

**2005**  
**Jackson Girls Softball League**  
**Official Playing Rules**

**Revision D**

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## **RULE 1. THE PLAYING FIELD**

**Sec. 1. THE PLAYING FIELD** is the area within which the ball may be legally played or fielded. The field shall be an area within an established minimum radius, from Home Plate to the far boundaries between the foul lines. **The home team is responsible for assuring the playing field is set up and ready for play. Bases, home plate, and pitching rubber are to be left on the fields at all times. Pitcher's plate distance shall be checked before game start.**

### **Sec. 2. SPECIAL GROUND RULES**

**Sec. 3. THE OFFICIAL DIAMONDS** of the field shall be established:

**The division and eligibility for the league will be:**

**Division K: Kindergarten**

**Division E: First & Second Grades**

**Division D: Third & Fourth Grades**

**Division C: Fifth & Sixth Grades**

**Division B: Seventh & Eighth Grades**

**Division A: Ninth thru College Freshman**

**Baselines and Pitcher's distances for each division shall be as listed in the following table.**

<u>Division</u>	<u>Bases</u>	<u>Pitching</u>
K	55	35
E	55	35
D	55	35
C	60	40
B	65	46
A	65	50

**Sec. 4. THE LAYOUT OF THE FIELD.** The line from Home to First becomes the First base Foul line. The line between Home and Third becoming the Third base Foul line. Both the First and Third base Foul lines shall be extended to the far extremities of the Field. Home Plate and First, Second and Third Bases are all wholly within the established Base Lines, or Diamond.

**Sec. 5. BATTER'S BOXES** shall be provided on either side of Home Plate, with the inside line of this Box six inches from Home Plate, and parallel to the sideline. The Batter's box shall be 5 ½ feet long, extending 3 feet forward and 2 ½ feet toward the rear, measured from the center corner of Home Plate. The Batter's Box shall be 3 feet in width, thus forming a rectangle of 5 ½ feet by 3 feet. The lines marking the batters box are to be considered to be part of the Box.

**Sec. 6. THE CATCHER'S BOX** shall be 10 feet in length from the rear outside corners of the batter's box on each side of Home Plate, thus forming a rectangle 10 feet in length and 8 feet 5 inches in width.

**Sec. 7. THE THREE FOOT LINE** is drawn outside of and parallel to the First Base Foul Line, starting at the outside corner of First Base, and extending half-way toward Home Plate.

**Sec. 8. THE COACHES BOXES** shall be established at both First and Third Bases, 10 feet from and parallel to the Base lines. They shall be 10 feet in length, starting at the outside corners of the bases and extending toward Home Plate. The width of the box shall be 3 feet.

**Sec. 9. SPECIAL K DIVISION RULE.** For K Division, a semi circle shall be marked from third base line to first base line approximately 4 ft from home plate. Note: A ball hit within the circle is foul.

## RULE 2. EQUIPMENT

**Sec. 1. DUE TO RAPIDLY EXPANDING** and advanced technologies of softball equipment, all new equipment introduced to the game of slo-pitch softball must be reviewed and approved by the USSSA Equipment Performance and Safety Standards Committee.

**Sec. 2. THE OFFICIAL BAT** shall be round and measure not more than 34 inches long, and not more than 2 ¼ inches in diameter in its largest part and its weight shall not exceed 38 ounces. The bat shall have a safety grip of tape, cork, or some other composition material, to facilitate holding the bat, during the batter's swing. The safety grip shall be not less than 10 inches long, nor extend more than 15 inches from the small end or handle end of the bat.

- A. THE BAT shall be made of hard wood, in one piece, or laminated from sections of hard wood bonded together with adhesive in such a way that the grain directions of all the pieces are essentially parallel to the lengths of the bat.
- B. THE BAT may also be made of aluminum or other metal tubing, fiberglass, graphite composite or bamboo. The bat must have a solid handle of the same material which constructs the rest of the bat, but may have an insert at the barrel end. It should conform to the same dimensions of length, weight and diameter as relates to hard wood bats. The knob portion must be welded, or mechanically attached to the bat. This includes the C.P.S.C approved up-date knobs. The intention of this rule is to outlaw the use of the old one-piece rubber grip (the type grip which includes the knob and is slid over the handle and has no mechanical holding mechanism). The angular-handled bat is legal. Only bats, USSSA approved weighted bats, or USSSA approved bat weight attachments may be used in loosening up. Nothing such as a do-nut or fan may be used when loosening up.
- C. Authorized bat manufacturers shall mark their products with the words "Official Softball" or words to that effect. If the words "Official Softball" are illegible or it is a Little League bat, the bat should be declared legal if it is legal in all other respects. When a bat does not meet the specifications as defined, has flat spots or pronounced dents, or if in the Umpire's judgement, the bat has been altered, the Umpire shall prohibit the use of the doubtful bat.
- D. The performance standard for all bats will be a Bat Performance Factor (BPF) of 1.20 or less. The BPF is measured using the ASTM Standard Test Method for Measuring Softball Bat Performance Factor (F-1890). All bats previously approved will be permitted to be used through the conclusion of the 2001 softball season. **Divisions K through A will use single wall bats only. Any team using a double walled bat will get a warning and the bat will be removed from play. If a team continues to use a double walled bat after receiving a warning, then that team will forfeit the game.**

