section 7. CATCHER

A. The catcher must remain within the lines of the catcher's box until the pitch is released.

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

EXCEPTION: Does not apply with a runner(s) on base or the batter becoming a batter-runner.

Section 8. THROWING TO A BASE

The pitcher shall not throw to a base during a live ball while either foot is in contact with the pitcher's plate after the pitcher has taken the pitching position. If the throw from the pitcher's plate occurs during a live ball appeal play, the appeal is canceled. The pitcher may move back from the pitching position by stepping backwards off the pitcher's plate prior to separating her hand. Stepping forward or sideways at any time constitutes an illegal pitch.

EFFECT:

A. Any infraction of Sections 1-8 is an illegal pitch.

B. The umpire shall give a delayed dead ball signal.

C. If the batter hits the ball and reaches first base safely, and if all other runners have advanced at least one base on the batted ball, the illegal pitch is nullified. All action as a result of the batted ball stands. No option is given. When a runner passes a base, she is considered to have touched a base.

D. Otherwise the manager has the option to take the result of the play, or the illegal pitch is enforced by awarding a ball to the batter (if ball four award first base) and advancing all runners on base.

E. If an illegal pitch hits the batter out of the strike zone, the batter is awarded first base and all runners are awarded one base.

Section 9. 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 five pitches. Play shall be suspended during this time. For excessive warm-up pitches, a pitcher shall be penalized by awarding a ball to the batter for each pitch in excess of five. This does not apply if the umpire delays the start of play due to substitution, conference, injuries, etc. 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 if the player has not left the batting order or has not been removed from the pitcher's position by the umpire. The one-minute time limit begins from the third out of the previous half-inning.

Section 10. NO PITCH

No pitch shall be declared when:

A. The pitcher pitches during the suspension of play.

B. The pitcher attempts 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 as a result of a previous pitch.

C. A runner is called out for leaving a base prior to the pitcher releasing the ball.

D. The pitcher pitches before a runner has retouched her base after being legitimately off that base.

Rule 7 - Batter-Runner & Runner

Section 1. THE BATTER BECOMES A BATTER-RUNNER

- 1) A batter becomes a batter-runner with the right to attempt to score by advancing to first, second and third and then home plate in the listed order when:
 - a. She legally hits a fair ball.
 - b. The catcher fails to catch the third strike before the ball touches the ground when there are fewer than two outs and first base is unoccupied at the time of the pitch, or anytime there are two outs.
 - c. A fourth ball is called by the umpire.
 1. EFFECT: *The ball is in play unless it has been blocked.*
 - d. An intentional base on balls is requested by the pitcher
 1. EFFECT: *The ball is dead and batter is awarded first base.*
 - e. The catcher or another defensive player obstructs, hinders or prevents the batter from striking or hitting a pitched ball.
 1. EFFECTS:
 1. *The umpire shall give a delayed dead-ball signal.*
 2. *If the batter hits the ball and reaches first base safely and if all other runners have advanced at least one base on the batted ball, catcher obstruction is canceled. All action as a result of the batted ball stands. No option is given. Once a runner has passed a base, the runner is considered to have reached that base (when missing the base or not) and no options are given.*
 3. *Otherwise, the coach or captain of the team at bat, after being informed by the plate umpire of the obstruction, has the option to take the result of the play, or have the obstruction enforced by awarding the batter first base and advancing all other runners only if forced.*
 - f. The catcher or any other fielder shall not:
 1. Step on, or in front of home plate without the ball, or
 2. On a swing or attempted bunt, touch the batter or her bat with a runner on third base trying to score by means of a squeeze play or a steal.
 1. EFFECT: *The runner would be awarded the base on the attempted steal or squeeze. The batter shall also be awarded first base on the obstruction and the ball is dead.*
- 2) A batter is awarded first base when:
 - a. A fair batted ball strikes the person, attached equipment, or clothing of an umpire or runner.
 1. EFFECTS:
 1. *If, after touching a fielder (including the pitcher), the ball is in play.*
 2. *If, after passing a fielder other than the pitcher, and no other fielder had a chance to make an out, the ball is in play.*
 3. *If before passing a fielder without being touched, the ball is dead. If the runner is hit by the ball while off base and before it has passed an infielder, excluding the pitcher, or if it passes an infielder and another fielder has an opportunity to make an out, the runner is out and the batter-runner is entitled to first base without liability to be put out. Any runner not forced by the batter-runner must return to the base reached prior to the interference. When a fair ball touches a runner who is in contact with a base, the ball is dead or live depending on whether the closest fielder is in front of the base (live) or behind the base (dead). The runner is not out unless she intentionally interferes.*
 2. *If the fair batted ball hits an umpire before passing a fielder other than the pitcher, the ball is dead and the batter-runner is entitled to first base without liability to be*

