

AYBS&T

PRESENTS

2005 PLAYING RULES

MINNIES, MINORS, MAJORS

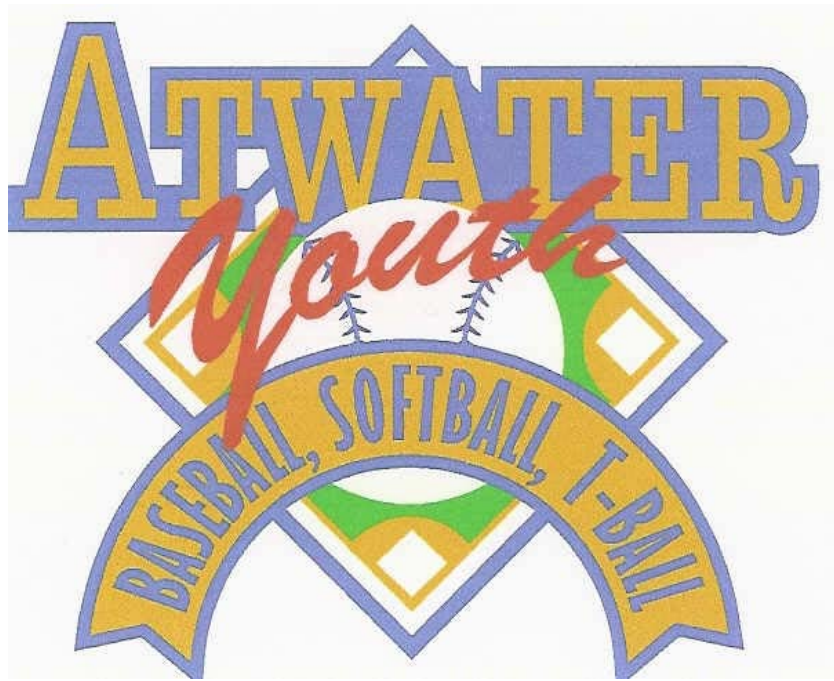
SOFTBALL



AYB&S SOFTBALL RULES

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AYB&S SOFTBALL RULES

Copied from the Official Softball rules as made by THE AMATEUR SOFTBALL ASSOCIATION OF AMERICA, and modified for use for the youth of the ATWATER YOUTH BASEBALL, SOFTBALL & TEEBALL INC.

DEFINITIONS

(Rule 1)

ALTERED BAT. A bat is considered altered when the physical structure of a legal softball bat has been changed. Replacing the handle of a metal bat with a wooden or other type of handle, inserting material inside the bat, applying excessive tape (more than two layers) to the bat grip or painting a bat at the top or bottom for other than identification purposes are examples of altering a bat. Replacing the grip with another legal grip is not considered altering the bat. A "flare" or "cone" grip attached to the bat is considered an altered bat.

APPEAL PLAY. A play on which an umpire may not make a decision until requested by a coach, assistant coach or player. The appeal must be made before the next legal or illegal pitch 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. On the last play of the game, an appeal can be made until the umpires leave the field of play.

BASE ON BALLS. Permits a batter to gain first base without liability to be put out and is awarded to a batter by the umpire when four pitchers are judged to be balls. (**Minors, Majors & Fillys**) If the pitcher Desires to walk a batter intentionally, she/he may do so by notifying the plate umpire who shall award the batter first base.

BASE PATH. An imaginary line three feet on either side of a direct line in fair or foul territory.

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

BATTER'S BOX. The area to which the batter is restricted. The lines are considered as being within the batter's box. Prior to the pitch, she/he may touch the lines, but no part of her/his foot may be outside the lines.

BATTER-RUNNER. A player who has finished her/his turn at bat but has not yet been put out or touched first base.

BATTING ORDER. The official listing of offensive players by first name, defensive position and uniform number in the order in which members of that team must come to bat.

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BLOCKED BALL. 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.

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

BUNT. (Minors, Majors & Fillys only) A legally tapped ball, not swung at, but intentionally met with the bat and tapped slowly within the infield. If a batter attempts a bunt on the third strike and misses or bunts the ball foul, the batter shall be called out.

CATCH. A legally caught ball, which occurs when the fielder catches a batted, pitched or thrown ball with her/his hand(s) or glove. In establishing a valid catch, the fielder shall hold the ball long enough to prove she/he has complete control of it or that her/his release of the ball is voluntary and intentional. If a player drops the ball after reaching into her/his glove to remove it or while 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. **NOTE: An illegally caught ball occurs when a fielder catches a batted or thrown ball with anything other than her/his hand(s) or glove in its proper place.**

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

CHARGED CONFERENCE. Takes place when:

1. **Defensive Conference:** The defensive team requests a suspension of play for any reason, and a representative (not on the field) enters the playing field and gives the umpire cause to believe that she/he has delivered a message to the pitcher(s). When the coach crosses the foul line on the return to the dugout, the conference is over.
2. **Offensive Conference:** The offensive team requests a suspension of play to allow the coach or other team representative(s) to confer with the batter and/or runner(s).

CHOPPED BALL. Occurs when the batter strikes downward with a chopping motion of the bat so that the ball bounces high into the air.

COACH. A member of the team at bat who takes her/his place within one of the coach's boxes on the field to direct the players of her/his team in running the bases. Two coaches are allowed. One coach can have in her/his possession in the coach's box a score book, pen or pencil and an indicator, all of which shall be used for score keeping or record keeping purposes only. No communication equipment is allowed.

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CROW HOP. The act of a pitcher who step or hops off the front of the pitcher's plate, replants the pivot foot, establishing a second impetus (or starting point). Pushes off from the newly established starting point and completes the delivery.

DEAD BALL. The ball is not in play and is not considered in play again until the pitcher has it in her/his possession and the umpire has declared "play ball." A dead ball line is considered in play.

DEFENSIVE PITCHER (Minnies only). The defensive pitcher shall be in a designated area, not more than six feet behind or to either side of the pitching rubber. From this position, the defensive pitcher is allowed to move out of the zone, after the pitch is thrown. If in the judgment of the umpire, the defensive pitcher is not in the proper position when the pitch is thrown, the pitch will be considered no-pitch, and will not count towards the five pitches.

DEFENSIVE TEAM. The team in the field.

DISLODGED BASE. A base displaced from its proper position.

DOUBLE PLAY. A play by the defense resulting in two offensive players being legally put out.

EJECTION. The result of an incident, which requires removal from the game by the umpire, whereby the ejected player or coach, can no longer participate. A flagrant act will require the player or coach to leave the grounds for the remainder of the game. Any ejected player discovered participating will constitute a forfeit.

FAIR BALL. A batted ball that:

- A. Settles or is touched on or over fair territory between home and first base or between home and third base.
- B. Bounds over or past first or third base, which is in fair territory, regardless of where the ball hits after going over the base.
- C. While on or over fair territory, touches the person, attached equipment or clothing of a player or umpire.
- D. Touches first, second or third base.
- E. First falls or is first touched on or over fair territory beyond the outfield fence,
- F. While over fair territory, passes out of the playing field beyond the outfield fence.
- G. Hits the foul pole.

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

FAKE TAGS. 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. Any player of the team in the field.

FLY BALL. Any ball batted into the air.

FORCE OUT. An out which may be made only when a runner loses the right to the base that the runner is occupying because the batter becomes a batter-runner, and before the batter-runner or a succeeding runner has been put out. **NOTE: If the forced runner, after touching the next base, retreats for any reason towards the base last 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 batted ball that:

- A. Settles or is touched on or over foul territory between home and first base or between home and third base.
- B. Bounds or rolls past first or third base on or over foul territory.
- C. While over foul territory, touches the person, attached equipment or clothing of a player or an umpire, or any object foreign to the natural ground.
- D. 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 over foul territory beyond first or third base. A caught fly ball is not a foul ball.
- 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.

FOUL TIP. A batted ball, which 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.

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HELMETS. All batters must wear a helmet that has double earflaps and a face guard/mask. All runners must wear a helmet with double earflaps.

HOME TEAM. The home team shall be designated by mutual agreement or by a flip a coin.

ILLEGAL BAT. A bat that does not meet the requirement of Rule 3, Section 1 & 2.

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

- A. The entire foot is completely outside the lines of the batter's box and on the ground.
- B. Any part of the foot is touching home plate.
- C. An illegal or altered bat is used.

ILLEGAL PITCHER. A player legally in the game, but one who may not pitch as a result of being removed from the pitching position by the umpire because of:

- A. Two charged defensive conferences in one inning. **EFFECT**: If an illegal pitcher returns to the pitching position and has thrown one pitch, she/he is ejected from the game.

INELIGIBLE PLAYER. A player who does not meet the requirement of 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.

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

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

INFIELD. That portion of the field in fair territory, which includes areas normally covered by infielders.

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INFIELD FLY. A fair fly ball (not including a line drive or an attempted bunt) which can be caught by an infielder with ordinary effort when first and second bases, or first, second and third bases are occupied before two are out. Any defensive player who positions herself/himself in the infield at the start of the pitch shall be considered an infielder for the purpose of this rule. The infield fly is ruled when the ball reaches the highest point based on the position of the closest infielder regardless who make the play. When it seems apparent that a batted ball will be an infield flies, the umpire shall immediately declare, "Infield fly, the batter is out," for the benefit of the runners. If the ball is near a foul line, the umpire shall declare, "Infield fly, the batter is out if fair." **Minor, Majors & Fillys:** The ball is alive and runners may advance at the risk of the ball being caught. The runner(s) 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 a foul.

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

INTERFERENCE. The act of an offensive player or team member, which impedes or confuses a defensive player attempting to execute a play.

LEAPING (Minors, Majors & Fillys). An act by the pitcher which causes the pitcher to be airborne on the initial move and push from the pitcher's plate. This is similar to a "Crow hop" and is an illegal act.

LEGAL TAG.

- A. **Runner:** 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 her/his hand(s) or glove, she/he may touch the base with any part of her/his body to be a legal touch. This would apply in force out or appeal situations.

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

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OBSTRUCTION. Obstruction is the act of:

- A. A defensive player or team member which hinders or prevents a batter from striking at or hitting a pitched ball.
- B. A fielder, who is not in possession of the ball, in the act of fielding a batted ball, or about to receive a thrown ball, which impedes the progress of a runner or batter-runner who is legally running bases.

OFFENSIVE TEAM. The team at bat.

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

OUTFIELD. That portion of the field in fair territory, which is normally covered by outfielders.

OVERSLIDE. The act of an offensive player when, as a runner, she/he slides past the base she/he is attempting to reach. It is usually caused when her/his momentum causes her/him to lost contact with the base, which then causes her/him to be in jeopardy. The batter-runner may overslide first base without being in jeopardy.

OVERTHROW. Occurs when a thrown ball from a fielder goes beyond the boundary lines of the playing field (dead ball territory) or becomes a blocked ball.

PASSES BALL (Minors, Majors & Fillys). A legally delivered ball that should have been held or controlled by the catcher with ordinary effort.

PIVOT FOOT (Minors, Majors & Fillys). That foot which must remain in contact with the pitcher's plate. Pushing off with the pivot foot from a place other than the pitcher's plate is illegal.

PLAY BALL. 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.

PROTEST. There are three types of protests:

- A. Misinterpretation of a playing rule - must be made before the next pitch or, if on the last play of the game, before the umpires leave the playing field.
- B. Illegal substitute or re-entry - must be made while they are in the game and before the umpires leave the playing field.
- C. Ineligible player - can be made any time during the game or before the offending team's next game. Eligibility is the decision of the protest committee.