**Sec. 3. THE OFFICIAL BALL** to be used **Divisions A, B, C, and D** shall be of Softball design: with a flat surface. The center or core of the ball shall be either solid or of No. 1 long fiber KAPOK, free from seeds and discoloration, or a mixture of granulated cork impregnated with either natural or artificial rubber, molded into a sphere and then finish wound with a fine quality twisted yard, or it may be made of other materials approved by **ASA or USSSA**. The cover of selected horsehide or cowhide shall be cemented to the core and stitched with cotton, linen or nylon thread in either flat seam or any concealed stitch type which gives a flat surface. The 11" ball stitching must be either white or blue thread. However if white thread is used the trademark, logos, and other imprints shall be of royal blue indelible ink. Internal composition of core must be clearly imprinted on the ball, also that the ball is an Official Slow Pitch Softball. The ball must have the **ASA or USSSA** stamp on it. **The home team will furnish the official game ball. New balls will be provided for each team's home games.**

**A. An 11" ball will be used in all Divisions.**

B. The completed 11 inch ball shall be between 10 7/8 to 11 1/8 inches in circumference and shall weigh between 5 7/8 and 6 1/8 ounces. The Women's program will use an 11-inch softball.

C. A two-piece molded cover ball in which the cover is bonded to the core and a one-piece molded ball are approved. The balls must contain facsimile stitching, as specifically approved by the USSSA and contain the USSSA stamp in indelible blue ink.

D. **ASA or USSSA** licensed softballs will not exceed a COR of .47.

E. Beginning in the year 2001, USSSA licensed softballs will not exceed a COR of 0.47 and there will be two compressions allowed as follows: Max Range – 525 lb. Mid Range – 375 lb. The compression will be based on the ASTM Test Method for Compression – Displacement of Baseballs and Softball (F-1888). In addition to the USSSA stamp and COR, the balls will be imprinted by the manufacturer as either Max Range or Mid Range. NOTE: The ASTM Standard Test for measuring bat performance requires that a 375 lb. compression ball shall be used in the test. If you choose to use a 525 lb. compression ball in your league or tournament, a bat that tests at 1.2 BPF or lower may perform at a higher level.

**F. Divisions D, E and K shall use softie balls.**

**Sec. 4. THE HOME PLATE** shall be made of rubber or other suitable materials. It shall be a five sided figure, 17 inches across the front edge of the plate facing the Pitcher. The sides shall be parallel to the inside lines of the batter' s boxes and shall be 8 1/2 inches long, extending forward toward the pitcher' s plate from either base line. The sides of the plate, from the rear corner, along with the base line, shall be 12 inches long, set wholly within the base lines, where they form a

square angle, with the point pointing toward the Catcher. The home plate is always a part of Fair Territory. The black border that outlines the plate is NOT to be considered home plate.

**Sec. 5. THE PITCHER' S PLATE** shall be made of rubber or wood. It shall be 24 inches long and 6 inches wide. The front edge of this plate shall be centered on the direct line from Home to Second base. The top of the plate shall be level with the flat surface of the ground. The front edge of the plate shall be of Legal distance, measured from the extreme rear corner of the Home Plate.

**Sec. 6. THE BASES** other than the Home Plate and first base, shall be 15 inches square and not more than 3 inches high. They shall be made of canvas bags, plastic or other suitable materials, filled with soft padding. They shall be WHITE or ORANGE in color. **First base shall be a safety base that is 15x30 inches and not more than 3 inches high. The safe-base should be positioned so that the white portion is where First base would be normally be (In fair territory) and the colored (red or orange) should be in foul territory. Any batted ball hitting the white portion should be fair and any ball hitting the red or orange part should be foul.** All BASES must be securely fastened at their designated proper places.

**Sec. 7. LEGALLY ADOPTED GLOVES** may be worn by any fielder.

A. Catchers and First basemen may wear a glove or mitt of any size, all other players are restricted to a finger type glove, with the space between the thumb and forefinger not exceeding more than 4 1/2 inches at the top. The webbing shall not be constructed to form any type net or tray.

B. Multicolored gloves are legal.

**Sec. 8. A SHOE** shall be considered legal if it is made with either leather or canvas uppers or similar materials. The soles may have soft or hard rubber cleats. Metal cleats are prohibited. Shoe sole or heel projections other than the standard shoe plate are prohibited. The purpose molded cleat softball shoe is legal. Shoes must be worn by all players.

**Sec. 9. MASKS, Catchers must wear a helmet, mask and chest protector. Chest protector is optional in A Division only.**

**Sec. 10. UNIFORMS**, including similar head pieces or CAPS, when required, should be adopted of similar colors and materials. **All C, D, E, and K Divisions must wear the hat provided as part of the uniform. The hat must be worn in proper (forward) fashion. This rule is waived when a player is wearing either a batting helmet or catcher' s helmet. Hats are optional in the A and B Divisions.** All those participating in a game should wear the adopted TEAM UNIFORM.

#### **EFFECT Sec.10**

A. While participating in Tournaments, players should be uniformly dressed.

- B. All exposed jewelry or items that are judged to be hazardous or potentially dangerous by the umpire may not be worn during the game. **Exceptions will be made for medical bracelets.**
- C. **The on-deck batter, the batter and any base runner must wear a helmet. Straps will be used in the proper manner if the helmet is so equipped.**

**Sec. 11. EQUIPMENT** shall not be allowed to remain on the playing field, during the playing of the game, either on Fair or Foul Territory, with the exception of an official warm up bat or official warm-up device which may be kept in proximity to the on-deck circle during a team' s turn at bat.