put out.

- 3) b. A pitched ball is entirely within the batter's box and it strikes the batter or her clothing. No attempt to avoid being hit by the pitch is required. However, the batter may not obviously try to get hit by the pitch.
- 4) EFFECT:
 1. *the ball is dead. The batter is entitled to one base without liability to be put out.*
 2. *If the batter is hit anywhere on the body, including the hands while swinging at a pitch and hits the ball, fair or foul, the ball is dead and a strike called. If it is strike three, the batter is out.*

Section 2 POSITION AND BATTING ORDER

- A. Each player of the team shall become the batter and shall take her position within the batter's box (on either side of home plate), in the order in which her name appears on the lineup card as delivered to the umpire and the opposing team prior to the game.
- B. This order shall be followed during the entire game except that an entering substitute shall take the replaced player's place in the batting order
 - a. A batter is in proper order if she follows the preceding player in the lineup, even though such preceding batter may have batted out of order.
 - i. In improper batter is considered to be at bat as soon as she enters the batter's box and one pitch has been thrown
 - b. When an improper batter's infraction is first discovered, time may be requested and the improper batter replaced by the proper batter who will assume the improper batter's ball and strike count provided the infraction is detected before the improper batter is put out or becomes a base runner.
- c. PENALTIES:
 - i. A batter shall be called out on appeal when she fails to bat in her proper turn and another batter completes a time at bat in her place
 - ii. When an improper batter becomes a runner or is put out and the defensive team appeals to the umpire before the next pitch (legal or illegal), or prior to an intentional base on balls, or before all infielders leave fair territory and the catcher vacates her normal fielding position if a half-inning is ending.
 1. The umpire shall declare the batter who should have batted out (not the improper batter). The improper batter's time at bat is negated and she is returned to the dugout/bench area.
 2. All outs stand and runners who were not declared out must return to the base occupied at the time of the pitch.
 - a. If a runner advances because of a stolen base, wild pitch, passed ball or an illegal pitch while the improper batter is at bat, such advance is legal
- d. When an improper batter becomes a runner or is put out and a legal or illegal pitch has been delivered to the succeeding batter before an appeal is made. The improper batter becomes the proper batter and the results of her time at bat become legal.
- e. When the proper batter is called out because she has failed to bat in turn, the next batter shall be the batter whose name follows that of the proper batter who was called out.
- f. When an improper batter becomes a proper batter because no appeal is properly made as above. The next batter shall be the batter whose name follow that of such legalized improper batter.
- g. When several players bat out of order before discovery so that a player's time at bat occurs while she is a runner. Such player remains on base, but she is NOT out as a batter

Section 3. BATTER-RUNNER IS OUT

- A. When the catcher drops the third strike and is legally put out prior to reaching first base with less than two outs and first base is not occupied at the time of the pitch.
- B. When after hitting a fair ball the batter-runner is legally put out prior to reaching first base.
- C. When, after a fly ball is hit, the ball is caught by a fielder before it touches the ground, any object or person other than a defensive player.