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

RUNNER. 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 an outfielder (or an infield running into the outfield), and, in the scorer's judgement, the runner could have scored after the catch had the fly ball or line drive been caught.

STARTING PITCHER. The pitcher starting for each team when they are in the field.

STARTING PLAYER. A player listed on the lineup sheet, which is inspected and approved by the plate umpire.

STEALING (Minors, Majors & Fillys). The act of a runner attempting to advance during a pitch to the batter. **Minor & Majors** must wait until the ball crosses the plate. **Fillys** may advance once the ball leaves the pitcher's hand.

STRIKE ZONE. When a batter assumes a natural batting stance, the strike zone is that space over any part of home plate between the batter's armpits and the top of her/his knees.

TRAPPED CATCH. A trapped ball is:

- A. A batted ball or line drive which hits the ground or a 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 rather than under the ball.
- C. **Minors, Majors & Fillys** - A pitched ball which touches the ground on a strike prior to the catcher catching it.

TIME. The term used by the umpire to order the suspension of play.

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

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

WILD PITCH (**Minors, Majors & Fillys**). A legally delivered ball that the catcher cannot catch or stop and control with ordinary effort.

AYB&S SOFTBALL RULES

THE PLAYING FIELD

(Rule 2)

SECTION 1

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

Minnies

Bases - 60 feet

Pitching - 35 feet

Minimum Fence - 150 feet

Maximum Fence - 175 feet

Minors

Bases - 60 feet

Pitching - 35 feet

Minimum Fence - 150 feet

Maximum Fence - 175 feet

Majors

Bases - 60 feet

Pitching - 40 feet

Minimum Fence - 160 feet

Maximum Fence - 200 feet

Fillys

Bases - 60 feet

Pitching - 40 feet

Minimum Fence - 175 feet

Maximum Fence - 200 feet

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EQUIPMENT

(Rule 3)

SECTION 1. THE OFFICIAL BAT

- A. Shall be made of one piece of hardwood, or formed from a block of wood consisting of two or more pieces of wood bonded together with an adhesive in such a way that the grain direction of all pieces is essentially parallel to the length of the bat.
- B. Shall be metal, plastic, graphite, carbon, magnesium, fiberglass, ceramic or any other complicity material approved by the ASA. Any new composite construction bat must be reviewed and approved by the ASA.
- C. May be laminated but must contain only wood or adhesive and have a clear finish (if finished).
- D. Shall be round or three-sided and shall be smooth. If the barrel end has a knurled finish, the maximum surface roughness is no more than 250 if measured by a profilometer or 4/1000 if measured by a spectrograph.
- E. Shall not be more than 34 inches, nor exceed 38 ounces in weight.
- F. If round, shall not be more than 2 1/4 inches in diameter at its largest part; and if three-sided, shall not exceed 2 1/4 inches on the hitting surface. A tolerance of 1/32 inch is permitted to allow for expansion on the round bat. **NOTE: If the bat ring goes over the bat, it should be considered a legal bat.**
- G. If metal, may be angular.
- H. Shall not have exposed rivets, pins, rough or sharp edges of any form of exterior fastener that would present a hazard. A metal bat shall be free of burrs.
- I. If metal, shall not have a wooden handle.
- J. 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 long and shall not extend more than 15 inches from the small end of the bat. Any molded finger-formed grip made by the bat manufacturer, if used, must be permanently attached to the bat or attached to the bat with safety tape and must be approved by the Equipment Standards Committee. Resin, pine tar or spray substances placed on the safety grip to enhance the grip are permissible on the grip only. Tape applied to any bat must be continuously spiral. It does not have to be a solid layer of tape. It may not exceed two layers. Taping of a bat less than the required length is considered illegal.

AYB&S SOFTBALL RULES

SECTION 1. THE OFFICIAL BAT CONTINUED

- K. If metal, and not made of one-piece construction with the barrel end closed, shall have a rubber or vinyl plastic or other approved material insert firmly secured at the large end of the bat.
- L. Shall have a safety knob of a minimum of 1/4 inch protruding at a 90-degree angle from the handle. It may be molded, later, welded or permanently fastened. A "flare" or "cone" grip attached to the bat will be considered altered. The knob may be taped as long as there is no violation of this section.
- M. Shall be marked "OFFICIAL SOFTBALL" by the manufacturer. If the words "OFFICIAL SOFTBALL" cannot be read due to wear and tear on the bat, the bat should be declared legal if it is legal in all other aspects.
NOTE: The Equipment Standards Committee must approve Softball bats used in ASA championship tournament play. Manufacturers must submit all new designed bats to the ASA Equipment Standards Committee for approval prior to sales.

SECTION 2. WARM-UP BATS

The on-deck batter in the on-deck circle may use no more than one official bat or one ASA approved warm-up bat. The warm-up bat should meet the following requirements to be approved.

- A. Stamped with 1/4-inch letters WB on either end of the bat or marked in one-inch letters the words WARM-UP BAT, only on the barrel end of the bat.
- B. A minimum weight of 48 ounces.
- C. A minimum barrel diameter of 2 1/2 inches.
- D. Shall have a safety grip of at least 10 inches and no more than 15 inches extended from the know.
- E. Be of one-piece construction or a one-piece permanently assembled bat approved by the Equipment Standards Committee.
- F. **Minnies only** - A T-Ball designed bat may be used, however, this exception is to allow players struggling with bat weight and size, the opportunity to manage a smaller/lighter bat. Players should be encouraged to develop to a regular softball bat when bat control and confidence is obtained.
- G. **Minors, Majors & Fillys** - A T-Ball bat may not be used at any time.

AYB&S SOFTBALL RULES

SECTION 3. THE OFFICIAL SOFTBALL

- A. Shall be a regular, smooth-seamed, flat-surfaced, pebble-textured or dimple-texture ball with concealed stitches.
- B. Shall have a center core made of either No. 1 quality long fiber kapok, a mixture of cork and rubber, a polyurethane mixture of other materials approved by ASA.
- C. May be had or machine-wound with a fine quality twisted yarn and covered with latex or rubber cement.
- D. Shall have a cover cemented to the ball by application of cement to the underside of the cover and sewn with waxed thread of cotton or linen. If the cover is molded, it may be bonded to the core or be the same composition as the core. Either molded type must have an authentic facsimile of stitching as approved by the ASA.
- E. Shall have a cover of chrome-tanned, top-grain horsehide or cowhide, synthetic material or other materials approved by the ASA.
- F. **Majors and Fillys** - The 12-inch ball shall be between 11 7/8 inches and 12 1/8 inches in circumference and shall weight between 6 1/3 ounces and seven ounces. The smooth-seamed style shall not have fewer than 99 stitches in each cover, sewn by the two-needle method, or with an authentic facsimile of stitching as approved by the ASA.
- G. **Minnies and Minors** - The 11-inch ball shall be between 10 7/8 inches and 11 1/8 inches in circumference. It shall weight between 5 7/8 ounces and 6 1/8 ounces. The smoother seamed style shall not have fewer than 80 stitches in each cover, sewn by the two-needle method, or with an authentic facsimile of stitching as approved by the ASA.

SECTION 4. GLOVES

Any player may wear a Glove, but the catcher and first baseman may only use mitts. No top lacing, webbing or other device between the thumb and body of the glove or mitt worn by a first baseman or catcher, or a glove worn by any fielder; shall be more than five inches in length (Fast Pitch only). The pitcher's glove shall not be partially or one solid color of white or gray, or if multi-colored, white and gray shall not be included in the colors.

SECTION 5. MASKS, BODY PROTECTORS, SHIN GUARDS, HELMETS AND FACEMASKS

- A. Catchers must wear a mask with throat protector, approved helmet with earflaps, shin guards that offer protection to the kneecaps and a body protector. An extended wire protector may be worn in lieu of an attached throat protector. Any player warming up a pitcher must wear a mask with throat protector and approved helmet with double earflaps.

AYB&S SOFTBALL RULES

SECTION 5. MASKS, BODY PROTECTORS, SHIN GUARDS, ETC. CONTINUED

- B. **HELMETS:** All offensive players, including the on-deck batter and players acting as coaches in the coach's box, must properly wear NOCSAE approved batting helmets. **EFFECT:** Failure to wear the batting helmet when ordered to do so by the umpire shall cause the player to be ejected from the game. Wearing the helmet improperly or removing the helmet during a live ball play and judged by the umpire to be a deliberate act shall cause the violator to be declared out immediately. The ball remains live. **NOTE: Calling a runner out for removing a helmet does not remove force play situation.**
- C. **FACE:** All batting helmets will have an approved plastic face mask/guard. **EXCEPTION:** Fast pitch catchers cannot wear the plastic face mask/guard.

SECTION 6. UNIFORM

All players on a team shall properly wear uniforms that are alike in color, trim and style. No uniform or protective gear may be altered in any way. If because of the blood rule, a change is required and the uniform part does not match, the player will not be penalized. All protective gear shall be worn properly. **NOTE: If a player is requested by the umpire to remove jewelry, illegal shoes or illegal parts of the uniform and they refuse, the player will not be allowed to play.**

- A. **HEADWEAR:** Visors or headbands are optional for players. If worn, they can be mixed, but must be worn properly. If one type or more than one type is worn, they all must be of the same color. Handkerchiefs do not qualify as headbands and cannot be worn around the head or neck.
- B. **PANTS/SLIDING PANTS:** All players' pants may be long; short pants or mixed in style, as long as they are alike in color. However, long pants are recommended for safety. Players may wear a solid-colored pair of sliding pants.
- C. **UNDERSHIRTS:** Players may wear a solid-colored undershirt (it may be white). It is not mandatory that all players wear an undershirt, but if more than one player wears one, they must be alike. No player may wear ragged, frayed or slit sleeves exposed undershirts.

AYB&S SOFTBALL RULES

SECTION 6. UNIFORMS CONTINUED

- D. **NUMBERS:** An Arabic whole number (0-99) of contrasting color, at least six inches high must be worn on the back of all uniform shirts. No players on the same team may wear identical numbers (Examples: Numbers 0 and 00 or 3 and 03). Players without numbers will not be permitted to play. If duplicate numbers exist, only one of the players may play at a time. **NOTE: There is no penalty for a player wearing a wrong number or a duplicate number. Correct the number in the scorebook or have the players change jerseys in case of duplication, and continue play.**
- E. **CASTS:** Plaster or other hard substances in their final form may not be worn during the game. Any exposed metal may be considered legal if covered by soft material and taped.
- F. **JEWELRY:** No jewelry may be worn during games. If stud earrings must be worn, the earrings must be covered with tape or Band-Aids. **NOTE: Medical alert bracelets or necklaces are not considered jewelry, but if they are worn, they must be taped to the body so as to remain visible.**
- H. **SHOES:** All players must wear shoes. A shoe shall be considered official if it is made with either canvas or leather uppers or similar material(s). The soles may be either smooth or have soft or hard rubber cleats. Shoes with round metal spikes are illegal.
- I. **SUNGLASSES:** No player will be allowed to wear sunglasses during games. Prescription sunglasses may be worn as long as they are checked and approved by the umpire.

SECTION 7. BLOOD RULE

A player, coach or umpire who is bleeding or who has blood on her/his uniform shall be prohibited from participating further in the game until appropriate treatment can be administered. If medical care or treatment is administered in a reasonable length of time, the individual will not have to leave the game. The length of time that is considered reasonable is left to the umpire's judgement. Uniform rule violations will not be enforced if a uniform change is required. The umpire shall:

- A. Stop the game and allow treatment if the injured player would affect the continuation of the game.
- B. Immediately call a coach, trainer or other authorized person to the injured player.