**EFFECT Sec. 11.** A bat dropped by the batter-runner in Foul territory, or any mask, cap, etc. dropped incidental to making a play, will be considered as foreign to the normal playing area, and Foul ball rulings will be made accordingly.

### **RULE 3. DEFINITIONS**

An **ALTERED BAT** is one in which the physical structure of a legal softball bat has been changed. Inserting materials inside the bat, changing/replacing manufacturer's markings or replacing the handle of a metal bat with a wooden handle are examples of an altered bat. Replacing the safety grip with another safety grip is not considered altering the bat.

An **APPEAL PLAY** is a play upon which the Umpire cannot make a ruling until a decision is requested by the defensive or offensive team. This appeal must be made before the next legal pitch, intentional walk, illegal pitcher action, or before all fielders have left fair territory.

A **BALL** is a Pitch that does not enter the Strike Zone in flight, nor conforms to the fairly delivered pitch stipulations, and is not struck at by the batter.

A **BASE** is one of the four stations, which must be touched by a runner, in accordance with the rules that follow, to legally score a run. The term is more usually applied to the bags marking the designated spots.

A **BASE ON BALLS** permits a batter to gain First base, without liability to be put out, and is awarded by the Umpire when **four** pitches are adjudged to be balls.

**BASE-RUNNER OR RUNNER** is a player of the Team at bat, who has hit a Fair ball or who has been awarded First base for any reason, before she is put out.

A **BATTED BALL** is any pitched ball that is hit by the bat or that hits the bat, thus becoming either a Fair or Foul ball. No intent to hit the ball is necessary.

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

**BATTER-RUNNER** is the term that identifies the offensive player who has just hit a Fair Ball, and applies until she is either put out or until the play on which she became a runner is ended.

**BATTER'S BOX** is the area within which the batter takes her position when it is her turn to bat.

**BATTING ORDER** is the official listing of offensive players in the order in which they must bat.

**BENCH** or **DUG-OUT** is the seating facility reserved for Team members in Uniform, when they are not actively engaged in participating in the game.

**BLOCKED BALL** is a batted or thrown ball that is touched, stopped, or handled by a spectator or person not engaged in, or part of the game, or that touches any object which is not part of the Legal official equipment, or which hits or goes beyond a designated out of play area.

A **BUNT** is a batted ball not swung at, but intentionally met with the bat and tapped slowly.

**CALLED GAME** is one that the Umpire-in-Chief terminates play for any reason.

**CATCH** (legal) is the act of a fielder getting the ball in flight (**SEE IN FLIGHT**) securely in possession in her hand or glove and firmly holding it, provided she does not use her cap, protector, a pocket, or other part of her Uniform, or the glove not in its normal position on the hand to stop or catch the ball. It is not a catch, however, if simultaneously or immediately following her contact with the ball she collides with a wall, a fence, another person, or if she falls down and, as a result of any such collision, drops the ball. To establish the validity of the catch, the fielder shall hold the ball long enough so the Umpire is convinced she had complete control of the ball, and any release of the ball by her was voluntary and intentional. Dropping the ball while attempting to throw it shall not invalidate the catch.

The **Catcher** is the defensive player who takes her position behind Home Plate.

**CATCHER'S BOX** is that area within which the Catcher must remain while and until a pitched ball has reached or passed home plate, or is batted.

**CHOPPED BALL** is a batted ball which the batter strikes downward so that it hits the ground within the infield, with a deliberate attempt and downward chopping motion with the bat.

A **COACH** is a member of the Team at bat. One Coach only is permitted in each Coaches box, to direct the players of his own Team while batting and running bases.

A **CONFERENCE** is a meeting that takes place anytime a team representative delays the game or requests a suspension of play for any reason and delivers a message (by any means) to any player.

**DEAD BALL** is any ball not in play, or a live ball that becomes dead during play.

**DEFENSIVE TEAM** is the Team that is playing defensively in the field.

**DOUBLE PLAY** is a continuous play by the defense in which two offensive players are legally put out without an intervening play or an error.

**FAIR BALL** is a batted ball that settles on Fair territory between Home Plate and First base, or Home Plate and Third base, or that is over Fair territory, including any part of First or Third bases when bounding to the outfield, or that first touches any base, other than Home Plate, or that first touches a player or Umpire over Fair territory, or which first touches the ground or an object in Fair territory, or over Fair territory, beyond First and Third bases, or that while over and above Fair territory passes out of the playing field, i.e., over and beyond the outside fence.

**FAIR TERRITORY** is that part of the playing area within and including the First and Third base Foul Lines, from the Home Plate to the bottom of the extreme playing area fence and then extending perpendicularly upwards.

**FAKE TAG** is making the motions of a tag without the ball. This may be considered obstruction, and the offender may be ejected.

A **FIELDER** is any player of the defensive Team, playing in the field.

A **FLY BALL** is any ball batted into the air and before it strikes some object other than a fielder.