- a. EFFECT: The ball is in play.
- D. When the batter-runner fails to advance to first base and enters the team area after a batted fair ball, a base on balls, a hit batter, a dropped third strike or catcher obstruction.
 - a. EXCEPTION: If the ball is dead, the batter-runner is not out and runners cannot advance unless forced.
- E. When she runs outside the three-foot lane and, in the judgment of the umpire, interferes with the fielder taking the throw at first base; however, the batter-runner may run outside the three-foot lane to avoid a fielder attempting to field a batted ball.
- F. When the batter-runner interferes with a fielder attempting to field a batted ball, interferes with a fielder attempting to throw the ball, intentionally interferes with a thrown ball while out of the batter's box, makes contact with a fair batted ball before reaching first base, or interferes with a dropped third strike. If this interference, in the umpire's judgment, is an obvious attempt to prevent a double play, the runner closest to home plate shall be called out. A batter-runner being hit with a thrown ball does not necessarily constitute interference.
- G. When the batter-runner interferes with a play at home plate in an attempt to prevent an obvious out at home plate. The runner is also out.
- H. When the batter-runner steps back toward home plate to avoid or delay a tag by a fielder.
 - a. EFFECT: The ball is dead and runner(s) must return to the last base legally touched at the time of the interference.
- I. When an infield fly is declared.
- J. 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. A trapped ball shall not be considered as having been intentionally dropped.
 - a. EFFECT: The ball is dead, and each runner must return to the last base touched at the time of the pitch. If an infield fly is ruled, it has precedence over an intentionally dropped ball.
- K. When the immediate preceding runner who is not yet out intentionally interferes, in the umpire's judgment with a fielder who is attempting to catch a thrown ball or throw a ball in an attempt to complete the play on the batter-runner.
 - a. EFFECT: Batter-runner is out. The runner shall also be called out.
- L. If, when using the double base, and there is a play on the batter-runner, the batter-runner touches only the white portion and the defense appeals prior to the batter-runner returning to first base. This is treated the same as missing the base.
 - EXCEPTION:
 - If the ball is thrown from the foul side of first base line, or
 - When an errant or missed throw pulls the defensive player into foul ground.
- M. If, when using the double base, and there is a force play by an infielder on the batter-runner, who touches only the white portion and collides with the fielder about to catch a thrown ball while on the white. EFFECT: Interference is ruled, the ball is dead, the batter-runner is out, and all other runners are returned to the base last occupied at the time of interference.
- N. If a spectator reaches into the field of play and interferes with a fielder's opportunity to catch a fly ball, the batter is out and runner(s) must return to the last base legally touched.

Section 4. TOUCHING BASES IN LEGAL ORDER

- A. When a runner must return to a base while the ball is in play or dead, the runner must touch the base(s) in reverse order.
 - EXCEPTION: On a foul ball.
- 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 the base until legally touching the next base in order or is forced to vacate it for a succeeding runner. When a runner passes a base she is considered to have touched the base. This also applied to awarded bases.
- C. When a runner dislodges a base from its proper position, neither the runner nor the succeeding runner(s) in the same series of play are compelled to follow a base out of position.

EFFECT – Section 3 B-C: The ball is in play and runners may advance or return with liability to be put out.

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

EFFECT: The ball is dead and the runner is out.

E. Two runners may not occupy the same base simultaneously.

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

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

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

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.

Section 5. RUNNERS ARE ENTITLED TO ADVANCE WITH LIABILITY TO BE PUT OUT.

A. When the ball leaves the pitcher's hand on the delivery.

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 any defensive player.

E. If a fair ball strikes an umpire or a runner after having passed an infielder other than the pitcher, and provided no other infielder had a chance to make an out, or when a fair batted ball has been touched by an infielder, including the pitcher.

EFFECT – Section 4 A-E: The ball is in play.

F. When a fair ball becomes lodged in a defensive player's uniform or equipment.

Section 6. A RUNNER FOREITS EXEMPTION FROM LIABILITY TO BE PUT OUT.

A. If, while the BALL is in play or on awarded bases, the runner fails to touch a base before attempting to make the next base.

B. If, after overrunning first base, the runner attempts to continue to second base.

C. IF, after dislodging a base, a runner attempts to continue to the next base.

Section 7. RUNNERS ARE ENTITLED TO ADVANCE WITHOUT LIABILITY TO BE PUT OUT.

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

EFFECT: The ball remains in play unless it is blocked. Any runner affected is entitled to one base and may advance farther at their own risk if the ball is in play.