AYB&S SOFTBALL RULES

PLAYERS AND SUBSTITUTES

(Rule 4)

SECTION 1. PLAYERS

- A. A team must have the required number of players present in the team area to start or continue a game. Players listed in the starting lineup and not available at game time may be substituted for and re-enter later.
- B. Official lineup cards are to be completed and submitted to the official scorer or umpire at the start of each game. The lineup shall contain the first initial, last name, position and uniform number of each player. **NOTE:** If a wrong number is on the lineup sheet, correct it and continue playing with no penalty.
- C. A team shall consist of players in the following position:
1. **Minnies, Minor & Major Girls:** Ten players - pitcher (F1), catcher (F2), first baseman (F3), second baseman (F4), third baseman (F5), shortstop (F6), left fielder (F7), center fielder (F8), right fielder (f9) and rover (F10). **Rover must play in the outfield.**
 2. **Fillys:** Nine players as described in #1, but no rover.
 3. A physically challenged player can play as a defensive player only.
- D. Short Handed Rule - This rule may be used with the following requirements:
1. A team has to have a minimum of eight players to start game, and finish with seven, whenever a player leaves their game for any reason other than ejection.
 2. If the player leaving the game is a runner, she/he shall be declared out.
 3. When the player who has left the game is scheduled to bat, an out shall be declared for each turn at bat. **NOTE: If the player who left the game is sick or injured, no out will be accessed when her/his turn to bat comes up.**

AYB&S SOFTBALL RULES

SECTION 1. PLAYERS CONTINUED

4. The player who has left the game cannot return to the lineup. **EXCEPTION:** A player who has left the game under the blood rule may return. **EFFECT:** The game is forfeited for any violation of requirement. **NOTE: All members of each team shall play a minimum of six defensive outs. If a member does not play six defensive outs she/he shall start the next game and play the entire game.**
- E. All of the bench must bat and any 10 may play defense. Defensive positions may be changed as long as each member of the team plays a minimum of six defensive outs. The batting order must remain the same throughout the game. Give defensive changes to the scorekeeper.
- F. Open re-entry, except for the pitcher.

SECTION 2. COACH

- A. A coach is a person who is responsible for the team's actions on and off the field and she/he represents the team in communications with the umpire and the opposing team.
- B. Coaches must be neatly attired or dressed in the team uniform and in accordance with the color code of the team. If a coach wears a hat/cap, it must be approved headwear and must be worn in the appropriate manner (with bill of cap facing forward).
- C. A base coach is an eligible team member, head coach, or assistant coach of the team at bat and who occupies the coach's box at first or third, to direct the batter or runner(s).
 1. One coach can have in her/his possession in the coach's box, a scorebook, pen or pencil and an indicator all of which shall be used for scorekeeping or record keeping purposes only.
 2. A base coach shall be obligated to stay within the confines of these boxes with both feet. 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.
 3. Base coaches may not use language that will reflect negatively upon players, umpires or spectators.

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4. A base coach, other than the head coach or assistant coach, may address only their team members.

SECTION 2. COACH CONTINUED

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

SECTION 3. EJECTED PLAYER

A player or coach who has been ejected from the game is restricted to the bench. If the act is determined to be flagrant, the player or coach must leave the grounds. Any ejected player discovered participating would constitute a forfeit.

SECTION 4. BLOOD RULE

A player, coach or umpire who is bleeding or who has blood on his uniform shall be prohibited from participating further in the game until appropriate treatment can be administered. If medical care or treatment is administered in a reasonable length of time, the individual will not have to leave the game. The length of time that is considered reasonable is left to the umpire's judgement. Uniform rule violations will not be enforced if a uniform change is required. The umpire shall:

- A. Stop the game and allow treatment if the injured player would affect the continuation of the game.
- B. Immediately call a coach, trainer or other authorized person to the injured player.

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THE GAME

(Rule 5)

SECTION 1. HOME TEAM

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

SECTION 2. FITNESS OF THE GROUND

Solely the plate umpire shall decide the fitness of the ground for a game.

SECTION 3. REGULATION GAME

- A. A regulation game shall consist of six innings or 1 hour and 45 minutes. A full six innings is need not be played if the home team scores more runs in five and one-half innings and/or before the third out in the last of the sixth inning, or the run ahead rule is applied.
- B. A game that is tied at the end of six innings, or 1 hour and 45 minutes, shall be continued by playing **a tie breaker as described in Section 35 TIE GAMES, Page 60.**
- C. A game called by the umpire shall be regulation if four or more complete innings have been played, or if the home team has scored more runs in four or more innings than the other team has scored. The umpire is empowered to call a game at any time because of darkness, rain, fire, panic or other causes, which place the patrons or players in peril.
- D. Games that are not considered regulation shall be resumed at the exact point where they were stopped.

SECTION 4. FORFEITED GAMES

The umpire in favor of the team not at fault shall declare a forfeited game in the following cases:

- A. If an umpire is physically attacked by any team member and/or spectator.

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SECTION 4. FORFEITED GAMES CONINTUED

- 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 which the teams represents, or if a team is unable to field no less than eight players. A team may start with eight and finish with seven only when a player is not lost by ejection. **NOTE: An umpire shall give a team 15 minutes to field a team. If at the end of that time a team cannot be fielded, a forfeit shall be declared.**
- C. If one side refuses to continue to play after the game has begun, unless the game has been suspended or terminated by the umpire.
- D. If, after the umpire has suspended play, one side fails to resume playing within two minutes after "play ball" has been declared by the umpire.
- E. If a team employs tactics noticeably designed to delay or to hasten the game.
- F. If, after warning by the umpire, any one of the rules of the game is willfully violated.
- G. If the order for ejection a player is not obeyed within one minute.
- H. If the ejection of a player or players from the game results in less than the required number of players to continue the game.

SECTION 5. SCORING OF RUNS

- A. One run shall be scored each time a runner legally touches first, second, third bases and home plate before the third out of an inning.
- B. There will be a maximum of five runs per inning, if there are less than three outs. **EXCEPTION:** In the sixth inning, the five run rule does not apply. Play will end when three outs are achieved.

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 home team has scored an equal

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

SECTION 6. GAME WINNER CONTINUED

- 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 will be six to zero in favor of the team not at fault.

SECTION 7. CHARGED CONFERENCE(S)

- A. **Offensive conference** - There shall be only one charged conference between the coach and/or assistant coach(s) and the batter or runner(s) per inning. The umpire shall not permit any such conferences in excess of one in an inning. **EFFECT:** Ejection of the coach or assistant coach who insists on another charged conference.
- B. **Defensive conference** - There shall be only one charged conference between the coach and/or assistant coach(s) from the dugout with each pitcher in an inning. **EFFECT:** The second charged conference shall result in the removal of the pitcher from the pitching position for the remainder of the game. The removed pitcher can play another position on defense. **PENALTY:** If the pitcher returns to the pitcher's position at any time during the game after two defensive conferences in the same inning, she is ejected from the game.

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PITCHING REGULATIONS

(Rule 6)

SECTION 1. PRELIMINARIES

A. Pitching distances:

1. **Minnies & Minors** - 35 feet
2. **Majors & Fillys** - 40 feet

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

1. **Minnies, Minors, Majors & Fillys:** Both feet must be on the ground within the 24-inch length of the pitcher's plate. The shoulders shall be in line with first and third bases. She shall take a position with both feet in contact with the pitcher's plate.
2. **Minors, Majors & Fillys:** The pitcher shall take the signal from the catcher with the hands separated. The ball may be in the glove or pitching hand.
3. **Minors, Majors & Fillys:** The pitcher shall hold the ball in both hands for not less than one second and not more than 10 seconds before releasing it. Both feet must remain in contact with the pitching plate at all times prior to the forward step.
4. **Minors, Majors & Fillys:** The pitcher shall not be considered in pitching position unless the catcher is in position to receive the pitch.
5. **Minors, Majors & Fillys:** The pitcher may not take the pitching position on or near the pitcher's plate without having the ball in her possession.

C. *Innings per game:*

1. ***Pitchers may only pitch three innings per game. One pitch in an inning is considered having pitched one full inning.***

SECTION 2. STARTING THE PITCH

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The pitch starts when one hand is taken off the ball or the pitcher makes any motion that is part of her windup.

SECTION 3. LEGAL DELIVERY

- A. The pitcher must not make any motion to pitch without immediately delivering the ball to the batter.
- B. The pitcher must not use a pitching motion in which, after having the ball in both hands in the pitching position, she one hand from the ball, takes a backward and forward swing, and returns the ball to both hands in front of the body (**Double presentation**).
- C. The pitcher must not use a windup in which there is a stop or reversal of the forward motion after separating the hands.
- D. The pitcher must not make two revolutions of the arm on the windmill pitch. A pitcher may drop her arm to the side and to the rear before starting the windmill motion.
- E. The delivery must be an underhanded motion with the hand below the hip and the wrist not farther from the body than the elbow (**Sidarm**).
- F. The release of the ball and follow through of the hand and wrist must be forward and past the straight line of the body.
- G. In the act of delivering the ball, the pitcher must take one step simultaneously with the release of the ball. The step must be forward and toward the batter within the 24-inch length of the pitcher's plate. **NOTE: It is not a step if the pitcher slides her/his foot across the pitcher's plate, provided contact is maintained with the plate. Raising the foot off the pitching plate and returning it to the plate creates a rocking motion and is an illegal act.**
- H. Pushing off with the pivot foot from a place other than the pitcher's plate is illegal.
- I. The pivot foot must remain in contact with or push off and drag away from the pitching plate prior to the front foot touching the ground, as long as the pivot foot remains in contact with the ground.
- J. The pitcher must not continue to wind up after releasing the ball.
- K. The pitcher shall not deliberately drop, roll or bounce the ball in order to prevent the batter from hitting it.
- L. The pitcher has 20 seconds to release the next pitch after receiving the ball or after the umpire indicates "play ball."

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SECTION 4. INTENTIONAL WALK

Minnies - No intentional walks are allowed.

Minors & Majors - A verbal intentional walk is allowed.

Fillys - If the pitcher desires to walk a batter intentionally, all pitches must be legally delivered to the batter. A pitchout for the purpose of intentionally walking a batter is not considered an illegal pitch.

SECTION 5. DEFENSIVE POSITIONING

- A. The pitcher shall not deliver a pitch unless all defensive players are positioned in fair territory, except the catcher who must be in the catcher's box.
- B. A fielder shall not take a position in the batter's line of vision or, with deliberate unsportsmanlike intent, acts in a manner to distract the batter. A pitch does not have to be released. **NOTE: The offensive player shall also be ejected from the game.**
- C. The catcher or any other fielder shall not step on or in front of home plate without the ball, or touch the batter or her/his bat with a runner on third base trying to score by means of a squeeze play or a steal. **NOTE: The batter shall also be awarded first base on the obstruction and the ball is dead.**

SECTION 6. FOREIGN SUBSTANCE

The pitcher nor any other player shall not at any time during the game be allowed to use any foreign substance upon the ball. Under the supervision and control of the umpire, powdered resin may be used to dry the hands. The pitcher shall not wear tape on her fingers, a sweatband, bracelet, or similar type item on the wrist or forearm of the pitching arm. **EFFECT:** An illegal pitch shall be called on the first offense. If the pitcher continues to place a foreign substance on the ball, she/he should be ejected from the ball game.

SECTION 7. CATCHER

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

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- B. The catcher shall return the ball directly to the pitcher after each pitch, except after a strikeout, a putout or an attempted putout made by the catcher. **EXCEPTION:** Does not apply with a runner(s) on base or the batter becoming a batter-runner.