A **FORCE OUT** is when a runner is tagged by a fielder with the ball (while on or off a base) or fielder holds the ball on the base to which a runner is forced to advance before the runner can reach that base and before any succeeding runner is put out.

**FOUL BALL** is any batted ball that stops or settles on Foul territory without first being touched in Fair territory, or which is first touched in Foul territory, or that first touches some out of play object or area in Foul territory, or that first touches foul ground beyond First and Third base or which does not conform to the requirements that would cause it to be a Fair ball.

**Note:** An untouched batted ball that strikes the pitcher's plate and rebounds into foul territory where it is touched or stops is a foul ball.

A **FOUL TIP** is a batted ball that goes directly from the bat not higher than the batter's head, to the catcher's hands and is legally caught. First contact from bat must be catcher's hands.

**HOME TEAM** is the Team on who is indicated as Home team by the league game schedule. Home Team bats in the last half of the innings.

An **ILLEGAL BAT** is one that does not meet the requirement/specifications of Rule 2, Sec. 2.

An **ILLEGALLY BATTED BALL** is one batted Fair or Foul by the batter when either one or both of her feet are in contact with the ground COMPLETELY outside the lines of the batter's box.; or when her foot is in contact with Home Plate; or when the ball is batted with an illegal bat.

An **ILLEGALLY CAUGHT BALL** occurs when a fielder catches a batted or thrown ball with a glove, a mask, a cap, or with any part of her clothing detached from the proper position on the fielder's body.

**IN FLIGHT** describes any batted ball, a thrown or pitched ball, which has not yet touched the ground or some object other than a fielder.

**IN JEOPARDY** is a term indicating that the ball is live and in play and that an offensive player may be out, under these rules.

**INFIELD** is that portion of the field within the baselines, and also includes the areas of the field normally covered by infielders in defensive positions.

**INFIELD FLY** is a Fair batted ball (not a line drive) which can be caught in flight by an infielder with ordinary effort. Any defensive player may catch the ball in the infield area.

An **INNING** is that portion of a game within which teams alternate on defense and offense, and each team is allowed three outs during its time at bat.

**INTERFERENCE** is an act of players or others that interferes with a player's opportunities. There are three types of interference:

- A. Offensive Interference – When a player interferes with or impedes or confuses a defensive player while she is attempting to make a play, by either physical or vocal actions.
- B. Spectator Interference – Occurs when a person not engaged in the game touches a live batted or thrown ball which could prevent a blocked ball to occur, or when a person not engaged in the game physically interferes with a player's opportunities.
- C. Umpire Interference – Occurs when a fair batted ball strikes the umpire on fair ground before passing a fielder other than the pitcher.

A **LEGAL TOUCH** – See a **TAG** for details.

A **LINE DRIVE** is a fly ball that is batted sharply and directly into the playing field.

NOTE: A line drive should never be considered an infield fly.

A **LIVE BALL** occurs when the Umpire signals play ball. The ball remains live until ball becomes dead for any reason as stated in these rules.

A **MANAGER** is a person appointed by the Team to be responsible for the Team's actions on the field, and to represent the Team in communication with the Umpire and the opposing Team. A player may be designated as a Manager.

## **OBSTRUCTION**

- A. Obstruction is the act of a fielder while not in possession of the ball, or not in the act of fielding a batted ball, or taking a proper position to receive a thrown ball (thrown ball must already be in flight), which impedes the progress of a runner who is legally running the bases.
- B. Obstruction is the act of a fielder, which impedes the batter from striking at a pitched ball.
- C. The obstruction does not have to be intentional and may be vocal.

**OFFENSIVE TEAM** is a Team during its half inning, while it is at bat.

An **OUT** is one of the three requirements of an offensive team each inning.

**OUTFIELD** is that portion of the field beyond the lines of the infield, extending to the extremities of the playing field. Usually refers to the area between the Foul lines.

An **OUTFIELDER** is the defensive player who occupies a position in the outfield, which is the most distant from the Home Plate.

**OVER SLIDE** or **OVERSLIDING** is the act of a runner when her slide to a base is with such momentum that she loses contact with the base, and thus is placed in jeopardy. This does not apply to the batter-runner as she is first approaching First base.

**OVERTHROW** is a ball thrown from on fielder toward another and which, for any reason, goes into Foul Territory and stays within the boundaries of the playing field. This ball always remains live, unless it becomes a ground rule blocked ball.

**PENALTY** is the application of the rules following an illegal act or violation.

The **PERSON** of an Umpire or Player includes all of her body, her clothing, or her equipment.

A **PITCH** is any delivery of the ball to the batter by the Pitcher.

**PITCHER** is the fielder designated to deliver the Pitch to the batter.

**PITCHER / INFIELDER-** The pitcher becomes an infielder when, after releasing the pitch to the batter, she has a reasonable opportunity to field a batted ball.

**PIVOT FOOT** is the foot which when placed on the pitcher's plate by the Pitcher must maintain constant contact with the pitcher's plate until the pitched ball is released.

**PLAY OR PLAY BALL** is the term used by the Umpire to indicate that play shall begin or continue after a dead ball interval.

**QUICK RETURN PITCH** is a pitch made by a Pitcher with the obvious attempt to catch the batter off guard and balance. This could be when the batter first takes her position in the batter's box and before she is ready, or when the batter is still off balance from the previous pitch.