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

1. If the obstructed runner is put out prior to reaching the base which would have been reached had there not been obstruction, a dead ball is called and the obstructed runner and each other runner affected by the obstruction will always be awarded the base or bases which would have been reached, in the umpire's judgment, had there not been obstruction. An obstructed runner may not be called out between the two bases where obstructed unless properly appealed for missing a base, leaving a base before a fly ball was first touched, for an act of interference, or if passing another runner.

2. If the obstructed runner is put out after passing the base, which would have been reached, had there not been obstruction, the obstructed runner will be called out. The ball remains alive.

3. When a runner, while advancing or returning to a base, is obstructed by a fielder who neither has the ball nor is attempting to field a batted or thrown ball, or a fielder who fakes a tag without the ball, the obstructed runner and each other runner affected by the obstruction, will always be awarded the base or bases which would have been reached, in the umpire's judgment, had there been no obstruction. If the umpire feels there is justification, a defensive player making a fake tag could be restricted to the dugout from the game.

4. Catcher obstruction on the batter is when the catcher is too close and interferes with the batters swing.

EFFECT: When any obstruction occurs (including a rundown), the umpire will signal a delayed dead ball. The ball will remain live.

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

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

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

F. When a pitcher makes an illegal pitch, providing the offensive coach does not take the result of the play.

G. When a fielder intentionally contacts or catches a fair batted, a thrown, or a pitched ball with her cap, helmet, mask, protector, detached glove or any part of the uniform which is detached from its proper place on their person.

EFFECT: The batter and runners would be entitled to three bases from the time of the pitch if a batted ball, two bases from the time of the throw if a thrown ball, or one base from the time of the pitch if a pitched ball and in all games where stealing is permitted, they may advance farther at their own risk. If the illegal catch or touch is made on a fair hit ball, which, in the judgment of the umpire, would have cleared the fence in flight, the batter-runner shall be awarded a four base award.

H. When the ball is in play and is overthrown (beyond the boundary lines) or is blocked.

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

EXCEPTION:

1. When a fielder loses possession of the ball, such as on an attempted tag, and the ball enters the dead ball area or becomes blocked, each runner is awarded one base from the last base touched at the time the ball entered the dead ball area or became blocked.

2. When the ball becomes dead, no runner may return to touch a missed base or a base left too soon if she has advanced, touched, and remains a base beyond the missed base or the base left too soon. A runner shall not be declared out if a fielder deliberately carries or throws the ball into dead ball territory to prevent that runner from returning to a missed base or a base left too soon.

3. If the ball becomes blocked due to offensive equipment not involved in the game, the ball is ruled dead and runners are returned to the last base touched at the time of the blocked ball. If the blocked ball prevented the defense from making an out, the runner being played on is called out.

4. If an awarded base is in error, after one pitch is thrown (legal or illegal), the error cannot be corrected.

I. 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, it shall entitle the batter-runner 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 would be entitled to only four bases.

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

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

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

EFFECT: The ball is dead and each runner is awarded one base from the last base touched at the time the fielder entered dead ball territory.

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

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

M. When there is a spectator interference with any thrown or fair-batted ball, the ball is dead at the moment of interference.

N. When a ball gets lodged in (a) umpire's gear or clothing or (b) in an offensive player's clothing.

EFFECT: Section 6 L-M: the ball is dead and the umpire should award the runners the bases in her judgment they would have received.

Section 8. A RUNNER MUST RETURN TO HER 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. Each other runner shall return to the last base, which in the umpire's judgment, was legally touched by the runner at the time of the interference.

D. When any part of the batter's person or clothing is touched by a pitched ball that is swung at and missed.

E. When a batter is hit by a pitched ball, unless forced.

EFFECT – Section 7 A-E:

1. The ball is dead.

2. Each runner must return to her base without liability to be put out, except when forced to go to the next base because the batter became a batter-runner.

3. Runners need not touch the intervening bases in returning base.

F. When the plate umpire or any part of the plate umpire's clothing interferes with the catcher's attempt to throw out a runner stealing, or an attempted pickoff play.

EFFECT: This is a delayed dead ball at the time of the interference. If the runner is ruled out, the ball remains live. If the runner is not out, return her to the base occupied at the start of the pitch. It is not umpire interference if, on a passed ball or wild pitch, the umpire gets hit by a thrown ball from the catcher. The ball is live.

