

NORTHWOODS CHURCH SOFTBALL LEAGUE – RULES

*These rules are based on ASA Rules

RULE 1 – DEFINITIONS

ALTERED BAT: A bat is considered altered when the physical structure of a legal softball bat has been changed. A “flare” or “cone” grip attached to the bat handle, inserting material inside the bat, applying excessive tape (more than two layers) to the bat grip or painting a bat other than at the top or bottom for identification purposes are examples of altering a bat. Replacing the grip with another legal grip is not considered altering the bat. Engraved “ID” marking on the knob end only of a metal bat is not considered altered, however, engraved “ID” marking on the barrel end of a metal bat is considered an altered bat.

BASE ON BALLS: A base on balls permits a batter to gain first base without liability to be put out and is awarded to a batter by the umpire when three pitches are considered to be out of the strike zone.

BASE LINE: A base line is an imaginary direct line between the bases.

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

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

BATTER-RUNNER: A batter-runner is a player who has finished a turn at bat but has not yet been put out or touched first base.

BATTING ORDER: The batting order is the official listing of offensive players by first and last name, in the order in which members of that team must come up to bat.

BLOCKED BALL: A blocked ball is a batted or thrown ball that is touched, stopped or handled by a person not engaged in the game, or which touches any object that is not part of the official equipment or official playing area. A thrown ball touching a base coach accidentally (in or out of the coach’s box) during a play is not a blocked ball.

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

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

- A. In establishing a valid catch, the fielder shall hold the ball long enough to prove complete control of it and/or that the release of the ball is voluntary and intentional. If a player drops the ball after reaching into the glove to remove it or while in the act of throwing, it is a valid catch.
- B. If the ball is merely held in the fielder’s arm(s) or prevented from dropping to the ground by some part of the fielder’s body, equipment or clothing, the catch is not completed until the ball is in the grasp of the fielder’s hand(s) or glove.
- C. The fielder’s feet must be within the field of play, touching the “out of play” line or in the air after leaving live ball territory in order to have a valid catch. A player who is “out of play” and returns must have both feet touching the playable area or one foot touching and the other in the air, before the catch is legal.
- D. It is not a catch if a fielder (while gaining control) collides with another player, umpire or a fence, or falls to the ground and drops the ball as a result of the collision or falling to the ground.

E. A ball which strikes anything other than a defensive player while it is in flight is ruled the same as if it struck the ground.

F. An illegally caught ball occurs when a fielder catches a batted or thrown ball with anything other than the hand(s) or glove in its proper place.

COACH: A coach is a person who is responsible for the team's actions on the field and he/she represents the team in communications with the umpire and opposing team.

CHOPPED BALL: A chopped ball occurs when the batter strikes downward with a chopping motion of the bat.

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

DEAD BALL: The term used for a ball that:

- A. touches any object or player out-of-play. A dead ball line is considered in play.
- B. is lodged in umpire's gear or in the offensive player's clothing.
- C. the umpire has ruled dead. A dead ball line is considered in play.

DEFENSIVE TEAM: The defensive team is the team in the field.

DISLODGED BASE: A dislodged base is a base displaced from its proper position.

DISQUALIFIED PLAYER: A player removed from the game for a rule violation. A team may continue to play shorthanded if no substitute is available. Any disqualified player discovered participating in the game will constitute a forfeit.

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

DUGOUT: (Team Area) An out-of-play area designated for players, coaches, batboys and official representatives of the team only. There shall be no smoking in this area.

ELIGIBLES: (Co-Rec) A certain type of player required to have a legal team: female players any age, male youth ages 15 and under, senior males ages 60 and over, players that qualify under ADA (must be approved by the League).

EJECTED PLAYER: A player or coach removed from the game by the umpire, usually for an unsportsmanlike act or conduct. A flagrant act will require the player or coach to leave the grounds for the remainder of the game. A team may NOT continue to play shorthanded. If no substitutes are available the game is forfeit. Any ejected player or coach discovered participating in the game would constitute a forfeit.

FAIR BALL: A batted ball shall be judged according to the relative position of the ball and the foul line, including the foul pole, and not as to whether the fielder is on fair or foul territory at any time the fielder touches the ball. It does not matter whether the ball first touches fair or foul territory, as long as it does not touch anything foreign to the natural ground in foul territory and complies with all other aspects of a fair ball. Detached equipment discarded by the offense or defense over fair territory becomes a part of the ground and has no effect in determining the fair/foul status when a batted ball initiates contact with the equipment (as long as it was not an intentional act by the player when contacting the ball).

A fair ball is a legally batted ball that:

- A. Settles or is touched on or over fair territory between home and first base or between home and third base.
- B. Bounds over or past first or third base, regardless of where the ball hits after going over the base.
- C. While on or over fair territory, a runner interferes with a defensive player attempting to field a batted ball.
- D. While over fair territory, a runner interferes with a defensive player attempting to field a batted ball.
- E. Touches first, second or third base.

- F. First falls or is first touched on or over fair territory beyond first, second or third base.
- G. While over fair territory, passes out of the playing field beyond the outfield fence.
- H. Hits the foul pole.

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

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

FIELDER: A fielder is any player of the team in the field.

FLY BALL: A fly ball is any ball batted into the air.

FORCE OUT: A force out is an out which may be made only when a runner loses the right to the base that the runner is occupying because the batter becomes a batter-runner, and before the batter-runner or a succeeding runner has been put out. If the forced runner, after touching the next base, retreats for any reason towards the base first occupied, the force play is reinstated and the runner may again be put out if the defense tags the runner or the base to which the runner is forced.

FOUL BALL: A foul ball is a batted ball that:

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

FOUL TIP: A batted ball that goes directly from the bat, not higher than the batter's head, to the catcher's hand(s) or glove and is legally caught by the catcher.

HOME TEAM: The home team shall be designated by the schedule.

ILLEGAL BAT: An illegal bat is one that does not meet the requirements of Rule 3, Section 1.

ILLEGALLY BATTED BALL: An illegally batted ball occurs when the batter hits the ball fair or foul and:

- A. When, at the time the bat makes contact with the ball, the entire foot is completely outside the lines of the batters box and on the ground.
- B. When, at the time the bat makes contact with the ball, any part of the foot is touching home plate.
- C. An illegal, altered, or non-approved bat is used.

- D. When, at the time the bat makes contact with the ball, the batter's entire foot has contacted the ground out of the batters box and returned to hit the ball while inside the box.

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

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

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

INELIGIBLE PLAYER: A player who does not meet the requirements of the ASA Code. The determination of eligibility is not the responsibility of the umpire. The use of an ineligible player will constitute a forfeit if properly protested.

INFIELD: The infield is that portion of the field in fair territory that includes areas normally covered by infielders.

INFIELDER: An infielder is a fielder who defends the area of the field around first, second third or shortstop areas.

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

INNING: An inning is that portion of the 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: Interference is the act of an offensive player or team member, umpire or spectator that impedes, hinders or confuses a defensive player attempting to execute a play. Contact is not necessary.

LEGAL TAG:

- A. Runner. A legal tag occurs when a runner or batter-runner who is not touching a base is tagged by the ball while it is securely held in a fielder's hand(s) or glove. The ball is not considered as having been securely held if it is juggled or dropped by the fielder after tagging the runner, unless the runner deliberately knocks the ball from the hand(s) or glove of the fielder.
- B. Base. Once the defensive player has control of the ball in the hand(s) or glove, the base may be touched with any part of the body to be a legal touch. (e.g. the defensive player could touch the base with a foot, with a hand, sit on the base, etc.) This would apply in force out or appeal situations.

LINE DRIVE: A line drive is a fly ball that is batted sharply and directly into the playing field. A line drive will never be considered an infield fly.

NON-APPROVED BAT: A bat that does not meet the ASA specifications and is on the current non-approved bat list.

OBSTRUCTION: Obstruction is the act of:

- A. A defensive player or team member who hinders or prevents a batter from striking at or hitting a pitched ball.
- B. A fielder who is not:
 - 1. in possession of the ball.
 - 2. in the act of fielding a batted ball.

(NOTE: contact is not necessary to impede the progress of the runner.)

OFFENSIVE TEAM: The offensive team is the team at bat.

ON-DECK BATTER: The on-deck batter is the offensive player whose name follows the name of the batter in the batting order.

OUTFIELD: The outfield is that portion of the field in fair territory which is normally covered by outfielders.

OUTFIELDER: An outfielder is a fielder who defends the area of the field that the left, left-center, right-center, and right fielders normally play.

OVER SLIDE: An over slide is the act of an offensive player when, as a runner, over slides a base the player is attempting to reach. It is usually caused when the player's momentum causes the player to lose contact with the base that then causes the player to be in jeopardy. The batter-runner may over slide first base without being in jeopardy.

OVERTHROW: An overthrow occurs when a thrown ball from a fielder goes:

- A. beyond the boundary lines of the playing field (dead ball territory),
- B. or becomes a blocked ball.

PLAY BALL: Play ball is the term used by the plate umpire to indicate that play shall start and shall not be declared until all defensive players are in fair territory except the catcher, who must be in the catcher's box, and all runners properly on base.

PROTESTS: There are three types of protests:

- A. Misinterpretation of a playing rule.
- B. Illegal player.
- C. Ineligible player.

