

2006

Southern California
Municipal Athletic Federation



www.scmf.org

Fast and Slow Pitch Softball Rules

TOURNAMENT INFORMATION

\$12

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ANY RULE OR COMMENT NOT COVERED IN THIS BOOK, PLEASE REFER TO THE OFFICIAL BASEBALL RULEBOOK, PUBLISHED ANNUALLY BY "SPORTING NEWS".

SOUTHERN CALIFORNIA MUNICIPAL ATHLETIC FEDERATION

MISSION

The mission of SCMAF is to provide and promote sports training and competition in response to and conducted by its members. SCMAF provides opportunities to develop physical fitness and lifelong skills in a variety of team and individual sports for persons of all ages and abilities.

PHILOSOPHY

The philosophy of SCMAF is to instill in young people a positive attitude, good sportsmanship, sound fundamentals, confidence and high moral standards. The administrators, supervisors, officials and coaches representing the agencies and associations shall coach and act in a courteous and professional manner while on or off the playing area. All coaches shall attempt to play all players unless sick or injured. All safety precautions should be observed to secure the well being of all participants. SCMAF seeks to uphold the spirit of sportsmanship and full participation. SCMAF believes that in team sports every athlete must be offered every opportunity to play in each game.

Youth Sports competition includes: Basketball, Cross Country, Flag Football, Swimming, Tennis, Track and Field, and Volleyball.

Adult Sports competition includes: Basketball, Soccer and Softball.

SCMAF WISHES TO ACKNOWLEDGE AND THANK THE COUNTY OF LOS ANGELES, DEPARTMENT OF PARKS AND RECREATION FOR THEIR CONTINUED PARTICIPATION, SUPPORT AND REGIONAL COMMITMENT, WHICH HAS BENEFITED SCMAF, ITS MEMBER AGENCIES AND THE SOUTHERN CALIFORNIA SPORTS AND ATHLETIC COMMUNITY.

SCMAF MEN'S SLOW PITCH TOURNAMENT INFORMATION

The Southern California Municipal Athletic Federation Men's Softball Committee will conduct the following Tournament of Champions series.

MEN'S SLOW PITCH TOURNAMENTS

"C", "D", "E" and "Rec." slow-pitch teams who have registered in a 2006 league are eligible for these tournaments.

MEN'S "D", "E", "REC." QUALIFYING TOURNAMENTS

Teams must qualify in a "D", "E", "Rec." qualifying tournament to be eligible for either the winter, spring or summer divisional finals.

Type: Round Robin, guaranteed three (3) games

Dates: (January through September) check www.scmf.org for dates and sites.
Contact your league director for registration form.

MEN'S SPRING DIVISIONAL

Date: June/July

Location: TBD

Check the SCMAF website at www.scmf.org for Date & Location.

MEN'S SUMMER DIVISIONAL

Date: September 16-17

Location: Cerritos and Santa Fe Springs

Tournament Director: Manuel Cantu (562) 858-8761

MEN'S TOURNAMENT OF CHAMPIONS

Date: November 18-19

Location: Big League Dreams, Palm Springs

Tournament Directors: Greg Laranjo (805) 584-4474
Manuel Cantu (562) 858-8761

CLASSIFICATION GUIDELINES:

"C" Classification: League teams consisting of a majority of players playing two or more times a week and participating in fifteen or more tournaments a year with any tournament team. Majority of players have high school/college baseball experience and extensive softball tournament experience.

"D" Classification: League teams consisting of a majority of players playing two times a week and in no more than fifteen tournaments a year with any team. Majority of players have softball tournament experience.

"E" Classification: League teams consisting of a majority of players playing two times a week and in up to ten tournaments a year with any team. Majority of players only play for this tournament team.

"Rec." Classification: League teams which have been formed for two seasons or less in which the majority of players have participated in just a few tournaments. The majority of players play only once per week.

MEN'S SOFTBALL TOURNAMENT RULES SLOW-PITCH AND FAST-PITCH

Nothing contained herein shall prohibit the Softball Committee from interpreting and ruling on all the conditions and regulations set forth for tournament play.

1. Tournament entry blanks will only be distributed to teams that have paid their registration fee to SCMAF.
2. Each agency which is a member of the SOUTHERN CALIFORNIA MUNICIPAL ATHLETIC FEDERATION in good standing will be permitted to enter teams in the SCMAF Men's Softball Tournaments.
3. SCMAF rules will govern all play as outlined in this book, with the following exceptions:
 - a. All games will be seven (7) innings or no new innings after 1 hour and 10 minutes (SP), 1 hour and 25 minutes (FP), of play which ever occurs first for all games except final championship games which have no time limit. Any inning started will be completed. Tie games will continue until there is a winner.
 - b. Forfeit time is 5 minutes. Forfeit time shall apply to each team's first scheduled game only. Game time shall be forfeit time for all other games. Eight players are needed to start and/or play a game.
 - c. All batters will start with a 1-1 count.
 - d. A game will end when one team is ahead by fifteen (15) or more runs after five (5) innings (4 1/2 innings if the home team is ahead). Complete innings must be played unless the home team attains a 15-run-or-more lead in its half of the inning. When the visiting team achieves a 15-run-or-more lead in the top half of the inning, the home team must have their opportunity to bat in the bottom of the inning.
 - e. Tie-breaker rule will be used which would place a runner at second base each successive extra inning. Runner at second base shall be last out from previous inning.
NOTE: If a courtesy runner is requested for the runner at second base, it shall be the second out from the previous inning.
 - f. Home Run Rule. Over-The-Fence Home Run Rule for Men's and Co-ed Tournaments with fences a minimum of 275 Feet: "C", "D" and "E" Division - "One up" Home Run, Batter Out. "Rec." Division - No Home Runs, Batter Out
4. Protest of Tournament Games
 - a. Protest on the rules of play will not be considered unless the umpire is notified at the time of the incident and prior to the next pitch, and shall be ruled upon immediately by the Tournament Committee.
 - b. The Tournament Committee will rule on all matters of eligibility.
 - c. The Tournament Director shall rule on all matters not specifically covered in the tournament rules.
5. Team Eligibility
 - a. League teams must be registered with SCMAF in order for a team to enter tournament play.
 - b. Teams may play in any of the qualifying tournaments in their divisions.
 - c. Each team may not exceed 15 players plus a playing manager. Only those listed on the Official Roster will be allowed in dugout.

6. Player Eligibility

- a. The age requirement for tournament play is 18 years of age or older.
- b. All players on each team entering tournament play must have played on their team in the same league for at least three (3) games or 30% of the league games (whichever is fewest) by the tournament entry deadline date.
- c. A "C", "D" and "E" tournament team may add four (4) players and a "Rec." tournament team may add three (3) players to their league roster from a registered league. The additional players must participate in the same city program as the team, and in the judgement of the league director be of equal or lower caliber. All roster changes must be made (verbal or written) by 5:00 p.m. on Wednesday prior to the qualifying tournament.
- d. A team may add up to two (2) players from the same city program, after qualifying, by submitting an official Add/Drop Form approved by the League Director to the Federation Tournament Director by 5:00 p.m. on Wednesday prior to the tournament.
- e. Any player playing or attempting to play under an assumed name will be ejected from the tournament; and the last game in which he participated before such deception is discovered, shall be declared forfeited and his team shall be suspended from further play.
- f. All players must check in with the Tournament Director before their first game each day, sign waiver form and present positive means of identification (driver's license, selective service card or other positive means of identification). Any player not furnishing positive identification acceptable to the Tournament Director will not be permitted to play. NO EXCEPTIONS.
- g. An illegal player signing the game card, prior to or after the start of the game, will cause a forfeit to be declared against the team on which he is attempting to play.
 - I. If a player's name appears on more than one roster in the tournament, the first team he plays for shall commit him to that team. (Penalty: If an individual plays on more than one team in any of the tournaments, the second team will forfeit the last game in which said player participated).
- h. The minimum penalty for ejected players is suspension from the game ejected and the following game. Suspension could be for the remainder of the tournament as deemed by the Tournament Director.

WOMEN'S SLOW PITCH SOFTBALL TOURNAMENT RULES

Nothing contained herein shall prohibit the Softball Committee from interpreting the ruling on all the conditions and regulations set forth for tournament play.

1. Each agency which is a member of the SOUTHERN CALIFORNIA MUNICIPAL ATHLETIC FEDERATION in good standing will be permitted to enter teams in the SCMAF Women's Softball Tournaments.
2. Protest of Tournament Games:
 - a. Protest on the rules of play will not be considered unless the umpire is notified at the time of the incident and prior to the next pitch, and shall be ruled upon immediately by the Tournament Committee.
 - b. The Tournament Committee will rule on all matters of eligibility.
 - c. The Tournament Director shall rule on all matters not specifically covered in the tournament rules.
3. SCMAF Rules will govern all play as outlined in this book, with the following exceptions:
 - a. Time of game and innings. All games will be seven (7) innings or no new inning after 1 hour and 10 minutes of play, whichever occurs first for all games except final championship games which have no time limit. Any inning started will be completed. Tie games will continue until there is a winner.
 - b. A game will end when one team is ahead by fifteen (15) or more runs after five (5) innings (4 1/2 innings if the home team is ahead). Complete innings must be played unless the home team attains a 15-run-or-more lead in its half of the inning. When the visiting team achieves a 15-run-or-more lead in the top half of the inning, the home team must have their opportunity to bat in the bottom of the inning.
 - c. A team shall consist of ten (10) players. However, a game may be played without forfeit with eight (8) rostered players.
 - d. All batters will start with a 1-1 count.
 - e. The Tournament Director reserves the right to remove any hazardous equipment.
 - f. In Tournament play, a flip of a coin will determine home team.
 - g. Forfeit time (5) minutes. Forfeit time shall apply to each team's first scheduled game only. Game time shall be forfeit time for all other games.
4. Team Eligibility:
 - a. Federation Finals only will be held for all Women's Slow-Pitch Divisions.
 - b. The Entry Fee for participation in a tournament must accompany the entry blank. The amount of Entry Fee and deadline for entries will be stated on the Entry Blank.
 - c. Each team may not exceed (15) players plus a playing manager. Only those listed on the official roster will be allowed in the dugout.
5. Player Eligibility:
 - a. The age requirement for tournament play is 18 years of age or older.
 - b. Any player playing or attempting to play under an assumed name will be ejected from the tournament; and the last game in which she participated before such deception is discovered, shall be declared forfeited and her team shall be suspended from further play.

- c. Each team member will be required to sign a SCMAF waiver prior to participating in their first game each day. A positive means of identification, (driver's license, or other picture identification) must be presented to the Tournament Director at that time. Any player not furnishing positive identification acceptable to the Tournament Director will not be permitted to play. NO EXCEPTIONS.
- d. Any illegal player signing the waiver, prior to or after the start of the game, will cause a forfeit to be declared against the team on which she is attempting to play. If a player's name appears on more than one roster in the tournament, the first team she plays for shall commit her to that team. (Penalty: If an individual plays on more than one team in any of the tournaments, the second team will forfeit the last game in which said player participated).
- e. The minimum penalty for ejected players is suspension from the game ejected and the following game. Suspension could be for the remainder of the tournament as deemed by the Tournament Director.

2006 WOMEN'S TOURNAMENT LOCATIONS

WOMEN'S SPRING CLASSICS (not restricted to League teams)
 Check the SCMAF website at www.scmf.org for tournament schedule.

WOMEN'S 21st ANNUAL WINTER CLASSIC (not restricted to League teams)

Date: December 2-3
 Location: Palm Springs/Palm Desert
 Tournament Director: Vicki Oltean, (760) 323-8277
 Email: vickio@ci.palm-springs.ca.us

2005 20TH ANNUAL WOMEN'S WINTER CLASSIC RESULTS

UPPER DIVISION:

- 1. Chata, Sylmar
- 2. Pro Moves, Bakersfield
- 3. On the Run, San Diego

LOWER DIVISION:

- 1. Playtime, Moreno Valley
- 2. Fired Up, Fountain Valley
- 3. Sharks, La Palma

CO-ED SOFTBALL RULES

Rules and conditions of Tournament Play shall follow the rules as are outlined for regular softball in the SCMAF Softball Rule Book with the following exceptions:

CO-ED RULES:

1. A defensive team shall consist of ten (10) players, with a maximum of 5 men and 5 women in the game defensively at all times. However, a game may be played without forfeit with eight (8) rostered players with no more than five (5) of either sex. (Specifically: 4 women–5 men; or 5 women–4 men; or 4 women–4 men.) 5/3 is not a permissible distribution of men/women or women/men. Substitutes must be listed at the bottom. Substitutions or courtesy runners must be of the same sex as the individual being replaced.
2. Batting order. A batting order must be submitted prior to the game and followed during the game. The batting order may not exceed sixteen (16) players and must list men and women separately and followed alternately such that two batters of the same sex may never bat consecutively.
3. Courtesy runners shall be the last recorded out made by the player of the same sex. If no player of the same sex has recorded an out, the player of the same sex listed last in the batting order shall be the courtesy runner. Teams are allowed one male and one female courtesy runner in each inning.
4. A minimum of three (3) outfielders must be behind an outfield restriction line (180 foot arc from home plate) when the batter hits the pitch. While a female is batting, the rover can only be a female. Penalty: The batter and all baserunners will be awarded one base unless each has advanced one base safely, in which case the play proceeds without reference to the violation.
5. There will be no restrictions on a player (man or woman) as to which defensive position he or she may play except for rover position when a female is at bat.
6. A male batter who is walked on four (4) consecutive balls without any strikes received during his time at bat or intentionally walked prior to any pitches, shall be awarded second base. Base runners advance only if forced to vacate their bases.
NOTE: After a male batter receives one (1) or more strikes and is then issued an intentional walk, he shall be awarded first base.

2005 CO-ED TOURNAMENT OF CHAMPIONS RESULTS

“E” DIVISION

Winner: Mudcats, Irvine
Runner-Up: W.F.C., Simi Valley

“REC” DIVISION

Winner: Rage, La Mirada
Runner-Up: Too Dumb To Quit, Huntington Beach

CO-ED TOURNAMENT INFORMATION

1. Roster may not exceed sixteen (16) players including a playing manager — no players will be permitted to be added after the deadline.
2. This tournament is open to those teams which have participated in a league conducted by a SCMAF member agency in good standing.
3. All players on each team entering tournament play must have played on their team in the same league for at least three (3) games or 30% of the league games (whichever is fewest) by the tournament entry deadline date.
4. An “E” tournament team may add four (4) players and a “Rec.” tournament team may add three (3) new players to their league roster from a registered league. The additional players must participate in the same city program as the team, and in the judgement of the league director be of equal or lower caliber. All roster changes must be made (verbal or written) by 5:00 p.m. on Wednesday prior to the qualifying tournament.
5. A team may add up to two (2) players from the same city program, after qualifying, by submitting an official Add/Drop Form approved by the League Director to the Federation Tournament Director by 5:00 p.m. on Wednesday prior to the tournament.
6. All batters will start with a 1-1 count.
7. Time of game and innings. All games will be seven (7) innings or no new inning after 1 hour and 10 minutes of play, whichever occurs first for all games except final championship games which have no time limit. Any innings started will be completed. Tie games will continue until there is a winner.
8. Forfeit time is 5 minutes. Forfeit time shall apply to each team’s first scheduled game only. Game time shall be forfeit time for all other games. For tournament play only, a team may begin and/or play a game with eight (8) rostered players (4 men and 4 women).
9. A game will end when one team is ahead by fifteen (15) or more runs after five (5) innings (4 1/2 innings if the home team is ahead). Complete innings must be played unless the home team attains a 15-run-or-more lead in its half of the inning. When the visiting team achieves a 15-run-or-more lead in the top half of the inning, the home team must have their opportunity to bat in the bottom of the inning.
10. The minimum penalty for ejected players is suspension from the game ejected and the following game. Suspension could be for the remainder of the tournament as deemed by the Tournament Director.
11. A male batter who is walked on three (3) consecutive balls without any strikes received during his turn at bat or intentionally walked prior to any pitches, shall be awarded second base. Base runners advance only if forced to vacate their bases. NOTE: After a male batter receives one (1) or more strikes and is then issued an intentional walk, he shall be awarded first base.
12. Player Eligibility:
 - a. The age requirement for tournament play is 18 years of age or older.
 - b. Any player playing or attempting to play under an assumed name will be ejected from the tournament, and the last game in which he/she participated before such deception is discovered, shall be declared forfeited and his/her team shall be suspended from further play.

- c. Each team member will be required to sign a SCMAF waiver prior to participating in their first game each day. A positive means of identification, (driver's license, or other picture identification) must be presented to the Tournament Director at that time. Any player not furnishing positive identification acceptable to the Tournament Director will not be permitted to play. NO EXCEPTIONS.
- d. Any illegal player signing the waiver, prior to or after the start of the game, will cause a forfeit to be declared against the team on which he/she is attempting to play. If a player's name appears on more than one roster in the tournament, the first team he/she plays for shall commit him/her to that team. (Penalty: If an individual plays on more than one team in any of the tournaments, the second team will forfeit the last game in which said player participated).

HOME RUN RULE: Over-The-Fence Home Run Rule for Co-ed Tournaments with fences a minimum of 275 Feet: "E" Division - "One up" Home Run, Batter Out. "Rec." Division - No Home Runs, Batter Out

CLASSIFICATION GUIDELINES:

- "E" Classification: League teams consisting of a majority of players playing two times a week and in up to ten tournaments a year with any team. Majority of players only play for this tournament team.
- "Rec." Classification: League teams which have been formed for two seasons or less in which the majority of players have participated in just a few tournaments. The majority of players play only once per week.