G. When an intentionally dropped ball is ruled.

Section 9. 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(s) of a fielder. Base runner cannot run out of the base path to avoid a tag. This will result in base runner being called out.

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

C. When, on a force play, a fielder contacts the base while holding the ball, touches the ball to the base or tags the runner before the runner reaches the base.

D. When the runner physically passes a preceding runner before that runner has been put out. If this were the third out of the inning, any runs scoring prior to the out for passing a preceding runner would count.

E. When anyone other than another runner physically assists the runner while the ball is in play.

EFFECT: Section 8 A-E: The ball is in play and the runner is out.

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

G. When the runner fails to touch the intervening base or bases in regular or reverse order and the ball is returned to an infielder 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. If a base runner misses a base, this is an appeal play.

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

I. When running or sliding for home plate and the runner fails to touch it and a fielder properly appeals to the umpire for the decision.

EFFECT-Section 8 F-I:

1. These are appeal plays, and the defensive team loses the privilege of putting the runner out if:

(a) the appeal is not made before the next legal or illegal pitch, (b) the pitcher and all infielders have clearly vacated their normal fielding positions and have left fair territory on their way to the bench or dugout area, or (c) on the last play of the game the umpires have left the field of play.

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

3. (Dead Ball Appeal) Once the ball has been returned to the infield and time has been called, any infielder (including the pitcher or catcher), with or without possession of the ball, may make a verbal appeal on a caught fly ball. The administering umpire should acknowledge the appeal and then make a decision on the play. No runner may leave a base during his period as the ball remains dead until the next pitch.

- a. If the ball goes out of play, the dead ball appeal cannot be made until completion of all legal advancement of all base runners.
- b. If the pitcher has possession of the ball and is in contact with the pitching plate when making a verbal appeal, no illegal pitch is called.
- c. If “play ball” has been declared by the umpire and the pitcher then requests an appeal, the umpire would again call “time” and allow the appeal process.

J. When the runner interferes:

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

a. If this interference, in the judgment of the umpire, is an obvious attempt to prevent a double play and occurs before the runner is put out, the immediate succeeding runner shall also be called out.

b. If a ball ricochets off one defensive player and any player has the opportunity to make an out, the runner will be ruled out.

5. Base runner cannot interfere with a defensive player making a play on the ball. This will result in the batter being out and all base runners will return to previous bag before the interference occurred.

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

L. When the runner intentionally kicks a fair ball that an infielder has missed. NOTE: Section 8 J-L: When runners are called out for interference, the batter-runner is awarded first base and credited with a fielding choice.

EXCEPTION: If interference occurs by the runner on a foul fly ball, the runner is out, the ball is dead, a strike is called, and the batter remains at bat.

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. The runner closest to home shall be declared out.

N. When member(s) of the offensive team stand or collect around a base to which a runner is advancing, thereby confusing the fielders and adding to the difficulty of making the play. Members of a team include batgirl and any other person authorized to sit on the team’s bench.

O. When a coach intentionally interferes with a thrown ball while in the coach’s box, or interferes with the defensive team’s opportunity to make a play on another runner. The runner closest to home plate at the time of the interference shall be declared out.

P. When, after being declared out or after scoring, a runner intentionally interferes with a defensive player’s opportunity to make a play on another runner. The runner closest to home plate at the time of the interference shall be declared out. A runner continuing to run and drawing a throw may be considered a form of interference. This does not apply to the batter-runner running on the dropped third strike rule.

Q. When a defensive player has the ball, or is about to catch a thrown ball, and the runner remains on her feet and crashes into the defensive player. If the act is determined to be flagrant, the offender shall be restricted to the dugout. An errant throw drawing the defense into the path of the runner is not interference. Base runner must attempt to slide or avoid contact with the defensive player at home plate if there is a defensive play being made (This is for the safety of the girls.) Any non-sliding aggressive act will result in base runner being called out.

EFFECT: Section 8 J-Q: the ball is dead and the runner is out. Each other runner must return to the last base legally touched at the time of the interference.