QUICK PITCH: A quick pitch is a pitch made by the pitcher with the obvious attempt to catch the batter off balance. This would be before the batter takes a desired position in the batter's box or while the batter is still off balance as a result of the previous pitch.

RUNNER: A runner is an offensive player who has reached first base and has not yet been put out.

SACRIFICE FLY: A sacrifice fly is scored when, with fewer than two outs, the batter scores a runner with a fly ball or line drive that is:

- A. Caught.
- B. Dropped by any fielder and, in the scorer's judgment, the runner could have scored after the catch had the fly ball or line drive been caught.

STARTING PLAYER: A starting player is a player listed on the lineup sheet.

STEALING: Stealing is the act of a runner attempting to advance during a pitch to the batter.

STRIKE ZONE:

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

TRAPPED BALL: A trapped ball is:

- A. A batted fly ball or line drive which hits the ground or fence prior to being caught.
- B. A thrown ball to any base for a force out which is caught with the glove over the ball on the ground rather than under the ball.

TIME: Time is the term used by the umpire to order the suspension of play.

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

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

RULE 2 – THE PLAYING FIELD

Some fields used in this league have specific run rules which apply. The home team is responsible for outlining the specific field's boundaries (home runs, ground rule doubles/triples, out of play areas, etc.) prior to the start of the game.

RULE 3 – EQUIPMENT

SECTION 1 – BATS

- A. **LENGTH AND WEIGHT:** Bats shall not be more than 34.0 inches (86.360 cm) long, nor exceed 38.0 ounces (1077.30 g) in weight.
- B. **DIAMETER:** Bats shall not be more than 2.250 inches (5.7150 cm) in diameter at its largest part, which includes any tolerance for expansion of the bat.
- C. **SHAPE:** Bats shall be round within 0.050 inches in diameter and the bat handle must be round or oblong and may be angular.
- D. **SURFACE:** The official bat shall be smooth with a maximum surface roughness of 250 microinches. It shall be free of burrs and visible cracks and shall not have exposed rivets, pins, rough or sharp edges or any form of exterior fastener that would present a hazard.
- E. **SAFETY GRIP:** Bats shall have a safety grip of cork, tape (no smooth plastic tape) or composition material. The safety grip shall not be less than 10 inches (25.40 cm) long, and shall not extend more than 15 inches (38.10) cm) from the small/knob end of the bat. The safety grip may be a molded finger-formed grip as long as it is permanently attached to the bat or attached to the bat with safety tape. Any tape applied to the safety grip must be continuously spiral, but does not have to be a solid layer of tape. A bat having a "flare" or "cone" grip attached will be considered an altered bat.
- F. **SAFETY KNOB:** Bats shall have a safety knob of circular or oblong cross section concentric to the bat handle that complies with this rule. The knob may be molded, lathed, welded, or permanently fastened to the bat as long as there is no violation of this section. The distance from the safety grip to the apex of the knob shall not exceed 0.3750 inches. The diameter of the knob shall be at least 0.5 inches greater than the bat handle diameter, including the grip. The angle of the flat region of the knob adjacent to the grip shall be perpendicular to the center line of the bat within 10 degrees.
- G. **ALTERED BAT:** The bat shall not be an altered bat. The weight, distribution of weight, and length of the bat as well as all other characteristics of the bat must be

permanently fixed at the time of manufacture and may not be altered in any way thereafter.

D. LEGAL BATS:

1. Only one piece bats shall be allowed.
2. Only single wall bats shall be allowed
3. Only non-composite bats shall be allowed
4. PLEASE SEE THE ATTACHED LIST OF ILLEGAL BATS.

(*NOTE* The Northwoods Church Softball League reserves the right to ban any bat not included on this list at any time.)

SECTION 2 – SOFTBALLS

OPEN REC: only 12", 47 cor softballs shall be allowed.

CO-REC: When a male player ages 15 & over is up to bat, the 12" 44 cor ball is used. Females and youth ages 14 & under may elect either the 11" ball or the 12" ball.

BOTH: Softballs will be provided to the coach of each team at the beginning of the season and the home team is responsible for supplying the game ball. Upon the event the official game ball is lost, a comparable ball shall be used after it is inspected and agreed upon by both coaches.

SECTION 3 – SHOES/SPIKES

Shoes must be worn by all players. Spikes may have soft or hard rubber cleats. Shoes with metal spikes are illegal.

SECTION 4 – ALL EQUIPMENT

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

RULE 4 – PLAYERS, COACHES, SUBSTITUTES

SECTION 1 – PLAYERS

- A. A team must have the required number of players present in the dugout or team area to start or continue a game.
 1. Lineups are to be provided to the opposing team if requested.
 2. CO-REC ONLY: Eligibles should also be designated as such on the lineup sheet.
- B. A team shall consist of players in the following positions:
 1. pitcher (F1), catcher (F2), first baseman (F3), second baseman (F4), third baseman (F5), shortstop (F6), left fielder (F7), left-center fielder (F8), right-center fielder (F9), right fielder (F10).
 2. There is no maximum amount of players in the batting order.
- C. Short Handed Rule
 1. To start a game:
 - a. A game may begin or finish with three less than required to start (7 total players).

- b. CO-REC ONLY: A team must have at least five (5) eligibles on the field at all times while they are on defense and in the batting order at all times. The team may play short if they do not have enough women/youth but must not have any less than seven (7) players. Should a team not have at least 5 eligibles, the following rules apply:
 - For each eligible the team is short, they must play short-handed on defense (e.g. if a team has 4 eligibles, they can only have 9 total fielders, if they have 3 eligibles, they can only have 8 total fielders, etc.)
 - For each eligible the team is short, they must take an out in the batting order. The coach will decide where the out(s) will occur and notify the opposing coach (e.g. if a team has 4 eligibles, they must take one out in the batting order. If a team has 3 eligibles, they must take 2 outs in the batting order, etc.)

SECTION 2 – AMERICAN DISABILITY ACT RULE

- A. This rule may be used for a physically challenged player as determined by the American Disabilities Act of July 25, 1990. As a result of the player's disability, the player can play either offense or defense.
- B. Teams using a physically challenged player on either offense or defense must have at least seven (7) additional players, unless the physically challenged player can play both offense and defense.
- C. Physically challenged players are permitted to play either just offense or just defense, as long as the provisions of (B) above are met.

SECTION 3 – SUBSTITUTES/ADDITIONS/ILLEGAL PLAYER

- A. Players may be added to the bottom of the batting order at any time, HOWEVER, additions or subtractions should NOT be made for purposes of strategy (i.e. a big hitter added in the last inning, a weak hitter being taken out in the last inning, etc).
- B. Players may be substituted for another player at any time.
 - 1. The player leaving the game is not allowed to re-enter the game.
 - 2. Co-Rec must maintain the correct number of eligibles.
- C. For all substitutions/additions/subtractions:
 - 1. The coach shall notify the opposing coach of the new player, including the new player's name.
 - 2. If a player or substitute enters the game without reporting, and after a pitch has been thrown (legal or illegal), or after a play has been made, the player will be called out.

SECTION 4 – COACHES

- A. A coach is a person who is responsible for the team's actions on the field and will represent the team in communications with the umpire and opposing team.
player may be designated as a coach in the event the coach is absent.
- B. A base coach is an eligible team member or coach of the team at bat who occupies the coach's box at first or third, to direct the batter or runner.
 - 1 A base coach shall stay within the confines of these boxes with both feet.
 - a. A coach may leave the coach's box to signal the runner to slide, advance or return to a base or move out of a fielder's way, as long as the coach does not interfere with the play.

- b. A coach may not leave the coach's box to give verbal communications or signals to the batter.
- 3. Base coaches may not use language that will reflect negatively upon players, umpires, or spectators.
- 4. A base coach may address only their team members.

SECTION 5 – DISQUALIFIED OR EJECTED PLAYER

- A. A player or coach who has been disqualified from the game is restricted to the bench. A disqualified player may serve as base coach. Any disqualified or ejected player discovered participating in the game would constitute a forfeit.
- B. Any arguing on the judgment of balls and strikes will constitute a team warning. Any repeat offense shall result in the ejection of that team member.
- C. If a player is disqualified a team can play shorthanded, however if a player is ejected and the team does not have enough players to continue, the game is forfeited.

SECTION 6 – INJURED PLAYER

During a live ball situation, when a player becomes injured and in the umpire's judgment requires immediate attention, the umpire shall call "DEAD BALL" and allow or seek first aid.
EFFECT: Award any bases that would have been reached.

RULE 5 – THE GAME

SECTION 1 – HOME TEAM

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

SECTION 2 – REGULATION GAME

- A. OPEN REC: A regulation game shall consist of seven innings. A full seven innings need not be played if the team second at bat scores more runs in six and one-half innings and/or before the third out in the last of the seventh inning, or the run ahead rule is applied. A total of two seven inning games shall be played each night.
- B. CO-REC: A regulation game shall consist of nine innings. A full nine innings need not be played if the team second at bat scores more runs in eight and one-half innings and/or before the third out in the last of the ninth inning, or the run ahead rule is applied.
- C. A game that is tied at the end of seven innings (Co-Rec)/nine innings) shall be continued by playing additional innings until one side has scored more runs than the other at the end of a complete innings, or until the team second at bat has scored more runs in their half of the inning before the third out is made.
- D. A game called shall be regulation if five or more complete innings have been played, or if the team second at bat has scored more runs in four or more innings than the other team has scored in five or more innings. The game can be called at any time due to darkness, rain, fire, lightning, or any other cause that places the players in peril.