CO-ED TOURNAMENTS

"E" and "Rec." co-ed slow-pitch teams who have registered with SCMAF are eligible for these tournaments.

CO-ED QUALIFYING TOURNAMENTS

Type: Round Robin, guaranteed three (3) games
 Dates: See web or flyer for dates and sites

CO-ED SUMMER DIVISIONAL

Date: July 29
 Deadline: Tuesday, July 25
 Location: Irvine and surrounding communities
 Tournament Director: Mike Miles (949) 729-6605
 Email: mmiles@ci.irvine.ca.us

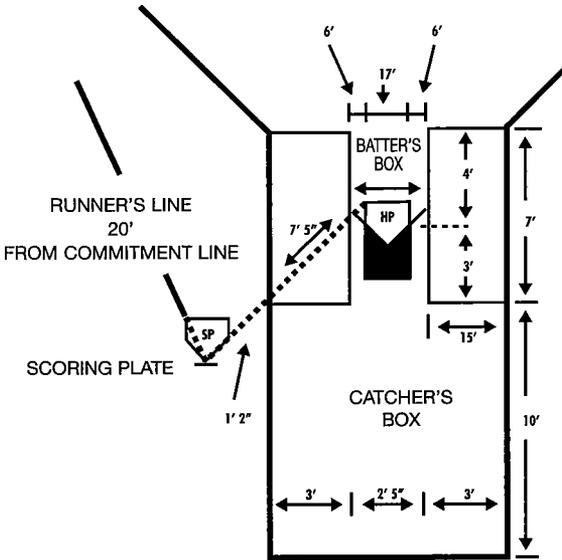
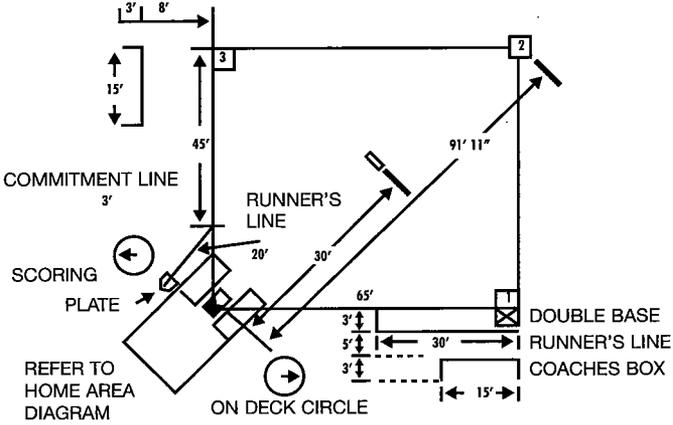
CO-ED TOURNAMENT OF CHAMPIONS

Date: November 4-5
 Location: Huntington Beach
 Tournament Director: Ray Frankeny, Huntington Beach (714) 536-5230
 Email: rfrankeney@surfcity-hb.org

SCMAF SENIOR SOFTBALL RULES

1. A defensive team shall consist of ten (10) players. However, a team may start a game with no fewer than eight (8) players.
2. The age groups shall be 50+, 55+, 60+, 65+, 70+, 75+. The age a player attains on his/her birthday in any particular year is considered to be his/her age for that entire calendar year.
3. In the 50+ and 55+ age groups, runners may slide at second and third base only. In all other age groups, no sliding is allowed.
4. In the 60+, 65+, 70+ and 75+ age groups, runners may overrun any base, provided there is no motion to advance to the following base. After overrunning a base, the runner must return to the base before advancing. A base runner returning to a base may also overrun the base.
5. The pitching rubber shall be set at 50 feet.
6. A strike zone mat will be used. Legal pitches striking any portion of the mat or plate will be strikes.
7. A Commitment line shall be marked across and perpendicular to the foul line and placed twenty (20) feet from home plate.
8. A ten (10) foot scoring line shall extend from the corner of home plate (closest to third base) at a 90 degree angle to third base foul line, starting at the batter's box. To score, the runner's foot must be on the ground on or beyond the line before the defensive player touches home plate with the ball in possession.
9. All plays at home plate for all age divisions shall be by force out only provided the runner from third has crossed the commitment line.
10. In the 50+ and 55+ age groups, runners must be tagged out when a force out is not in play. In the 60+ and above age groups, force plays shall be made at all bases including a runner returning to a base he/she has rounded.
11. Lead offs are not permitted. A runner may not leave his base until a pitched ball is hit by the batter, touches the ground, or reaches home plate.
12. During innings 1-5, a team at bat may score a MAXIMUM of five (5) runs per inning. After the fifth run is scored, the opposing team shall come to bat, regardless of the number of outs in the inning. During innings 6 and 7, a team at bat is not limited in the number of runs it may score.
13. Any player may be used as a courtesy runner. An unlimited number of courtesy runners may be used, however a player may be used only once per inning as a courtesy runner. If the courtesy runner's place comes to bat while he/she is on base, said runner shall be called out, and removed from the base, so that the player may come to bat.
14. A third strike foul is a dead ball out whether or not caught by the defense. The same applies to a swinging or called third strike. There can be no runner advancement.
15. Forfeit time is 5 minutes. Forfeit time shall apply to each team's first scheduled game only. Game time shall be forfeit time for all other games.

SENIOR SOFTBALL DIAMOND



2006 RULE CHANGES/CLARIFICATIONS

RULE CLARIFICATION: PAGE 27, RULE 2 - "BASE ON BALLS"

A **BASE ON BALLS** is an award of first base granted to a batter who during his/her time at bat receives ball four.

RULE CLARIFICATION: PAGE 31, RULE 2 - "OBSTRUCTION"

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

RULE CHANGE: PAGE 41, RULE 5, SECTION 3(B)

To make appeals after a **DEAD BALL** or "Time Out" is called the following procedures must be used. Once the ball has been returned to the infield and time has been called, any player with or without the ball may make a verbal appeal...

RULE ADDITION: PAGE 42, RULE 6, SECTION 1(E)

Each batter shall begin his/her at-bat with a one-ball, one-strike count. (SP) The ball-strike count shall proceed normally, pitch-by-pitch, from this initial 1-1 count.

RULE CLARIFICATION: PAGE 46, RULE 6, SECTION 10(A)

Ball four has been called by the umpire.

RULE CLARIFICATION: PAGE 47, RULE 7, SECTION 2(B)

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

PARAGRAPH ADDITION: PAGE 54, RULE 9

The umpire's jurisdiction to enforce the Player's Code of Conduct shall extend prior to, during, and after the ballgame. Said jurisdiction exists from the umpire's arrival at the game site to his/her departure from the game site.

WORDING CHANGE: PAGES 54 & 55, RULE 9

All references to "Executive Committee" or "League Executive" shall be changed to "League Administering Authority."

RULE REMOVAL: PAGE 55, RULE 9, SECTION 15

RULE 9, SECTION 16 now becomes RULE 9, SECTION 15

RULE ADDITION: PAGE 55, RULE 9, SECTION 16

SEC. 16. NO PLAYER SHALL: Be guilty of using a bat that has been altered in any way. Altering includes, but is not limited to: sanding, filing, shaving, lengthening, shortening, weight-altering, heating and cooling.

PENALTY: Officials are required to immediately remove player from the game. Such player shall remain suspended until his/her case has been considered by the League Administering Authority.

RULE ADDITION: PAGE 58, APPENDIX B - DUTIES OF THE UMPIRE

SEC. 1. A. The jurisdiction of the umpire(s) shall extend from his/her/their arrival at the game site, to his/her/their departure from the game site. This jurisdiction extends before, during and after the ballgame.

RULE 1. THE GAME — DIAMOND — EQUIPMENT

SEC. 1. SOFTBALL IS A GAME between two teams, under direction and control of a manager, played on an enclosed softball field in accordance with these rules, under jurisdiction of one or more umpires.

- a. A Fast Pitch team must field nine (9) players to start a game. Should an injury leave a team with only eight (8) eligible players, the game may continue.
- b. A Slow Pitch team shall consist of ten (10) players. However, a game may be played without forfeit with eight (8) rostered players.

SEC. 2. THE OBJECTIVE OF EACH TEAM is to win by scoring more runs than their opponent.

SEC. 3. THE WINNER of the game shall be that team which shall have scored in accordance with these rules, the greater number of runs at the conclusion of a regulation game.

SEC. 4. THE HOME TEAM shall have choice of batting first or second.

SEC. 5. A REGULATION GAME SHALL CONSIST OF SEVEN INNINGS, unless the team second at bat scores more runs in six innings than the team first at bat scored in seven innings; or a time limit of 1 hour and 10 minutes (SP), 1 hour and 25 minutes (FP) whichever occurs first. Game time starts when umpire requests first pitch. Once an inning begins, it shall be played in its entirety, regardless of time.

SEC. 6. IT IS A REGULATION GAME when the team last at bat in the seventh inning scores the winning run before the third out is recorded.

SEC. 7. IT IS A REGULATION GAME if it is called by the umpire on account of darkness, rain, fire, panic, or other cause which puts the patrons or players in peril provided four innings have been completed or if the team second at bat has scored more runs in three or three and a fraction half-innings than the team first at bat has scored in four complete half-innings. The game is considered completed also when the team second at bat scored one or more runs in its half of the fourth inning to tie the score.

SEC. 8. WHEN A GAME IS CALLED in any inning after the fourth, the score shall be what it was at the time the game was called if the team second at bat has more runs than the team first at bat or if the team second at bat has in that inning tied the score. If the team second at bat has less runs than the first team at bat when the game is called, the score shall be that of the last completed inning by both sides.

SEC. 9. IF THE GAME IS TIED at the end of seven innings, play shall be continued until one side has scored more runs than the other in an equal number of innings; provided that if the side last at bat scored the winning run before the third player is out in any inning after the seventh, the game shall terminate and be a regulation game.

SEC. 10. A REGULATION DRAWN GAME shall be declared by the umpire if the score is equal on the last even inning played, when the umpire terminates play in accordance with Section 7 of this rule after each team has played four or more complete innings. If the side that went second to bat is at bat when the game is terminated, and has scored in the incomplete inning the same number of runs as the other side, the umpire shall declare the game drawn without regard to the score of the last equal inning. If the side last at bat shall, before the completion of its fourth inning, equal the score made by the opposing side in four complete innings, the game shall be legally drawn. **NOTE:** Games that are considered regulation drawn (tie) games are to be replayed from beginning. Original lineups may be changed when the game is replayed. However, if batting and fielding records are kept, players should be given credit for their performance in regulation drawn games.

SEC. 11. 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 a team fails to appear upon the field, or being upon the field, refuses to begin a game for which it is scheduled or assigned at the time scheduled or within the time set for forfeitures by the organization in which the team is playing.
- B. If, after the game has begun, one side refuses to continue to play, unless the game has been suspended or terminated by the umpire.
- C. If, after play has been suspended by the umpire, one side fails to resume playing within two minutes after the umpire has called "PLAY BALL."
- D. If a team employs tactics designed to delay or to hasten the game.
- E. If, after warning by the umpire, any one of the rules of the game is willfully violated.
- F. If the order for the removal of a player is not obeyed within one minute.
- G. If, because of the removal of a player or players from the game by the umpire, or for any cause, there are less than eight players on either team.
- H. Umpires have the authority to forfeit a game when they feel the situation is such that physical harm may come to themselves, players, or spectators.

SEC. 12. THE SCORE OF A FORFEITED GAME shall be seven to nothing in favor of the offended team.

SEC. 13. SUSPENDED GAMES — A suspended game shall be resumed at a future date from the exact point of suspension of the original game.

- A. A game called because of curfew imposed by law shall be a suspended game if it has progressed far enough to have been a regulation game under the provisions of Rule 1, sec. 5,6,7,8,9, or 10; otherwise, it shall be a "no game" and replayed.
- B. A game called because of light failure or malfunction of equipment or a mechanical field device under control of hosting agency shall be a suspended game (at any time after it starts).
- C. A game called because of weather which has progressed far enough to have been a regulation game, and the game is called while an inning is in progress and before it is completed, and one of the following situations prevails:
 - (1) The visiting team has scored one or more runs to tie the score, and the home team has not scored.
 - (2) The visiting team has scored one or more runs to take the lead, and the home team has not tied the score or retaken the lead.

NOTE: A game called because of weather which has progressed far enough to have been a regulation game, and does not qualify as a suspended game will be a regulation game.

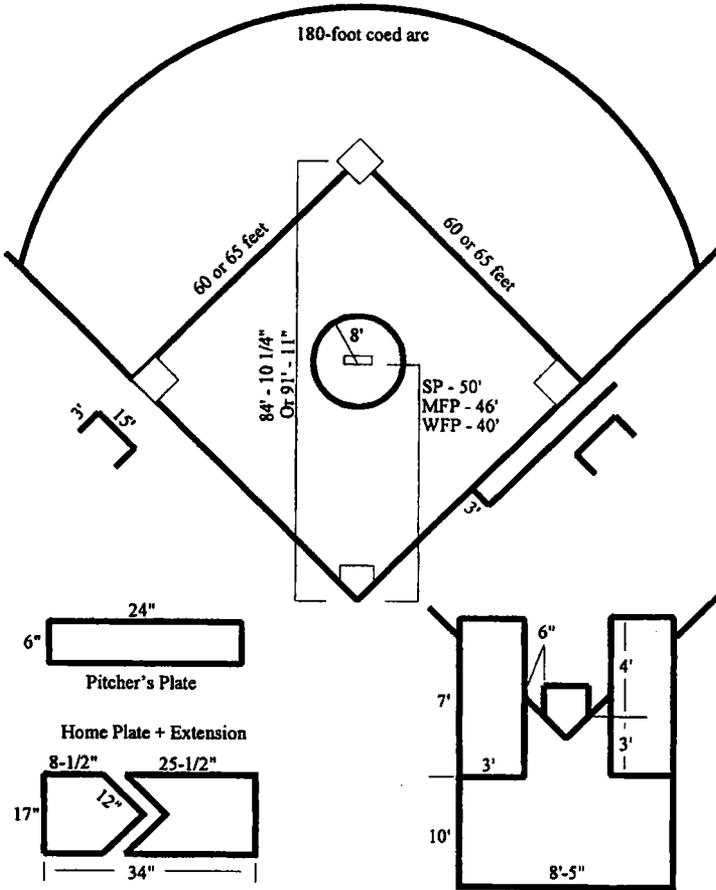
NOTE: A game called because of weather which has not progressed far enough to have been a regulation game, shall be a "no game" and replayed.

SEC. 14. THE RECOMMENDED PLAYING FIELD (see opposite page) is the area within which the ball may be legally played or fielded. The field should have a clear and unobstructed area within a radius of 275 feet from home plate between the foul lines.

SEC. 15. GROUND OR SPECIAL RULES establishing the limits of the playing field may be agreed upon by leagues or opposing teams whenever backstops, fences, stands, vehicles, spectators, or other obstructions are within the prescribed area. Any obstruction less than 275 feet from home plate should be clearly marked for the umpire's information.

SEC. 16. THE OFFICIAL DIAMOND shall have 60-foot baselines with an option to use 65 foot baselines. The pitching distance shall be 50 feet for SP, 46 feet for men's FP, and 40 feet for women's FP.

OFFICIAL DIMENSIONS OF SOFTBALL DIAMOND



SEC. 17. THE LAYOUT OF THE DIAMOND is shown in the accompanying diagrams. To determine the position of home plate, draw a line in the direction it is desired to lay the diamond. Drive a stake at the corner of home plate nearest the catcher. Fasten a cord to this stake and tie knots, or otherwise mark the cord at 46 feet, 60 feet, 84 feet 10¼ inches and 120 feet.

Place the cord (without stretching) along the direction line and at the 46-foot marker place a stake — this will be the front line at the middle of the pitcher's plate. Along the same line drive a stake at the 84 feet 10¼ inches mark — this will be the center of second base.

Place the 120-foot marker at the center of second base and, taking hold of the cord at the 60-foot marker, walk across the field and in like manner mark the outside corner of third base. Home plate, first and third bases are wholly inside the diamond.

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

Check all the distances with a steel tape whenever possible.

SEC. 18. THE THREE-FOOT LINE is drawn parallel to and three feet from the base line starting at a point halfway between home plate and first base, and extending to a point three feet beyond first base.

SEC. 19. THE BATTER'S BOX, one on each side of home plate, shall measure three feet by seven feet. The inside lines of the batter's box shall be six inches from home plate. The front line of the box shall be four feet in front of a line drawn through the center of home plate.

SEC. 20. THE CATCHER'S BOX shall be ten feet in length from the rear outside corners of the batter's boxes and shall be eight feet five inches wide.

SEC. 21. THE COACH'S BOX is behind a line fifteen feet long drawn outside the diamond. The line is parallel to and six feet from the first and third baseline extending from the bases toward home plate.