R. When the runner fails to keep contact with the base to which the runner is entitled until the ball leaves the pitcher's hand.

EFFECT: Section 8 R: The ball is dead, "no pitch" is declared when applicable, and the runner is out.

S. LOOK BACK RULE

1. When a runner is legitimately off a base after a pitch or as a result of a batter completing a turn at bat, and while the pitcher has the ball within an eight foot radius of the pitcher's plate, the runner may stop once, but then must immediately return to the base or attempt to advance to the next base.

2. Once the runner stops at a base for any reason, she will be declared out if she leaves the base.

3. Responsibilities of batter-runner after completing a turn at bat, and while the pitcher has the ball within an eight foot radius of the pitcher's plate, including a base on balls or a dropped third strike are as follows:

a. A batter-runner who rounds first base toward second base may stop, but then must immediately return to first or attempt to advance non-stop to second base. If a base runner attempts to advance to the next base while the pitcher has possession of the ball in the pitcher's circle, she must continue to the next base. Any attempt to retreat back to previous base (without pitcher attempting to make a play on the base runner) the base runner will be called out. This is called "hesitation".

b. A batter-runner who over-runs first base toward right field, turns left and immediately stops, must then return non-stop to first or attempt to advance non-stop to second base.

c. A batter-runner who over-runs first base toward right field, turns left and moves directly toward second base and stops is committed to second and must attempt to advance non-stop to second base.

d. A batter-runner who over-runs first base toward right field, turns left and moves back toward the infield in any direction except directly toward second base is committed to first and must return to first base.

e. A batter-runner who over-runs first base toward right field, and turns right, is committed to first base and must return to first base.

EFFECT: Section 8 S (1-3): the ball is dead. "No pitch" is declared when applicable, and the runner is out. If two runners or more runners are off their bases, when one is called out, the ball is dead and other runners are returned to the last base touched. Only one runner may be called out.

T. When she abandons a base and enters her team area or leaves the field of play.

U. Prior to a pitch (legal or illegal) to the next batter, if the runner was discovered having used an illegal bat, she shall be declared out. If the bat was altered, she shall also be ejected from the game.

Section 10. COURTESY RUNNERS

A. Courtesy runners are allowed for pitchers and catchers. The courtesy runner for the pitcher or catcher must be used prior to the next pitch being delivered

B. Courtesy runner will be a substitute player who has not previously been in the game.

If there are no substitutes, the courtesy runner will be the last completed at bat. If the last completed at bat is a pitcher or catcher, the courtesy runner will revert to the batter immediately preceding that player in the batting order.

C. The courtesy runner is not officially in the game.

D. The pitcher and catcher are identified as the last players who physically played that position on defense. In the top of the first inning only, the pitcher and catcher are identified as those players listed on the lineup as pitcher and catcher.

Rule 8 – *Batting*

Section 1: ON-DECK BATTER

- A.** The on-deck batter is the offensive player whose name follows the name of the batter in the batting order.
- B.** The on-deck batter may take a position within the lines of the on-deck circle on either side of the infield, (This is for safety purposes) Only one on deck batter may be outside of the players dugout at one time. This includes between innings. The on deck batter becomes the batter when she is eligible to go to the batters box.
- C.** The on-deck batter may loosen up with no more than two official softball bats. Any detachable piece placed on the bat must be approved.
- D.** The on-deck batter may leave the on-deck circle:
 - 1.** When the on-deck batter becomes the batter.
 - 2.** To direct runners advancing from third to home plate.
- E.** The on-deck batter may not interfere with the defensive player's opportunity to make an out.

Section 2: PLACEMENT

When the third out in an inning is made before the batter has completed her turn at bat, this player shall be the first batter in the next inning and the ball and strike count shall be canceled. The next batter in the line-up will follow.

Section 3: BATTING POSITION

- A.** Prior to the pitch, the batter must have both feet within the lines of the batter's box. The batter may touch the lines, but the foot may not be completely outside the lines prior to the pitch.
- B.** The batter must take the batter's position within 10 seconds after being directed by the umpire.
EFFECT: the umpire will call a strike. No pitch has to be thrown and the ball is dead.
- C.** The batter shall not step directly in front of the catcher to the other batter's box while the pitcher taking the signal or anytime thereafter prior to the release of the pitch. The ball is dead, the batter is out and the runners may not advance.