- E. Games that are not considered regulation shall be resumed at the exact point where they were stopped.
- F. A regulation tie game shall be declared if the score is equal when the game is called at the end of five or more complete innings, or if the team second at bat has equaled the score of the first team at bat in the incomplete inning.
- G. Games that are regulation tie games shall be resumed at the exact point where they were stopped.

SECTION 4 – FORFEITED GAMES

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

- A. If an umpire, player, coach or spectator is physically attacked by any team member and/or spectator.
- B. If a team fails to appear on the field, or, being on the field, refuses to begin a game for which it is scheduled or assigned within a time set for forfeitures by the organization that the team represents (15 minutes grace period).
- C. If one side refuses to continue play after the game has begun, unless the game has been suspended or terminated for reasons listed above.
- D. If a team employs tactics noticeably designed to delay or to hasten the game.
- E. If, after warning has been given, any one of the rules of the game is willfully violated.
- F. If the order for the ejection of a player or coach is not obeyed within one minute.
- G. If the ejection of a player or players from the game results in fewer than the required number of players to continue the game (seven).
- H. If an ejected player is discovered participating again.
- I. Once a game has been forfeited, the forfeit cannot be changed.

SECTION 5 – SCORING OF RUNS

- A. One run shall be scored each time a runner touches first, second, third bases and home plate.
- B. No run shall be scored if the third out of the inning is a result of:
 - 1. A batter-runner being called out prior to reaching first base or any other runner forced out due to the batter becoming a batter-runner. On an appeal play, the force out is determined when the appeal is made, not when the infraction occurred.
 - 2. A runner being put out by a tag or live ball appeal play prior to the lead runner touching home plate.
 - 3. A preceding runner is declared out on an appeal play. NOTE: An appeal can be made after the third out in order to nullify a run.
- C. No run shall be scored if a “fourth out” is the result of an appeal of a base missed or left too soon on a runner who has scored.

SECTION 6 – GAME WINNER

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

- A. The score of a called regulation game shall be the score at the end of the last complete inning, unless the team second at bat has scored an equal number or

more runs than the first team at bat in the incomplete inning. In this case, the score shall be that of the incomplete inning.

- B. The score of a regulation tie game shall be the tie score when the game was terminated.
- C. The score of a forfeited game shall be seven to zero in favor of the team not at fault.

SECTION 7 – RUN AHEAD RULE

If a team is ahead 15 runs after five innings, that team shall be declared the winner and the game will be over. Complete innings must be played unless the home team scores the run ahead limit while at bat. When the visiting team reaches the limit in the top half of the inning, the home team must have their opportunity to bat in the bottom half of the inning.

RULE 6 – PITCHING REGULATIONS

SECTION 1 – PRELIMINARIES

- A. The pitcher must take a position with both feet firmly on the ground and with one or both feet in contact with the pitcher's plate. The pitcher's pivot foot must be in contact with the pitcher's plate throughout the delivery.
- B. The pitcher must come to a full and complete stop with the ball in front of the body. The front of the body must face the batter. This position must be maintained at least one second before starting the delivery.
- C. The pitcher shall not be considered in the pitching position unless the catcher is in position to receive the pitch.
- D. The pitcher must not make any motion to pitch while not in contact with the pitcher's plate.

SECTION 2 – STARTING THE PITCH

The pitch starts when the pitcher makes any motion with the ball that is part of the delivery after the required stop. While on the pitching plate prior to the required stop, any motion may be used.

SECTION 3 – LEGAL DELIVERY

- A. The pitcher must not make any motion to pitch without immediately delivering the ball to the batter.
- B. The delivery is a continuous motion.
- C. The pitcher must not use a delivery in which there is a stop or reversal of the pitching motion.
- D. The pitcher must deliver the ball toward home plate on the first forward swing of the pitching arm past the hip with an underhanded motion. The palm of the hand can be over or under the ball.
- E. The pivot foot must remain in contact with the pitcher's plate until the pitched ball leaves the hand. If a step is taken, it can be forward, backward, or to the side, provided the pivot foot is in contact with the pitcher's plate and the step is simultaneous with the release of the ball.
- F. The pitcher must not pitch the ball behind the back or through the legs.

- G. The ball must be delivered with perceptible arc and reach a height of at least six feet (1.83m) from the ground.
- H. The pitcher must not continue the pitching motion after the ball is released.
- I. The pitcher has 10 seconds to release the next pitch after receiving the ball, or after the umpire indicates “play ball.”
- J. The pitcher shall not deliver a pitch from the glove.

SECTION 4 – DEFENSIVE POSITIONING

- A. The pitcher shall not deliver a pitch unless all defensive players are positioned in fair territory, except the catcher who must be in the catcher’s box.
- B. A fielder shall not take a position in the batter’s line of vision or, with deliberate unsportsmanlike intent, act in a manner to distract the batter. A pitch does not have to be released. The offending player shall be ejected from the game.

SECTION 5 – FOREIGN SUBSTANCE

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

SECTION 6 – CATCHER

- A. The catcher shall return the ball directly to the pitcher after each pitch, except after a strikeout. EXCEPTION: Does not apply with the batter becoming a batter-runner. EFFECT: An additional ball is awarded to the batter.

SECTION 7 – QUICK PITCH

The pitcher shall not attempt a quick return of the ball before the batter has taken a position in the batter’s box or when the batter is off balance as a result of a pitch. EFFECT: A ball shall be called on the batter.

SECTION 9 – NO PITCH

No pitch shall be declared when:

- A. The pitcher pitches during the suspension of play.
- B. A runner is called out for leaving a base before the pitched ball is batted.
- C. The pitcher pitches before a runner has returned to the base after a foul ball has been declared.
- D. The ball slips from the pitcher’s hand during the back swing.
- E. No player or coach shall call time, 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. A warning shall be issued to the offending team, and a repeat of this type of act by any member of the team warned shall result in the offender being ejected from the game.

RULE 7 – BATTING

SECTION 1 – ON-DECK BATTER

- A. The on-deck batter is the offensive player whose name follows the name of the batter in the batting order.
- B. The on-deck batter shall take a position within the on-deck circle nearest the offensive team bench.
- C. The on-deck batter may loosen up with no more than two official softball bats.
- D. The on-deck batter may leave the on-deck circle:
 - 1. When the on-deck batter becomes the batter.
 - 2. To direct runners advancing from third to home plate.
- E. The on-deck batter may not interfere with the defensive player's opportunity to make an out.
 - 1. If it involves a runner, the runner closest to home plate at the time of the interference shall be declared out.
 - 2. If it is with the defensive fielder fielding a fly ball, the batter is out.

SECTION 2 – BATTING ORDER

- A. The batting order of each team showing the players' first and last name must be made available to the opposing coach prior to the game.
- B. The batting order must be followed throughout the game, unless a player is replaced by a substitute who must take the place of the removed player in the batting order.
- C. The first batter in each inning shall be the batter whose name follows that of the last player who completed a turn at bat in the preceding inning. Batting out of order is an appeal play that may be made only by the defensive team. The defensive team forfeits its right to appeal batting out of order when a legal or illegal pitch has been made to the following batter, or when the pitcher and all infielders have clearly vacated their normal fielding positions and have left fair territory on their way to the bench or dugout.
 - 1. If the error is discovered while the incorrect batter is at bat, the correct batter must take the batter's position and legally assume any balls and strikes. The offensive team may correct a wrong batter at the plate with no penalty.
 - 2. If the error is discovered after the incorrect batter has completed a turn at bat and before a legal or illegal pitch has been made to the following batter or before the pitcher and all infielders have clearly vacated their normal fielding positions and have left fair territory on their way to the bench or dugout area:
 - a. The player who should have batted is out.
 - b. Any advance or score made as a result of the improper batter becoming a batter-runner shall be nullified. Any out that is made prior to discovering this infraction remains an out.
 - c. The next batter is the player whose name follows that of the player called out for failing to bat. **EXCEPTION:** If the incorrect batter was out as a result of their time at bat, and is scheduled to be the next proper batter, skip that player and the next person in the line-up will be the batter.

- d. If the batter declared out under these circumstances is the third out, the correct batter in the next inning shall be the player who would have come up to bat had the player been put out by ordinary play.
- 3. If the error is discovered after the first legal or illegal pitch to the next batter, or after the pitcher and all infielders have clearly vacated their normal fielding positions and have left fair territory on their way to the bench or dugout area, the turn 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.
- 4. No runner shall be removed from the base occupied except the batter-runner who has been taken off the base by the umpire as in (2) above to bat in the proper place. The correct batter merely misses the turn at bat with no penalty. The batter following the correct batter in the batting order becomes the legal batter.
- 5. CO-REC ONLY: Batters must alternate eligible/non-eligible. If there is an uneven

SECTION 3 – BATTING POSITION number, the remaining players must be placed at the bottom.