SEC. 22. THE PITCHER'S PLATE shall measure twenty-four inches long and six inches wide, made of either wood or rubber. The top of the plate shall be level with the ground and the front line of the plate shall be forty-six (46) feet men's (FP), forty (40) feet women's (FP), fifty (50) feet (SP) from the outside corner of home plate. **OPTION:** For Slow-Pitch, agencies may adopt a "Pitcher's Box." In this case, a box is drawn, extending back from the pitcher's plate, for six (6) feet. Thus the dimensions of the "Pitcher's Box" are twenty-four (24) inches wide, by six (6) feet long, with the front line fifty (50) feet from the outside corner of the home plate, and the rear line fifty-six (56) feet from the outside corner of home plate. Using this format, the pitcher may deliver the pitch from any point inside the Pitcher's Box, and for the purposes of rule-enforcement, the Pitcher's Box is treated the same as the pitcher's plate.

SEC. 23. THE PITCHER'S CIRCLE shall measure an eight (8) foot radius from the center of the pitcher's plate. (FP only)

SEC. 24. THE HOME PLATE shall be made of rubber or other suitable material. It shall be a five-sided figure seventeen inches wide across the edge facing the pitcher. The side shall be parallel to the inside lines of the batter's boxes and shall be eight and one-half inches long. The sides of the point facing the catcher shall be twelve inches long.

SEC. 25. FITNESS OF DIAMOND. The question of fitness of a diamond for play shall be determined in advance by the director or supervisor of the area. (Telephone location in advance if such questions arise). If both teams and the umpire are on the field of play ready to begin a game, the question of the diamond for play shall be determined by the director and the umpire. After "PLAY" has been called by the umpire, the umpire alone shall be the judge as to the fitness of the diamond for continuing play.

SEC. 26. BASES. The bases, other than homeplate shall be fifteen inches square and shall be made of canvas or other suitable material. The bases shall be securely fastened in position. The use of a double first base (15-inch by 30-inch) is permitted.

SEC. 27. THE OFFICIAL BAT.

- A. If wooden, shall be made of one piece of hardwood, or formed from a block of wood consisting of two or more pieces of wood bonded together with an adhesive in such a way that the grain direction of all pieces is essentially parallel to the length of the bat.
- B. May be metal, plastic, carbon, magnesium, fiberglass, ceramic or any other composite material approved by SCMAF. Any new composite construction bat must be reviewed and approved by SCMAF.
- C. Shall be rounded or three-sided and shall be smooth. It may be open at the barrel end, with a rubber or vinyl plastic, or other approved material insert firmly secured.
- D. Shall be on a list of approved bats, as published by the Amateur Softball Association (ASA).
- E. Shall not be more than 34 inches long and not more than 2 1/4 inches in diameter at its largest part and a maximum of 38 ounces. A tolerance of 1/16 inch is permitted for expansion.
- F. Must have a safety grip. The safety grip shall be not less than 10 continuous inches long and shall not extend more than 15 inches from the small end of the bat.
- G. Must be manufacturer stamped "OFFICIAL SOFTBALL." If such marking is no longer visible due to wear, the bat shall be considered legal if it is legal in all other aspects.
- H. May not be altered in any manner.
- I. Agencies with field dimension constraints, or other potential safety issues, are encouraged to adopt more stringent restrictions pertaining to bats. Examples of further restriction may pertain to, but are not limited to, multi-wall bats and/or composite materials and alloys.

SEC. 28. THE OFFICIAL BALL. While SCMAF does not mandate any specific brand of softballs, it is recommended that you use a SCMAF stamped ball. 11” softballs are acceptable for use in SCMAF women’s leagues and tournaments. It is mandatory that all SCMAF-sanctioned tournaments use a licensed softball that is stamped with the SCMAF logo.

Licensed softball manufacturers and their SCMAF stamped softballs are listed below.

DIAMOND	12C 44, 12R 44, 12 RSC 44
DUDLEY	SW12RF80, SW12RF40, SB12LND
WORTH	Grey Dot, Gold Dot, SW-44, R-12,R-11

Regulations on ball-compression and COR-rating are as follows.

SLOW-PITCH: Compression shall not exceed 375 pounds
COR-rating shall not exceed .440 for synthetic core balls.
COR-rating shall not exceed .500 for cork core balls.

FAST-PITCH: Compression shall not exceed 375 pounds
COR-rating shall not exceed .470.

SEC. 29. SHOES. Shoes must be worn; bare feet will not be permitted. Metal cleats are not allowed. Use of molded rubber or multi-purpose shoes is recommended.

SEC. 30. GLOVES. A fielders glove may be worn by any players but mitts may be used only by the first baseman and catcher, and webbing of any glove between thumb and forefinger shall not exceed more than five inches in length.

NOTE: Pitchers may not use any glove that has a white insert on the outside or in the pocket of the glove.

SEC. 31. MASKS must be worn with throat protectors by catchers in Fastpitch. Optional for Slowpitch. Women’s Fastpitch catchers must wear chest protector as well.

SEC. 32. WARMUP BATS. All players may loosen up with only one official softball bat or approved warm up bat. No added equipment may be attached to a bat such as donut, fan, etc. when loosening up, except for the “Pow’ R Wrap” type bat weight manufactured specifically for softball bats. Such weights must fit securely on the bat and must be manufacturer stamped “SOFTBALL” and may not be altered in any manner.

SEC. 33. PENALTY FOR USE of illegal equipment (with the exception of an illegal bat) shall be its removal from the game.

SEC. 34. PENALTY FOR USE of illegal bat shall be: batter declared out, ball declared dead, and the illegal bat removed from the game.

NOTE: When the batter hits the ball (either fair or foul), the above penalty will be enforced. If a ball is not hit and the illegal bat is discovered the penalty will be its removal from the game.

SEC. 35. CASTS AND JEWELRY. Casts (plastic or other hard substance in its final form) may not be worn during the game. Any exposed metal may be considered legal if covered by soft material and taped. Exposed jewelry such as wrist watches, bracelets, large or loop type earrings and neck chains may not be worn during the game. Medical Alert bracelets or necklaces are not considered jewelry, but if worn, they must be taped to the body.

SEC. 36. HELMETS. All adult fast pitch offensive players (including the batter, on-deck batter and baserunner(s)) are required to wear helmets with double ear flaps. Failure to wear a batting helmet when ordered to do so by the umpire results in the player being ejected. Deliberately wearing the helmet improperly or removing the helmet intentionally results in the offending player being declared out immediately (FP).

RULE 2. DEFINITION OF TERMS

(All definitions in Rule 2 are listed alphabetically)

ADJUDGED is a judgment decision by the umpire.

AN APPEAL PLAY is a play upon which an umpire cannot make a decision until requested by a player. The appeal must be made before the next pitch is delivered to the batter.

A BASE is one of four points which must be touched by a runner to score: usually applied to the canvas bags and the rubber plate which mark the base points.

A BASE COACH is a team member who is stationed in the coach's box at first or third base to direct the batter and runners.

A BASERUNNER is a player of the team at bat who has finished his/her turn at bat, reached first base, and has not yet been put out.

A BASE ON BALLS is an award of first base granted to a batter who during his/her time at bat receives ball four.

The umpire may award an intentional walk to the batter upon the request of the manager. (SP)

When a batter receives base on balls, the ball is dead. Base runners may advance only if forced. (SP)

A BATTER is an offensive player who takes position in the batter's box.

A BATTED BALL is any ball that hits the bat or is hit by the bat and which lands either in fair or foul territory. No intention to hit the ball is necessary.

A BATTER-RUNNER is a player who has finished batting but has not yet been put out or touched first base.

THE BATTER'S BOX is the area within which the batter shall stand during his/her time at bat.

THE BATTERY is the pitcher and catcher.

THE BATTING ORDER is the order in which a team must bat. The batting order will be established before the start of the game.

EXCEPTION: Players arriving after the first pitch of the game may be added to the end of the batting order upon arriving or must be used as a regular substitute.

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

A BENCH OR DUGOUT is the seating facility for players, substitutes and other team members when they are not actively engaged on the playing field.

A CATCH is the act of a defensive player in receiving and holding firmly in his/her hand or glove, a batted or thrown ball. It is not a catch, however, if simultaneously or immediately following contact with the ball, the player collides with a player or with a wall, or falls down, and as a result of such collision or falling, drops the ball. If the player has made the catch and drops the ball while in the act of making a throw following the catch, the ball shall be adjudged to have been caught. In establishing the validity of the catch, the player shall hold the ball long enough to prove complete control of the ball and that release of the ball is voluntary and intentional. A catch is legal if the ball is finally held by any fielder, even though juggled, or held by another fielder before it touches the ground. On a batted fly ball, runners may leave their bases the instant the first fielder touches the ball. It shall be a catch if the fielder leaves "in play" area, catches the ball, then lands in dead ball territory.

THE CATCHER'S BOX is the area within which the catcher shall stand until the pitcher delivers the ball.

A DEAD BALL is a ball not in play and is not considered in play again until the pitcher holds it in pitching position and the umpire has called "PLAY BALL."

DEAD BALL TERRITORY is the area designated by ground rules and game officials where the ball is not in play and play cannot be made. This area may be designated by fences, lines or imaginary lines. The lines defining dead ball territory are considered out of play.

THE DEFENSIVE TEAM is the team who is in the field.

DELAYED DEAD BALL is an instance in which an infraction has been detected, however, play is allowed to continue until such time, as determined by the nature of the play, that the ball becomes dead, and appropriate penalties, if any, are assessed. (examples: Illegal Pitch, obstruction) The delayed dead ball signal is given by the umpire with the left arm, extended sideways from the body and parallel to the ground, with the hand closed in a fist.

A DOUBLE BASE is permitted at first base. In this case, the following rules apply.

- A. A batted ball hitting the inside base shall be declared fair and a batted ball hitting the outside base shall be declared foul.
- B. Whenever a play is being made on the batter-runner, the defense must use the inside base, and the batter-runner must use the outside base. On extra base hits or balls hit to the outfield where there is no play being made at the double base, the runner may touch either base.
- C. Should the batter-runner reach and go beyond first base, he/she must return to the inside base.
- D. Should the batter-runner round the base on a hit to the infield or outfield, he must return to the inside base.
- E. On any force-out attempt by the defense from the foul side of first base, the defense and batter-runner may use either base. This does not apply to the case where an errant throw causes a fielder to move into foul territory.
- F. In the case that a batter-runner is required to touch the outside base, and instead touches the inside base, said runner shall be declared out. An appeal is not necessary, and the ball remains alive. In the case that a batter-runner misses both bases in running to first base, it shall be treated as a baserunner failing to touch a base. In this case, if an appeal is made prior to the batter-runner returning to the base, said batter-runner shall be declared out.

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

AN EJECTED player is a player who is removed from the game at the direction of an umpire. Such player is ineligible for any further participation in the game.

A FAIR BALL is a batted ball that settles on fair territory between home and first base, or between home and third base; or that is on or over fair territory when bounding to the outfield past first or third base; or that touched first, second or third base; or that, while on or over fair territory, touches the person of an umpire or player; or that, while over fair territory, passes out of the playing field in flight.

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

FAIR TERRITORY is that part of the playing field within, and including the first and third base lines, from home base to the bottom of the playing field fence and perpendicularly upward. All foul lines are in fair territory.

A FIELDER is any defensive player.

A FIELDER'S CHOICE is the act of a fielder who handles a fair grounder and, instead of throwing to first base to retire the batter-runner, throws to another base in attempt to retire a preceding runner. The term is also used by scorers to:

- A. Account for the advance of the batter-runner who takes one or more extra bases when the fielder who handles his/her safe hit attempts to retire a preceding runner.
- B. Accounts for the advance of a runner (other than by a stolen base or error) while a fielder is attempting to retire another runner.
- C. Accounts for the advance of a runner made solely because of the defensive team's indifference. (Undefended steal).

ON THE FLY is a batted ball before it touches the ground or any object other than a fielder.

A FLY BALL is a batted ball that goes high in the air in flight.

A FORCE OUT is an out which can be made only when a base-runner loses the right to the base occupied because of the batter becoming a base-runner.

A FORCE PLAY is a play in which a runner loses his/her right to occupy a base by reason of a batter becoming a runner.

A FORFEITED GAME is a game declared ended by the plate umpire in favor of the offended team by the score of 7 to 0 for violation of the rules.

A FOUL BALL is a legally batted ball that settles on foul territory between home and first base, or between home and third base; or that bounds past first or third base on or over foul territory; or that first falls on foul territory beyond first or third base; or that, while on or over foul territory, touches the person of an umpire or a player, or any object foreign to the natural ground.

NOTE:

1. A foul fly shall be judged according to the relative position of the ball and the foul line, including the foul pole, and not as to whether the fielder is on foul or fair territory at the time contact with the ball is made.
2. If a batter hits or bunts a pitched ball that hits fair territory immediately in front of homeplate (within the front part of batter's box) and rebounds striking the batter while both the batter's feet remain in the batter's box, it shall be ruled a foul ball and the ball declared dead.

FOUL TERRITORY is that part of the playing field outside the first and third base lines extended to the fence or out-of-play line, and perpendicularly upwards.

A FOUL TIP is a batted ball that goes directly to the catcher's hands, not rising higher than the batter's head, and is legally caught by any fielder. It is not a foul tip unless caught, and any foul tip that is caught is a strike and the ball is in play. It is not a catch if it is a rebound, unless the ball has first touched the catcher's glove or hand. A batted ball that rises higher than the batter's head shall be a foul ball.

A GROUND BALL is a batted ball that rolls or bounces close to the ground.

AN ILLEGALLY BATTED BALL is a ball batted fair or foul in any way by the batter when either or both of his/her feet are upon the ground outside the lines of the batter's box or one that is hit with a bat that does not conform to RULE 1, Section 27.

AN ILLEGALLY CAUGHT BALL occurs when a fielder catches a batted or thrown ball with a cap, glove, or any part of his/her uniform while it is detached from its proper place.

AN ILLEGAL PITCH (see RULE 4: PITCHING REGULATIONS).

THE INFIELD is the portion of the field included within the diamond made by the baselines.

AN INFIELD FLY is a fair ball (not including a line drive nor an attempted bunt) which can be caught by an infielder with ordinary effort when first and second, or first, second and third bases are occupied, before two are out. The pitcher, catcher and outfielders who station themselves in the infield on the play shall be considered infielders for the purpose of this rule.

When it seems apparent that a batted ball will be an Infield Fly, the umpire shall immediately declare "INFIELD FLY" for the benefit of the runners. If the ball is near the baselines, the umpire shall declare, "INFIELD FLY, IF FAIR".

The ball is alive and runners may advance at the risk of the ball being caught, or retouch and advance after the ball is touched, the same as on any fly ball. If the hit becomes a foul ball, it is treated the same as any foul.

NOTE: If a declared Infield Fly is allowed to fall untouched to the ground, and bounces foul before passing first or third base, it is a foul ball. If a declared Infield Fly falls untouched to the ground outside the baseline and bounces fair before passing the first and third base, it is an Infield Fly.

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

INTERFERENCE

- A. Offensive interference is an act by the team at bat which interferes with, obstructs, impedes, hinders or confuses any fielder attempting to make a play. Interference may be physical, distractionary or verbal. If the umpire declares the batter, batter-runner, or a runner out for interference, all other runners shall return to the last base that was, in the judgment of the umpire, legally touched at the time of the interference, unless otherwise provided by these rules.
- B. Defensive interference is an act by the fielder which hinders or prevents a batter from hitting a pitch.
- C. Umpire's interference occurs:
 - 1. When an umpire hinders, impedes or prevents a catcher's throw attempting to put out a runner.
 - 2. When a fair ball touches an umpire on fair territory before passing a fielder.
- D. Spectator interference occurs when a batted or thrown ball is touched, stopped, or handled by a person not engaged in the game. If the ball touches an object which is not part of the official equipment or playing area whether it was thrown or batted it shall be treated the same as spectator interference and shall carry the same penalty adjudged by the umpire. Interfering with a fielder attempting to field a ball or make a play is also interference. The umpire shall impose such penalties as in his opinion will nullify the act of interference. If spectator interference clearly prevents a fielder from catching a fly ball, the umpire shall declare the batter out. The penalty for spectator interference shall be the sole judgment of the umpire.

A LEGAL TOUCH occurs when a runner or batter-runner who is not touching a base is touched by the ball while it is securely held in the fielder's hand. The ball is not considered as having been securely held if it is juggled or dropped by the fielder after having touched the runner unless the runner deliberately knocks the ball from the hand of the fielder. It is sufficient for the runner to be touched with the hand or glove in which the ball is held.

A LEGALLY CAUGHT BALL occurs when a fielder catches a batted or thrown ball provided it is not caught in the fielder's hat, cap, protectors, pockets, or other part of the uniform.

A LINE DRIVE is a batted ball that goes sharp and direct from the bat to a fielder without touching the ground.

A LIVE BALL is a ball which is in play.

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

OFFENSIVE TEAM is the team, or player of the team at bat.

OVERSLIDE (OR OVERSLIDING) is the act of an offensive player when the slide to a base, other than when advancing from home to first base, is with such momentum that contact with the base is lost. Oversliding places the baserunner in jeopardy.

AN OVERTHROW is a play in which a ball is thrown from one fielder to another to retire a runner who has not reached or is off base and which goes into foul or fair territory (See Rule 7, Sec. 2)

A PASSED BALL is a legally delivered ball that should have been held or controlled by the catcher with ordinary effort.

“PLAY” is the umpire’s order to start the game or to resume action following any dead ball.