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

**ROSTER** is a list of players on a team.

**SACRIFICE FLY** is any caught Fair Fly ball that permits a runner to SCORE a run after a caught fly ball is first touched.

**STRIKE ZONE** is that space directly above Home Plate which is not higher than the batter's highest shoulder, nor lower than the bottom of the batter's front knee, when the batter assumes her natural batting stance. Any part of the Pitched ball is a strike.

**SUSPENDED GAME** is a game called before being completed, which is to be completed at a later date.

A **TAG** is the action of a Fielder in touching a base with any part of her body while holding the ball firmly and securely in her hand or glove. Also touching the runner with the ball, or with the glove holding the ball, while continuously holding the ball firmly and securely during and immediately following the tag.

A **THROW** is the act of propelling the ball with the hand or arm toward a given objective, and is distinguished always from the Pitch.

**TIME** is the announcement by the Umpire of a legal interruption of play, during which interval the ball becomes and remains dead until legally put back into play.

To **TOUCH** an Umpire or player or person is to touch any part of his/her body, clothing, or equipment.

**TEAM REPRESENTATIVE** is any person affiliated with the offensive or defensive team, including sponsors, managers, coaches, and players in a game.

A **TRIPLE PLAY** is any continuous play made by the defense in which three runners are put out, provided that there is no error made between the outs.

**TURN AT BAT** begins when it is any individual player's turn to bat, such as her name listed at the top of the offensive Team's batting order at the beginning of an inning; or when the batter listed immediately preceding her in the batting order completes her turn at bat by being put out or becoming a runner.

## RULE 4. THE GAME

**Sec. 1. THE CHOICE OF FIRST OR LAST BAT** in the inning shall be decided by **the league game schedule.**

**Sec.2. THE FITNESS OF THE GROUND** for the beginning of the game shall be decided by the Home Team. After a game has been started by the Umpire, he shall be the sole judge as to the fitness of the ground, or the intensity of the weather, for continuing play. **Game play shall be stopped due to heavy rain, darkness, thunder, or any sign of lightning. Every attempt should be made to resume play as soon as conditions permit. In the event of thunder or lightning, the game shall not resume for at least 10 minutes after the last thunder sound or lightning flash.**

**Sec. 3. A REGULATION GAME** shall consist of seven innings, unless otherwise listed below.

- A. Seven full innings are not played if the Team second at bat scores more runs in six innings or before the third out is made in their half of the seventh inning.
- B. A game that is **TIED** at the end of seven innings shall be continued, by playing additional innings until one Team has scored more runs than the other at the end of a completed inning, or the team second at bat scores more runs in their half of the incompletd extra inning.
- C. A game called by the Umpire, during regular season play which can not be resumed within 30 minutes, may be regulation if four or more innings have been played, or if the Team second at bat has scored as many or more runs during the incompletd fourth inning, or after three full innings, than the team first at bat has scored in their four complete innings.
- D. A regulation game shall be declared if the score is **TIED** when the game is called, after four or more completed innings, or if the Team second at bat has equaled the score of the first Team at bat, while batting during any incompletd inning.

**EFFECT Sec. 3 C-D.** The umpire is empowered to call a game at any time because of rain, darkness, panic or for any other cause which puts the Umpire, players or the patrons in peril.

- E. The run rule which awards a win to a team that is ahead in a game after five or more completed innings are played as follows: **A team ahead by 15 or more runs at the completion of the fifth or sixth innings will be declared the winner and the game over.**
- F. **All games in the A, B, and C Divisions will be seven innings. D and E Division games will be six innings. K Division will play five innings. No inning may be started after two hours time has elapsed since the start of the game according to the umpire' s watch. The umpire will make allowances for the time out due to injury or rain delay. This rule will be waived when there is not another game scheduled immediately after the game in question.**

**EFFECT Sec. 3 F.** When multiple games are scheduled on a field, starting times are two hours apart. If another game is scheduled to follow, and this game exceeds two hours, the inning in progress will be completed, and the game will be stopped. Whichever team is ahead at this point will be declared the winner, regardless of innings played. If the game is tied, it will continue beyond the two hour limit until one team is ahead after a full inning is completed. The team that is ahead will then be declared the winner regardless of innings played.

**Sec. 4. THE WINNER OF THE GAME** shall be the Team that scores the most runs in a regulation game.

- A. The total number of runs scored legally, when the game is called at the end of any completed inning after four shall be the score.
- B. When the Team second at bat has equaled or scored more runs during any incomplete innings after four, the runs are all counted and the score is either tied or one Team wins.
- C. If the Team second at bat has not scored more runs, or does not score as many or more runs in the half of the incomplete inning to tie or win the game, the game reverts to the last inning that was fully completed.

**Sec. 5. ONE RUN SHALL BE SCORED** each time a baserunner legally touches first, second, third and Home Bases before the third out of an inning, unless the third out is the result of a force out, or the batter-runner is out before reaching first base.

Baserunners may advance and a run may be score only on a legally batted ball, or on a play, or overthrow, or error resulting from plays that started with, and immediately follow the batted ball, or when the bases are full, so that runners are forced to move up, or advance, by reason of the batter being awarded First base by the Umpire in accordance with these Rules.