- A. Prior to the pitch, the batter must have both feet completely within the lines of the batter’s box. The batter may touch the lines, but no part of the foot may be outside the lines prior to the pitch.
- B. The batter shall not step directly in front of the catcher to the other batter’s box while the pitcher is in position to pitch, or anytime thereafter prior to the release of the pitch. EFFECT: The ball is dead, the batter is out and the runners may not advance.
- C. After the ball is in play, the batter may not step out of the batter’s box to stop play unless time has been granted by the umpire. EFFECT: All action will continue and the pitch will be called. EXCEPTION: If special conditions warrant, such as a ball from another field, a wind gust putting dust in a batter’s eyes, or car lights in the batter’s eyes, time can be called.

SECTION 4 – A STRIKE IS CALLED BY THE UMPIRE.

- A. A strike shall be called for each legally pitched ball that reaches at least six feet and hits any part of the plate or mat.
- B. If the batter swings and misses a pitch, it shall be called a strike.
- C. If the ball is hit in foul territory:
 - 1. CO REC
 - a. If the batter has no strikes called on him/her, the foul ball shall be called a strike.
 - b. The first foul ball hit while the strike count is at one is termed a “courtesy foul” and shall not be added to the count. If another foul ball is hit, the batter is out.
 - 2. OPEN REC: All foul balls shall count as strikes.

SECTION 5 – A BALL IS CALLED BY THE UMPIRE

- A. For each pitch which does not hit the plate or the mat.
- B. For each pitch that does not reach six feet at its highest point, the pitch shall be declared “flat” by the umpire and will be counted as a ball.
- C. For each illegally pitched ball not swung at.
- D. When the catcher fails to return the ball to the pitcher as required.
- E. For each excessive warm up pitch.

SECTION 6 – THE BATTER IS OUT

- A. When the second strike is:
 - 1. Swung at and the pitched ball touches any part of the batter’s person.
 - 2. Is not swung at, and the pitched ball hits the batter while the ball is in the strike zone.
- B. When a batter enters the batter’s box with or is discovered using an altered, doctored, loaded, or non-approved bat. The batter shall be disqualified from the game, and if in a tournament, may be disqualified for the remainder of the tournament.
- C. When the batter enters the batter’s box with or is discovered using an illegal bat. EFFECT (B and C): If a previous batter has used the same altered or illegal bat, and a pitch has been thrown, ONLY the current batter is out.
- D. When an entire foot is touching the ground completely outside the lines of the batter’s box when the ball makes contact with the bat.
- E. When any part of a foot is touching home plate when the ball makes contact with the bat.
- F. When a batter leaves the box, but has returned to the box and makes contact with the ball. EXCEPTION: If no contact is made with the pitched ball, there is no penalty.
- G. When the batter bunts or chops the ball.
- H. When members of the team at bat (including those in the dugout area) other than runners interfere with a player attempting to field a fair or foul fly ball.
- I. When the batter hits a fair ball with the bat a second time in fair territory. EXCEPTION:
 - 1. If the batter is standing in the batter’s box and contact is made while the bat is in the batter’s hands, a foul ball is ruled even if the ball is hit a second time over fair territory.
 - 2. If the batter drops the bat and the ball rolls against the bat in fair territory and there was no intention to interfere with the course of the ball, the batter is not out and the ball is live and in play.
 - 3. If contact is made on the follow through, after missing the pitch on the initial swing, it is a foul ball. EFFECT: The ball is dead and each runner must return to the base legally held at the time of the pitch.
- J. After a second strike, including a foul ball hit after one strike (see rule 4-C-1 for Co-Rec courtesy foul rule). If a fly ball is hit in playable territory, the ball remains live.
- K. The batter shall not:

1. Hinder the catcher from catching or throwing the ball by stepping out of the batter's box.
2. Intentionally hinder the catcher while standing within the batter's box.
3. Intentionally interfere with a thrown ball, in or out of the batter's box.
4. Interfere with a play at home plate.

EFFECT: The ball is dead, the batter is out and each runner must return to the last base that was touched at the time of the interference.

EXCEPTION: If no play is being made and the batter accidentally interferes with the catcher's return throw to the pitcher and a runner(s) advances safely, the umpire should call time and return the runner(s) to the base occupied at the time of the accidental interference.

RULE 8 – BATTER-RUNNER AND RUNNER

SECTION 1 – THE BATTER BECOMES A BATTER-RUNNER

- A. As soon as he/she hits a fair ball.
- B. When three balls have been called by the umpire. The ball is dead and runners may not advance unless forced.
- C. When the catcher obstructs, hinders or prevents the batter from striking or hitting a pitched ball.

EFFECT:

1. The umpire shall give a delayed dead ball signal
2. If the batter hits the ball and reaches first base safely, and if all other runners have advanced at least one base on the batted ball, catcher obstruction is canceled. All action as a result of the batted ball stands. No option is given. Once a runner has passed a base, the runner is considered to have reached that base (whether missing the base or not) and no option is given.
3. If all runners including the batter-runner do not advance at least one base, the manager has the option to take the result of the play or have the obstruction awarded by awarding the batter first base and advancing all other runners only if forced.
4. The catcher or any other fielder shall not step on or in front of home plate without the ball.

- D. When a fair batted ball strikes the person, attached equipment, or clothing of an umpire or a runner. If the runner is hit with a fair batted ball while touching a base, the runner is not out.

EFFECT:

1. If, after touching a fielder (including the pitcher), the ball is in play.
2. If, after passing a fielder other than the pitcher, and no other infielder had a chance to make an out, the ball is in play.
3. If before passing a fielder without being touched, the ball is dead. If the runner is hit by the ball while off base and before it has passed an infielder, excluding the pitcher, or if it passes an infielder and another fielder has an opportunity to make an out, the runner is out and the batter-runner is entitled to first base without liability to be put out. Any runner

not forced by the batter-runner must return to the base reached prior to the interference. When a fair ball touches a runner who is in contact with a base, the ball remains live or is ruled dead depending on the position of the fielder closest to the base.

4. If the fair batted ball hits an umpire before passing a fielder other than a pitcher, the ball is dead and the batter-runner is entitled to first base without liability to be put out.

SECTION 2 – THE BATTER-RUNNER IS OUT

- A. When after hitting a fair ball the batter-runner is legally put out prior to reaching first base.
- B. When, after a fly ball is hit, the ball is caught by a fielder before it touches the ground, any object or person other than a defensive player. EFFECT: The ball is in play.
- C. When the batter-runner fails to advance to first base and enters the team area after a batted fair ball, a base on balls, or catcher obstruction.
- D. When the batter-runner runs outside the three foot (0.91m) lane and, in the judgment of the umpire, interferes with the fielder taking the throw at first base; however, the batter-runner may run outside the three-foot lane to avoid a fielder attempting to field a batted ball.
- E. When the batter-runner interferes with a fielder attempting to field a batted ball, interferes with a fielder attempting to throw the ball, intentionally interferes with a thrown ball while out of the batter's box, makes contact with a fair batted ball before reaching first base, or discards their bat which prevents the defense from making a play on the ball. If this interference is an obvious attempt to prevent a double play, the runner closes to home plate shall be called out. A batter-runner being hit with a thrown ball does not necessarily constitute interference.
- F. When the batter-runner interferes with a play at home plate to avoid or delay a tag by a fielder. The runner is also out.
- G. When the batter-runner steps back toward home plate to avoid or delay a tag by a fielder. EFFECT: The ball is dead and the runner(s) must return to the last base legally touched at the time of the interference.
- H. When an infield fly is declared. If an infield fly is ruled, and the fair batted ball hits the batter-runner before reaching first base, the ball is ruled dead and the infield fly is invoked.
- I. When an infielder intentionally drops a fair fly ball, including a line drive, which can be caught with ordinary effort with first; first and second; first and third; or first, second and third bases occupied with fewer than two outs. A trapped ball shall not be considered as having been intentionally dropped. EFFECT: The ball is dead and each runner must return to the last base touched at the time of the pitch. If an infield fly is ruled, it has precedence over an intentionally dropped ball.
- J. When the immediate preceding runner who is not out intentionally interferes, in the umpire's judgment, with a fielder who is attempting to catch a thrown ball or throw a ball in an attempt to complete the play on the batter-runner. EFFECT: The runner shall also be called out.

- K. If a spectator reaches into the field of play and interferes with a fielder's opportunity to catch a fly ball, the batter is out and runner(s) are awarded the base or bases they would have reached.

SECTION 3 – TOUCHING BASES IN LEGAL ORDER

- A. When a runner must return to a base while a ball is in play or dead, the runner must touch the base(s) in reverse order. EFFECT: The runner would be called out, if properly appealed. EXCEPTION: On a foul ball.
- B. When a runner or batter-runner acquires the right to a base by touching it before being put out, the runner or batter-runner is entitled to hold the base until legally touching the next base in order or is forced to vacate it for a succeeding runner.
- C. When a runner dislodges a base from its proper position, neither the runner nor the succeeding runner(s) in the same series of plays are compelled to follow a base out of position. EFFECT: The ball is in play and runners may advance or return with liability to be put out.
- D. A runner shall not run bases in reverse order either to confuse the fielders or to make a travesty of the game. EFFECT: The ball is dead and the runner is out.
- E. Two runners may not occupy the same base simultaneously. EFFECT: The runner who first legally occupied the base shall be entitled to it, unless forced to advance. The other runner may be put out by being touched by the ball.
- F. Failure of a PRECEDING runner to touch a base or to legally tag up on a caught fly ball, and who is declared out, does not affect the status of a SUCCEEDING runner who touches bases in proper order. If the failure to touch a base in regular order or to tag up on a caught fly ball is the third out in the inning, no SUCCEEDING runner may score a run.
- G. No runner may return to touch a missing base or one left too soon after a following runner has scored or once he leaves the field of play.
- H. Bases left too soon on a caught fly ball must be retouched prior to advancing to awarded bases.
- I. Awarded bases must be touched in legal order.