A PITCHER’S BOX may be adopted by agencies for Slow-Pitch. The dimensions of the Pitcher’s Box shall be six (6) feet by twenty-four (24) inches, and shall extend from the regular pitcher’s plate, backwards toward second base. Using this format, the pitcher may deliver the pitch from any point inside the Pitcher’s Box, and for the purposes of rule-enforcement, the Pitcher’s Box is treated the same as the pitcher’s plate.

PITCHING DISTANCE shall be 50 feet for Slow pitch, 46 feet for Men’s fast pitch, and 40 feet for Women’s fast pitch.

A PROTEST is a procedure available to teams to appeal rule interpretations according to provisions outlined in Appendix A — Protest Procedures.

A RETOUCH is the act of a runner in returning to base as legally required.

THE STRIKE ZONE, FAST PITCH is that space over home plate which is between the batter’s armpits and knees when he/she assumes a natural stance. The umpire shall determine the strike zone according to the batter’s usual stance when the batter swings at a pitch.

STRIKE ZONE, SLOW PITCH — 17” from rear of plate, making 17” x 34” rectangle. A legally pitched ball not struck at that lands ON ANY PART OF the strike zone which is 17” wide and 34” in length including the plate, will be ruled a strike by the umpire (shoulder to knee strike zone eliminated).

NOTE: (FOR SAFETY PURPOSES). Catcher must let ball land on any part of the

strike zone to be called a strike.

NOTE: (FOR SAFETY PURPOSES). Batter shall not hit ball after it bounces on ground, plate or plate extension. If the batter swings at the ball after it bounces on ground, plate or plate extension the ball is dead and batter is out.

A TAG is the action of a fielder in touching the base with any part of his/her body while in possession of the ball, or touching a base runner with his/her hand or glove holding the ball securely and firmly in his/her hand or glove.

TEAM MEMBER is any player, substitute, manager, coach, trainer, batkeeper, score-keeper, sponsor, or other team personnel.

“TIME” is the announcement by an umpire of a legal interruption of play, during which the ball is dead.

A WILD PITCH is one so high, so low or so wide of the plate that it cannot be handled with ordinary effort by the catcher.

RULE 3. TEAMS, PLAYERS AND SUBSTITUTES

SEC. 1. AT LEAST EIGHT (8) PLAYERS shall constitute a team (FP-9). No team shall start a game with less than eight players and except for the pitcher and catcher, the team in the field may be stationed at any desirable point on fair ground.

SEC. 2. A SUBSTITUTE MAY REPLACE a player whose name appears in his/her team's batting order, but such relieved player shall not thereafter participate in the game except as a coach or manager. A violation of this rule results in the use of an ineligible player. Upon discovery of the violation, the ineligible player must be immediately removed from the game and replaced with a legal substitute. If no legal substitute is available, then game shall be declared a forfeit.

NOTE: If the ineligible player is discovered after completing a turn at bat and before there has been a pitch to another batter, Rule 6, Section 3 (Batting Out of Order) will also take effect.

SEC. 3. MANAGER MAY HAVE ANOTHER PLAYER run for a baserunner.

- A. A manager can use only one courtesy runner per inning (no approval required). Both the regular runner and courtesy runner shall be eligible for further participation in the game. A courtesy runner may be used for the same regular runner each time said regular runner is on base in the same inning.
- B. If a player is currently a courtesy runner when it is his/her turn to bat, then a courtesy runner shall be used for the player (no approval is required). Both courtesy runners shall be eligible for further participation in the game.
- C. An injured or ejected player leaving the game can be substituted for or, if no substitute is available, can have a courtesy runner (even if there has already been one courtesy runner in the current inning). The player leaving the game shall not thereafter participate in the game. An injured player may participate as a coach or manager.
- D. The courtesy runner used shall be the player of the same sex as the original baserunner who:
 1. Was the last official out in the inning;
 2. If no outs have been made in the inning, then the last official out in the prior inning;
 3. In the first inning and no outs, the batter listed last in batting order.**NOTE:** If the player identified by the above procedure is currently a baserunner, then the previous "last out/batting order" player should be used.
- E. If an incorrect runner is used as a courtesy runner, upon discovery, said runner is simply replaced with the correct runner—no further penalty.

SEC. 4. IN RELIEVING A PITCHER the new pitcher shall, unless incapacitated, continue to pitch until the batter then at bat or substitute has either been put out or has reached first, or the side has been retired.

SEC. 5. ON SUBSTITUTIONS, whether for the batter, base-runner or fielder, the manager making such changes must immediately notify the umpire who shall call time out and announce same to spectators, players and scorekeepers. If through oversight such announcement is not made, the substitute shall not be called out.

SEC. 6. SUBSTITUTE PLAYERS will be considered in the game on the following conditions:

- A. If a pitcher, when he/she takes his/her place on the pitcher's plate.
- B. If a batter, when he/she takes his/her place in the batter's box.

- C. If a fielder, when he/she takes the place of the fielder substituted for and play is resumed.
 - D. If a runner, when the substitute replaces him/her on the base the runner is holding.
- NOTE:** Failure of a manager or an umpire to make the necessary report and announcement shall not place penalty against the substitute player if such substituted player is considered in the game according to the above conditions.

SEC. 7. THE OFFENSIVE TEAM

- A. Shall be allowed TWO COACHES ONLY, one near first base and one near third base, who shall remain within the coach's box at all times.
 - B. Shall not be allowed more than one (1) offensive conference each inning.
- NOTE:** Any additional requests in each inning shall be denied by the umpire.

SEC. 8. NO TEAM MEMBER shall at any time, whether from the bench, the coach's box or on the playing field, or elsewhere —

- A. Incite, or try to incite, by word or sign a demonstration by spectators.
- B. Use language which will in any manner refer to or reflect upon opposing players, an umpire, or any spectator.

PENALTY SEC. 8: "No pitch" shall be declared (if appropriate) and a warning issued to the offending team. A repeat of this type of act by a team warned shall result in the offender(s) being ejected from the game.

SEC. 9. DESIGNATED HITTER (FP ONLY)

- A. A designated hitter, referred to as a "DH" may be used for any player, provided it is made known prior to the start of the game and his name is indicated on the line-up sheet or score sheet.
- B. The "DH" must remain in the same position in the batting order for the entire game.
- C. The "DH" may be used defensively, continuing to bat in the same position in the batting order, but the player previously not batting must then bat in the place of the substituted defensive player.
- D. The "DH" may be substituted for at any time, either by a pinch-runner or pinch-hitter or by the player previously not batting because of the use of the "DH," who then becomes the "DH". The substitute must be a player who has not yet been in the game.
- E. The "DH" replaced by a pinch-runner or pinch-hitter may not return to the game. The penalty for a "DH" participating in the game after leaving it is a FORFEIT. The "DH" is considered to have participated if a pitch has been made (legal or illegal) or an appeal play has been made while he was in the game illegally. If the violation is detected prior to a pitch being made or an appeal play being made, the "DH" shall be removed from the game, a FORFEIT shall not be declared, and all action during the "DH's" presence in the game illegally is legal.

SEC. 10. BLOOD RULE. A player, coach, or official, who is bleeding, or who has an open wound, or has blood on his body or clothing, shall be prohibited from participating further in the game, until appropriate treatment has been administered.

If first aid is required for a player, the player must be immediately removed from the game, unless treatment can be administered in a reasonable amount of time.

A player, coach or official will not be allowed to participate unless:

- A. All bleeding has stopped.
- B. Any exposed cut/scrape, which has bled, is completely covered.
- C. Bloody clothing is removed.

RULE 4. PITCHING REGULATIONS (SLOW PITCH)

PENALTY FOR ILLEGAL PITCHES. Any infraction of Sections 1-8 is an illegal pitch and the ball is delayed dead. A ball shall be called on the batter and baserunners do not advance.

EXCEPTION: If a batter strikes at any illegal pitch, it shall be a strike and the ball is live and in play (unless the ball touches the ground before crossing home plate). If a batter hits any illegal pitch, the ball shall be live and in play. In both cases, there shall be no penalty for such an illegal pitch.

NOTE: An illegal pitch shall be signaled verbally at the same time the umpire gives the delayed dead ball signal. Failure of players to hear or see the signals shall not void the call.

SEC. 1. THE PITCHER SHALL TAKE A POSITION WITH BOTH FEET FIRMLY ON THE GROUND AND WITH ONE OR BOTH FEET IN CONTACT WITH THE PITCHER'S PLATE. While the pivot foot is in contact with the pitcher's plate and throughout the delivery, only the pivot foot must be within the length of the pitcher's plate when on the ground or on the pitcher's plate

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

- A. Preliminary to pitching, the pitcher must come to a full and complete stop facing the batter, with the shoulders in line with 1st and 3rd bases, and with the ball held in one or both hands in front of the body.
- B. This position must be maintained at least 1 second and not more than 10 seconds before starting the delivery.
- C. The pitcher shall not be considered in pitching position unless the catcher is in position to receive the pitch.

SEC. 2. THE PITCHER MAY SELECT ANY WINDUP PROVIDED no motion is made without immediate delivery of the ball to the batter. The pitcher's windup shall be a continuous motion without interruption. The pitch shall be delivered toward home plate on the first forward movement of the pitching arm past the hip. The wind-up motion shall end as soon as the ball is released. He or she may not pitch the ball behind his or her back or between his or her legs.

SEC. 3. THE PIVOT FOOT MUST REMAIN IN CONTACT with the pitcher's plate until the pitched ball leaves the hand. As the ball is released the pitcher may take one step in any direction simultaneously with the release of the ball. After the pitcher releases the pitched ball, there are no restrictions on his or her movements except that the pitcher may not continue to windup after the release of the ball.

SEC. 4. A LEGAL DELIVERY SHALL BE A BALL WHICH IS DELIVERED TO THE BATTER WITH AN UNDERHANDED MOTION.

- A. The pitch shall be released at a moderate speed. The speed is left entirely up to the umpire.
- B. The ball must arc higher than the batter's head.
- C. The ball must not exceed a height of more than 12 feet above the ground.
- D. The catcher must be within the lines of the catcher's box until the pitched ball is batted or reaches home plate.
- E. The catcher shall return the ball directly to the pitcher after each pitch except after a strike out, or put-out made by the catcher or play on a base runner.

PENALTY: Ball is awarded to batter.

- F. Once the ball has been returned to the pitcher, the pitcher has 20 seconds to release the next pitch.

NOTE: In making a legal delivery, the pitcher may make contact with his/her clothing or body with his/her hand or the ball.

SEC. 5. THE PITCHER SHALL NOT deliberately drop, roll, or bounce the ball while in pitching position in order to prevent the batter from striking it.

SEC. 6. THE PITCHER SHALL NOT at any time during the game be allowed to use tape or other substance upon the ball, the pitching hand or fingers, nor shall any other player apply a foreign substance to the ball. Under the supervision and control of the umpire, powdered resin may be used to dry the hand. The pitcher shall not wear any item on the pitching hand, wrist or arm which may be distracting to the batter. (Extenuating circumstances may alter this rule upon the discretion of the game officials).

SEC. 7. AT THE BEGINNING of each half inning or when a pitcher relieves another, no more than one minute may be used to deliver no more than three balls to the catcher or other teammates. The one-minute time limit begins from the third out of the previous half-inning. 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 three.

NOTE: Umpire is authorized to allow more pitches when weather is inclement or if pitcher was removed due to an injury.

NOTE: The umpire shall be the sole judge in determining which game ball should be used for play.

SEC. 8. THE PITCHER SHALL NOT throw to a base while a foot is in contact with the pitcher's plate after having taken the pitching position. **PENALTY:** Illegal pitch, the ball is dead, a ball is called on the batter.

NOTE: The pitcher can be removed from the pitching position by stepping backwards off the pitcher's plate before separating the hands. Stepping forward or sideways constitutes an illegal pitch. It is an illegal pitch if any defensive team member takes up a position in the batter's line of vision or with deliberate unsportsmanlike intent, acts in manner to distract the batter. A pitch does not have to be released.

SEC. 9. NO PITCH SHALL BE DECLARED WHEN:

- A. A pitch is made during the suspension of play; or
- B. The pitcher attempts a quick return of the ball before the batter has taken position or is off balance as a result of a previous pitch; or
- C. The runner is called out for leaving the base too soon; or
- D. The pitcher pitches before a baserunner has retouched the base occupied after a foul ball has been declared and the ball is dead.

NOTE: On a NO PITCH call by the umpire, the ball is dead and all subsequent action on that pitch will be cancelled.

SEC. 10. IF THE BALL SLIPS from the pitcher's hand during the windup or during the backswing, the ball is dead and the runners may not advance.

SEC. 11. NO PLAYER, MANAGER OR COACH shall call "Time" or employ any other word or phrase or commit any act while the ball is alive and in play for the obvious purpose of trying to make the pitcher commit an illegal pitch.

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

SEC. 12. THERE SHALL BE ONLY ONE charged conference between the Manager or other team representative with each and every pitcher in an inning. The second charged conference shall result in the removal of the pitcher from the pitching position for the remainder of the game.

SEC. 13. STRIKE ZONE, SLOW PITCH — 34" from front of plate, making 17" x 34" rectangle. A legally pitched ball not struck at that lands ON ANY PART OF the strike zone which is 17" wide and 34" in length including the plate, will be ruled a strike by the umpire (shoulder to the knee strike zone eliminated).

NOTE: For safety purposes, catcher must let ball land on any part of the strike zone to be called a strike. For scoring purposes the official home plate (not the extension) must be touched (SP)

SEC. 14. A PITCHED BALL NOT HIT that touches the ground before crossing home plate shall be called a ball and declared dead. Batter shall not hit ball after it bounces on ground, plate or plate extension. If the batter swings at the ball after it bounces on ground, plate or plate extension, the ball is dead and the batter is out.

PITCHING REGULATIONS (FAST PITCH)

PENALTY FOR ILLEGAL PITCHES. Any infractions of Sections 1-6 shall be considered as an illegal pitch. The ball is dead. A ball is called in favor of the batter. Baserunners are entitled to advance one base without liability to be put out. The ball shall remain dead until put in play at the pitcher's plate.

EXCEPTION: If the batter reaches first base on a hit, an error or otherwise, and all other runners advance at least one base, the illegal pitch will be disregarded.

SEC. 1. PRELIMINARY TO PITCHING. Before starting the delivery (pitch), the pitcher shall comply with the following: He shall take a position with his pivot foot on the pitcher's plate and non-pivot foot on or behind the pitcher's plate. Both feet must be on the ground within the 24 inch length of the pitcher's plate.

- A. Preliminary to pitching the pitcher must take a position with shoulders in line with first and third base with the ball in glove or pitching hand. If a signal is taken it must be taken from the pitcher's plate.
- B. He or she shall hold the ball in both hands for not less than one (1) second and not more than 10 seconds before releasing the ball.
- C. The pitcher shall not be considered in pitching position on or near the pitcher's plate without having the ball in his or her possession.

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

PLAY: Pitcher takes a signal while standing in 8' circle, but not on the plate. He or she then assumes legal pitching position for one second and pitches the ball.

RULING: Illegal pitch. Pitcher must take the signal while legally in contact with the pitcher's plate.

SEC. 2. THE PITCH starts when one hand is taken off the ball or the pitcher makes any motion that is part of the windup. In the act of delivering the ball, the pitcher shall not take more than one step which must be forward, toward the batter, and simultaneous with the delivery of the ball to the batter.

SEC. 3. A LEGAL DELIVERY shall be a ball which is delivered to the batter with an underhand motion.

- A. The release of the ball and the follow through of the hand and wrist must be forward past the straight line of the body.
- B. The hand shall be below the hip and the wrist not farther from the body than the elbow.
- C. The pitch is completed with a step toward the batter. Both feet may be in the air at the same time. The "leap" is legal as long as the pivot foot does not replant and push off from a location other than the pitching plate.
- D. The catcher must be within the outside lines of the catcher's box when the pitch is released.
- E. The catcher shall return the ball directly to the pitcher after each pitch except after a strike out, or put-out made by the catcher or play on a base runner. **PENALTY:** Ball awarded to batter.
- F. Once the ball has been returned to the pitcher, the pitcher has 20 seconds to release the next pitch.

NOTE: In making a legal delivery, the pitcher may make contact with his/her clothing or body with his/her hand or the ball.

SEC. 4. THE PITCHER MAY USE ANY WIND-UP DESIRED PROVIDING:

- A. No motion to pitch is made without immediately delivering the ball to the batter.
- B. The pitcher shall not use a rocker action in which, after having the ball in both hands in pitching position, removes one hand from the ball, takes a backward and forward swing and returns the ball to both hands in front of the body.
- C. The pitcher shall not use a wind-up in which there is a stop or reversal of the forward motion.
- D. The pitcher shall not make more than one revolution of the arm in the windmill pitch. (Any revolution less than two is one revolution.) A pitcher may drop the pitching arm to the side and to the rear before starting the windmill motion.
- E. The pitcher shall not continue to wind-up after taking the forward step which is simultaneous with the release of the ball.

SEC. 5. THE PITCHER SHALL NOT deliberately drop, roll, or bounce the ball while in pitching position in order to prevent the batter from striking it.

SEC. 6. THE PITCHER SHALL NOT at any time during the game be allowed to use tape or other substance upon the ball, the pitching hand or fingers, nor shall any other player apply a foreign substance to the ball. Under the supervision and control of the umpire, powdered resin may be used to dry the hand. The pitcher shall not wear any item on the pitching hand, wrist or arm which may be distracting to the batter. (Extenuating circumstances may alter this rule upon the discretion of the game officials.)