**Sec. 6. A RUN SHALL NOT BE SCORED** if the third out of an inning is the result of:

- A. The batter-runner being put out legally before touching First base.
- B. A Baserunner forced out at any base.
- C. A baserunner being called out for leaving a base too soon on a Pitched ball.
- D. A preceding baserunner being called out for failure to touch a base.

**Sec.7. A BASERUNNER SHALL NOT SCORE A RUN** ahead of a baserunner preceding her in the Team's batting order, if the preceding runner has not been put out.

**EFFECT Sec. 7.** A preceding runner appealed out for missing a base does not affect the following runners on first or second out. However, no preceding runner crossing Home Plate may return to touch any missed base after a following runner has scored. If the fielding Team appeals a preceding runner missing a base, which is allowed, the following runner's score is counted, unless the appealed out is the third out of the inning. If no appeal is made, the all runs scored are counted.

**Sec. 8. Rule not required for this league.**

**Sec. 9. A FORFEITED GAME** shall be declared by the Umpire in favor of the Team not at fault in the following cases: The score will be 7-0 in favor of the Team not at fault.

- A. If a team fails to appear upon the field, or being on the field, refuses to begin the game for which it had been scheduled, at the time the game was assigned.
- B. If after a game has begun a Team refuses to play or resume play as directed by the Umpire.
- C. If a Team uses tactics noticeably designed to delay or hasten the playing of a game.
- D. If an ejected player does not leave the field immediately, when ordered to do so.
- E. If for any reason a Team does not have the designated number of players to begin or continue the game.
- F. If, after warning by the Umpire, any one of these Rules will be willfully violated.
- G. State Programs may adopt a grace period before a forfeit is declared in a tournament.

**EFFECT Sec.9. A-G.** The Umpire is instructed and cautioned to employ his best discretion to avoid forfeiture of any game, within the scope of good reasoning.

**Sec. 10. A SUSPENDED GAME** can result in tournament play, if the Umpire stops play for any reason such as power failure of light, protested game in accordance with these rules, any act of God, etc.: that precludes immediate continuance of the game, to the conclusion of the full seven innings, or as required. In all sanctioned tournament play, the game must go the complete 7 innings or 6 ½ innings with the home team ahead.

**EFFECT Sec. 10.** When a Suspended game is resumed, it must be started at the point of interruption with the same identical situations as when the game was suspended.

**Sec. 11. A PROTESTED GAME** can result when there is a difference of opinion on the field between the protesting Team and the Umpire regarding the application or interpretation of either Official Printed Playing Rules, or Specially Adopted Ground Rules.

**EFFECT Sec. 11.** When a Protest, not involving Umpire's judgement, is registered with the Umpire on the field immediately, and before any succeeding Pitch, the game assumes the status of a Suspended game. **Any protest must be declared to the home plate umpire who will write the protest in the home teams score book, this must be done before the next legal pitch. Protests must be in writing and must be presented to a Board member within 24 hours of the occurrence. For each protest there will be a fee of \$10.00, returnable if the protest is upheld by the Board of Directors. Protests must be ruled upon by a majority of the Board within one week of receipt. Any Board member involved in the protest will be ineligible to vote on the issue. The Umpire-in-Chief or his designate must be present at the meeting. The managers and the umpires involved may be present.**

**Only rule infractions may be protested.**

- A. Conditions governing acceptance of Protests during playing of a game.
1. Based on an umpire's judgement such as whether a batted ball was Fair or Foul a pitched ball was a Ball or Strike, a baserunner was Safe or Out or when any other situation is wholly within the Umpire's scope, to make the decision, is not to be accepted for consideration.
  2. Based on alleged misinterpretation or application of the playing rules should be accepted for consideration and decision.
  3. The intention to Protest a Rule must be made known by the Manager of Captain of the Protesting Team to the Umpire immediately and before the next Pitch is made to a batter. This to enable all concerned, Umpires, Scorekeepers and the opposing Team, to take notice of the exact conditions prevailing on the Field at the time of the Protest. The Umpire Receiving the Protest, shall cause all concerned to be immediately notified including the Public Announcer.
  4. In Tournament Play, all protests must be settled, before any play can be resumed as Suspended Game except protests concerning player eligibility. If a player eligibility protest is lodged during tournament play and cannot be resolved at the time of the protest, the game shall be completed. If the eligibility question cannot be resolved until the tournament is completed and it is subsequently found that the involved player or players are ineligible, the team shall be placed last in the tournament standings and the standings shall be adjusted accordingly.
  5. In tournament play, when an ineligible player is discovered during the game, the offending team loses the game, is ejected from the tournament, placed last in the standings and forfeits all awards, sponsor travel money and berths that would have been awarded at that tournament. If this ineligible player is discovered after the completion of the game (but during the tournament) the game shall stand as played. However the offending team is ejected from the tournament, and assumes the same penalties as above.
  6. Any Rule Protests must be made before the next legal pitch, intentional walk, illegal pitcher action or before all fielders have left fair territory.
- B. In the absence of a League Rule fixing a time limit, protests that arise, other than during the playing of the game must be filed within a reasonable time. Forty-eight hours from the end of a game is suggested as maximum time limit for filing a written protest.
1. A formal Protest should contain the following information:
    - a. The date, time and place of the game.
    - b. Names of the Umpires and Scorekeeper.
    - c. The Rule and Section of the Official rules, or Local League Rules adopted General Rules under which the Protest is being filed.
    - d. The decision and/or conditions surrounding the cause for the Protest.
    - e. All essential facts involved in the matter of the Protest.
  2. The decision made on a Protested game may result in:

- a. The protest is found invalid and game's score stands as played.
  - b. Protest allowed, game resumed at point of Protest, as a Suspended game.
  - c. Protest allowed, game forfeited in favor of the team not at fault.
- C. Highly technical protests and those which, could or did not have any effect on the playing of the game, or the final results, should be discouraged or disallowed.