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

- A. When a pitched ball is batted.
- B. On a thrown ball or a fair batted ball that is not blocked.
- C. On a thrown ball that hits an umpire.
- D. If a fair ball strikes an umpire or a runner after having passed an infielder other than the pitcher, and provided no other fielder had a chance to make an out, or when a fair batted ball has been touched by an infielder, including the pitcher, and the runner did not intentionally interfere with the batted ball or the fielder attempting to field the batted ball. EFFECT: The ball is in play.
- E. When a live ball becomes lodged in a defensive player's uniform or equipment.
- F. If, while the ball is in play or on awarded bases, the runner fails to touch a base before attempting to make the next base.
- G. If, after overrunning first base, the runner attempts to continue to second base.
- H. If, after dislodging a base, a runner attempts to continue to the next base.

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

- A. When forced to vacate a base because the batter was awarded a base on balls.
EFFECT: The ball is dead.
- B. When a fielder not in possession of the ball or not in the act of fielding a batted ball, impedes the progress of a runner or batter-runner who is legally running bases. Obstructed runners are still required to touch all bases in proper order, or they could be called out on a proper appeal by the defensive team. Should any act of interference occur following any obstruction, enforcement of the interference penalty would have precedence.
EXCEPTIONS:
 - 1. An obstructed runner may not be called out between the two bases where obstructed.
 - a. When an obstructed runner, after the obstruction, safely obtains the base they would have been awarded, in the umpire's judgment, had there been no obstruction, and there is a subsequent play on a different runner, the obstructed runner is no longer protected between the bases where they were obstructed and may be put out.
 - b. an act of interference
 - c. if passing another runner
 - 2. If the obstructed runner is put out prior to reaching the base which would have been reached had there not been obstruction, a dead ball is called and the obstructed runner and each other runner affected by the obstruction will always be awarded the base or bases which would have been reached, in the umpire's judgment, had there not been obstruction.
 - 3. If the obstructed runner is put out after passing the base which would have been reached had there not been obstruction or ran beyond the two bases the obstruction occurred, the obstructed runner will be called out. The ball remains live.
 - 4. When a runner, while advancing or returning to a base, is obstructed by a fielder who neither has the ball nor is attempting to field a batted or thrown ball, or a fielder who fakes a tag without the ball, the obstructed runner and each other runner affected by the obstruction will always be awarded the base or bases which would have been reached had there been no obstruction. If the umpire feels there is justification, a defensive player making a fake tag could be ejected from the game.
- C. When forced to vacate a base because the batter was awarded first base
- D. When a fielder intentionally contacts or catches a fair batted, a thrown, or a pitched ball with his cap, helmet, mask, protector, pocket, detached glove or any part of the uniform which is detached from its proper place on their person.
EFFECT: The batter and runners would be entitled to the three bases from the time of the pitch if a bated ball, two bases from the time of the throw if a thrown ball, or one base from the time of the pitch if a pitched ball. If the illegal catch or touch is made on a fair hit ball which would have cleared the outfield fence in flight, the batter-runner shall be awarded a four base award. On a pitched ball

that eludes the catcher and is retrieved with detached equipment, there is no penalty.

- E. When the ball is in play and is overthrown (beyond the boundary lines) or is blocked. **EFFECT:** All runners will be awarded one base and the award will be governed by the positions of the runners when the ball left the fielder's hand. Runners may return to touch a missed base or base left too soon. If two runners are between the same bases, the award is based on the position of the lead runner. Once a base runner advances to the next awarded base, the runner may no longer return to touch any missed base or any base left too soon. **EXAMPLE:** If a runner or batter-runner is less than half way between first and second base, the runner is awarded second base. If a runner or batter-runner is at least half way between first and second base, the runner is awarded second and third base.
- EXCEPTION:**
1. When the ball becomes dead, runners may return to touch a missed base or a base left too soon if they have advanced, touched, and are a base beyond the missed base or the base left too soon. Runners must be given the opportunity to complete their base running responsibilities. A runner shall not be declared out if a fielder deliberately carries or throws the ball into dead ball territory to prevent that runner from returning to a missed base or a base left too soon. Once a runner has entered dead ball area, they cannot return to touch a missed base or one left too soon.
 2. If the ball becomes blocked due to offensive equipment not involved in the game, the ball is ruled dead and runners are returned to the last base touched at the time of the blocked ball. If the blocked ball prevented the defense from making an out, the runner being played on is called out.
 3. If an awarded base is in error, after one pitch is thrown (legal or illegal) the error cannot be corrected.
- F. When a fair batted fly ball strikes the foul pole above the fence level or leaves the playing field in fair territory without touching the ground or going through the fence. It shall entitle the batter-runner to a home run, unless it passes out of the grounds at a distance less than the prescribed fence distances from home plate, in which case the batter-runner would be entitled to only two bases.
- G. When a fair ball bounces over or rolls under or through a fence or any designated boundary of the playing field. Also, when it deflects off of a defensive player and goes out of play in foul territory, deflects off a runner or umpire and goes out of play after having passed an infielder excluding the pitcher and provided no other infielder had a chance to make an out. **EFFECT:** The ball is dead and all runners are awarded two bases from the time of the pitch.
- H. When a live ball is unintentionally carried by a fielder from playable territory into dead ball territory. A fielder carrying a live ball into the dugout or team area to tag a player is considered to have unintentionally carried it there. **EFFECT:** The ball is dead and each runner is awarded one base from the last base touched at the time the fielder entered dead ball territory.
- I. If a fielder intentionally carries, kicks, pushes or throws a live ball from playable territory into dead ball territory. **EFFECT:** The ball is dead. Each runner is

awarded two bases from the last base touched at the time the fielder entered or the ball was kicked, pushed or thrown into dead ball territory.

- J. When there is spectator interference with any thrown or fair batted ball, the ball is dead at the moment of interference.
- K. When a ball gets lodged in umpire's gear or clothing or in an offensive player's clothing. EFFECT: The ball is dead and the umpire should award the runners the bases they would have reached.

SECTION 6 – A RUNNER MUST RETURN TO HIS BASE

- A. When a batted ball is foul.
- B. When an illegally batted ball is declared by the umpire.
- C. When a batter, batter-runner or runner is called out for interference. Each other runner shall return to the last base which was legally touched by the runner at the time of the interference.
- D. Base stealing is not allowed. Each runner may leave a base when a pitched ball is batted, touches the ground or reaches home, but must return to that base immediately after each pitch not hit by the batter.
- E. When an intentionally dropped ball is ruled.

SECTION 7 – THE RUNNER IS OUT

- A. When running to any base in regular or reverse order and the runner runs more than three feet (0.91m) from the base path to avoid being touched by the ball in the hand(s) of the fielder.
- B. When the ball is in play and while the runner is not in contact with a base, the runner is legally touched with the ball in the hand(s) of the fielder.
- C. When, on a force play, a fielder contacts the base while holding the ball, touches the ball to the base or tags the runner before the runner reaches the base.
- D. When the runner physically passes a preceding runner before that runner has been put out. If this was the third out of the inning, any runs scoring prior to the out for passing a preceding runner would count.
- E. When anyone other than the runner physically assists a runner while the ball is in play. EFFECT: The ball is in play and the runner is out. In D and E, the runner passing or assisting is out. EXCEPTION: After a runner has scored and missed home plate and is physically assisted back to home, the ball is dead, the runner is out and the run is nullified.
- F. When the runner leaves a base to advance to another base before a caught fly ball has touched a fielder, provided the ball is returned to an infielder and properly appealed.
- G. When the runner fails to touch the intervening base or bases in regular or reverse order and the ball is returned to an infielder and properly appealed. If the runner put out is the batter-runner at first base, or any other runner forced to advance because the batter becomes a batter-runner, this is a force out.
- H. When the batter-runner legally overruns first base, attempts to run to second base and is legally touched while off base.
- I. When running or sliding for home plate and the runner fails to touch it, and a fielder properly appeals to the umpire for the decision.