SEC. 7. 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 position or is off balance as a result of a previous pitch;
- C. The runner is called out for leaving the base too soon;
- D. The pitcher pitches before a baserunner has retouched the base occupied after a foul ball has been declared and the ball is dead.

NOTE: On a NO PITCH call by the umpire, the ball is dead and all subsequent action on that pitch will be canceled.

SEC. 8. AT THE BEGINNING of each half inning or when a pitcher relieves another, no more than one minute may be used to deliver no more than five balls to the catcher or other teammate. The one-minute time limit begins from the third out of the previous half-inning. Play shall be suspended during this time. For excessive warm-up pitches a pitcher shall be penalized by awarding a ball to the batter for each pitch in excess of five.

NOTE: Umpire is authorized to allow more pitches when weather is inclement or if pitcher was removed due to an injury.

NOTE: If more than one game ball is available the pitcher does have a “choice” of balls at the start of each half inning. However, if both balls are not put into play in the first half of the first inning, the pitcher in the last half of the first inning must throw the unused ball (no choice is offered).

SEC. 9. IF THE BALL SLIPS from the pitcher’s hand during the windup or during the backswing, the ball will be in play and the runners may advance at their own risk.

SEC. 10. THE PITCHER SHALL NOT throw to a base while a foot is in contact with the pitcher’s plate after having taken the pitching position.

PENALTY: Illegal pitch, the ball is dead, a ball is called on the batter and all runners advance one base.

NOTE: The pitcher can be removed from the pitching position by stepping backwards off the pitcher’s plate before separating the hands. Stepping forward or sideways constitutes an illegal pitch. It is an illegal pitch if any defensive team member takes up a position in the batter’s line of vision or with deliberate unsportsmanlike intent, acts in a manner to distract the batter. A pitch does not have to be released.

SEC. 11. NO PLAYER, MANAGER OR COACH shall call “Time” or employ any other word or phrase or commit any act while the ball is alive and in play for the obvious purpose of trying to make the pitcher commit an illegal pitch. PENALTY: No pitch shall be declared and a warning issued to the offending team. A repeat of this type act by the team warned shall result in the offender being removed from the game.

SEC. 12. THERE SHALL BE ONLY ONE charged conference between the Manager or other team representative from the dugout with each and every pitcher in an inning. The second charged conference shall result in the removal of the pitcher from the pitching position for the remainder of the game.

SEC. 13. GAME BALL ROTATION

- A. The pitcher has a choice of balls at the start of each half inning, unless both balls are not put into play in the first half of the first inning. In this case, the pitcher must use the unused ball.
- B. The pitcher’s choice of game balls at the start of each half inning does not necessitate his having both balls in his possession. At the time the pitcher takes the field, he may request the other ball from the umpire.
- C. The request for another ball must occur before the pitcher’s warmup pitches begin.

RULE 5. BALL DEAD — BALL ALIVE AND IN PLAY

SEC. 1. THE BALL IS DEAD AND NOT IN PLAY UNDER THE FOLLOWING CIRCUMSTANCES:

- A. When a pitched ball touches any part of the batter's person or clothing while the batter is standing in his/her position, whether the ball is struck at or not.
NOTE: If the batter swings at a pitched ball and the ball hits his/her hands, the hands on the bat are NOT considered a part of the bat. The ball is dead and a strike called.
- B. When a ball is batted illegally, and the batter is out.
- C. When "NO PITCH" is declared.
- D. When a batter steps from one box to another when the pitcher is ready to pitch, and the batter is out.
- E. When a foul ball is not legally caught.
- F. When a baserunner is called out for leaving the base too soon on a pitch.
- G. When the offensive team causes an interference:
 - 1. After hitting or bunting a fair ball, the bat hits the ball a second time in fair territory, the ball is dead and no runners may advance. If the batter-runner drops the bat and the ball rolls against the bat in fair territory and, in the umpire's judgment, there was no intention to interfere with the course of the ball, the ball is alive and in play.
 - 2. After hitting or bunting a foul ball, the batter-runner intentionally deflects the course of the ball in any manner while running to first base, the ball is dead and no runners may advance.
 - 3. When a fair ball strikes a baserunner or umpire before touching or passing a fielder.
- H. When a wild pitch or passed ball goes under, over or through a backstop, or lodges in the umpire's mask or paraphernalia.
- I. When an overthrow touches any obstruction or person other than spectator protection fence or team members in the game.
- J. When a play is completed and runners are stopped and attempting no further advance, the umpire shall declare "Time-Out."
- K. When a ball is pitched illegally.
NOTE:
 - 1. If the batter reaches first base on a hit, an error or otherwise and all other runners advance at least one base, the illegal pitch will be disregarded. (FP)
 - 2. If a batter swings at any illegal pitch, the results shall be governed by the outcome (without consideration for the illegal pitch). (SP)
- L. When the catcher interferes with the batter.
NOTE: The interference will be disregarded if the batter reaches first base on a hit, an error or otherwise and all other runners advance one base beyond the base they occupied at the time of the pitch.

- M. If in the judgment of the umpire, the fielder **INTENTIONALLY** carries a legally caught ball on the fly into deadball territory, the ball is dead, the batter is out and all runners are awarded two bases beyond the base they occupied at the time of the pitch. If the fielder **UNINTENTIONALLY** carries a legally caught ball on the fly into deadball territory, the ball is dead, the batter is out and all runners are awarded one base beyond the base they occupied at the time of the pitch.
- N. When the umpire calls "TIME."
- O. When a batter receives base on balls, the ball is dead - base runners may advance only if forced. (SP).
- P. If two batters are to be walked intentionally, the second cannot be administered until the first batter reaches first base.
- Q. A pitched ball not swung at that touches the ground before crossing home plate shall be called a ball and declared dead. Batter shall not hit ball after it bounces on ground, plate or plate extension. If the batter swings at the ball after it bounces on ground, plate or plate extension, the ball is dead and the batter is out. (SP)
- R. If batter strikes at a short pitch before it hits the ground, it shall be a strike if missed, and a dead ball called.

SEC. 2. THE BALL IS ALIVE AND IN PLAY:

- A. When the ball is not dead as defined in Rule 5. Sec. 1.
- B. When after a batted ball on the fly, either fair, foul or foul tip, has been legally caught.
- C. When a baserunner is called out for passing a preceding runner.
NOTE: Sec. 2b-c: When such out is third out, no following runners may score (See Rule 8, Section 1).
- D. When after obstruction by a fielder with a baserunner, provided that the runner interfered with cannot be put out before he/she reaches the base to which he/she is entitled.
- E. When the infield fly rule is enforced.
- F. When a thrown or pitched ball goes into foul territory and is not obstructed.
- G. When a thrown ball accidentally touches a base coach, or a pitched or thrown ball touches an umpire.
- H. When a thrown ball goes past a fielder and remains in LIVE territory.
- I. When a fair ball strikes an umpire or baserunner on fair ground after passing or touching fielder.
- J. When a fair ball strikes an umpire on foul ground.
- K. When the baserunners have reached the bases to which they are entitled when the fielder illegally fields a batted or thrown ball.
- L. When after baserunners have reached the bases to which they are entitled under Rule 7.
- M. When a player is called out for removal of helmet (FP).

SEC. 3. APPEALS:

- A. When ball is alive any fielder may appeal any runner once. The ball is alive and all runners may advance with liability of being put out.
- B. To make appeals after a DEAD BALL or "Time Out" is called the following procedures must be used. Once the ball has been returned to the infield and time has been called, any player with or without the ball may make a verbal appeal on a runner missing a base or leaving a base too soon on a caught fly ball. The administering umpire should acknowledge the appeal, and then make a decision on the play. Baserunners cannot leave their base during this period, as the ball remains dead until the next pitch. On a dead ball appeal, the ball need not be thrown or carried to the base where appeal is to be made, but the player appealing may simply announce appeal to the umpire.

NOTE:

- 1. 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.
 - 2. If the umpire has indicated "play ball" and the pitcher now requests an appeal, the umpire would again call "time out" and allow the appeal process.
- C. The Defensive Team can have only ONE attempted appeal per runner, but may appeal more than one runner per play.
 - D. If, during a live ball appeal, the ball is thrown or bounds into dead ball territory, the ball is dead, all runners advance two bases without liability of being put out & the defense may not appeal again during that play.
 - E. A fielder carrying a live ball into the dugout to tag a player is considered to have unintentionally carried it out of play. Ball is dead and runners will advance one base.
 - F. Any appeal under this rule must be made before the next pitch, or any play or attempted play. If the violation occurs during a play which ends a half inning, the appeal must be made before the defensive team leaves the field.
 - G. A dead ball appeal is not to be interpreted as a play or an attempted play.
 - H. runners may advance at their own risk during a live ball appeal.

NOTE: If an appeal follows a dead ball or time out, the runners may not advance.

No runner is out if he/she steps off base during an appeal.

After the appeal has been completed, if the return throw to the pitcher results in an overthrow or error, the ball is dead and runners may not advance.

NOTE: Further explanation of Appeals is contained in Appendix C-Points of Emphasis.

RULE 6. BATTING

SEC. 1. THE BATTER'S LEGAL POSITION SHALL BE WITH BOTH FEET ENTIRELY WITHIN THE BATTER'S BOX. THE LINES DEFINING THE BOX ARE WITHIN THE BATTER'S BOX.

- A. The batter shall not have either one or both feet touching the ground entirely outside the lines of the batter's box when the ball is hit.
- B. If the batter's bat hits the ball fair or foul while any portion of his/her body is touching home plate, he/she shall be declared out.
- C. The batter shall not step to the other side of the plate while the pitcher is in position ready to pitch. Penalty: Batter declared out (Rule 6, Section 9 m.)
- D. The batter must take position after the umpire declares "PLAY."
NOTE: If the batter refuses to take position in the batter's box during his/her time at bat, the umpire shall order the pitcher to pitch and shall call "STRIKE" on each such pitch. The batter may take proper position after any such pitch and the regular ball and strike count shall continue, but if he/she does not take proper position before three strikes are called, he/she shall be declared out.
- E. Each batter shall begin his/her at-bat with a one-ball, one-strike count. (SP) The ball-strike count shall proceed normally, pitch-by-pitch, from this initial 1-1 count.

SEC. 2. EACH PLAYER OF THE SIDE AT BAT SHALL BECOME A BATTER IN THE ORDER IN WHICH HIS/HER NAME APPEARS ON THE SCORESHEET.

- A. The batting order of each team must be on the scoresheet and must be delivered before the game by the manager or captain to the plate umpire, who shall submit it for inspection by the manager or captain of the opposing team.
- B. The batting order delivered to the umpire must be followed throughout the game unless a player is substituted for another, in which case the substitute must take the place of the removed player in batting order. All defensive players must bat.
NOTE: Exception as defined in D.H. rule page 36; Rule 3: sec. 9 (FP)
- C. After the game has started, all additions and/or changes to the batting lineup must be made by notifying the plate umpire.
- D. The first batter in each inning shall be the batter whose name follows that of the last player who completed his/her turn at bat in the preceding inning.
- E. A team will have the option of batting any number of legally rostered players from 8-16 (unlimited substitution), with any remaining rostered players being withheld as substitutes.
- F. The starting batting order must be followed, but defensive changes may be made at any time. Players arriving after the first pitch of the game may be added to the end of the batting order immediately upon arriving or must be used as a regular substitute. The scorekeeper need not be notified of any defensive changes but must be told of any substitution changes.
- G. Any batter failing to bat, due to removal from lineup for any reason, regardless of number of batters in batting order from 8-16, will be automatically out if no legal substitute is available first time a batter fails to bat. If this penalty is missed, said penalty shall still apply if the error is discovered in the same inning as the missed at-bat. In this case, an additional out would simply be awarded to the defensive team, with no further penalty. Said player shall not participate any further in the game. This space shall be skipped for the remainder of the game with no further penalty.
- H. When the third out in an inning is made before the batter has completed his turn at bat, he/she shall be the first batter in the next inning.

SEC. 3. BATTING OUT OF ORDER IS AN APPEAL PLAY:

- A. If the error is discovered while the incorrect batter is at bat, the correct batter may take his place, assume any balls and strikes, and any runs scored or bases run while the incorrect batter was at bat shall be legal.
- B. If the error is discovered after the incorrect batter has completed his turn at bat and before there has been a pitch to another batter, the player who should have batted is out. Nullify any advance or score made because of a ball batted by the improper batter or because of improper batter's advance to first base on a hit, an error, a base on balls, a hit batter or other wise. NOTE: If a runner advances, while the improper batter is at bat, on a stolen base, illegal pitch, wild pitch or passed ball, such advance is legal. The next batter is the player whose name follows that of the player called out for failing to bat. If the batter declared out under these circumstances is the third out, the correct batter in the next inning shall be the player whose name follows that of the player called out for failing to bat.
- C. If the error is discovered after the first pitch to the next batter, the time at bat of the incorrect batter is legal, all runs scored and bases run are legal, and the next batter in order shall be the one whose name follows that of the incorrect batter. No one is called out for failure to bat. Players who have not batted and who have not been called out have lost their turn at bat until reached again in the regular order.

SEC. 4. THE BATTER SHALL NOT HINDER THE CATCHER FROM FIELDING OR THROWING THE BALL BY STEPPING OUT OF THE BATTER'S BOX.

NOTE: The ball is dead and baserunners must return to the last base that, in the judgement of the umpire, was touched at the time of interference. The batter is out except:

- A. If a baserunner is put out, the batter is not out (unless retired on a third strike).
- B. When with less than two out and a runner on third base and the batter interferes with a play being made at home plate, the batter is not out because the runner is out.

SEC. 5. MEMBERS OF THE TEAM AT BAT SHALL NOT INTERFERE WITH A PLAYER ATTEMPTING TO FIELD A FOUL BALL.

NOTE: The ball is dead and batter is out; baserunners must return to their original base.

- A. Baserunner interference refer to Rule 7, Sec. 7 (i)

SEC. 6. THE BATTER SHALL NOT INTENTIONALLY STRIKE OR BUNT THE BALL A SECOND TIME, STRIKE IT WITH A THROWN BAT, OR DEFLECT ITS COURSE IN ANY WAY WHILE RUNNING TO FIRST BASE.

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

- A. If a batter hits or bunts a pitched ball that hits home plate or the ground and rebounds striking the bat a second time, while both batter's feet remain in the batter's box, it will be ruled a foul ball providing the second hit was not intentional.
- B. If a batter hits or bunts a pitched ball that hits fair territory immediately in front of home plate (within the front part of batter's box) and rebounds striking the batter while both the batter's feet remain the batter's box, it shall be ruled a foul ball and the ball declared dead.

SEC. 7. A STRIKE IS CALLED BY THE UMPIRE:

- A. for each legally-pitched ball entering the strike zone before touching the ground at which the batter does not swing. (FP)
- B. for each legally-pitched ball landing on the strike zone at which the batter does not swing. (SP)
- C. for each legally-pitched ball struck at and missed by the batter.
- D. for each foul hit not caught on the fly unless the batsman has two strikes.
- E. for each pitched ball at which the batsman strikes but misses and which touches any part of his person.
- F. for each foul tip (“foul tip” must be caught by the catcher, see: Rule 2—“foul tip”).
NOTE: On a foul tip held by the catcher, the ball is in play. The batter is out if it is the third strike.
- G. for each legally-pitched ball which hits the batter and in the judgment of the umpire would have been a strike if not interfered with by the batter. (SP)

SEC. 8. A BALL IS CALLED BY THE UMPIRE:

- A. For each pitched ball which does not enter the strike zone or touches the ground before reaching home plate and which is not struck at by the batter.
- B. For each illegally-pitched ball (see illegal pitches).
NOTE: For each illegal pitch, the ball is dead and baserunners are entitled to advance one base without liability to be put out. (Fast Pitch ONLY)
- C. With no runners on base the catcher must return the ball directly to the pitcher, unless a strikeout or put out is made by the catcher. A ball will be called in favor of the batter.
NOTE: When a ball is thrown from the catcher to the pitcher and an error occurs which causes another player to return the ball to the pitcher, the umpire shall discount the fact that the ball was handled by two players in this instance. If excessive time is used in returning the ball or errors of this nature are frequent, the umpire shall call a ball on each play after a warning has been given.
- D. When a batter is hit by a pitched ball.
NOTE: Batter does not get first base. (SP)
EXCEPTION: If in the judgment of the umpire the pitch would have been a strike if not interfered with by the batter. (SP)

SEC. 9. THE BATTER IS OUT UNDER THE FOLLOWING CIRCUMSTANCES:

- A. After three strikes (SP). On a dropped third strike with first base occupied and less than two outs. (FP).
- B. When fair or foul ball (other than a foul tip) is legally caught on the fly by a fielder.
NOTE: A fielder who catches a ball after leaving “in play” territory, but before touching or landing in dead ball territory has completed a legal catch, and the batter is out.
- C. When after having two strikes, the batter hits a second foul ball. (SP). (Four strike rule)

NOTE: If the ball lands or is touched and not caught in foul territory, the ball is dead; if the batted ball is caught on the fly and the fielder remains in live playing area, the ball is alive and in play.