Section 4. A STRIKE IS CALLED BY THE UMPIRE

- A.** For each legally pitched ball entering the strike zone.
EFFECT: The ball is in play and the runners may advance with liability to be put out.
- B.** For each legally pitched ball swung at and missed by the batter.
EFFECT: The ball is in play and the runners may advance with liability to be put out.
- C.** For each foul tip.
EFFECT: The ball is in play and runners may advance with liability to be put out. The batter is out if it is the third strike.
- D.** For each foul ball when the batter has fewer than two strikes.
- E.** For each pitched ball swung at and missed which touches any part of the batter.

- F. When any part of the batter's person or clothing is hit with a batted ball when the batter is in the batter's box and has fewer than two strikes.
 - G. When a delivered ball by the pitcher hit the batter while the ball is in the strike zone.
 - H. When, between pitches, the batter leaves the batter's box illegally or does not return to the box after a warning.
 - I. If the batter does not take the batter's position within 10 seconds after being directed by the umpire.
 - J. During a bunt if the batter does not pull the bat back on a delivered pitch (legal or illegal).
 - K. During a bunt attempt, the batter pulls the bat back in a manner that will interfere with the catcher catching the pitch. This is at the umpire's discretion.
- EFFECT: The ball is dead and each runner must return to her base without liability to be put out.

Section 5. A BALL IS CALLED BY THE UMPIRE

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

Section 6. THROWN BAT

- A. When a bat is thrown into fair territory, whether intentionally or not, and it interferes with a defensive player attempting to make play interference shall be called.
- B. When a player throws a bat into foul territory, whether intentionally or not, that endangers a participant a team warning shall be issued to the offending team, each subsequent violation by the same team shall be an out.
- C. When a player throws a bat intentionally in anger, the umpire may eject the player.

Rule 9 - 8 & Under Rules

Play will be governed by AWS Rule Book, unless specified in this section.

GAME:

- A regulation game shall consist of 4 (four) innings or until completion of the time limit.
- 3-Up Run Rule will be in effect.
- ❖ A half inning shall end when either 3 outs are made by the defense or:
 - If the team batting was tied, or behind at the beginning of the half inning:
 - Runs scored can result in a three (3) run advantage.
 - If the team batting was ahead at the beginning of the half inning:
 - They can score a maximum of three (3) additional runs.
 - Comeback Rule: When time has expired, if the home team enters their half of the inning behind by more than 10 runs, the home team will be allowed to bat until the score is tied or 3 outs. If the home team ties the score then time is called and the inning is over.
 - Game time limits are NO NEW INNING after 60 minutes. Championship game time limits are NO NEW INNING after 80 minutes.
 - There is absolutely NO drop dead time.
 - Pool play games can end in a tie.
 - An elimination game that is tied at the end of four innings or at the completion of the time limit shall be continued by playing additional innings using the Tie-Breaker Rule 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.

□ A game called by the umpire shall be regulation if two or more complete innings have been played, or if the team second at bat has scored in two or more innings. The umpire is empowered to call a game at any time because of darkness, rain, fire, panic or other cause that place the patrons or players in peril.

PLAYERS AND SUBSTITUTES:

□ Team will have nine (9) defensive players.

□ Teams may bat the minimum of nine players / up to their entire roster, however; the batting order must stay the same throughout the entire sequence at bat for the game. If a team chooses the lesser number of players to bat, the batting order cannot expand, only substitute during that game.

□ If a team chooses the lesser number of players than the entire roster, substitutions may be made freely, as this is a fundamental building game, however; if they substitute for a batter, those substitutions must remain in the same spot of the batting order. (Ex. A player may not be substituted in the #3 spot, pulled from the game and then substituted in the #6 spot. They must remain in the #3 spot, if they are substituted for again.)

□ If a team cannot field 9 players they may start with a minimum of 7 players and add to the lineup as players arrive.

○ No out will be recorded for the missing players.

PITCHING:

Set-Up:

□ Pitching rubber will be set at 30 feet distance.