SECTION 8. THROWING TO A BASE

The pitcher shall not throw to a base during a live ball while her foot is in contact with the pitcher's plate after she/he has taken the pitching position. If the throw from the pitcher's plate occurs during a live ball appeal play, the appeal is canceled. **NOTE: The pitcher may remove herself from the pitching position by stepping backwards off the pitcher's plate. Stepping forward or sideways constitutes an illegal pitch.**

EFFECT:

- A. The umpire shall give a delayed dead ball signal
- B. If the batter hits the ball and reaches first base safely, and if all other runners have advanced at least one base on the batted ball, the illegal pitch is canceled. All action as a result of the batted ball stands. No option is given.
- C. Otherwise the coach has the option to take the result of the play, or the illegal pitch is enforced by awarding a ball to the batter (if ball four award first base) and advancing all runners one base.

NOTE: If an illegal pitch hits the batter, the batter is awarded first base and all runners are awarded one base.

SECTION 9. WARM-UP PITCHES

At the beginning of each half inning, or when a pitcher relieves another (five pitches will be allowed in a timely manner). Play shall be suspended during this time. For excessive warm-up pitches, a pitcher shall be penalized by awarding a ball to the batter for each pitch in excess of five. This does not apply if the umpire delays the start of play due to substitution, conference, injuries, etc.

SECTION 10. NO PITCH

No pitch shall be declared when:

- A. The pitcher pitches during the suspension of play.
- B. The pitcher attempts a quick return of the ball before the batter has taken her position or when the batter is off balance as a result of a previous pitch.

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SECTION 10. NO PITCH CONTINUED

- C. A runner is called out for leaving a base before the pitched ball reaches home plate, is batted, or touches the ground before reaching home plate.
1. **Minnies** - Have to wait for the contact with the ball before leaving.
 2. **Minors & ~~Majors~~** - Must wait until the ball passes home plate.
 3. **Majors & Fillys** - Must not leave the base until the pitcher releases the ball.
- D. The pitcher pitches before a runner has retouched her base after a foul ball has been declared and the ball is dead.
- E. No player, coach or assistant 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. **NOTE: 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.**

EFFECT: Section 10 A-D; The ball is dead, and all subsequent action on that pitch is canceled.

SECTION 11. DROPPED BALL

If the ball slips from the pitcher's hand during her delivery, a ball is declared on the batter, the ball will remain in play and the runners may advance at their own risk.

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BATTING

(Rule 7)

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 lines of the on-deck circle nearest her bench.
- C. The on-deck batter may loosen up with no more than one official softball bat or an approved warm-up bat. The Equipment Standards Committee following a one-year period observed by members of this Committee must approve any detachable piece placed on the bat.
- D. The on-deck batter may leave the on-deck circle.
 - 1. When she 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 must be given to the scorekeeper with the player's first initial, last name, shirt number and position.
- B. The batting order delivered to the scorekeeper shall be followed throughout the game. The entire bench bats.
- C. The first batter in each inning shall be the batter whose name follows that of the last player who completed her/his turn at bat in the preceding inning. EFFECT: Section 2 B-C; Except for a wrong batter at bat, batting out of order is an appeal play which may be made only by the defensive team. The defensive team forfeits its right to

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appeal batting out of order when one 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.

SECTION 2. BATTING ORDER (C) CONTINUED

1. If the error is discovered while the incorrect batter is at bat, the correct batter may take her place and legally assume any balls and strikes. Any runs scored or bases run while the incorrect batter was at bat shall be legal. **NOTE: 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 her 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 position 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 because of a ball batted by the improper batter or because of the improper batter's advance to first base as a result of obstruction, error, a hit batter, walk, dropped third strike or a base hit shall be nullified.
 - c) The next batter is the player whose name follows that of the player called out for failing to bat. If the next player was the one called out, go to the next person in the line-up.
 - 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 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 hitter. 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 she is occupying except the batter-runner who has been taken off the base by the umpire

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as in (2) above to bat in her/his proper place. She merely misses her turn at bat with no penalty. The batter following her in the batting order becomes the legal batter.

SECTION 2. BATTING ORDER CONTINUED

- D. When the third out in an inning is made before the batter has completed her turn at bat, she shall be the first batter in the next inning and the ball and strike count on her shall be canceled.

SECTION 3. BATTING POSITION

- A. The batter must have both feet completely within the lines of the batter's box prior to the start of the pitch. She may touch the lines, but no part of a foot may be outside the lines prior to the pitch.
- B. The batter must take her position within 10 seconds after the umpire has declared, "play ball". EFFECT: The umpire will call a strike. No pitch has to be thrown and the ball remains dead.
- C. 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. EFFECT: The ball is dead, the batter is out and the runners may not advance.
- D. **Hurry-up rule:** The catcher must be removed as a base runner when there are two outs and the pitcher may be removed as a base runner when there are two outs. The batter that made the last out shall take her/their place.

SECTION 4. A STRIKE IS CALLED BY THE UMPIRE

- A. For each legally pitched ball entering the strike zone. EFFECT: The ball is in play and the runners may advance with liability to be put out.
- B. For each legally pitched ball struck at and missed by the batter.
1. **Minnies** - The ball is dead
 2. **Minors, Majors & Fillys** - The ball is in play and the runners may advance with liability to be put out.
- C. For each pitched ball struck at and missed which touches any part of the batter.

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- D. When any part of the batter's person or clothing is hit with her own batted ball when she is in the batter's box and has fewer than two strikes.
- E. When a delivered ball by the pitcher hits the batter while the ball is in the strike zone.

SECTION 4. A STRIKE IS CALLED BY THE UMPIRE CONTINUED

- F. If the batter does not take her position within 10 seconds after "play ball" has been declared. EFFECT: Section 4 C-F - The ball is dead and each runner must return to her/his base without liability to be put out.

SECTION 5. A BALL IS CALLED BY THE UMPIRE

- A. For each legally pitched ball which does not enter the strike zone, or touches the ground before reaching home plate, or touches home plate and the batter does not swing. EFFECT: **Minors & Majors** - The ball is in play and runners are entitled to advance with liability to be put out.
- B. For each illegally pitched ball not swung at. EFFECT: **Minors & Majors** - The ball is dead and runners are entitled to advance one base without liability to be put out.
- C. **Minnies only** - When a pitched ball hits the batter outside the strike zone.
- D. When the catcher fails to return the ball directly to the pitcher as required.
- E. For each excessive warm-up pitch. EFFECT: Section 5 C-E - The ball is dead and runners may not advance.

SECTION 6. THE BATTER IS OUT

- A. When the third strike is struck at, missed and the pitched ball touches any part of the batter's person.
- B. When a batter enters the batter's box with, or is discovered using, an altered bat. The batter is also ejected from the game.
- C. When the batter enters the batter's box with, or is discovered using, an illegal bat.
- D. When an entire foot is touching the ground completely outside the lines of the batter's box when she hits a ball fair or foul.

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- E. When any part of a foot is touching home plate when she hits a ball fair or foul.
- F. **Minors, Majors & Fillys:** When the batter bunts foul after the second strike. If the ball is caught in the air, it remains live and in play.

SECTION 6. THE BATTER IS OUT CONTINUED

- G. When members of the team at bat interfere with a player attempting to field a fly ball.
- H. When the batter hits a fair ball with the bat a second time in fair territory. EXCEPTION: If the batter is standing in the batter's box and contact is made while the bat is in the batter's had, a fouled ball is ruled even if the ball is hit a second time over fair territory. **NOTE: If the batter drops the bat and the ball rolls against the bat in fair territory, and, in the umpires judgement, 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.** EFFECT: Section 6 A-I - The ball is dead and each runner must return to the base legally held at the time of the pitch.
- I. When a called or swinging third strike, is caught or not caught by the catcher (**Minor & ~~Major~~ Girls**).
- J. Whenever the exception under Rule 4, Section 1 D applies.
- K. The batter shall not hinder the catcher from catching or throwing the ball by stepping out of the batter's box, or intentionally hinder the catcher while standing with the batter's box. EFFECT: The ball is dead, the batter is out and each runner must return to the base that, in the judgement of the umpire, was touched at the time of interference.

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BATTER-RUNNER AND RUNNER

(Rule 8)

SECTION 1. THE BATTER BECOMES A BATTER-RUNNER

- A. As soon as she legally hits a fair ball.
- B. When the umpire has called four balls. The batter-runner is awarded one base without liability to be put out. EFFECT: **Minors, Majors & Fillys** - The ball is in play unless it has been blocked.
- 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. **NOTE: Once a runner has passed a base, she is considered to have reached that base (whether missing the base or not) and no option is given.**
 3. If the manager does not take the result of the play, obstruction is enforced by awarding the batter first base and advancing all other runners only if forced.
- 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, she 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 has 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 ball while off base hits the runner, she 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 she had reached prior to interference. When a fair ball touches a runner who is in contact with a base, the

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ball remains dead or live depending on the position of the fielder closest to the base.

SECTION 1. THE BATTER BECOMES A BATTER-RUNNER CONTINUED

- E. **Minors, Majors & Fillys** - When a pitched ball not swung at, nor called a strike, touches any part of the batter's person or clothing while she is in the batter's box. It does not matter if the ball strikes the ground before hitting her. The batter's hands are not to be considered a part of the bat. EFFECT: The ball is dead. The batter is entitled to one base without liability to be put out. EXCEPTION: If no attempt is made to avoid being hit, the umpire calls either a ball or a strike.
- F. **Majors & Fillys** - *When a called or swung at third strike is dropped, or missed by the catcher, and the batter-runner beats the throw to first base.*

SECTION 2. BATTER-RUNNER IS OUT

- A. **Minors** - When the batter has a called third strike or a swinging third strike regardless if the catcher catches or misses the ball.
- B. When after hitting a fair ball, **or the catcher drops or misses the third strike ball**, she is legally put out prior to reaching first base.
- C. When, after a fly ball is hit, a fielder catches the ball before it touches the ground, any object or person other than a defensive player. EFFECT: Section 2 A-C - The ball is in play.
- D. When she fails to advance to first base and enters her team area after a batter fair ball, a base on balls, a hits batsman (**Minor, Majors & Fillys**), a dropped third strike, or catcher obstruction. EXCEPTION: **Minnies** - the ball is dead on a base on balls, the batter-runner is out and runners cannot advance.
- E. When she runs outside the three-foot lane and, in the judgement of the umpire, interferes with the fielder taking the throw at first base, however, she may run outside the three-foot lane to avoid a fielder attempting to field a batted ball.
- F. When she 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, or makes contact with a fair-batted ball before reaching first base. If this interference, in the

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judgement of the umpire, is an obvious attempt to prevent a double play, the runner closest to home plate shall also be called out.

NOTE: A batter-runner being hit with a thrown ball does not necessarily constitute interference.

- G. When she interferes with a play at home plate in an attempt to prevent an obvious out at home plate. The runner is also out.

SECTION 2. BATTER-RUNNER IS OUT CONTINUED

- H. When she moves back towards home plate to avoid or delay a tag by a fielder. EFFECT: Section 2 E-H - The ball is dead and runner(s) must return to the last base legally touched at the time of interference.
- I. When she hits an infield fly.
- J. When an infielder intentionally drops a fair fly ball, including a line drive or a bunt, which can be caught with ordinary effort with first; first & second; first & third; or first, second & 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. **NOTE: If an infield fly is ruled, it has precedence over an intentionally dropped ball.**
- K. When the immediate preceding runner who is not yet out, intentionally interferes, in the umpire's judgement, with a fielder who is attempting to catch a thrown ball or throw a ball in an attempt to complete the play. EFFECT: The batter-runner is out. The runner shall also be called out.