EFFECT:

1. These are appeal plays, and the defensive team loses the privilege of putting the runner out if any of the following occurred:
 - a. The appeal is not made before the next legal or illegal pitch,
 - b. The pitcher and all infielders have clearly vacated their normal fielding positions and have left fair territory on their way to the bench or dugout area,
 2. (Live Ball Appeal) If properly appealed during a live ball, the runner is out.
 3. (Dead Ball Appeal) Once the ball has been returned to the infield and time has been called, any infielder (including the pitcher or catcher), with or without possession of the ball, may make a verbal appeal on a runner missing a base or leaving a base too soon on a caught fly ball. The umpire should acknowledge the appeal and then make a decision on the play. No runner may leave a base during this period as the ball remains dead until the next pitch.
 - a. If the ball goes out of play, the dead ball appeal cannot be made until completion of legal advancement of all base runners.
 - b. If the pitcher has possession of the ball and is in contact with the pitching plate when making a verbal appeal, no illegal pitch is called.
 - c. If “play ball” has been declared by the umpire and the pitcher then requests an appeal, the umpire would again call “time” and allow the appeal process.
- J. When the runner interferes:
1. With a fielder attempting to field a batted fair ball
 2. With a fielder attempting to field a fly ball over foul territory
 3. With a fielder attempting to throw the ball
 4. Intentionally with a thrown ball. If this interference is an obvious attempt to prevent a double play and occurs before the runner is put out, the immediate succeeding runner shall also be called out.
 5. Intentionally with any defensive player having the opportunity to make an out with the deflected batted ball.
- K. When the runner is struck with a fair untouched batted ball while not in contact with a base and before it passes an infielder, excluding the pitcher, or if it passes an infielder and any fielder has an opportunity to make an out.
- L. When the runner intentionally kicks a fair ball that an infielder has missed.
NOTE: When runners are called out for interference, the batter-runner is awarded first base and credited with a fielder’s choice.
- M. When the coach near third base runs in the direction of home plate on or near the baseline while a fielder is attempting to make a play on a batted or thrown ball and thereby draws a throw to home plate. The runner closest to home shall be declared out.
- N. When a member(s) of the offensive team stand or collect around a base to which a runner is advancing, thereby confusing the fielders and adding to the difficulty of

making the play. Members of a team include bat boy or any other person authorized to sit on the team's bench.

- O. When a coach intentionally interferes with a batted or thrown ball, or interferes with the defensive team's opportunity to make a play on another runner. The runner closest to home plate at the time of the interference shall be declared out. A batted or thrown ball that unintentionally hits a base coach is not considered interference.
- P. When, after being declared out or after scoring, a runner intentionally interferes with a defensive player's opportunity to make a play on another runner. The runner closest to home plate at the time of the interference shall be declared out. A runner continuing to run and drawing a throw may be considered a form of interference.
- Q. When a defensive player has the ball and the runner remains upright and crashes into the defensive player. If the act is determined to be flagrant, the offender shall be ejected. An errant throw drawing the defense into the path of the runner is not interference.
- R. When the runner fails to keep contact with the base to which they are entitled until a pitched ball is batted, touches the ground, or reaches home plate.
- S. When a runner abandons a base and enters the team area or leaves the field of play.
- T. When the runner positions himself behind and not in contact with a base to get a running start on any fly ball. The ball remains live.
- U. Prior to a pitch to the next batter, if the runner was discovered having used an illegal bat or non-approved bat, the runner shall be declared out. If the bat was altered, the runner shall also be disqualified. In either case, if the altered/illegal bat is discovered prior to the next pitch, any runners put out prior to the discovery shall remain out.
- V. When base runners switch positions on the bases they occupied. EFFECT: Each runner on an improper base shall be declared out.

SECTION 8 – RUNNER IS NOT OUT

- A. When a runner runs behind or in front of a fielder and outside the base path in order to avoid interfering with a fielder attempting to field a ball.
- B. When a runner does not run in a direct line to a base, provided the fielder in the direct line does not have the ball in possession.
- C. When more than one fielder attempts to field a batted ball and the runner comes into contact with one the on who could not have made an out.
- D. When a runner is hit with a fair, untouched batted ball that has passed an infielder, excluding the pitcher, and no other fielder had a chance to make an out.
- E. When a runner is hit with a fair, untouched batted ball over foul territory that no fielder had a chance to make an out.
- F. When a runner is hit by a fair batted ball after it touches or is touched by any fielder, including the pitcher, and the runner could not avoid contact with the ball.
- G. When a runner is touched while off base:
 - 1. With a ball not securely held by a fielder.

2. With a hand or glove of a defensive player and the ball is in the other hand.
- H. When the defensive team does not request the umpire's decision on an appeal play until after the next legal or illegal pitch, or until after the pitcher and all infielders have clearly vacated their normal fielding positions and have left fair territory on their way to the bench or dugout area, or after the last play of the game.
 - I. When the batter-runner overruns first base after touching it and returns directly to the base.
 - J. When the batter is not given sufficient time to return to a base. The runner will not be called out for being off base before the pitcher releases the ball.
 - K. When the runner has legally started to advance. The runner may not be stopped by the pitcher receiving the ball while on the pitching plate, or by the pitcher stepping on the plate with the ball in his possession.
 - L. When the runner stays on base until a fly ball touches a fielder and then attempts to advance.
 - M. When hit by a batted ball when touching the base, unless the runner intentionally interferes with the ball or a fielder making a play.
 - N. When the runner slides into a base and dislodges it from its proper position. The base is considered to have followed the runner. EFFECT: A runner reaching a base safely will not be out for being off that base if it becomes dislodged. The runner may return without liability to be put out when the base has been replaced. A runner forfeits this exemption if they attempt to advance beyond the dislodged base before it is again in proper position.
 - O. When a fielder makes a play (a pitch by the pitcher is not considered making a play) on a batter, batter-runner or runner while using an illegal glove, and it is discovered by the umpire before:
 1. The next pitch (legal or illegal)
 2. The pitcher and all infielders have left fair territory and the catcher has left his normal fielding position on the way to the dugout
 - P. When a runner legally returns to a base left too soon or missed prior to an appeal being made, or is returning to a base during a dead ball.

POINTS OF EMPHASIS

1. APPEALS
 - A. Types
 1. Missing a base (forward or backward).
 2. Leaving the base on a caught fly ball before the ball is first touched.
 3. Batting out of order.
 4. Attempting to advance to second base after making the turn at first base.
 - B. Live. In all games an appeal may be made during a live ball by any fielder in possession of the ball touching the base missed or left too soon on a caught fly ball, or by tagging the runner committing the violation of he/she is still on the playing field.
 - C. Dead. The dead ball appeal may be made:

1. Once all runners have completed their advancement and time has been called. Runners must be given ample opportunity to complete their base running responsibilities. Any infielder (including the pitcher or catcher), 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.
 2. If the ball has gone out of play, runners must be given the opportunity to complete their base running responsibilities before the dead ball appeal can be made.
- D. May Not Return. A runner may not return to touch a missed base or one left too soon on a caught fly ball if:
1. He/she has left the field of play
 2. A following runner has scored
- E. When. Appeals must be made:
1. Before the next legal or illegal pitch
 2. At the end of an inning, before the pitcher and all infielders have left fair territory on their way to the bench or dugout area.
 3. On the last play of the game, an appeal may be made until the players have left the field of play.
- F. Advance. Runners may advance during a live ball appeal play.
- G. More Than One Appeal. More than one appeal play may be made but guessing games should not be allowed: EXAMPLE: The runner misses second base by a step but just touches the corner of third base. Even though an appeal is made at third (the umpire called the runner safe), an appeal may be made at second on the same runner.
- H. Awards. An appeal must be honored even if the base missed was before or after an award.
- I. Plate and Missed Tag. If a runner misses home plate and the catcher misses the tag, the umpire should not hesitate prior to making a call. If no tag is made, he should declare the runner safe. If an appeal play is then made by tagging either the runner or home plate, the umpire should then make a decision on this appeal play.
- J. Force Out. If an appeal is honored at a base to which a runner was forced to advance and the out is a force out, no runs would score if it was the third out. If a forced runner, after touching the next base, retreats for any reason towards the base he had first occupied, the force play is reinstated and he may again be put out if the defense tags the base to which he was forced. If the batter-runner is put out or is the first out on multiple outs on the same play, this would eliminate all force outs. On an appeal play, the force out is determined when the appeal is made, not when the infraction occurred.
- K. Tag-Ups. If a runner leaves the base too soon on a caught fly ball and returns in an attempt to retag, this is considered a time play and not a force out. If the appeal is the third out, all runs scored by runners in advance of the appealed runner and scored ahead of the legal appeal would count.
- L. Missing First Base Before the Throw Arrives. If a runner passes first base before the throw arrives, he is considered to have touched the base unless an appeal play

is made. If an appeal is made, it must be made prior to the runner returning to first base while the ball is live.

- M. Fourth Out Appeal. An appeal may be made after the third out as long as it is made properly (e.g. One out with runner at first and third. The batter hits a fly ball that is caught. Each runner leaves his base before the caught ball is touched. An appeal is made at first base for the third out. The defensive team makes an appeal at third base before the infielders leave the infield. The runner on third would then be declared out also, and the run would not count.)

2. CRASHING INTO A FIELDER WITH THE BALL (INTERFERENCE)

In order to prevent injury and protect the defensive player attempting to make a play on a runner, the runner must be called out if he remains on his feet and crashes into a defensive player holding the ball and waiting to apply a tag. In order to prevent the crash ruling, the runner can slide, jump over the top of the defender holding the ball, go around the defender (if outside the three foot lane, the runner would be called out) or return to the previous base touched. If the act is determined to be flagrant, the offender will be ejected. A runner may slide into the fielder.