- D. When the batter bunts foul on a third strike. (FP)
- E. When an infield fly is declared.
- F. When the batter attempts to hit a third strike and the ball touches him/her or the third strike if hit by the pitch while the ball is in the strike zone.
- G. When a fair ball touches the batter outside of the batter's box, before touching a fielder.
- H. When, after hitting or bunting a fair ball, the batter intentionally strikes the ball a second time in fair territory.
- I. After hitting or bunting a fair ball, the bat hits the ball a second time in fair territory. The ball is dead and no runners may advance.
NOTE: If the batter-runner drops the bat and the ball rolls against the bat in fair territory and, in the umpire's judgement, there was no intention to interfere with the course of the ball, the batter is not out and the ball is alive and in play.
- J. When, after the batter hits a fair ball, the batter-runner or first base is tagged by a player with the ball, before he/she touches first base.
- K. When an infielder intentionally drops a fair fly ball or line drive, with first, first and second, first and third, or first, second, and third base occupied before two are out. (Ball is dead, batter is out).
NOTE: In this situation, the batter is not out if a fielder permits the ball to drop untouched to the ground except when the infield fly rule applies.
- L. When the batter bats the ball illegally as defined in Rule 6, Sec. 1a or Rule 1, Sec. 34.
- M. When the batter steps from one batter's box to the other while the pitcher is in position ready to pitch. (Rule 6, Sec. 1c)
- N. When the batter interferes with the catcher's fielding or throwing by stepping out of the batter's box or making any other movement that hinders the catcher's play at home plate.
EXCEPTION: Batter is not out if any runner is put out, or if runner trying to score is called out for batter's interference.
- O. When batting out of order is administered according to Rule 6, Sec. 3b.
- P. If the batter refuses to take position according to Rule 6, Sec. 1d.
- Q. No bunting or deliberate chop hits are allowed. Penalty: Batter declared out. Ball is dead and all runners must return to the base occupied prior to the pitch. (SP)
- R. Batter shall not hit ball after it bounces on ground, plate or plate extension. If the batter swings at the ball after it bounces on ground, plate or plate extension, the ball is dead and the batter is out. (SP)
- S. When the batter wears the helmet improperly or removes the helmet intentionally (FP).

SEC. 10. THE BATTER BECOMES A RUNNER AND IS ENTITLED TO FIRST BASE WITHOUT LIABILITY TO BE PUT OUT (provided he/she advances to and touches first base) when:

- A. Ball four has been called by the umpire.
- B. He/she is touched by a pitched ball which he/she is not attempting to hit (FP), unless:
 - (1) the ball is in the strike zone when it touches the batter. (FP)
 - (2) the batter makes no attempt to avoid being touched by the ball (FP)
- C. The catcher or any fielder interferes with him/her. If a play follows the interference, the manager of the offense may advise the plate umpire that he/she elects to decline the interference penalty and accept the play. Such election shall be made immediately at the end of the play. However, if the batter reaches first base on a hit, an error, a base on balls, a hit batter, or otherwise, and all other runners advance at least one base, the play proceeds without reference to the interference.
- D. A fair ball touches an umpire or a runner on fair territory before touching a fielder.

NOTE:

- 1. Any runner(s) on base only advance if forced to by virtue of the batter becoming a runner.
- 2. If a fair ball touches an umpire after having passed a fielder other than the pitcher, or having touched a fielder, including the pitcher, the ball is in play.
- E. When the umpire awards an intentional walk to the batter upon the request of the opposing manager. (SP).

SEC. 11. THE BATTER BECOMES A BASERUNNER WHEN:

- A. He/she hits a fair ball.
- B. A fair ball strikes the person or clothing of an umpire on fair ground.
- C. The catcher interferes with or prevents the batter from striking at a pitched ball.
- D. A pitched ball not struck at touches any part of the batter's person or clothing while he/she makes an honest attempt to avoid being hit. (FP)

NOTE: It does not matter if the ball strikes the ground before hitting the batter.

- E. The third strike called by the umpire is not caught, providing: (FP only)
 - 1. First base is unoccupied, or
 - 2. First base is occupied with two outs.

RULE 7. BASERUNNING

SEC. 1. THE BASERUNNER MUST TOUCH BASES IN LEGAL ORDER, i.e. first, second, third and home plate.

- A. When a baserunner must return while the ball is in play, he/she must touch the bases in reverse order.
- B. When a baserunner acquires the right to a base by touching it before being put out, he/she is entitled to hold the base until he/she has legally touched the next base or is forced to vacate it for a succeeding baserunner.
- C. Two baserunners must not occupy the same base simultaneously.
NOTE: The runner who first legally occupied the base shall be entitled to it; the other baserunner may be put out by being tagged.
- D. The failure of a preceding runner to touch a base and who is declared out does not affect the status of a succeeding baserunner who touches bases in proper order unless two are out. And such third out is the result of a force play, neither preceding nor following runners shall score.
- E. When a baserunner dislodges a base from its proper position, neither he/she nor succeeding runners in the same series of plays are compelled to follow a base unreasonably out of position.
- F. A baserunner shall not run bases in reverse order either to confuse the fielders or to make a travesty of the game.

SEC. 2. BASERUNNERS ARE ENTITLED TO ADVANCE WITHOUT LIABILITY TO BE PUT OUT under the following conditions:

- A. When forced to vacate a base because the batter was awarded a base on balls (one base).
- B. When a fielder obstructs the baserunner from making a base unless the fielder is trying to field a batted ball or has the ball ready to touch the baserunner.
NOTE: When obstruction occurs, the umpire shall call or signal "OBSTRUCTION"
 - 1. If a play is being made on the obstructed runner or if the batter-runner is obstructed before he/she touches first base, the ball is dead and all runners shall advance without liability to be put out, to the bases they would have reached in the umpire's judgement, if there had been no obstruction. The obstructed runner shall be awarded at least one base beyond the base he/she had last legally touched before the obstruction. Any preceding runner forced to advance by the award of bases for the penalty for obstruction shall advance without liability to be put out.
 - 2. If no play is being made on the obstructed runner, the play shall proceed until no further action is possible. The umpire shall then call "TIME" and impose such penalties, if any, which in his/her judgement will nullify the act of obstruction.
 - 3. When a defensive player fakes a tag when he/she does not have the ball, obstruction will be called; repeated violations will result in the player being ejected from the game.
- C. When a wild pitch or passed ball goes under, over, through or lodges in the backstop or in the umpire's mask or paraphernalia, the ball is dead. One base for all runners. (FP)
- D. If the batter becomes a runner on ball four and the ball goes into dead territory or lodges in the umpire's mask or paraphernalia, the ball is dead. One base for all runners. (FP)

- E. When forced to vacate a base because the batter was hit by a pitched ball (FP) or interfered with by the catcher or a fielder. ONE BASE.
- F. When attempting to steal a base, the batter is interfered with by the catcher or any other fielder. ONE BASE. (FP)
- G. When an illegal pitch is declared. All runners ONE BASE. (FP)
- H. When a fielder intentionally contacts or catches a batted fair ball or thrown ball with a cap, glove, or any part of his/her uniform while it is detached from its proper place on his/her person.

PENALTY: The baserunner shall be entitled to three bases if a batted fair ball, or two bases if a thrown ball; in either case the baserunners, may advance further at their own risk. If the illegal catch or touch is made on a fair batted ball which, in the umpire's judgement, would have cleared the fence in flight, the runner shall be awarded a home run.

- I. Two bases when an overthrown ball goes into dead territory. When such a wild throw is the first play by an infielder, the umpire, in awarding such bases, shall be governed by the position of the runners at the time the ball was pitched; in all other cases the umpire shall be governed by the position of the runners at the time the wild throw left the infielder's or fielder's hand.

NOTE: When awarding bases, the lead runner should be considered prior to other runners. In certain circumstances it is impossible to award a following runner two bases (refer to "Points of Emphasis").

APPROVED RULING: If all runners, including the batter-runner, have advanced at least one base when an infielder makes a wild throw on the first play after the pitch, the award shall be governed by the position of the runners when the wild throw left the infielder's hand.

- J. When a batted ball is legally caught on the fly in playable territory and is carried by the fielder unintentionally into deadball territory, the ball is dead, the batter is out and all runners advance one base beyond the base they occupied at the time of the pitch. If in the judgement of the umpire, the fielder INTENTIONALLY carries a legally caught ball on the fly into deadball territory, the ball is dead, the batter is out and all runners are awarded two bases beyond the base they occupied at the time of the pitch.

NOTE: If a player leaves "in play" territory, catches the ball, then touches or lands in dead ball territory, it shall be a legal catch.

SEC. 3. A PLAYER FORFEITS EXEMPTION FROM LIABILITY TO BE PUT OUT WHEN:

- A. If while the ball is in play, he/she fails to touch the base to which he/she was entitled before attempting to make the next base. If the runner put out is batter-baserunner at first base, or any other baserunner forced to advance because the batter became a baserunner, this out is a force-out.
- B. If after overrunning first base, the batter-baserunner attempts to continue to second base.
NOTE: The direction the batter-runner turns when returning to first base does NOT in itself constitute an "attempt" for second base.
- C. If after dislodging the base, the batter-baserunner tries to continue to the next base.

SEC. 4. THE BASERUNNERS ADVANCE IS LIMITED:

- A. When a fair-batted ball goes over the fence or into the stand on the fly, it shall entitle the batter to a home run unless it passes out of the grounds or into a stand at a distance of less than 250 feet from the home base, in which case the batter and all runners shall be entitled to two bases only. The point at which the fence or stand is less than 250 feet from the home base shall be plainly indicated for the umpire's guidance.
- B. When a batted fair ball bounces or is deflected into deadball territory; outside the first or third base foul lines; or over, under, or sticks in any obstruction (e.g. field fence, scoreboard, shrubbery, stands, etc.); in which case the batter and all runners shall be entitled to advance two bases beyond the base they occupied at the time of the pitch.
NOTE: If in the umpire's judgement a fielder intentionally throws, kicks, or carries ball into deadball territory, the umpire may award as many bases he/she feels the runner(s) would have reached.

SEC. 5. THE BASERUNNER MUST RETURN TO HIS/HER BASE UNDER THE FOLLOWING CIRCUMSTANCES (WITHOUT LIABILITY TO BE PUT OUT):

- A. When a foul ball is not legally caught and is so declared by the umpire.
- B. When an illegally-batted ball is so declared by the umpire.
- C. When a batter or baserunner is called out for interference. Other baserunners shall return to the last base which was, in the judgement of the umpire, legally touched by them at the time of interference.
- D. When there is interference by the plate umpire of his/her clothing with the catcher's attempt to throw.
- E. When any part of the batter's person is touched by a pitched ball that is swung at and missed.
- F. When a batter is hit by a pitched ball (unless forced to go to the next base because of the batter becoming a baserunner).
- G. When a coach or a member of the team at bat with intent or design permits a thrown ball to touch his/her person or clothing.
- H. When the umpire declares a dead ball, unless it is also the fourth ball on the batter and he/she is thereby forced to advance to the next base.

SEC. 6. BATTER-BASERUNNER IS OUT UNDER THE FOLLOWING CIRCUMSTANCES:

- A. When after a fair ball is hit, he/she is legally touched with ball before, he/she touches first base.
- B. When after a fair ball, the ball is held by a fielder touching first base with any part of his/her person before the batter-baserunner touches first base.
- C. When a fair or foul ball is legally caught on the fly by a fielder.
- D. When he/she runs outside the three-foot line and, in the opinion of the umpire, interferes with the fielder taking the throw at first base. However, he/she may run outside the three-foot line to avoid a fielder attempting to field a batted ball.
- E. When in running the last thirty (30) feet from homeplate to first base, while the ball is being fielded to first base, he/she runs more than three feet outside the foul line or runs inside the foul line and in the opinion of the umpire, interferes with the throw at first base. However, runner may run outside the running lane to avoid a fielder attempting to field a ball.
- F. When the baserunner runs bases in reverse order to confuse the defensive team or to delay the game. This includes the batter-baserunner moving back toward home plate to avoid or delay a tag by a fielder.
NOTE: Sec. 6 d-f: The ball is dead and batter-baserunner is out. Other baserunners must return to the last base legally touched at the time of or before the illegal action.
- G. The batter-runner believing he/she is out, or about to be put out, who proceeds to and reaches his/her dugout, is considered to have abandoned his/her effort to proceed to first base, and shall be called out.

SEC. 7. THE BASERUNNER IS OUT UNDER THE FOLLOWING CIRCUMSTANCES:

- A. When in running to any base, he/she runs more than three feet from a direct line between a base and the next one in regular or reverse order to avoid being touched by the ball in the hand of a fielder.
- B. When, while the ball is in play, he/she is legally touched with the ball in the hand of a fielder while not in contact with a base.
- C. When, on a force-out, a fielder in possession of the ball “tags” the base to which the baserunner is forced to advance before the runner reaches that base.
- D. When the umpire calls the baserunner out for failure to return to touch the base when play is resumed after a suspension of play.
- E. When a baserunner passes a preceding baserunner before that runner has been put out.
NOTE: In the above instance the ball is in play and the baserunner is out.
- F. When a baserunner leaves his/her base to advance to another base before a batted ball is caught “on the fly,” providing the ball is returned to a fielder and legally held on that base or legally touches the baserunner before the runner can return. A catch is legal if the ball is finally held by any fielder, even though juggled, or held by another fielder before it touches the ground. Runners may leave their bases the instant the first fielder touches the ball.
NOTE: After a fly ball is caught, the baserunner must retouch his/her original base before the original base is tagged. Retouch in this rule, means to tag up and start having contact with the base after the ball is caught. A runner is not permitted to take a running start from a position in back of his base.
- G. When the baserunner fails to touch the intervening base or bases in regular or reverse order and ball is in play and legally held on that base, or the baserunner is legally touched while off base.
NOTE: This is an appeal play and the defensive team loses the privilege of putting the baserunner out if the appeal is not made before the next pitch. The ball is in play and the baserunner is out.
- H. When the baserunner legally overruns first base, attempts to run to second base before returning to first and is legally touched while off base.
- I. When a baserunner interferes or obstructs a fielder attempting to field a batted ball or intentionally interferes with a thrown ball.
- J. When the baserunner is hit by a batted fair ball which is on or over fair ground and before it has touched a fielder or passed a fielder other than the pitcher. Any runner also is out when a fair ball on or over fair ground contacts runner after passing through, or by an infielder other than the pitcher and the umpire is positive another infielder had a chance to make a play with the ball had it not come in contact with the runner.
EXCEPTION: If runner is touching a base when hit by a batted fair ball, the runner is not out unless runner intentionally interferes with the ball or a fielder making a play. The ball is dead and batter is awarded 1st base.
NOTE: If a runner is hit by an infield fly when not touching a base, both the runner and batter are out.
- K. When a runner intentionally kicks a ball which an infielder has missed.
- L. When, with a baserunner on third base, the batter interferes with a play being made at home plate with less than two outs.
- M. When, in the judgement of the umpire, the coach touches or holds the runner physically to assist him/her in returning to or leaving a base, the ball is dead and the assisted runner is out.

- N. 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 base runner nearest to home shall be out.
- O. When one or more members of the offensive team stand or collect at or around a base to which a baserunner is advancing thereby confusing the fielders and adding to the difficulty of making the play.
- P. When a baserunner runs the bases in reverse order (as defined in Rule 7, Sec. 1f). NOTE: SEC. I-P. The ball is dead and the baserunner is out; no bases may be run unless necessitated by the batter becoming baserunner.
- Q. Any baserunner who leaves the baseline believing that there is no further play, may be declared out if the umpire judges the act of the runner to be considered abandoning his/her effort to run the bases.
- R. When the coach intentionally interferes with a thrown ball. NOTE: Interference shall be called and the batter or runner on whom the play is being made shall be declared out; no bases may be run unless necessitated by the batter becoming baserunner.
- S. When the baserunner fails to keep contact with the base to which he/she is entitled until a legally pitched ball has been released by the pitcher. NOTE: The ball is dead, NO PITCH is declared and the baserunner is out. When a baserunner is legitimately off base, i.e. moving off base after pitch or rounding a base after a hit, the pitcher is obligated to allow sufficient time for the runner to return; however, once the pitcher has the ball within a radius of 8 feet from the center of the pitcher's plate, the runner is obligated to move directly toward the next base or the base last touched without any motion or recognition by the pitcher. The runner may not stand motionless, or after returning to base, may not move off that base even though the pitcher is standing off the pitcher's plate. Failure of the runners to respond as indicated shall cause the umpire to signal the runner out. The ball shall be declared dead. However, if the ball is in the 8 foot radius circle but not in the possession of the pitcher or a fake throw is made, the runners are not governed by this rule. (FP)
- T. No base stealing. If a runner advances illegally to the next base, he/she is declared out. If the runner does not touch the next base and is returning to his/her legal base, he/she can be forced out if the throw reaches the base first. (SP)
- U. A runner may advance only on a hit ball that is playable or when forced by a batter being awarded first base (i.e. base on balls, intentional walk, or catcher's interference). (SP) NOTE:
1. After a legal pitch which is not hit, if the return throw to the pitcher results in an overthrow or error, (pitcher dropping ball, catcher throwing ball into the dirt, etc) the ball will be declared dead and the base runners may not advance. (SP)
 2. After a legal pitch which is not hit, the ball is thrown to any fielder other than the pitcher and a dropped ball or an overthrow of the intended fielder results, the force is removed, and the runner must be tagged. All runners may advance at their own risk, and need not retouch. (SP)
- V. Any batter or runner who has just been put out, hinders or impedes any following play being made on a runner. Such runner shall be declared out for the interference of his/her teammate.