SECTION 3. TOUCHING BASES IN LEGAL ORDER

- A. When a runner must return to a base while the ball is in play or dead, she must touch the base(s) in reverse order. EXCEPTION: On a foul ball.
- B. When a runner or batter-runner acquires the right to a base by touching it before being put out, she is entitled to hold the base until she has legally touched 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 she nor the succeeding runner(s) in the same series of plays are compelled to follow a base out of position. EFFECT: Section 3 B-C - The ball is in play and runners may advance or return with liability to be put out.

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- D. A runner shall not run the 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. Being touched with the ball may put out the other runner.

SECTION 3. TOUCHING BASES IN LEGAL ORDER CONTINUED

- 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 legally tag up on a caught fly ball is the third out of the inning; no SUCCEEDING runner may score a run.
- G. No runner may return to touch a missed base or one she had left too soon after a following runner has scored or once she leaves the field of play.
- H. Bases left too soon on a caught fly ball must be retouched prior to advancing to awarded bases.
- I. Awarded bases must be touched in legal order.

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

- A. On a thrown ball or a fair batted ball that is not blocked.
- B. On a thrown ball that hits an umpire.
- C. When any defensive player first touches a legally caught fly ball.
- D. If a fair ball strikes an umpire or a runner after having passed an infielder other than the pitcher, and provided no other infielder had a chance to make an out, or when a fair batted ball has been touched by an infielder, including the pitcher. EFFECT: Section 4 A-D - The ball is in play.

SECTION 5. A RUNNER FORFEITS HER EXEMPTION FROM LIABILITY TO BE PUT OUT

- A. If, while the ball is in play or on awarded bases, she fails to touch a base before attempting to make the next base. If the runner put out is the batter-runner at first base, or any other runner forced to advance because the batter became a batter-runner, this is a force out.

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- B. If, after overrunning the first base, the runner attempts to continue to second base.
- C. If, after dislodging a base, a runner attempts to continue to the next base.

SECTION 6. 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:
 - 1. **Minors, Majors & Fillys** - The ball remains in play unless it is blocked. Any runner affected is entitled to one base and may advance farther at her own risk if the ball is in play.
 - 2. **Minnies** - The ball is dead.
- B. When a fielder not in possession of the ball, not in the act of fielding a batted ball, or not about to receive a thrown ball, impedes the progress of a runner or batter-runner who is legally running bases. **NOTE: 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.**
 - 1. If the obstructed runner is put out prior to reaching the base she would have reached had there not be 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 she would have reached, in the umpire's judgement, had there not been obstruction. An obstructed runner may never be called out between the two bases where she was obstructed. This runner would either be advanced or returned to the last base touched. Should an act of interference occur following any obstruction, enforcement of the interference penalty would have precedence.
 - 2. If the obstructed runner is put out after passing the base she would have reached had there not been obstruction, the obstructed runner will be called out. The ball remains live.
 - 3. When a runner, while advancing or returning to a base, is obstructed by a fielder who neither has the ball nor is attempting to field a batted or thrown ball, or a fielder how 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 she would have reached, in the umpires' judgement, 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.

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4. Catcher obstruction on the batter is covered under Rule 8, Section 1D. EFFECT: When any obstruction occurs (including a rundown), the umpire will signal a delayed dead ball. The ball will remain live.

SECTION 6. RUNNERS ARE ENTITLED TO ADVANCE WITHOUT LIABILITY TO BE PUT OUT CONTINUED

- C. **Minors, Majors & Fillys** - When a wild pitch or passed ball lodges in or goes under, over or through the backstop. EFFECT: The ball is dead and all runners are awarded one base only. The batter is awarded first base only on the fourth ball.
- D. When forced to vacate a base because the batter was awarded first base.
- E. **Minors, Majors & Fillys** - When a pitcher makes an illegal pitch, providing the offensive coach does not take the result of the play.
- F. When a fielder intentionally contacts or catches a fair batted or thrown ball with his cap, helmet, mask, protector, pocket, detached glove or any part of her uniform which is detached from its proper place on her person. EFFECT: The runners would be entitled to three bases from the time of the pitch if a batted ball, or two bases from the time of the throw if a thrown ball, and in either case, they may advance farther at their own risk. If the illegal catch or touch is made on a fair hit ball which, in the judgement of the umpire, would have cleared the outfield fence in flight, the batter-runner shall be awarded a four base award.
- G. When the ball is in play and is overthrown (beyond the boundary line) or blocked. EFFECT: All runners will be awarded the intended base, plus one, and the award will be governed by the positions of the runners when the ball left the fielder's hand. If two runners are between the same bases, the award is based on the position of the lead runner. EXCEPTION:
 1. When a fielder loses possession of the ball, such as on an attempted tag, and the ball enters the dead ball area or becomes blocked, each runner is awarded one base from the last base touched at the time the ball entered the dead ball area or became blocked.
 2. If a runner touches the next base and returns to her original base, the original base she left is considered the last base touched for the purpose of an overthrow award.

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3. If the ball becomes blocked due to offensive equipment not involved in the game, the ball is ruled dead and runners are returned to the last base touched at the time of the blocked ball. If the blocked ball prevented the defense from making a play, the runner being played on is called out. (If this player scored prior to the blocked ball being ruled, the runner closest to home is called out.

SECTION 6. RUNNERS ARE ENTITLED TO ADVANCE WITHOUT LIABILITY TO BE PUT OUT CONTNUED

- H. When a fair-batted fly ball strikes the foul pole above the fence level or leaves the playing field in fair territory without touching the ground or going through the fence. 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.
- I. 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 a defensive player and goes out of play in foul territory, deflects off a runner or umpire 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.
- J. When a fielder from playable territory into dead ball territory unintentionally carries a live ball. 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. **NOTE: A fielder carrying a live ball into the dugout or team area to tag a player is considered to have unintentionally carried it there.**
- K. If, in the judgement of the umpire, a fielder intentionally carries, kicks, punches 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.

SECTION 7. A RUNNER MUST RETURN TO HER/HIS BASE

- A. When a batted ball is foul.
- B. When the umpire declares an illegally batted ball.
- C. When a batter, batter-runner or runner is called out for interference. Each other runner shall return to the last base which, in the umpires judgement, was legally touched by her at the time of the interference.

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- D. **Minors, Majors & Filly** - When any part of the batter's person or clothing is touched by a pitched ball that is swung at and missed.

SECTION 7. A RUNNER MUST RETURN TO HER/HIS BASE CONTINUED

- E. **Minors, Majors & Filly** - when a pitched ball hits a batter, unless forced. EFFECT:
1. The ball is dead
 2. Each runner must return to her base without liability to be put out, except when forced to go to the next base because the batter became a batter-runner.
 3. Runners need not touch the intervening bases in returning to base.
- F. **Minors, Majors & Filly** - When the plate umpire or his clothing interferes with the catcher's attempt to throw out a runner stealing. EXCEPTION: If the runner being played on is ruled out, she remains out.

SECTION 8. THE RUNNER IS OUT

- A. When running to any base in regular or reverse order and she runs more than three feet from a direct line between that base and the next one to avoid being touched by the ball in the hand(s) of a fielder.
- B. When the ball is in play and while she is not in contact with a base, she is legally touched with the ball in the hand(s) of a fielder.
- C. When, on a force play, a fielder contacts the base while holding the ball, touches the ball to the base or tags the runner before she reaches the base.
- D. When she fails to return to touch the base she previously occupied or missed and is properly appealed.
- E. When she physically passes a preceding runner before that runner has been put out.
- F. When she leaves her 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.

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- G. When she fails to touch the intervening base or bases in regular or reverse order and the ball is returned to an infielder and properly appealed.
- H. When the batter-runner legally overruns first base attempts to run to second base and is legally touched while off base.

SECTION 8. THE RUNNER IS OUT CONTINUED

- I. When running or sliding for home plate and she fails to touch it, makes no attempt to return to it, and a fielder properly appeals while touching the plate and appeals to the umpire for the decision.
EFFECT: Section 8 F-I
 - 1. These are appeal plays, and the defensive teams loses the privilege of putting the runner out if:
 - a) The appeal is not made before the next legal or illegal pitch.
 - b) 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, or
 - c) On the last play of the game, the appeal can be made until the umpires leave the field of play.
 - 2. Live ball appeals: If properly appealed during a live ball, the runner is out.
 - 3. Dead ball appeals: 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 administering umpire should acknowledge the appeal and then make a decision on the play. No runner may leave her base during this period, as the ball remains dead until the next pitch. **NOTE:**
 - a) **If the ball goes out of play, the dead ball appeal cannot be made until the umpire places a new ball into the game.**
 - 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.**

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- J. When she interferes with a fielder attempting to field a batted ball, interferes with a fielder attempting to throw the ball or intentionally interferes with a thrown ball. If this interference, in the judgement of the umpire, is an obvious attempt to prevent a double play and occurs before the runner is put out. **NOTE: If a ball ricochets off one defensive player and another has the opportunity to make an out, the runner will be ruled out if she interferes with the second fielder.**

SECTION 8. THE RUNNER IS OUT CONTINUED

- K. When she is struck with a fair untouched-batted ball while not in contact with a base and before it passes an infielder, excluding the pitcher. **NOTE: Section 8 J-K - When runners are called out for interference, the batter-runner is awarded first base and credited with a base hit.**
- L. When she intentionally kicks a ball, which an infielder has missed.
- M. When anyone, other than another runner, physically assists her while the ball is in play. If this assistance occurs prior to a caught batted fly ball, regardless of whether the ball is fair or foul, a delayed dead ball call will be made, after which she will be declared out. If the ball is caught, the batter-runner will also be declared out. EFFECT: The ball is dead if not caught. If a fair ball, award the batter-runner one base and if a foul ball, the batter will bat again. This includes a home run.
- N. When the coach near third base runs in the direction of home plate on or near the baseline while a fielder is attempting to make a play on a batted or thrown ball and thereby draws a throw to home plate. This includes a home run.
- O. When one or more members 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. **NOTE: Members of a team include bat boy or any other person authorized to sit on the team's bench.**
- P. When a coach intentionally interferes with a throw ball while in the coach's box, or interferes with the defensive team's opportunity to make a play on another runner. The runner closest to home plate at the time of the interference shall be declared out. EFFECT: Section 8 J-P - The ball is dead and the runner is out. Each other runner must return to the last base legally touched at the time of the interference.
- Q. When, after being declared out or after scoring, a runner interferes with a defensive player's opportunity to make a play on another runner. EFFECT: The runner closest to home plate at the time of the interference shall be declared out.

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- R. When a defensive player has the ball and the runner remains on her feet and **deliberately, with great force**, crashes into the defensive player. **EFFECT:** The runner is out, the ball is dead, and each other runner must return to the last base touched at the time of the interference. **NOTE: If the act is determined to be flagrant, the offender shall be ejected.**

SECTION 8. THE RUNNER IS OUT CONTINUED

- S. **Minnies** - When she fails to keep contact with the base to which she is entitled until a ball is batted; Minors - Until a ball passes home plate; Majors & **Fillys** - **Until the ball has left the pitcher's hand.**
- T. **Minors, Majors & Fillys** - When a runner is legitimately off her base after a pitch or as a result of a batter completing her turn at bat, and while the pitcher has the ball within an nine foot radius of the pitcher's plate, she must immediately return to her base or attempt to advance to the next base.
1. Failure to immediately return to her base or proceed to the next base once the pitcher has the ball within an nine foot radius of the pitcher's plate will result in the runner being declared out.
 2. Once the runner returns to a base for any reason, she will be declared out if she leaves the base, unless a play is made on her or another runner (a fake throw is considered a play), the pitcher no longer has possession of the ball within the nine foot radius, or the pitcher releases the ball on a pitch to the batter. **NOTE: A base on balls or dropped third strike on which any runner is entitled to run past any base is treated the same as a batted ball. The batter-runner may continue past any base and is entitled to run as long as she does not stop. If she stops after she rounds any base, she then must comply with (1) above.**
- U. When she abandons a base and enters her team area or leaves the field of play.
- V. When she positions herself behind and not in contact with a base to get a running start on any fly ball. The ball remains alive.