## **RULE 5. THE PLAYERS**

**Sec. 1. A TEAM** shall consist of at least ten players, whose positions shall be designated as: (1) Pitcher, (2) Catcher, (3) First Basemen, (4) Second Basemen, (5) Third Basemen, (6) Shortstop, (7) Left Fielder, (8) Center Fielder, (9) Right Fielder, (10) Short Fielder (usually Left Center).

- A. Other than the Pitcher and Catcher, players in the field shall be stationed anywhere they choose on Fair ground, as each pitch is made.
- B. The Pitcher, in delivering the ball must be in Legal Position at the Pitcher's Plate.
- C. As each pitch is delivered, the Catcher must be in the Catcher's box.

**Sec. 2. A TEAM** must have the designated legal number of players to start or to continue a game. **Any games in the A, B, C, D, and E divisions must start with the minimum of 7 players. In each division the appropriate number of players must be played on defense, if available.**

**Maximum on defense: A-10, B-11, C-12, D-ALL, E-ALL, K-All.**

**Effect Sec. 2.**

- A. **Each player will play at least three full defensive innings in the A, B, and C Divisions. All players in D, E, and K will play all defensive innings. In all Divisions, the maximum number of infielders (dirt area) will be seven, except in K Division where all the defensive players can be in the infield, but no catcher is used, a coach will be the catcher. Only one player is permitted to play any given infield position at a time. The balance of the players will be in the outfield.**

- B. **In the C, D, E, and K Divisions, it is emphasized that all girls rotate between infield and outfield positions frequently, and specifically the following player rotation rules shall apply:**

**In "E" and "D" Leagues, each girl must play at least two innings in the infield by the end of the fifth inning in each game. In addition, each girl must play at least two innings in the outfield by the end of each game. In the event a team has 10 or fewer players, each girl must play at least one inning in the outfield by the end of the game.**

**In "C" League, each girl must play at least two innings in the infield and one inning in the outfield by the end of the fifth inning in each game.**

- C. **A manager may elect not to play a player because of discipline or injury. The opposing manager and the official scorekeeper must be notified prior to the start of the game, or immediately as such action is warranted. Any inning not played for any legal reason, such as rain, darkness, last half of inning, etc. will be considered as having been played for the purpose of the three and two inning rules.**

- D. **Failure to comply with the players playing time rules may result in disciplinary action to the manager or game forfeit, as determined by the JGSL board.**

**Sec. 3. A PLAYER** shall be officially in the game when her name has been entered on the Official Scoresheet, and in possession of the Official. **The starting line up must be submitted to the official scorekeeper (Home Team) 10 minutes prior to the scheduled starting time of game. A manager must account for all players on his or her roster. Failure to comply may result in disciplinary action against the manager.**

**In order to facilitate enforcement of the Player Rotation Rules and insure compliance among managers, the managers of each team in "E", "D" and "C" League shall exchange defensive lineups prior to the start of each game. A form of defensive lineup will be provided to the managers in the material distributed at the Manager's Meeting, but any form is permissible as long as it clearly identifies the defensive position each player will be playing in each and every inning of the game. Any manager may make changes in the defensive lineup during the course of the game, provided that the change will not result in a violation of the Player Rotation Rules and the change is brought to the attention of the opposing manager prior to the start of the half-inning in which the change is to be implemented. Failure to comply may result in disciplinary action against the manager.**

**Sec. 4. CONTINUED PARTICIPATION DUE TO INJURY, BLEEDING OR OPEN WOUND.**

- A. Player, manager, coach, or other team member or Umpire who is bleeding or who has an open wound shall be prohibited from participating further in the game until the bleeding is stopped and the wound covered.
1. If treatment can be administered in a reasonable amount of time the individual would not have to leave the game. The length of time that is considered reasonable is umpire judgement.
  2. If excessive time is involved, the re-entry rule would apply to players.
  3. If there is an excessive amount of blood on the uniform or if a bandage becomes blood soaked, in the judgement of the umpire, the uniform/bandage must be changed before the individual may participate.

**Sec. 5. RE-ENTRY:**

- A. Is permitted in all programs; any of the starting players may withdraw and re-enter once, provided such player occupies the same batting position where ever she is in the line-up. A substitute who is withdrawn may not re-enter.

**EFFECT Sec. 5A.** All re-entry by any starter must be reported to the Umpire and Scorekeeper at the time of re-entry. THERE IS TO BE NO PENALTY FOR UNANNOUNCED, PROPER RE-ENTRY.

- B. **IMPROPER RE-ENTRY:** The act of an improper re-entry is handled as a protest by the offended team. Improper re-entry is a violation after a pitch is made. Examples of improper re-entry are:
1. Starter who re-enters in an incorrect batting position.
  2. Starter who re-enters a second time.
  3. A substitute who re-enters the game.