- A. When a runner is called out for crashing into a fielder holding the ball, the ball becomes dead. Each runner must return to the last base touched at the time of interference.
- B. If, in A above, the runner crashed into a fielder holding the ball before he was put out and it was an attempt to break up an obvious double play, the immediate succeeding runner will also be declared out.
- C. If the crash occurs after the runner was called out, the runner closest to home plate will be called out.
- D. If an obstructed runner crashes into a fielder holding the ball, the obstruction call will be ignored and the runner will be called out.
- E. If a defensive player is fielding a thrown ball and the flight of the ball carries or draws him into the path of a base runner, this would not be a crash.
- F. If the ball, runner and defensive player all arrive at the same time and contact is made, this shall be termed incidental contact and the neither the collision nor the obstruction rule shall be applied.

3. BAT WITH DENTS

Bats should not be dented to the point that they have a flat surface where the ball could be hit.

4. BATTING WITH AN ILLEGAL BAT

If a batter uses an illegal (or altered) bat and receives a base hit, and the next batter plans to use the same bat, the following penalty is now enforced. If noticed before a pitch is thrown to the second batter, the umpire will rule the batter who used the bat and is now on base out (if an altered bat, this player is also disqualified from the game), the bat is removed from the game, any runner(s) that is put out prior to discovering this infraction remains out, and all runners who advanced as a result of the batted ball must return to the base occupied prior to the pitch. There is no penalty for the current batter unless a pitch is thrown to this batter, then he is the one called out (and disqualified) and the first player using the illegal bat has no penalty.

5. **BATTING OUT OF THE BATTER'S BOX**

In order for the batter to be called out for batting out of the batter's box, one foot or both feet must be on the ground completely outside the lines of the box when contact is made with the ball. The lines of the batter's box are considered inside the batter's box. The batter is also to be called out if:

- A. Any part of a foot is touching home plate when he contacts the ball, even though he may be touching the lines of the batter's box
- B. The batter steps out of the batter's box, reenters and makes contact with the pitched ball.

6. **DUGOUT CONDUCT**

This rule reflects on coaches, players, substitutes, or other bench personnel. Once the game begins, only players that are involved in the game can be outside the dugout except when the rule allows or the reason is justified by the umpire. A coach walking on the field for a conference is an example of a rule allowing a coach or player on the field.

7. **EQUIPMENT ON THE PLAYING FIELD**

No loose equipment, miscellaneous items or a detached part of a players uniform, other than being legally used in the game at that time, should be within playable territory. Loose gloves, hats, jackets, balls, bats, or other miscellaneous items which are within playable territory and are not being legally used in the game at the time could cause a blocked ball or interference.

A. **Thrown Ball.**

- 1. If a thrown ball hits loose equipment belonging to the team at bat, a dead ball is declared immediately. If such action interferes with a play, interference is ruled. The ball is dead, the runner being played on at the time of the interference shall be declared out, and each runner must return to the last base touched prior to the thrown ball hitting the loose equipment. If no apparent play is obvious, a blocked ball is ruled, no one is called out, and all runners must return to the last base touched at the time of the dead ball declaration.
- 2. If the loose equipment belongs to the team in the field, it becomes a blocked ball and the overthrow rule applies

B. **Batted Ball.**

- 1. A batted foul ball touching loose equipment is a foul ball.
- 2. A batted fair ball touching loose equipment belonging to:
 - a. The offense is considered a dead ball and runners return, unless they are forced to advance when the batter-runner is awarded first base on the base hit
 - b. The defense is considered a dead ball and all runners, including the batter-runner, are awarded two bases from their position at the time of the pitch.

8. **FAKE TAG**

A fake tag occurs when a fielder without the ball deceives the runner by impeding his progress (i.e. causing him to slide, slow down or stop running).

- A. Obstruction is called when a fake tag is made as mentioned above. The play shall continue to its completion. The obstructed runner and each runner affected by the obstruction will always be awarded the base or bases he would have reached if there had not been any obstruction.
- B. Continued fake tags should result in ejections. In flagrant cases where the sliding player gets hurt, the offending player should be ejected without warning.
- C. If a fielder fakes a tag but the runner continues on to the next base without sliding or breaking stride, there is no rule violation. Obstruction is the act of a fielder in the base path without the ball impeding the progress of a runner. In this case, the progress was not impeded. A warning should be given.

9. FALLING OVER THE FENCE ON A CATCH

The fence is an extension of the playing field, making it legal for a player to climb and make the catch. If he catches a ball in the air and his momentum carries him through over the fence, the catch is legal, the batter-runner is out, the ball is dead and with fewer than two outs, all runners are advanced one base without liability to be put out. Guidelines are:

- A. If he catches the ball before he touches the ground outside the playing area, the catch is legal
- B. If he catches the ball after he touches the ground outside the playing area, it is not a catch. If a portable fence is used which is collapsible and a defensive player is standing on the fence, it is ruled a legal catch. A defensive player can climb a fence to make a catch, so he should be able to stand on a fence which has fallen to the ground. There should be no doubt whether the fence is on the ground, six inches off the ground, or three feet off the ground when the defender steps on it. As long as the defensive player has not stepped outside the playing area (the other side of the fence) the catch will be legal.

10. FORCE OUT

A force out can be made by tagging a runner who is forced to advance to a base as the result of the batter becoming a batter-runner, or by touching the base. It is not possible to have a force out on a caught fly ball, as the batter-runner is no longer a runner. On an appeal play, the force out is determined when the appeal is made, not when the infraction occurs.

11. HITTING THE BALL A SECOND TIME

- A. If the bat is in the hands of the batter when the ball comes in contact with it and the batter is in the batters box, it is a foul ball. If an entire foot of the batter is completely outside the batter's box, he is out.
- B. If the bat is out of the batter's hands (dropped or thrown) and hits the ball in fair territory, the ball is dead and the batter-runner is out. If the ball hits the bat on the ground, the batter is not out. The umpire should then determine whether the ball is fair or foul based on the fair/foul rule. If the ball rolls against the bat in fair territory, it is a fair ball. If it touches the bat in fair territory and then rolls to foul ground and stops, it is a foul ball. If the ball rolls against the bat in foul territory, it is a foul ball regardless.
- C. If the batter swings and misses the pitched ball but:
 - 1. Accidentally hits it on the follow through

2. Intentionally hits it on the second swing
3. Hits the ball after it bounces off the catcher or his mitt.

EFFECT: The ball is dead and all runners must return to the base they occupied prior to the pitch. In 2 and 3, if the act is intentional with runners on base, the batter will be called out for interference.

12. HOME RUNS

When a ball does not hit the ground and leaves the playing field in fair territory it is a home run. Any fair fly ball touched by a defensive player on either side of the fence that clears or has cleared the fence in fair territory shall be declared a four-base award.

- A. A batted ball hitting a foul pole above the fence is a home run.
- B. A batted ball hitting the top of the fence and bouncing over in fair territory is a home run.
- C. A batted ball hitting a defensive player in fair territory but going over the fence in foul territory is a two base award.
- D. A batted ball that leaves the park in fair territory and first touches the ground in foul territory is a home run.
- E. A batted ball that hits a defensive player and bounces over the fence in fair territory is a home run.

13. IMAGINARY LINE OR DEAD BALL AREA

When a fielder carries a live ball into a dead ball area, the ball becomes dead and a base or bases are awarded to all runners. If the act is unintentional, the award is one base. If the act is intentional, the award is two bases. The base award is governed from the last base legally touched at the time the ball has become dead.

If a chalk line is used to determine an out-of-play area, the line is considered in play. If a fielder is touching the line, the fielder is considered in the field of play and may make a legal catch or throw. If either foot is on the ground completely in dead ball territory (not touching the line) the ball becomes dead and no play may be made.

If a player has one foot outside the line or touching the line, and another foot in the air at the time the catch is made, the catch is legal and the batter is out. If the fielder then steps into a dead ball area (foot on the ground), the ball becomes dead and all runners are awarded one base from the last base touched when the ball becomes dead.

Defensive players cannot take advantage and intentionally throw or step into a dead ball area in order to prevent a runner who has missed a base or left a base too soon from returning to the base. If it is ruled the defensive player intentionally threw the ball or stepped into the dead ball area, the runner will be allowed to return to the base.

14. INTERFERENCE

Interference is defined as the act of an offensive player or team member which impedes, hinders or confuses a defensive player attempting to execute a play. It may be in the form of physical contact, verbal distraction, visual distraction, or any type of distraction which would hinder the fielder in an execution of the play. Defensive players must be given the opportunity to field the ball anywhere on the playing field or throw the ball without being hindered.

- A. Runner interference includes:
 1. A runner or batter-runner who interferes with a fielder executing a play.