SECTION 9. RUNNER IS NOT OUT

- A. When she runs behind or in front of the fielder and outside the baseline in order to avoid interfering with a fielder attempting to field the ball in the base path.

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- B. When she does not run in a direct line to a base, provided the fielder in the direct line does not have the ball in her possession.
- C. When more than one fielder attempts to field a batted ball and the runner comes into contact with the one who, in the judgement of the umpire, could not have made an out.

SECTION 9. RUNNER IS NOT OUT CONTINUED

- D. When she is hit with a fair, untouched batted ball that has passed an infielder, excluding the pitcher, and, in the judgment of the umpire, no other infielder had a chance to make an out.
- E. When she is hit with a fair untouched batted ball over foul territory and, in the judgement of the umpire, no infielder had a chance to make an out.
- F. When a fair-batted ball hits her after it touches, or is touched by, any fielder, including the pitcher, and she could not avoid contact with the ball.
- G. When she is touched with a ball not securely held by a fielder.
- 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.
- I. When a batter-runner overruns first base after touching it and returns directly to the base.
- J. When she is not given sufficient time to return to a base. She will not be called out for being off base before the pitcher releases the ball. The umpire will call "No pitch".
- K. When she has legally started to advance. She 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 her possession.
- L. When she holds her base until a fly ball touches a fielder and then attempts to advance.
- M. When hit by a batted ball when touching her base, unless she intentionally interferes with the ball or a fielder making a play.
- N. When she slides into a base and dislodges it from its proper position. The base is considered to have followed the runner. EFFECT: A runner

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reaching a base safely will not be out for being off that base if it becomes dislodged. She may return without liability to be put out when the base has been replaced. A runner forfeits this exemption if she attempts to advance beyond the dislodged base before it is again in proper position.

SECTION 9. RUNNER IS NOT OUT CONTINUED

0. When a fielder makes a play on a batter, batter-runner or runner while using an illegal glove. The coach of the offended team is given two options:
 1. She may have the entire play nullified with each runner returning to her original base and the batter batting over again, assuming the ball and strike count she had prior to the pitch she hit.
 2. She may take the result of the play and disregard the illegal act.

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PROTESTS

(Rule 9)

SECTION 1. EXAMPLES NOT CONSIDERED

Protests will be received or considered if they are based solely on a decision involving the accuracy of judgment on the part of an umpire. Examples of protests that will not be considered are:

- A. Whether a batted ball was fair or foul.
- B. Whether a runner was safe or out.
- C. Whether a pitched ball was a ball or a strike.
- D. Whether a pitch was legal or illegal.
- E. Whether a runner did or did not touch a base.
- F. Whether a runner did or did not leave her/his base too soon on a caught fly ball.
- G. Whether a fly ball was or was not caught legally.
- H. Whether it was or was not an infield fly.
- I. Whether there was or was not interference or obstruction.
- J. Whether the field is or isn't fit to continue or resume play.
- K. Whether there or isn't sufficient light to continued play.
- L. Whether a player or live ball did or didn't enter a dead ball area or touch some object or person in a dead ball area.
- M. Whether a batted ball did or didn't clear the fence in flight.
- N. Whether a batted ball was or was not touched by a fielder before clearing the fence in flight.

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0. Any other matter involving only the accuracy of the umpire's judgement.

SECTION 2. PROTESTED GAMES

- A. Each league shall adopt rules governing procedure for protesting a game, when a coach claims that an umpire's decision is in violation of these rules. No protest shall ever be permitted on judgement decisions by the umpire. In all protested games, the decision of the League Protest Committee shall be final.
- B. Whenever a coach protests a game because of alleged misapplication of the rules the protest will not be recognized unless the umpire(s) are notified at the time the play under protest occurs and before the next pitch is made or a runner is retired. A protest arising on a game ending play may be filed.
 1. Protest must be declared at point that alleged infraction occurred, and inform both the umpire(s) and scorekeeper (so she/he can mark the point of play in the official game scorebook), and advise the opposing coach of the protest.
 2. Protests should be discussed between the coaching staffs and Board only, and should not spoil the game for spectators and participants.
 3. The protesting coach needs to draft a free form letter describing the alleged infraction. **NOTE:** The date, time, the inning of play, and all coaches present at the game. The protesting coach must deliver this letter within 24 hours to a member of the Protest Committee.
 4. The Protest Committee shall issue a verbal response with 24 hours of receipt of the written letter of protest. All decisions of the Protest Committee are final.
 5. The Protest Committee shall issue a written response, documenting their decision, within 72 hours of issuing the verbal decision.

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POINTS OF EMPHASIS

SECTION 1. APPEALS

A. Types of Appeals

- a) Missing a base
- b) Leaving a base on a caught fly ball before the ball is first touch.
- c) Batting out of order
- d) Attempting to advance to second base after making the turn at first base.

B. Alive

In all games an appeal may be made during a live ball by touching the base missed or left too soon on a caught fly ball, or by tagging the runner committing the violation if she is still on the playing field.

C. Dead

The dead ball appeal may be made in all games once time has been granted. Any infielder, with or without the ball, may make a verbal appeal on a runner missing a base or leaving a base too soon on a caught fly ball. The administering umpire should then make a decision on the play.

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. She left the field of play
2. A following runner has scored
3. She is standing on a base beyond the base she left too soon and the umpire has called time out, or the ball becomes dead. **NOTE:** If the runner is between any two bases and attempting to return to the base left too soon, she can continue.

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SECTION 1. APPEALS CONTINUED

E. When appeals must be made

1. Before the next legal or illegal pitch.
2. Before the pitcher and all infielders have vacated their normal fielding positions and returned to the dugout area.
3. On the last play of the game until the umpires leave the playing field.

F. Advance

Runners may advance during a live ball appeal play. If the ball is not dead in fast pitch, each runner may leave her when:

1. The pitcher no longer has possession of the ball within eight feet of the pitcher's plate.
2. When the pitcher makes a play on any runner (a fake throw is considered a play).

G. More Than One Appeal

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

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 hesitate slightly. If no tag is made, she should declare the runner safe. If tagging either the runner or home plate then makes an appeal play, the umpire should then make a decision on this appeal play.

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SECTION 1. APPEALS CONTINUED

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 were the third out. If a forced runner, after touching the next base, retreats for any reason towards the base she had last occupied, the force play is reinstated and she may again be put out if the defense tags the base to which she is forced. **NOTE:** There cannot be a force out if the batter does not become a batter-runner or runner.

K. Tag-ups

If a runner leaves a 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 were 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, she is considered to have touched the base unless an appeal to the play is made.

SECTION 2. BALL ROTATION PROCEDURE

A ball rotation procedure is used in championship play and many local associations are now following the same procedure. Listed below is the procedure:

- A. The pitcher has a choice of which ball to use at the start of each inning. If both balls do not get into play in the first half of the first inning, the pitcher in the bottom of the first half MUST throw the unused ball. No choice is offered.

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SECTION 2. BALL ROTATION PROCEDURE CONTINUED

- B. The current game ball must be used until such time as it goes out of play or becomes unplayable. When the ball goes out of play, the umpire will throw a new ball to the pitcher. If the pitcher does not like the ball, she may request the other ball. An umpire should never take a ball back from the pitcher and put it in her/his bag unless it is at the start of the inning when the pitcher is selecting her game ball.

- C. After an inning is completed, the ball should be returned to the vicinity of the pitching plate by the defensive team or the umpire. The new defensive pitcher may request the other ball from the umpire.

SECTION 3. 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 box. The batter is to be called out if any part of a foot is touching home plate when she contacts the ball even though she may be touching the lines of the batter's box.

Hitting the ball while out of the batter's box should be called immediately and the ball is dead. The batter is out whether the ball is fair or foul. In cases where there are no batter's box lines evident, good judgment must be used and the benefit of any doubt must go to the batter.

SECTION 4. CATCHER'S BOX

The catcher's box is 10 feet in length from the rear outside corners of the batter's boxes.

Catchers must remain in the catcher's box until the pitch is released when intentionally walking a batter (Fast Pitch only). During a regular pitch to a batter, should be the batter be in the front of the batter's box, the catcher can move closer to the plate without penalty. At all times, the catcher must still avoid catcher's obstruction as the batter legally has the right to the entire batter's box.

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SECTION 5. CHECK SWING / BUNT STRIKE

Normally, there are four areas that constitute whether or not the batter has swung at the ball or checked the swing:

- A. Did she roll her wrists?
- B. Did she swing through the ball and bring the bat back, unless the batter draws the bat back before the pitch arrives?
- C. Was the bat out in front of the body?
- D. Did she make an attempt to hit the pitch?

On a missed bunt attempt with two strikes, the dropped third strike rule will apply.

SECTION 6. THE CIRCLE

Minnies - When the pitcher has control of the ball in the circle, the play ends.

Minor & Major Girls - When the pitcher has control of the ball in circle, the base runner must either advance or return to their desired base. Slow response may cause the runner to be called out by the umpire.

SECTION 7. CONFERENCES

- A. **Defensive** - A defensive charged conference takes place when the defense requests a suspension of play for any reason, and a representative enters the playing field and confers with the pitcher. The penalty for a second charged conference with the same pitcher in one inning is removal of the pitcher from the pitching position for the duration of the game. If the pitcher returns to the pitching position after being removed and no pitch has been thrown, the pitcher is ejected from the game. The following are defensive conferences:
 - 1. If the team representative informs an umpire prior to crossing the foul line that she/he is removing the pitcher, and she/he does so.

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SECTION 7. CONFERENCES CONTINUED

2. Shouting instructions from the dugout area to the pitcher.
 3. If a dugout representative confers with a pitcher during a charged offensive conference and is ready to play ball when the offense is ready.
- B. **Offensive** - An offensive charged conference occurs when an offensive team requests a suspension of play and is granted time by an umpire to permit a team representative (usually a coach or assistant coach) to confer with a batter and/or runner(s). Only one such conference is allowed per inning. The umpire(s) should refuse to grant the second conference. **Penalty:** If the offensive team insists on holding a second conference in an inning after being informed by the umpire(s) that it is not permitted, the umpire should eject the team representative from the game. The following are not offensive conferences:
1. A team representative confers with a batter and/or runner(s) during a defensive charged conference and is ready to play when the defense is.
 2. If the pitcher is putting on a warm-up jacket.

SECTION 8. DELAYED DEAD BALL

There are six situations when a violation of a rule occurs, it is recognized by an umpire, and the ball remains live until the conclusion of the play. These situations are:

- A. An illegal pitch
- B. Catcher's obstruction
- C. Plate umpire interference
- D. Obstruction
- E. Batted or thrown ball hit with detached equipment
- F. Runner at third or first base assisted by a coach on a tag up

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SECTION 8. DELAYED DEAD BALL CONTINUED

NOTE: Once the entire play is completed in each situation, the proper enforcement should be made. In (F), a double play could be called. One out on the coach assisting the runner, and the second out on the caught fly ball.

SECTION 9 DELIBERATELY CRASHING INTO A FIELDER W/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 she remains on her feet and deliberately crashed into a defensive player holding the ball and waiting to apply a tag. In order to prevent a deliberate crash ruling, the runner can slide, jump over the top of the defender holding the ball, go around the defender (within the three-foot lane), or to return to the previous base touched. **NOTE:** If the act is determined to be flagrant, the offender will be ejected.