□ Jug's pitching machine, or equivalent, will be used.

□ The pitching machine will be set at 35'. If a pitching rubber is present at 35' the pitching machine will be placed so that the wheel is centered over the pitching rubber to allow for the coach to be positioned between the pitcher and the pitching machine.

□ Machine is set on 37mph. There will be no adjusting the speed of the pitching machine unless both teams agree at the BEGINNING OF THE GAME!

□ An Offensive Pitching Coach will stand between pitching machine and pitcher to protect pitcher from accidentally running into pitching machine.

□ There are no walks.

□ Pitcher will pitch to batter until batter Hits safely, records an out or Ball 4 is called by the umpire.

○ Pitching Coach will then deliver pitches to batter using pitching machine (all strikes previously recorded will remain).

□ Each pitch will count even if the batter does not swing. Three strikes may be called and the batter may be called out.

○ Foul balls count as pitches but you can have unlimited fouls on last pitch (by pitcher, pitching machine or pitching coach).

□ If the pitch from the machine is outside the strike zone, and the batter swings, it can be called a "No Pitch" at the discretion of the Umpire. One no pitch will be allowed per at bat. Adjustments to the pitching machine must be ordered by umpire. Coaches can request a machine adjustment, but adjustments will not be made until the top of the inning.

□ The umpire will determine the strike zone.

- Pitching Coaches will be given a warning if they are caught messing with the machines without umpire approval. The second offense will be automatic removal from the pitching coach.
- Pitching Coaches caught feeding the machine so the ball goes into the dirt or high to allow their runners to steal will be given a warning. The 2nd offense will result in an out. The runner stealing will be the runner that is given the out.
- If pitching machines experience a breakdown or cannot be used due to wet or unforeseen circumstances, coach pitch will be substituted.
 - If Coach pitch is used, player pitcher will be positioned alongside for fielding purposes. The player pitcher must have one foot inside the pitcher's circle and cannot leave her position until the ball reaches the batter.
 - The Coach/pitcher shall have one foot on the pitcher's plate prior to delivery of the pitch.

BATTERS:

- On a dropped third strike the batter is out, but the ball remains live for runners who can advance or steal.
- If the hit ball strikes the pitching machine, it will be called a dead ball. Batter will advance to first base. Other runners will advance only if forced by the runner behind them.
- If a batted ball hits the pitching coach, it is a dead ball, batter takes first, other runners advance only if forced, unless the umpire judges the coach to have interfered with the play, then interference rules apply.
- If a thrown ball accidentally hits the pitching coach or pitching machine it is a dead ball and runner(s) stop on the base they were heading towards. If the umpire determines the coach interfered with the play then the interference rules apply. If the umpire determines the ball was intentionally thrown by a player to stop play, the ball will be considered live.
- Bunting is allowed. A player may square to bunt and pull back. A batter CAN NOT square to bunt; pull back and either hit or bunt the ball. If the batter does this she will be called out.
- Infield fly Rule is NOT in effect.

PLAYING THE BUNT:

- Players may charge the bunt ONLY when the batter squares to bunt. In playing the bunt, fielders cannot position themselves forward of the pitcher's mound until ball is bunted or reaches the plate.

BASE RUNNERS:

- The runner cannot leave a base until the ball passes behind the catcher.
- Runners will be allowed to steal second or third but only one stolen base per pitch.
- Runners will not steal home and can advance home only on a hit ball.
 - *Exception:*
 - Once a runner has reached third base, if on any subsequent pitch there is an attempt by the defense to make a play on the base runner(s) then all runners may advance one base with liability to be put out.
 - Awarded bases originating from obstruction or the ball entering dead ball territory, will not exceed the advance limitations in these exceptions.
 - Awards resulting from a hit batter shall be imposed as specified in the rule book.

STOPPING PLAY:

Time will be called by the umpire when one of the following has occurred:

- A. The player-pitcher has the ball under control inside the circle, and the lead runner has stopped.
- B. When the ball is held in front of the lead runner.
- C. When an infielder has control of the ball in the infield, and all runners have stopped.
- D. When the ball reaches the infield and, in the judgment of the umpire, under normal circumstances the ball should be under control