- a. When a runner interferes with a fielder, the umpire must determine if the interference occurred before or after the runner who interfered was put out and then apply the proper rule
 - b. When a runner is hit by a fair batted ball, it is interference if it occurred before it passed an infielder (excluding the pitcher) and provided the runner is not in contact with the base. It is interference if the batted ball deflects off one defensive player and the runner intentionally interferes with any defensive player who has an opportunity to make an out.
 - c. A runner could be standing on a base and a defensive player bumps the runner while watching the flight of the ball. If the defensive player fails to make a catch on a catchable ball, it is the umpire's judgment whether interference should or should not be called. The rule provides that a runner must vacate any space needed by a fielder to make a play on a batted ball, unless the runner has contact with a legally occupied base when the hindrance occurs. In this case, the runner should not be called out unless the hindrance is intentional.
 - d. If interference occurs by the runner on a foul fly ball not caught, the runner is out, a strike is called, the ball is dead, and the batter remains at bat.
- B. Offensive Players in the dugout may be charged with interference if they interfere with the fielders' opportunity to make an out on a fly ball.
 - C. On-deck batters may be charged with interference if they interfere with a throw and a possible tag on a runner, or a fielder's opportunity to make an out on a fly ball.
 - D. Coach's interference occurs when a base coach runs toward home and draws a throw or when he interferes with a fielder attempting to catch or throw a ball. The coach's box is not a sanctuary.
EFFECT: When batter, batter-runner, on-deck batter or coach interference occurs, the ball is dead, someone must be called out, and each other runner must return to the last base touched at the time of interference
 - E. Umpire interference occurs when an umpire is hit by a fair, untouched batted ball before it passes an infielder (excluding the pitcher). The batter-runner is awarded first base (exception to the statement that someone must be called out on interference).
 - F. Offensive team interference could occur on a thrown ball striking loose equipment left on the playing field should there actually be a play interfered with.
 - G. Batter-Runner interference occurs when the batter-runner steps back while running to first base to avoid a tag by a defensive player, or when running to first, runs outside the three foot lane over fair or foul territory and interferes with a thrown ball to first base.

15. OBSTRUCTION

Obstruction is the act of a fielder:

- A. Not in possession of the ball

B. Not in the act of fielding a batted ball

Which impedes the progress of a batter-runner or runner who is legally running the bases.

If a defensive player is blocking the base or base path without the ball, this is impeding the progress of the runner and this is obstruction. Whenever obstruction occurs, whether a play is being made on a runner or not, the ball will remain live. If the obstructed runner is put out prior to reaching the base he would have reached had there not been obstruction, a dead ball is called and the obstructed runner and each other runner affected by the obstruction will be awarded the base(s) the runner would have reached had there not been an obstruction. An obstructed runner could be called out between the two bases the runner was obstructed if the runner was properly appealed for missing a base or leaving a base before a fly ball was first touched. If the runner committed an act of interference after the obstruction, this too would overrule the obstruction.

When an obstructed runner is awarded a base the runner would have made had there been no obstruction and a preceding runner is no that base, time will be called. The obstructed runner will be awarded that base and the runner occupying it will be entitled to the next base without liability to be put out.

When an obstructed runner, after the obstruction, safely obtains the base the runner would have been made had there been no obstruction and there is a subsequent play on a different runner, the obstructed runner is no longer protected between the bases where they were obstructed and may be put out.

It should also be clear that when saying “a runner cannot be called out between the two bases the runner was obstructed” does not pertain when another violation is being played upon. (e.g. A runner leaving second base too soon on a fly ball is returning after the ball is caught and is obstructed between second base and third base. If the runner would not have made it back to second base prior to the throw arriving, the runner would remain out.)

If the obstructed runner is put out after passing the base they would have reached had there not been obstruction, the runner is running at their own risk and, if tagged, would be called out. The ball remains live and other plays may be made.

When the runner is obstructed during a rundown, a delayed dead ball is called. If the runner is tagged out after being obstructed, a dead ball is ruled and the runner is awarded the base they would have made had there been no obstruction. If the ball is overthrown after the obstruction, the runner may advance. The runner may not be called out between the two bases where they were obstructed.

Catcher obstruction. Should catcher obstruction be called when the batter hits the ball, and if the batter-runner reaches first base safely, and if all other runners have advanced at least one base, the obstruction is cancelled. All action as a result of the batted ball stands. If the batter does not reach first base, or if one of the other runners does not advance at least one base, the coach of the offensive team has the option of taking the result of the play or awarding the batter first base and advancing other runners only if they are forced because of the award.

If catcher obstruction occurs when a batter steps out of the box on a legitimate attempt to hit the ball, the obstruction will take precedence and the penalty for catcher obstruction will be enforced.

16. PASSING A RUNNER

Passing a runner occurs during a live ball. It can occur while runners are advancing or returning to a base. Normally it occurs when a lead runner stops to see if a ball will be caught

and the trail runner, also watching the ball, does not see the lead runner and passes him. The trail runner is the one called out and the ball remains live. To pass a runner, the trail runner must pass the lead runner.

17. RUN SCORING ON THE THIRD OUT OF AN INNING

A run will not score if the third out of the inning is a putout at first base (batter-runner) or at another base if a preceding runner is forced because of the batter becoming a batter-runner.

Missed bases could result in a force out. (i.e. If the runner from first base missed second base on a base hit and that was the third out of the inning when properly appealed, any run(s) scored would not count). It should be remembered that on an appeal play, the force out is determined when the appeal is made, not when the infraction occurred.

An appeal play on a runner leaving a base too soon on a caught fly ball is considered a time play and not a force. If the appeal results in the third out, any runner(s) preceding the appealed runner would score if they crossed home plate prior to the out.

18. RUNNER HIT BY A FAIR BALL

- A. While in contact with the base. The runner will never be called out unless the act is intentional. The ball remains live or dead depending on the closest defensive player. If the closest defensive player is in front of the base the runner is in contact with, the ball is live. However, if the closest defensive player is behind the base, the ball is dead. If the ball is ruled dead and the batter awarded a base hit, only runners forced to advance due to the batter being placed on first base shall be advanced one base.
- B. While not in contact with the base. The runner will be called out or ruled safe depending on the interference rule.

19. RUNNERS SWITCHING PLACES ON THE BASE PATH

Following a “time out,” should two or more base runners change positions on the base they originally held (in order to put the faster runner closer to home plate), the runners involved will be called out.

20. PINCH HITTERS

A player not currently in the batting order can be called in to pinch hit for another player, with the following conditions:

- A. The substitution must be made known to the opposing coach.
- B. The player that the pinch hitter replaces is no longer in the game and cannot reenter the game.
- C. The pinch hitter must remain in the lineup unless substituted by another player not currently in the lineup.

21. PINCH RUNNERS

A pinch runner can be substituted for a runner who is injured and/or is medically unable to run the bases. The pinch runner is to be the following: **current**

- A. The player who made the last out in the ~~preceding~~ **current** inning.

- B. If the player who made the last out in the ~~preceding~~ ^{current} ~~preceding~~ ^{current} inning is currently on the bases, up to bat or in the on deck circle, the player who made the ~~second~~ ^{second} out in the ~~current~~ ^{previous} ~~preceding~~ ^{previous} inning is the pinch runner.
- C. If the player who made the ~~second~~ ^{xxxxxx} ~~second~~ ^{previous} out in the ~~preceding~~ ^{current} ~~preceding~~ ^{current} inning is currently on the bases, up to bat, or in the on deck circle, the player who made the ~~first~~ ^{first} out in the ~~preceding~~ ^{last} ~~preceding~~ ^{last} inning is the pinch runner. or if there are no outs

22. ADDITIONAL RULES

- A. Smoking and/or use of smokeless tobacco is prohibited. EFFECT: The player is out (if on offense) and shall be ejected from the game.
- B. The use of foul and offensive language is prohibited. EFFECT: First offense will result in a verbal warning. Second offense will result in an out being recorded for that player's team. Third offense will result in the offending player being ejected from the game.
- C. Drinking alcoholic beverages or the use of illegal drugs is prohibited. EFFECT: The player is out (if on offense) and shall be ejected from the game.

23. REPORTING SCORES

Scores must be reported to the commissioners prior to the start of the following week's games. Winning coaches are responsible for reporting the scores. Scores can be reported in any of the following ways:

- A. Logging scores on the website: www.northwoodschurchsoftball.com
- B. Sending a text message to (218) 590-3753 or (218) 340-7941
- C. Emailing scores to admin@northwoodschurchsoftball.com

If scores are not reported prior to 9:00 p.m. on the day prior to the next scheduled game, both teams are recorded a loss.

24. LEAGUE FEES

League fees in the amount of \$200.00 per Co-Rec team and \$220.00 per Open Rec team are due four weeks prior to the start of the seasons. Teams not paying their league fees prior to this date must make arrangements with the League or they will not be placed on the schedule.

25. REDACTED

26. TOURNAMENTS

A. Eligibility

1. Co-Rec: Males ages 16-59 must have played in one-third of the regular season's games in order to be eligible for tournaments.
2. Open Rec: Tournament players should have played in one-third of the regular season's games.
3. EXCEPTIONS (players that are not subject to eligibility rules):
 - a. CO REC ONLY: Females, males ages 60 & older and males ages 15 & under are automatically eligible.
 - b. Members of military that are prevented from playing by their military commitment are automatically eligible (must have been a member of the team in the past)
 - c. Team members away for church-related (i.e. missions) purposes are automatically eligible. (must have been a member of the team in the past)
 - d. Youth involved in school sports (must play at least some regular season games with the team).
4. "Stacking" of teams is prohibited. The League reserves the right to disqualify a team for stacking/cheating.

B Format

1. Tournament seeding will be determined by the placement in the regular season (e.g. the first place team has a bye or plays the last place team, etc.).
2. The home team in the winners' bracket is determined by seeding. The higher seed will be considered the home team
3. The home team in the losers' bracket is determined by coin flip.
There is no 15 minute grace period for Saturday tournament games.