- A. When a runner is called out for deliberately crashing into a fielder holding the ball, the ball becomes dead. Each runner must return to the last base touched at the time that the interference occurred.
- B. If, in (A) above, the runner deliberately crashed into a fielder holding the ball before she was put out, and, in the judgment of the umpire, it was an attempt to break up an obvious double play, the immediate succeeding runner will also be declared out.
- C. If the deliberate crash occurs after the runner was called out, the runner closest to home plate will be declared out.
- D. If an obstructed runner deliberately crashed into a fielder holding the ball, the obstruction call will be ignored and the runner will be called out.

AYB&S SOFTBALL RULES

SECTION 10. EQUIPMENT ON THE PLAYING FIELD

No loose equipment, miscellaneous items or a detached part of a player's uniform, other than that being legally used in the game at the time, should be within playable territory. Official equipment which may be within playable territory with no penalty includes the batter's bat, the catcher's mask, umpire paraphernalia, any helmet which has inadvertently fallen off on an offensive or defensive player during the course of play or any equipment belonging to a person assigned to the game. Loose gloves, hats, helmets, jackets, balls, on-deck batter's bat, or any other loose equipment, miscellaneous item or detached uniform part 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 runner closest to home at the time of the interference shall be declared out, the ball is dead, and each runner must return to the last base touched prior to the thrown ball hitting the loose equipment.
NOTE: If no apparent play is obvious, no one is called out, but 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.

AYB&S SOFTBALL RULES

SECTION 10. EQUIPMENT ON THE PLAYING FIELD - BATTED BALL CONTINUED

- 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.

SECTION 11. FAKE TAG

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

- A. **OBSTRUCTION** is called when a fake tag is made as mentioned above. The umpire shall give the delayed dead ball signal and let the play continue to its completion. The obstructed runner, and each runner affected by the obstruction, will always be awarded the base or bases she would have reached if there had not been any obstruction. Remember, each runner is awarded a base or bases only if in the judgement of the umpire, she would have made the base or bases had there not been any obstruction.
- B. **THE UMPIRE SHOULD RULE OBSTRUCTION ON A FAKE TAG.** Continued fake tag should result in ejection(s). 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 not a 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 may still be given.

SECTION 12. 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 she/he catches a fly ball and her/his momentum carries her/him through or over the fence, the catch is good, the batter-runner is out, the ball is dead, and with fewer than two outs, all runners are advanced one base with liability to be put out. Guidelines are:

AYB&S SOFTBALL RULES

SECTION 12. FALLING OVER THE FENCE ON A CATCH CONTINUED

- A. If she catches the ball before she touches the ground outside the playing field, it is a catch. If a portable fence is used which is collapsible and a defensive player is standing on the fence, it is ruled a good catch.
- B. If she catches the ball after she touches the ground outside the playing field, it is not a catch.

SECTION 13. HITTING THE BALL A SECOND TIME

When the umpire considers the act of a batter hitting the ball a second time, she/he should place the act into one of three categories:

- 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 batter's box, it is a foul ball. If an entire foot of the batter is completely outside the batter's box, she is out. When in doubt, don't guess the batter is out. Call it a foul ball.
- B. If the bat is out of the batter's hands (dropped or thrown) and it hits the ball while it is in the air and in fair territory, the ball is dead and the batter-runner is out. If the ball hits the bat while it is on the ground, the batter is not out.
 - 1. The umpire should then determine whether the ball is fair or foul based on the fair/foul rule.
 - a) If the ball rolls against the bat in fair territory, it remains live.
 - b) If it stops or is touched in fair territory, it is a fair ball.
 - c) If it touches the bat in fair territory and then rolls to foul ground and stops, it is a foul ball.
 - d) If the ball rolls against the bat in foul territory, it is a foul ball regardless.

AYB&S SOFTBALL RULES

SECTION 13. HITTING THE BALL A SECOND TIME CONTINUED

- C. If a batter swings and misses the pitched ball but; (a) accidentally hits it on the follow-through; (b) intentionally hits it on the second swing; or (c) hits the ball after it bounces off the catcher or her mitt; the ball is dead whether it hit fair or foul, and it is called a foul ball.

SECTION 14. 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 base 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 became 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, she 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 inside the line or touching the line, and another foot in the air at the time the catch is made, the catch is good and the batter is out. If the fielder then steps into a dead ball area, the ball becomes dead and all base runner are awarded one base from the last base touched when the ball became dead.

Play ends and runners return to the previous base when the ball is in the physical control of the pitcher on the mound or in the pitching circle. The lead runner determines base occupation.

SECTION 15. INTENTIONALLY DROPPED BALL

The ball cannot be intentionally dropped unless the fielder has actually caught and then dropped it. Merely guiding the ball to the ground should not be considered an intentionally dropped ball.

AYB&S SOFTBALL RULES

SECTION 16. INTENTIONALLY THROWN BALL OUT OF PLAY

Defensive players who intentionally throw the ball out of play in order to prevent a runner from returning to a previous base will be penalized by awarding all runners two bases from the last base touched when the ball left the fielder's hand. Normal award would be from the original base if a runner is returning to the original base.

SECTION 17. INTENTIONAL WALK

The ball is live during an intentional walk in fast pitch. All defensive layers must be in fair territory until the pitch is released, except the catcher, who must remain in the catcher's box, and the pitcher, who must be in a legal pitching position at the start of each pitch. If they do not position themselves in fair territory, an illegal pitch should be called for each pitch thrown while any member of the defense is standing in foul territory. In fast pitch, the pitches must be thrown to the catcher.

SECTION 18. TIME

Time for all games is one hour and forty-five minutes (1 hr, 45 min).

SECTION 19. 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 the 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. Base running interference includes: A runner or batter-runner who interferes with a fielder; A runner or batter-runner who is hit by a fair untouched batted ball; A thrown ball which strikes any illegal loose equipment, detached part of a uniform or miscellaneous item left in playable territory by the offensive team.

AYB&S SOFTBALL RULES

SECTION 19. INTERFERENCE - 'A' CONTINUED

1. 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.
 2. When a base runner is hit by a fair batted ball, it is interference if it occurred before it passed an infielder (excluding the pitcher) or after it passed an infielder (if another fielder had a chance to make an out), and provided the runner was not in contact with the base. It is not interference if the batted ball touched or was touched by a player before it hit the runner, or if the runner was standing in foul territory.
 3. 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 judgement 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.
- B. Batter interference occurs while the batter is at bat and before she hits the ball. It occurs in fast pitch when the batter intentionally interferes with the catcher's throw on an attempted steal or when she interferes with the catcher's play at the plate. The batter's box is not a sanctuary for the batter when a play is being made at the plate. It could also occur when a batter releases her bat in such a manner that it hits the catcher and prevents her from making a play. If the batter merely drops her bat and the catcher trips over it, there is no interference.
- C. On-deck batters may be charged with interference if they interfere with a throw or a fielder's opportunity to make an out on a fly ball.

AYB&S SOFTBALL RULES

SECTION 19. INTERFERENCE CONTINUED

- D. Coach's interference occurs when a base coach runs toward home and draws a throw, when she interferes with a fielder attempting to catch or throw a ball, or when she/he aids a runner. The coach's box is not a sanctuary.
- E. Spectator interference occurs when a spectator enters the field and interferes with a play or reaches onto the field from the stands and prevents a fielder from catching a fly ball in the field of play.
- F. Umpire interference occurs:
 - 1. When an umpire is hit by a fair, untouched batted ball before it passes an infielder (excluding the pitcher) or after it passes an infielder (including the pitcher) and another fielder had a chance to make an out. The batter-runner is awarded first base.
 - 2. When an umpire interferes with a catcher's attempted put out of a runner stealing. It is interference only if the base runner is not put out, in which case she is returned to her base. In no other case is umpire interference ruled.

SECTION 20. LOOK-BACK RULE

When a runner is legitimately off her base after a pitch, or as a result of a batter completing her turn at bat, she must immediately attempt to advance to the next base or immediately return to the base left while the pitcher has the ball within the nine-foot radius circle of the pitcher's plate. The responsibility is completely on the runner. There is no obligation on the pitcher to look, fake or throw.

- A. Failure to immediately proceed to the next base or return to her original base after the pitcher has the ball with the circle will result in the runner being declared out.

AYB&S SOFTBALL RULES

SECTION 20. LOOK-BACK RULE CONTINUED

- B. Once the runner has returned to any base for any reason, she will be declared out if she leaves the said base unless:
1. A play is made on her or another runner.
 2. The pitcher leaves the circle or drops the ball.
 3. The pitcher releases the ball to the batter (**Majors & Fillys**) and the ball has crossed the plate (**Minors**).
- C. If two runners are off base and two different umpires call each runner out, they must determine which runner was called out first and return the other runner to the base she left. It is not possible to obtain two outs on this rule.
- D. If a batter-runner stops at first base, and then steps off the base after the pitcher has the ball within the circle, without calling time out, she is out.
- E. If, after the pitcher has the ball within the circle, the runner starts back to his original base or forward to another base and then stops or reverses direction, she is out, unless the pitcher makes a play on him. When a play is made on a runner, she may stop or reverse her direction.
- F. The runner is out if she stands off her base and does not immediately attempt to advance or return after the pitcher has the ball within the circle.
- G. If the pitcher throws the ball from within the circle, carries it outside the circle, sets it on the ground, or otherwise loses possession of the ball, including handing it to another player, it is interpreted as making a play and runners on base may leave at their own risk, provided time is not called or out.

A fake throw is also considered making a play, however, the throwing arm must be raised on a fake throw and an actual movement forward must be made. **NOTE:** Being in the eight-foot circle is defined as both feet within or partially within the lines. The pitcher is not considered in the circle if either foot is completely outside the lines.

AYB&S SOFTBALL RULES

SECTION 21. OBSTRUCTION

Obstruction is the act of a fielder, which impedes the progress of a batter-runner, or runner who is legally running the bases when she is:

- A. Not in possession of the ball.
- B. Not in the act of fielding a batted ball.
- C. Not about to receive a thrown ball. **NOTE:** In defining "not about to receive a thrown ball," the ball must be between the advancing runner and the defensive player about to make the catch and play. If the ball is outside and a collision occurs, obstruction is ruled. If the ball is within this area and a collision occurs, it is neither obstruction nor interference and the ball remains live.

Whenever obstruction occurs, whether a play is being made on a runner or not, the umpire will declare obstruction and signal a delayed dead ball. The ball will remain live. If the obstructed runner is put out prior to reaching the base she 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) she would have reached. An obstructed runner may never be called out between two bases where she is obstructed. If she is tagged between the same two bases, the obstructed runner would either be awarded the forward base or returned to the last base touched.

When an obstructed runner is awarded a base she would have made had there been no obstruction and a preceding runner is on 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.

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

AYB&S SOFTBALL RULES

SECTION 21. OBSTRUCTION CONTINUED

If the obstructed runner is put out after passing the base she would have reached had there not been obstruction, she is running at her 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, time is called, and she is awarded the base she would have made had there been no obstruction. If the ball is overthrown after the obstruction, the runner may advance. She may not be called out between the two bases where she was obstructed.

If other runners are advancing when an umpire calls time following a play on an obstructed runner, a rule of thumb for placement of the other runners is: If they have not reached half way to the next base, they must return to the previous base. However, if they have advanced over half way, they are allowed to advance to the next base.