- W. If, in the judgement of the umpire, a baserunner willfully and deliberately interferes with a batted ball or a fielder in the act of fielding a batted ball with the obvious intent to break up a double play, the ball is dead. The umpire shall call the runner out for interference and also call out the batter-runner because of the action of his/her teammate. In no event may bases be run or runs scored because of such action by a runner.
NOTE: A baserunner by coming into a base standing up causes contact with a player attempting a double play, that baserunner and the batter-runner may be called out. If the umpire deems said action as flagrant, the baserunner may also be ejected.
- X. If a batter-runner willfully and deliberately interferes with a batted ball or a fielder in the act of fielding or throwing a batted ball, with the obvious intent to break up a double play, the ball is dead; the umpire shall call the batter-runner out for interference and shall also call out the runner who has advanced closest to the home plate regardless where the double play might have been possible. In no event shall bases be run because of such interference.
- Y. The baserunner or batter runner is out when he/she does not slide OR attempt to avoid the fielder when the fielder who has the ball is waiting to tag the runner. (for obstruction, see Rule 7, Sec. 2, Par. b)
- Z. When the baserunner wears the helmet improperly or removes the helmet intentionally (FP).

SEC. 8. BASERUNNERS ARE NOT OUT UNDER THE FOLLOWING CIRCUMSTANCES:

- A. When a baserunner runs behind the fielder and outside the baselines in order to avoid interfering with a fielder attempting to field the ball in the base path.
- B. When a baserunner does not run in a direct line to the base providing the fielder in the direct lines does not have the ball in his/her possession.
- C. When more than one fielder attempts to field a batted ball and the baserunner comes in contact with the one who, in the umpire's judgement, was not entitled to field the ball.
- D. When a baserunner is hit with a fair ball that has passed through an infielder and, in the umpire's judgement, no other fielder has a chance to play the ball.
- E. When a baserunner is touched with the ball not securely held by a fielder.
- F. When the defensive team does not request the umpire's decision on an appeal play until after the next pitch.
- G. When the baserunner overruns first base after touching it and returns directly to the base.
- H. When the baserunner is not given sufficient time to return to a base, he/she had left the base legally.
- I. A runner who has started to advance cannot be stopped by the pitcher receiving the ball while on the pitching plate nor by stepping on the plate with the ball in his/her possession.
- J. When a baserunner holds his/her base until a fly ball touches a fielder and then attempts to advance is not out for leaving too soon (see Rule 7, sec. 7, Par. f).
- K. When the impact of a runner breaks a base loose from its position, no play can be made on that runner at that base if he/she had reached the base safely.

NOTE: If a base is dislodged from its position during a play, any following runner on the same play shall be considered as touching or occupying the base if, in the umpire's judgement, he/she touches or occupies the point marked by the dislodged bag.

RULE 8. SCORING OF RUNS

SEC. 1. ONE RUN SHALL BE SCORED every time a baserunner, after having legally touched the first three bases, shall legally touch the home base (not the plate extension) before three players are out; provided, however, that if the runner reaches home on or during a play in which the third player is forced out or is put out before reaching first base, a run shall not count. Also, if the third out is made by a preceding runner failing to touch a base, a following runner shall not score.

NOTE: An out for leaving a base too soon on a batted ball caught on the fly is not a force-out and when such an out is the third out in an inning, any preceding runner scoring before the out was actually made, will count.

NOTE: In case of a runner failing to touch a base, if the base missed is the one to which a runner is forced to advance by reason of the batter becoming a baserunner and the out is the third out in an inning, no run scored in that series of plays will count regardless of whether the runs were across the plate before the out was actually made.

SEC. 2. SLOW PITCH—A RUNNER MAY SCORE only when the runner may advance as defined by “Rule 7 Section 7 Paragraph u.”

SEC. 3. FAST PITCH—A RUNNER, when the pitch is started, may score:

- A. on a fair hit ball.
- B. on a foul fly ball that is legally caught.
- C. on a play on any runner.
- D. if the ball is thrown to any other player except the pitcher.
- E. on a passed ball, wild pitch, or return from catcher.
- F. on an illegal pitch.
- G. on catcher’s interference, if forced.

SEC. 4. TEAM MANAGER IS RESPONSIBLE to confirm the score at the end of each half inning with the official score keeper and/or umpire. A team manager who believes there is an error in the official score must notify the umpire prior to the first pitch of the next half inning. The umpire shall accept the record of the official scorebook, unless he/she has definite knowledge which permits him/her to rule otherwise.

RULE 9. PLAYERS CODE OF CONDUCT

THE PLAYERS CODE OF CONDUCT IS GOVERNED BY THE LOCAL LEAGUE OR TOURNAMENT OFFICIALS. PROCEDURES COVERING ITS USE AND IMPLEMENTATION AND ANY PENALTIES NECESSARY ARE THE RESPONSIBILITY OF THE APPROPRIATE LEAGUE OR TOURNAMENT OFFICIAL(S).

The umpire's jurisdiction to enforce the Player's Code of Conduct shall extend prior to, during, and after the ballgame. Said jurisdiction exists from the umpire's arrival at the game site to his/her departure from the game site.

SEC. 1. NO PLAYER SHALL: At any time lay a hand upon, push, shove, strike, or threaten to strike an official.

PENALTY: Officials are required to immediately suspend the player from further play and report such a player to the League Administering Authority. Such player shall remain suspended until his/her case has been considered by the League Administering Authority.

SEC. 2. NO PLAYER SHALL: Refuse to abide by official's decision.

PENALTY: Officials are required to immediately suspend the player from further play and report such a player to the League Administering Authority. Such player shall remain suspended until his/her case has been considered by the League Administering Authority.

SEC. 3. NO PLAYER SHALL: Be guilty of objectionable demonstrations by throwing gloves, bats, or any other forceful action.

PENALTY: The degree of infraction of this tenet of good sportsmanship shall, in the official's judgement, draw a minimum penalty of warning or a maximum penalty of removal from the game. Officials are required to immediately suspend from further play, any player who throws a bat in an unsportsmanlike manner.

SEC. 4. NO PLAYER SHALL: Be guilty of heaping personal, verbal abuse upon any official for any real or imaginary wrong decision or judgement.

PENALTY: Officials are required to immediately suspend the player from further play and report such player to the League Administering Authority. Such player shall remain suspended until his/her case has been considered by the League Administering Authority.

SEC. 5. NO PLAYER SHALL: Discuss with an official in any manner the decision reached by such official except the manager or captain.

PENALTY: The degree of infraction of this tenet of good sportsmanship shall, in the officials judgement, draw a minimum penalty of warning or a maximum penalty of removal from the game.

SEC. 6. NO PLAYER SHALL: Be guilty of using unnecessarily rough tactics in the play of the game against the body and person of any opposing player.

PENALTY: Officials are required to immediately suspend the player from further play.

SEC. 7. NO PLAYER SHALL: Be guilty of physical attack as an aggressor, upon any player, official, or spectator.

PENALTY: Officials are required to immediately suspend the player from further play and report such a player to the League Administering Authority. Such player shall remain suspended until his/her case has been considered by the League Administering Authority.

SEC. 8. NO PLAYER SHALL: Be guilty of abusive verbal attack upon any player, official, or spectator.

PENALTY: The degree of infraction of this tenet of good sportsmanship shall, in the official's judgement, draw a minimum penalty of warning or a maximum penalty of removal from the game.

SEC. 9. NO PLAYER SHALL: Use profane, obscene, or vulgar language in any manner, or at any time.

PENALTY: The degree of infraction of this tenet of good sportsmanship shall, in the official's judgement, draw a minimum penalty of warning or a maximum penalty of removal from the game.

SEC. 10. NO PLAYER SHALL: Appear on the field of play at any time in an intoxicated condition.

PENALTY: Officials are required to immediately suspend player from play and report same to the League Administering Authority for further consideration.

SEC. 11. NO PLAYER SHALL: Be guilty of gambling upon any play or the outcome of the game with any spectator, player or opponent.

PENALTY: Officials are required to report violations of this rule to the League Administering Authority.

SEC. 12. NO PLAYER SHALL: Smoke while going on or coming off the field of play, or while on the field of play.

PENALTY: Officials are required to warn players guilty of infraction of this rule, and failure of such players to comply will result in removal from the game.

SEC.13. NO PLAYER SHALL: Be guilty of discussing publicly with the spectators in a derogatory or abusive manner any play, decision, or personal opinion of other players, during the game.

PENALTY: Officials are required to warn player guilty of infraction of this rule, and failure of such players to comply will result in removal from the game.

SEC. 14. NO PLAYER SHALL: Permit any one to remain in the dugout or on the player's bench during the game who is not a playing member of the team.

PENALTY: Officials are required to warn members of the team guilty of violation of this rule. Failure on the part of team members to enforce this rule will result in team being reported to the League Administering Authority for further action.

SEC. 15. NO PLAYER SHALL: Mingle with or fraternize with spectators during the course of the game, but shall remain on the player's bench or on the field of play.

PENALTY: Officials are required to warn members of the team guilty of violation of this rule. Failure on the part of team members to enforce this rule will result in team being reported to the League Administering Authority.

SEC. 16. NO PLAYER SHALL: Be guilty of using a bat that has been altered in any way. Altering includes, but is not limited to: sanding, filing, shaving, lengthening, shortening, weight-altering, heating and cooling.

PENALTY: Officials are required to immediately remove player from the game. Such player shall remain suspended until his/her case has been considered by the League Administering Authority.

NOTE: The term PLAYER as used in Rule 9 shall apply to all team personnel, such as manager, coaches, batkeeper, scorekeepers, sponsors, etc.

APPENDIX A — PROTEST PROCEDURES

SEC. 1. THE NOTIFICATION OF THE INTENT TO PROTEST must be made immediately before the next pitch.

- A. The captain or manager of the protesting team should immediately notify the umpire(s) that the game is being continued under protest. Umpire(s) will notify the opposing team captain or manager.
- B. All interested parties shall take notice of the conditions surrounding the making of a decision that will aid in the correct determination of the issue.

SEC. 2. PROTESTS THAT SHALL BE RECEIVED AND CONSIDERED ARE:

- A. Misinterpretation of a playing rule.
- B. Failure of an umpire to apply the correct rule to a given situation.
- C. Failure to impose the correct penalty for a given violation.

NOTE: Protests may cover any of the playing rules covered in Rules 1 through 8, inclusive, as well as respective divisional rules covered on the preceding pages of this book.

SEC. 3. PROTESTED PLAYS MAY INVOLVE BOTH A MATTER OF JUDGEMENT AND THE INTERPRETATION OF A RULE. An example of a situation of this type follows:

With one out and the runners on second and third base, the batter flied out, the runner on third tagged up after the catch, the player on second did not. The runner on third crossed the plate before the ball was played at second base for the third out. The umpire did not allow the run to score. The question as to whether the runners left their bases before the catch was made is solely a matter of judgement and not protestable. The failure of the umpire to allow the run to score was a misinterpretation of a playing rule and was a proper subject for protest.

SEC. 4. PROTESTS SHALL NOT BE RECEIVED OR CONSIDERED if they are based solely on a decision involving the accuracy of judgement on the part of the umpire. Examples of protests which will not be considered are:

- A. Whether a batted ball was fair or foul.
- B. Whether a baserunner was safe or out.
- C. Whether a pitched ball was a strike or a ball.
- D. Whether a pitch was legal or illegal.
- E. Whether a baserunner did or did not touch a base.
- F. Whether a baserunner left his/her base too soon on a caught fly ball.
- G. Whether a fly ball was or was not caught.
- H. Whether it was or was not an infield fly.
- I. Whether there was or was not interference/obstruction.
- J. Whether the field is fit to continue to play.
- K. Whether there is sufficient light to continue to play.
- L. Any other matter involving only the accuracy of the umpire's judgement.

SEC. 5. THE PROTEST MUST BE FILED WITHIN A REASONABLE LENGTH OF TIME.

- A. In the absence of a league or tournament rule fixing the time limit for filing a protest, a protest should be considered if filed within a reasonable time, depending upon the nature of the case and the difficulty of obtaining the information on which to base the protest.
- B. Within forty-eight hours after the scheduled time of the contest is generally considered a reasonable length of time.

SEC. 6. A FORMAL PROTEST SHOULD CONTAIN THE FOLLOWING INFORMATION:

- A. The date, time and place of game.
- B. The names of the umpires and the scorer.
- C. The rule and section of the OFFICIAL RULES or local rules under which the protest is made.
- D. The decision and conditions surrounding the making of the decision.
- E. All essential facts involved in the matter protested.

SEC. 7. THE DECISION MADE ON A PROTESTED GAME may result in one of the following:

- A. The protest is found invalid and the game score stands as played.
- B. When a protest is allowed for misinterpretation of a playing rule, the game is replayed from the point at which the incorrect decision was made with decision corrected.
- C. When a protest for ineligibility is allowed the offended team shall be credited with a victory. (Forfeit score 7-0).

APPENDIX B — DUTIES OF THE UMPIRES

The umpires are the representatives of the league or organization by which they have been assigned to a particular game and, as such, are authorized and required to enforce each section of these rules. They have the power to order a player, coach, captain or manager to do or refrain from doing any act which, in their judgement, is necessary to give force and effect to one or all of these rules and to inflict penalties as herein prescribed.

SEC. 1. GENERAL INFORMATION FOR THE UMPIRES.

- A. The jurisdiction of the umpire(s) shall extend from his/her/their arrival at the game site, to his/her/their departure from the game site. This jurisdiction extends before, during and after the ballgame.
- B. The umpires shall not be connected in any way with either team.
- C. The umpires should be sure of the date, time, and place of the game and should arrive at the playing field at least 15 minutes before game time.
- D. The umpires should introduce themselves to the captains, managers and scorer.
- E. The umpires should inspect the playing field boundaries and equipment and clarify all ground rules to team managers.
NOTE: Umpires should have a mutual agreement from both managers on all ground rules. League games may not be protested on umpire's ground rule decisions unless specific ground rules were made prior to start of the game by team managers and umpires.
- F. Each umpire should have the power to make decisions on violations committed any time during playing time or during suspension of play until the game is over.
- G. Neither umpire has the authority to set aside or question decisions made by the other within the limits of their respective duties as outlined in these rules.
- H. Umpires, when in doubt, should consult their associates at any time when requested to do so by the manager, player or captain. However, the final decision shall rest with the umpire whose exclusive authority it was to make the decision and who requested the opinion of the other.
- I. In case the assigned umpire fails to appear for a regular league game, the managers shall agree on a volunteer umpire for umpiring until the assigned umpire appears, or until the game is completed.
- J. If an umpire finds that he/she has miscalled a play after consulting their associate who, at the time, may have been in better position to see just what has taken place, it is not only their right but their duty to correct the situation. When umpires find it necessary to reverse themselves, this must be done before any succeeding play takes place.
- K. An umpire shall not call "TIME" while any play is in progress.

SEC. 2. BOTH UMPIRES HAVE EQUAL AUTHORITY TO:

- A. Call an illegal pitch.
- B. Call a runner out for leaving the base too soon.
- C. Call "TIME" for suspension of play.
- D. Each umpire has the authority to rule on any point not specifically covered in these rules.
- E. Remove any participant in the game for the violation of the rules.
- F. Each umpire has equal authority to determine whether:
 - 1. a batted ball is fair or foul.
 - 2. a fly ball has been legally caught.
 - 3. a batter bunts.
 - 4. a pitched, batted, or thrown ball touches the person or clothing of the batter or umpire.

SEC. 3. SPECIAL DUTIES OF THE PLATE UMPIRE.

- A. They shall have full charge of and be responsible for proper conduct of the game.
- B. They shall call all balls and strikes.
- C. They shall determine when a game is forfeited.

SEC. 4. SPECIFIC DUTIES OF THE BASE UMPIRE.

- A. They shall take such positions on the playing field which, in their judgement, are best suited for rendering base decisions.
- B. They shall assist the plate umpire in every way to enforce the rules of the game.

SEC. 5. RESPONSIBILITIES OF A SINGLE UMPIRE.

If only one umpire is assigned, duties and jurisdiction shall extend to all points. They shall take a position in any part of the field which, in their judgement, will best enable them to discharge their duties.

SEC. 6. CHANGE OF UMPIRES.

Umpires cannot be changed during a game by the consent of opposing teams unless an umpire is incapacitated by injury or illness; or to replace volunteer/substitute umpire.

SEC. 7. SUSPENSION OF PLAY.

- A. Umpires may suspend play when, in their judgement, conditions justify such action.
- B. Play shall be suspended whenever the plate umpire leaves position to brush the plate or to perform other duties not directly connected with the calling of plays.
- C. The umpire shall suspend play whenever a batter or a pitcher steps out of position for a legitimate reason.
- D. An umpire shall not call "TIME" after the pitcher has started his/her wind-up.
- E. In case of injury "TIME" shall not be called until all plays in progress have been completed or runners have been held at their bases.
- F. Umpires shall not suspend play at the request of players, coaches or managers until all action in progress by either team has been completed.
- G. Umpires shall not penalize a team for an infraction of a rule when imposing the penalty would be to the advantage of the offending team.

SEC. 8. VIOLATIONS AND PENALTIES.

- A. Players, coaches, or managers shall not make disparaging or insulting remarks to or about opposing players, officials or spectators.
- B. There shall be no more than two coaches for each team to give words of assistance and direction to the members of their team while at bat. One shall be stationed near first base and one near third base and they must remain within the coaches box.
- C. The penalty for violations by a player is prompt removal of the offender from the game and grounds. For the first offense, coach or manager may be warned, but for the second offense they are removed from the game. The offender shall go directly to the dressing room for the remainder for the game or leave the grounds. Failure to do so will warrant a forfeiture of the game.
- D. Players shall not be penalized for umpires' mistakes when call is reversed. The umpire may rectify any situation in which the reversal of a call or decision or a delayed call by the umpire places a batter/runner or baserunner in jeopardy.

APPENDIX C — POINTS OF EMPHASIS

ANY RULE OR COMMENT NOT COVERED IN THIS BOOK,
PLEASE REFER TO THE OFFICIAL BASEBALL RULEBOOK,
PUBLISHED ANNUALLY BY "SPORTING NEWS."

APPEALS

TYPES: There are 3 major appeal plays:

1. Missing a base or the batter-runner touching the incorrect base on a play at first base.
2. Leaving a base on a caught fly ball before the ball is first touched.
3. Batting out of order.

WHEN APPEALS MUST BE MADE:

1. Before the next pitch, legal or illegal or
2. Before all infielders (including the pitcher) have left their normal positions (crossed the foul line).

RUNNERS:

- (1) A runner may not return to touch a missed base or one left too soon if he/she touched a base beyond the one missed or left too soon and if the ball became dead.
- (2) A runner may not return to touch a missed base or one he/she left too soon after a following runner has scored.
- (3) Runners may advance during a live ball appeal play.

NOTE: Runners may not advance during a dead ball appeal.

PUTTING THE BALL IN PLAY:

If the ball remains alive an appeal play may be made directly. If the ball becomes dead then the procedures in Rule 5, Section 3 (b) must be followed.

NUMBER OF APPEALS:

More than one appeal play may be made but guessing should not be allowed.

AWARDS:

Appeals must be honored even if the base missed was before or after an award.

MISSING 1ST BASE BEFORE THE THROW ARRIVES:

If a runner passes 1st base before the throw arrives he/she is considered to have touched the base and the umpire must call and signal the runner safe. An appeal is then made by defense if base is missed.

AWARDING BASES

In some circumstances it is impossible to award the appropriate number of bases to every runner. As an example, in a situation where two runners are between first base and second base, and the ball is thrown out of play, the lead runner will be awarded second and third, and the following runner will only be awarded second. The umpire, when awarding bases, should always award the lead runner, then any following runners. The term "when the wild throw was made" means when the throw actually left the player's hand and not when the thrown ball hit the ground, passes a receiving fielder or goes out of play into dead ball territory.

INTERFERENCE/OBSTRUCTION

The key to understanding interference/obstruction is determining who has the right-of-way at any given point. Generally, a defensive player only has the right-of-way to the baseline in two instances: when he is in the act of fielding a batted ball or when he already has the ball in his possession. The result would be the runner called out for interference. In all other instances (including a thrown ball), the fielder has no right to the baseline and may not hinder or impede the runner's progress. Such act would be obstruction. A batter-runner carrying his/her bat to first base does not in itself constitute interference, and an automatic out should NOT be called unless said batter-runner commits interference in some other way.

COLLISIONS

It is the intent of this rule book to avoid collisions whenever possible to prevent injury. **AT NO TIME DO WE INSIST OR MAKE IT MANDATORY FOR ANYONE TO SLIDE, ONLY TO AVOID INTERFERENCE WITH A FIELDER. RUNNERS SHOULD ATTEMPT TO AVOID CONTACT WHENEVER POSSIBLE. HOWEVER, IT IS POSSIBLE FOR CONTACT TO OCCUR WITHOUT INTERFERENCE.** Please refer to the definitions of interference and obstruction.

TRASH TALK, TAUNTING & FOUL LANGUAGE

SCMAF encourages League Officials, Tournament Directors, and Game Officials to emphatically reject this negative activity. Behavior such as this only serves to make difficult situations worse. The greatest majority of players involved in SCMAF programs are looking for positive recreational activity. Everyone involved shares the responsibility of eliminating activity such as Trash Talk, Taunting and Foul Language from participants.

BLOOD RULE

Rule 3, Section 10 covers the current SCMAF Blood Rule. Game officials are urged to use common sense in the application of this rule and to differentiate between scrapes, scratches, open wounds and bleeding. When confronted with the situation, officials should use care to determine the possible risk to other players should the injured player continue to participate. When in doubt, the official is encouraged to act on the side of safety.

APPENDIX D — SCORING INFORMATION

SEC. 1. THE OFFICIAL SCORER shall keep records of each game as outlined in the following rules and shall have sole authority to make all decisions involving a judgment. For example, it is the scorer's responsibility to determine whether a batter's advance to first base is the result of a hit or an error. However a scorer shall not make a decision which conflicts with the Official Playing Rules or with an umpire's decision.

SEC. 2. THE BOX SCORE

- A. Each player's name and the position or positions he/she has played shall be listed in the order in which he/she batted or would have batted unless he/she is removed or the game ends before his/her turn at bat.
- B. Each player's batting and fielding record must be tabulated.
 1. The first column shall show the number of the times each player batted during the game, but no turn at bat shall be charged against a player when he/she:
 - a. hits a sacrifice bunt or sacrifice fly.
 - b. is awarded first base on four balls.
 - c. is hit by a pitched ball.
 - d. is awarded first base because of interference or obstruction.
 2. The second column shall show the number of runs, if any, made by each player.
 3. The third column shall show the number of safe hits, if any, made by each player.
 4. The fourth column shall show the number of put-outs, if any, made by each player.
 5. The fifth column shall show the number of assists, if any, made by each player.
 6. The sixth column shall show the number of errors, if any, made by each player.
 7. The name of each player inserted into a team's line-up as a substitute player or runner shall be recorded and the subsequent record tabulated.
 8. The score by innings for each team shall follow the tabulated batting and fielding records.

SEC. 3. ALL INDIVIDUAL AND TEAM RECORDS of any tie or forfeited game that was reached or exceeded legal length when ended shall become a part of the official team or league averages except that no pitcher shall be credited with a victory or charged with a defeat.

SEC. 4. A RUN BATTED IN IS A RUN SCORED BECAUSE of one of the following reasons:

- A. A safe hit.
- B. A sacrifice bunt or sacrifice fly.
- C. A foul fly caught.
- D. An infield put-out or fielder's choice.
- E. A baserunner forced home because of interference, the batter being hit with a pitched ball, or is given a base on balls.
- F. Home run and all runs scored as a result.

SEC. 5. A BASE HIT IS A BATTED BALL that permits the batter to reach base safely:

- A. When a batter reaches first base or any succeeding base safely on a fair ball which settles on the ground, clears a fence, or strikes a fence before being touched by a fielder.
- B. When a batter reaches first base safely on a fair ball which is hit with such force or such slowness or which takes an unnatural bounce making it impossible to field with ordinary effort in time to retire a runner.
- C. When a fair ball which has not been touched by a fielder becomes "DEAD" because of touching the person or clothing of a runner or umpire.
- D. When the fielder unsuccessfully attempts to retire a preceding runner and, in the scorer's judgement, the batter-baserunner would not have been retired at first base by a perfect fielding play.

SEC. 6. A BASE HIT SHALL NOT BE SCORED in the following cases:

- A. When a runner is forced out by a batted ball or would have been forced out except for a fielding error.
- B. When a player fielding a batted ball retires a preceding runner with ordinary effort.
- C. When a fielder fails in an attempt to retire a preceding runner and, in the scorer's judgement, the batter-baserunner could have been retired at first base.

SEC. 7. THE LENGTH OF A BASE HIT shall be determined by the number of bases the batter advances without the aid of an error, or because of poor judgement by the fielding team or as the result of a play being made on another runner.

- A. When a batter, in attempting to stretch a hit, overslides a base and is touched out, he/she is not credited with having made that base.
- B. When the batter ends a game with a safe hit which drives in as many runs as are necessary to put his/her team in the lead, he /she will be credited with as many bases on his/her hit as are needed to score the winning run. However, if the ball is batted over the fence or out of the playing field, he/she shall be credited with a home run.

SEC. 8. SACRIFICES ARE SCORED WHEN:

- A. With less than two outs, the batter advances one or more baserunners with a bunt and is retired at first base, or would have been retired except for a fielding error.
- B. With less than two outs, the batter advances a baserunner from any base to home plate with a fly ball that is caught.

SEC. 9. PUT-OUTS ARE SCORED WHEN:

- A. A put-out is credited to a fielder each time he/she,
 - 1. catches a fly ball or line drive.
 - 2. catches a thrown ball which retires a batter or baserunner.
 - 3. touches a baserunner with the ball when the baserunner is off base to which he/she is entitled.
 - 4. is nearest the runner declared out for being hit with a batted ball, running out of the baselines to avoid being touched with the ball, as a result of interference, or for leaving his/her base too soon.
- B. A put-out is credited to the catcher.
 - 1. when he/she catches the third strike.
 - 2. when the batter bunts foul after two strikes.
 - 3. when the batter bats illegally.
 - 4. when the batter is struck by his/her own batted ball.
 - 5. when the batter fails to bat in the correct batting order.
 - 6. when the batter interferes with the catcher.

SEC. 10. ASSISTS ARE SCORED in the following situations:

- A. To each player who throws the ball in any series of plays which result in the put-out of a baserunner. Only one assist shall be given to any player who handles the ball more than once in any one put-out.
- B. To each player who throws the ball in any series of plays in a manner which would have resulted in put-out if an error had not been made by a teammate.
- C. To a player, who by deflecting a batted ball, aids in a put-out.
- D. To each player who handles the ball in a play which results in a baserunner being called out for interference or running out of the baseline.
- E. Do not credit an assist to a fielder who makes a bad throw on which the baserunner is put out on subsequent play.

SEC. 11. ERRORS ARE RECORDED in the following situations:

- A. For each player who commits a misplay which prolongs the turn at bat of the batter or the life of a baserunner.
- B. For the fielder who fails to touch the base after receiving the ball to retire a runner on a force-out, or when a baserunner is compelled to return to base.
- C. For the catcher if a batter is awarded first base for interference.
- D. For the fielder if a baserunner advances a base because of his/her failure to stop or try to stop a ball accurately thrown to a base unless there was no reason for the throw. When more than one player could receive the throw, the scorer must determine which player gets the error.
- E. For the fielder who fails to complete a double play because of dropping the ball.
- F. For the fielder who is charged with interference or obstruction.
- G. For the pitcher if a wild pitch on the BALL FOUR allows the batter-baserunner to advance beyond first base.

SEC. 12. ERRORS ARE NOT CHARGED against fielders in the following situations:

- A. When the catcher makes a wild throw in an attempt to prevent a stolen base unless the baserunner is enabled to advance a base beyond the one to which he/she was going.
- B. On a wild pitch.
- C. On a passed ball.
- D. When the fielder makes a wild throw to prevent a baserunner from advancing unless the baserunner is able to advance one or more bases beyond the one he/she would have reached had the throw not been wild.
- E. When a fielder drops a fly ball, line drive, or a thrown ball, and recovers the ball in time to force out a runner at any base.

SEC. 13. STOLEN BASES ARE CREDITED TO A BASERUNNER whenever he/she advances one base unaided by a hit, a put-out, an error, a force-out, a fielder's choice, a passed ball, a wild pitch, or an illegally pitched ball.

SEC. 14. A PITCHER SHALL BE CREDITED WITH A WIN in the following situations:

- A. When he/she is the starting pitcher and has pitched at least four innings and his/her team is in the lead when he/she is replaced and remains in the lead the remainder of the game.
- B. When the game is ended after four innings of play, the starting pitcher has pitched at least three innings, and his/her team scores more runs than other team when the game was terminated.

SEC. 15. A PITCHER SHALL BE CHARGED WITH A LOSS regardless of the number of innings he/she pitches and is replaced when the team is behind the score, and his/her team thereafter fails to tie the score or gain the lead.

SEC. 16. THE SUMMARY.

- A. The summary shall follow the score by innings.
- B. The summary shall list the following items in this order:
 - 1. The final score.
 - 2. Runs batted in and by whom hit.
 - 3. Two-base hits and by whom hit.
 - 4. Three-base hits and by whom hit.
 - 5. Home runs and by whom hit.
 - 6. Stolen bases and by whom.
 - 7. Sacrifice bunts and flies and by whom.
 - 8. Double plays and players involved in them.
 - 9. Triple plays and players involved in them.
 - 10. Runners left on base, including the batter-baserunner, whose batted ball results in another runner being retired for the third out.
 - 11. Number of bases on balls given by each pitcher.
 - 12. Number of batters struck out by each pitcher.
 - 13. Number of hits and runs allowed by each pitcher.
 - 14. The names of batters hit by a pitched ball and the name of the pitcher who hit them.
 - 15. The number of wild pitches made by each pitcher.
 - 16. The number of passed balls and by which catcher.
 - 17. The name of the winning pitcher.
 - 18. The name of the losing pitcher.
 - 19. The names of the umpires and scorers.
 - 20. The length of the game with any unusual delay in the time deducted.
 - 21. The number of innings or parts of an inning pitched by each pitcher. A part of an inning is determined by the number of outs. One out is one-third of an inning; two outs are two-thirds of an inning.

PLAYERS' MEDICAL BENEFIT FUND

Since 1959, SCMAF has provided at an additional cost, a medical benefit fund for registered team players, coaches and officials who participate in leagues and programs promoted, organized, conducted and supervised by SCMAF Active, Associate, Affiliate and Special Members. The Players' Medical Benefit Fund provided by SCMAF renders financial assistance to the injured player.

Who is Covered?

Teams registered in the Players' Medical Benefit Fund are covered during all sanctioned league and tournament games from the date of registration with SCMAF through the end of league play, plus post season SCMAF qualifying and championship tournaments. Members registered for tournament PMBF coverage are covered during all games of the sanctioned tournament.

All officials who are registered with SCMAF in the PMBF program are covered during all league and tournament games from the date of registration with SCMAF through the end of league play.

Coverage Provided

\$500 maximum reimbursement in a 12 month period.

PMBF Fees

All benefit fund fees include the fee and benefits for SCMAF Team Registration. SCMAF team registration is mandatory for participation in this medical benefit program.

SPORT	YOUTH	ADULT	TOURNAMENT
Baseball	\$19	\$38	\$17
Basketball	\$16	\$31	\$17
Flag Football	\$16	\$38	\$17
Soccer (Indoor)	\$19	\$31	\$17
Soccer (Outdoor)	\$19	\$58	\$17
Softball	\$19	\$42	\$17
Roller Hockey	\$25	\$46	\$17
Volleyball	\$16	\$23	\$17
Officials (Season)		\$ 2	

SCMAF ACCIDENT PROTECTION PROGRAM

SCMAF provides at an additional cost, valuable medical insurance coverage for registered team players, coaches and officials who participate in leagues and programs promoted, organized, conducted and supervised by SCMAF Active, Associate, Affiliate and Special Members. The excess medical insurance coverage provided by SCMAF is among the best available in the sports marketplace today.

Who is Covered?

Teams registered in the insurance program are covered during all sanctioned league and tournament games from the date of registration with SCMAF through December 31. Members registered for tournament insurance coverage only are covered during all games of the sanctioned tournament.

All officials who are registered with SCMAF in the insurance program are covered during all league and tournament games from the date of registration with SCMAF through December 31.

Coverage Provided

- \$15,000 Accident Medical Expense Benefit (excess of any primary medical/health insurance coverage available)
- Claim expenses paid for a period of six months from date of injury
- \$500 Accident Medical Deductible (each claim) for insureds with primary medical/health insurance.

SCMAF Accident Protection Program Fees

All insurance fees include the fee and benefits for Team Registration. SCMAF Team Registration is mandatory for participation in this insurance program.

SPORT	YOUTH	ADULT	TOURNAMENT
Baseball	\$35	\$75	\$20
Basketball	\$35	\$75	\$20
Flag Football	\$35	\$75	\$20
Roller Hockey	\$35	\$75	\$20
Softball	\$35	\$75	\$20
Volleyball	\$35	\$75	\$20
Officials (annual registration)	N/A	\$15	N/A

The above referenced costs include insurance premiums and administration fees.

* Fees are subject to change July 1st check SCMAF website www.scmaf.org

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Award of bases	50	7	2h-j
Base stealing (slowpitch)	51	7	7t
Courtesy runners	32	3	3
Hit by batted ball	50	7	7j
.	52	7	8d
Interferes with play	50, 51-52	7	7i, v-y
Leaving base too soon	52	7	7s
Not out	52	7	8
Obstructed	47	7	2b
Out	50	7	7
Overruns first base	52	7	8g
.	50	7	7h
Passes another runner	50	7	7e
Running out of baseline	50	7	7a
.	52	7	8a, b
Batting			
Abandoning effort to run	49	7	6g
Batter is out	44	6	9
Becomes a batter-baserunner	46	6	11
Chop hits	45	6	9q
Hit by pitch	46	6	10b
.	44	6	8d
Intentional walk	40	5	1o
.	46	6	10e
Stepping out of batter's box	42	6	1a
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Game Called	21	1	8
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Interference			
By base coach	50	7	7m
By baserunner	50-52	7	7i, v-y
By batter	43	6	4
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While fielding foul ball	43	6	5
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Height of pitch	34	4	4b-c
Illegal (Slow Pitch)	34	4	1-8
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