Catcher obstruction is a delayed dead ball call. Should catcher obstruction be called when the batter hit the ball, and if she reaches first base safely, and if all other runners have advanced at least on base, the obstruction is cancelled. All action as a result of the batted ball stands. If he does not reach first base or if one of the other runners does not advance at least one base, the manager (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.

SECTION 22. OVER-RUNNING FIRST BASE

After over-running first base, the batter may legally turn to her left or right when returning to the base. If any attempt is made to advance to second, regardless of whether she is in fair or foul territory, she is liable for an appeal out if tagged by a defensive player with the ball while off the base.

AYB&S SOFTBALL RULES

SECTION 23. OVERTHROWS

Runners are always awarded two bases on overthrows that go out of play or become blocked. Irregardless of who made the throw, two bases are awarded from the last base touched at the time the ball left the hand.

If the runner touches the next base and returns to her original base, the original base she left is considered the last base touched for the purposes of an overthrow award.

The award of bases is determined by the position of the front-runner if two runners are between the same bases at the time of the award.

When a fielder loses possession of the ball on an attempted tag and the ball enters the dead ball area or becomes blocked, all runners are awarded one base from the last base touched at the time the ball entered the dead ball area or becomes blocked.

On pitched balls going out of play, the runners are awarded one base from the last base touched at the time of the pitch (Fast Pitch only). If a batter receives a base on balls and the fourth ball gets away from the catcher and goes out of play, she will be awarded first base only.

SECTION 24. PITCHING (Fast Pitch only)

There are six basic features in the pitching rule. They are:

- A. **Contact with the pitcher's plate.** The non-pivot foot may be on or behind it. Both feet must be within the 24-inch length of said plate.
- B. **Signal.** The pitcher must take a signal while one or both feet are in contact with pitcher's plate, the ball is held in one hand only and the hands are clearly separated. The ball held in one hand may be in front of or behind the body. Taking a signal prevents a pitcher from walking onto the pitcher's plate and putting the batter at a disadvantage by throwing a quick pitch.

AYB&S SOFTBALL RULES

SECTION 24. PITCHING (Fast Pitch only) CONTINUED

- C. **Preliminary to windup.** If the pitcher takes the signal with both feet on the plate and she wants to pitch with the non-pivot foot starting behind the plate, she may step or slide this foot backwards prior to bringing the two hands together, when simultaneously bringing the two hands together, or after bring the two hands together.
- D. **Start of pitch.** The start of the pitch begins when the pitcher takes one hand off the ball or makes any motion that is part of her windup or delivery.
- E. **Windup.** The windup may not be two full revolutions. The pitcher's hand may go past the hip twice as long as there are not two complete revolutions. The wrist may not be any farther from the hip than the elbow. The windup may not have a stop or reversal of the forward motion.
- F. **Step or Release.** A step (only one) must be taken and it must be forward, toward the batter and within the 24-inch length of the pitcher's plate.
- G. **Pitching Coach (Minnies only).** The team at bat will use their coach, assistant coach, and/or parent selected by the coaching staff, to pitch. She will be referred to as the "Pitcher Coach." **NOTE:** Once an offensive pitcher begins an inning, she must pitch the entire inning, unless she is injured.

The "Pitcher Coach" will be allowed to throw a maximum of five (5) pitches to each or her/his player's at bat.

EXCEPTION: If the fifth, or consecutive pitches are hit foul, and not caught on a fly, the "Pitcher Coach" will continue to pitch to the batter until the ball is hit in fair territory, or the batter strikes out (not swinging at the fifth pitch constitutes a strikeout). No balks will be called on the "Pitcher Coach," however, the pitcher coach must pitch from the pitchers plate. Pitcher's interference takes place when a batted ball comes in contact with the "Pitcher Coach," such as to deflect it's course or stop it's travel.

AYB&S SOFTBALL RULES

SECTION 24. PITCHING (Fast Pitch only) - 'G' CONTINUED

1. A pitcher's interference takes place—the hit ball is treated as a foul ball, and no runners may advance.
2. Minor contact, which does effect a defensive play, will not be ruled as interference (if it obvious that there was a reasonable effort/attempt to get out of the way).

SECTION 25. PITCHER'S UNIFORM

A pitcher should be dressed identically to other players on the team. A long-sleeved sweatshirt of any color, accept white, is acceptable under the jersey. If two players (including the pitcher) have sweatshirts on, they must be identical in color and style. No player may wear ragged, frayed or slit sleeves on an exposed undershirt. Nothing may be on the pitching wrist or hand, including a Band-Aid.

SECTION 26. PROTESTED GAME UPHeld AND RESCHEDULED

When a protested game is upheld, the game is to be rescheduled from the point at which first was protested. Although the same lineups are to be used when the game is resumed, there is no penalty for substitutions legally placed into the lineups at the time. Even if a player was not at the protested game, she is legal for substitution purposes when the game is rescheduled as long as she is on the roster. If a player was ejected in the original game after the protest was filed, that player may legally play in the rescheduled game because she was legally in the game at the time of the protest, unless the ejection also drew suspension for unsportsmanlike conduct.

SECTION 27. RAINY DAY SCHEDULE

In the event of rainy, or wet playing field conditions, the Board of AYB&S shall make the determination if games will begin according to schedule. If it is determined that the playing field is too wet and there is not another available field on that date, in which to move the game to, then the game scheduled shall not be played and may be rescheduled at a later date.

AYB&S SOFTBALL RULES

SECTION 28. 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-runner becoming a 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).

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 runners preceding the appealed runner would score if they crossed home plate prior to the out.

SECTION 29. RUNNER HIT BY A FAIR BALL

While in contact with the base, the runner will never be called out. 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.

While not in contact with the base, the runner will be called out or ruled safe depending on the interference rule.

SECTION 30. SCORE KEEPING

It is the responsibility of the Home team to maintain the official score book for their league/division diamond. This scorebook should be obtained from the equipment storage shed and returned there after the last game of each day has been played and recorded for that league/division diamond.

It is recommended that both the Home team scorekeeper (Official game scorekeeper) and the visiting team scorekeeper, both sit together behind home plate so they may agree upon the recording of the plays as they occur and confer with the game umpire when necessary. Both scorekeepers and the umpire(s) calling the game shall sign the scorebook, or card, at the end of each game.

AYB&S SOFTBALL RULES

SECTION 31. SHOES

Polyurethane or plastic cleats shaped to look like a metal triangle toe or heel plate are illegal in youth play. If there are nubbins or round plastic cleats in addition to the triangle plate, the shoe is legal. Cleats that screw onto a post are illegal.

SECTION 32. SHORT-HANDED TEAMS

A team may start a game with eight (8) players. If a player arrives late, she will be placed at the bottom of the batting order. If a team starts a game with eight (8) players, and no other players arrive late, and a player is injured and cannot continue playing, the team may finish the game with seven (7) players. But, a team starting with eight (8) players, with no other players arriving late, that loses a player through ejection by the umpire (or any other reason beside injury), may not finish the game with seven (7) players, and must immediately forfeit the game.

Fifteen (15) minutes will be allowed from the time an umpire calls for the game to begin (play ball), for both teams participating, to field the acceptable number of players. The team unable to field the acceptable number of players shall forfeit the game to the other team. Forfeited games are recorded, as have scores of six (6) to zero (0).

SECTION 33. STEALING

When the catcher has returned the ball to the pitcher, and the pitcher has physical control of the ball, all runners leading off base, who are not in the act of stealing (umpire's judgement), must return to the base they originated from. No leading off base is allowed.

Minnie Division - Runners can only advance on a batted ball.

NOTE: Stealing and advancing on a passed ball, or wild pitch is not allowed.

AYB&S SOFTBALL RULES

SECTION 33. STEALING CONTINUED

Minor Division - Stealing will be allowed from first base to second base, and from second base to third base. Stealing home will not be allowed unless:

- A. The catcher throws wild back to the pitcher, or the pitcher misses the throw from the catcher.
- B. Catcher, or pitcher makes a play (throw) to any base in the infield including third base.
- C. Stealing home is not allowed on a passed ball or wild pitch

Major Division - *Stealing will be allowed from all bases.* ~~first base to second base, and from second base to third base.~~ The ball must cross home plate **leave the pitchers hand** prior to stealing. Stealing home will be allowed on a passed ball or wild pitch.

Filly Division - Stealing will be allowed from all bases. **The ball must leave the pitchers hand prior to stealing. Stealing home will be allowed on a passed ball or wild pitch.**

SECTION 34. SUBSTITUTIONS

AYB **AYB&S** bats the entire bench. ~~Minors, Majors & Fillys only~~
~~Pitchers may only pitch three innings per game and may not return to pitcher once removed. One pitch in an inning is considered having pitched one full inning.~~

SECTION 35. TIE GAMES

Minors, Majors & Fillys: If a games end in a tie, and time has expired, the "Tie Breaker Rule" shall be implemented. During each half inning, the offensive team shall begin its turn at bat with the player who is scheduled to bat last in that respective half inning, being placed on second base. **(e.g., If the number five batter is to lead off, the number four batter in the batting order will be place on second base)**. The defensive team must still make three outs. This shall continue until one team has outscored the other team, but for no more than two innings. Unlimited run rule applies during the tie breaker inning(s). If the score is still tied at the end of the two additional innings, the game will go down in the official scorebook as a tie game. **Note:** The three innings per game pitcher rule is still in effect until the game has been completed.

The following changes are proposed for Softball rules:

1. Remove all “he”, “his”, or “him references in regards to players but not umpires
2. The Playing Field (Majors) – Page 1
 - Pitching ~~35~~ **40** feet
 - Minimum Fence ~~175~~ **160** feet
3. The Game – Page 10
 - **B. continued by playing a tie breaker as described in Section 35 TIE GAMES, Page 60.**
4. Pitching Regulations – Page 13
 - Section 1. Preliminaries
 - A. Pitching distances:
 2. **Majors & Fillys – 40 feet**
 - **C. Innings Per Game**
 1. **Pitchers may only pitch 3 innings per game. One pitch in an inning is considered having pitched one full inning.**
- Section 3. Legal Delivery – Page 14
 - B. ...in the pitching position, she ~~Æ~~ **takes** one hand....the ball to both hands in front of the body (**Double presentation**).
 - E.from the body than the elbow (**Sidarm**).

- Section 10 No Pitch Continued – Page 17

C. 2. Remove Majors

C. 3. **Majors & Fillys** – Must not leave the base.....

5. Batting

- Section 6 The Batter Is Out – Page 22

I. Remove **& Major**

6. Batter-Runner and Runner – Page 24

- Section 1. The Batter Becomes a Batter-Runner

F. **Majors & Fillys** When a called or swung at third strike is dropped or missed by the catcher and the runner beats the throw to first base.

- Section 2. Batter-runner is out

A. Remove **& Majors**

B. When after hitting a fair ball **or the catcher drops or misses the third strike ball**, she/he is legally put out prior to reaching first base.

- Section 8. – Page 33

S. Minors ~~& Majors~~ – Until a ball passes home plate; **Majors & Fillys** – Until the ball has left the pitcher's hand.

7. Protest

- Section 33 – Page 59 (60)

Major Division – ~~Stealing will be allowed from first base to second base, and from second base to third base~~ **Stealing will be allowed from all bases.** The ball must ~~cross home plate~~ **leave the pitchers hand prior to stealing.** Stealing will be allowed on a passed ball or wild pitch

Fillys Division - Stealing will be allowed from all bases. **The ball must leave the pitchers hand prior to stealing. Stealing will be allowed on a passed ball or wild pitch**

- Section 34 – Page 60

Change AYB to **AYB&S** bats the entire bench.

Eliminate everything after AYB&S bats the entire bench.