**EFFECT Sec. 5B.**

1. If an improper re-entry is discovered by the defense while the player is playing offensively, the following penalties will be enforced:
  - A. If the improper re-entry is discovered while she is at bat, player is ejected and a proper substitute assumes any accumulated balls and strikes.
  - B. If the improper re-entry is discovered after she has completed her time at bat but before a pitch has been made to a succeeding batter she is called out and the player is ejected from the game. All base runners, if they have advanced, must return to the base occupied at the time the improper re-entry took a position in the batter's box.
  - C. If the improper re-entry is not discovered until a pitch is made to the next batter or the improper re-entry enters as a substitute runner, player is ejected. All play that occurred while the improper re-entry was in the game will stand.
1. If an improper re-entry is discovered by the offense while the player is playing defensively, the following penalties will be enforced:
  - A. If the improper re-entry is discovered after she makes a play on a fair batted ball (catch or throw) or a play on a foul fly ball before the next pitch, revert back to the previous pitch, the batter and each base runner are advanced one base. The improper player is ejected.
  - B. If the improper re-entry is discovered after a pitch which did not result in a batted ball on which the improper player made a play, the improper player is ejected (this includes the pitcher).

**Sec. 6. ADDITIONAL HITTER.** All players must play a full game offensively. Once submitted, late players must be inserted to the bottom of the line up. For A, B, C, D, and E Divisions.

**Sec. 7. NO DEFENSIVE PLAYER** shall take a position in the batter's line of vision and with deliberate attempt, act unsportsman like in any manner in an effort to distract the batter.

**EFFECT Sec 7.** The Umpire shall first warn the offender, and then eject any player from the game who repeats the offense.

**Sec. 8. THERE SHALL BE** not more than two Coaches for the Team at bat, to give words of assistance and directions to the member of their own Team. One Coach shall be stationed in each Coaching Box at First and Third Bases. They may remain in that box. There shall not be more

than one charged offensive conference between players and coaches or other players each inning. Any additional request shall be denied.

**Special Rules for K and E Divisions:**

- A. In K Division, up to 4 coaches for each team permitted on the playing field and in the dugout**
- B. In E Division, the batting team has coaches at pitcher's mound and at 1<sup>st</sup> and 3<sup>rd</sup> base. Fielding team has coach at home plate and up to two coaches in the outfield.**

**Sec. 9. MANAGERS, COACHES, PLAYERS,** or other Team member or occupant of the bench, shall not, from any place **on or near the playing field, before, during, and after the game:**

- A. Incite, or try to incite by word, or sign, or demonstration, either opponents and/or spectators.
- B. Use Language which will in any manner refer to or reflect upon opposing players, the Umpires, Directors or spectators. NOTE: Use of profane or abusive language or taunting will not be tolerated.

**EFFECT Sec. 9 A-B. Persons** violating Sections A or B above, can be ejected from the game without warning.

- C. Balls and Strikes shall not be argued.
- D. Be outside the vicinity of the designated dugout (bench) area if not a batter, baserunner on deck batter, in the coach's box or one of the ten players on defense.
- E. Commit any act that could be considered unsportmanlike conduct.
- F. Carelessly throw a bat.

**EFFECT Sec 9. C-F.** For a first offense, the violator may be warned that to repeat the offense will cause prompt ejection from the game. All flagrant offenses (including a first offense) shall cause the offender to be immediately removed from the game and playing area. **The umpire will have the authority to remove any offender from the ball game or the playing area.** An ejected player must leave the park immediately and take no further part in the game, remaining away from her team's bench or bullpen. **Failure to comply with the umpire' s ruling can result in forfeiture of the game. Any manager, coach, or player ejected from a game by an umpire will be automatically suspended from League participation for the next two games. During the game, the manager is responsible for the actions of his team' s coaches, players, and parents.**

**Sec. 10. WHEN TEAM MEMBERS** continue to harass the Umpires from the bench, and he is unable to detect the offenders, the Umpire shall first give warnings, an then if repeated, tell the Manager to send all Substitutes out of sight of the field, while giving the Manager the privilege of sending for as many Substitute players as he may need, as he needs them to finish the game.

## **RULE 6. PITCHING RULE**

**Sec. 1. AT NO TIME** during the progress of the game shall the Pitcher be allowed to use Tape, or any other substance, including a glove, upon the pitching hand or fingers; nor shall any foreign substance be applied to the ball, provided that, under supervision and control of the Umpire, a bag containing powdered resin may be used to dry the hands.

**Sec. 2. AT THE BEGINNING** of an inning or when a Pitcher relieves another Pitcher, one minute may be used to deliver not more than THREE PRACTICE PITCHES to the Catcher, or some other teammate.

### **Sec. 3. LEGAL POSITIONS OF THE PITCHER'S FEET**

- A. Preliminary to Pitching, the pitcher shall take a position with her pivot foot firmly on the ground and in contact with the pitching rubber. The pivot foot must be in contact with the pitcher's plate, when the pitched ball is released.
- B. The other foot (free foot) has no restriction on position and may be placed on, in front of, to the rear of, or to the side of the Pitcher's plate. After taking the initial position, the Pitcher may take more than one step with the free foot, in any direction of her choice, provided that it is taken prior to, simultaneously with or during the actions of delivering the pitched ball.
- C. After the release of the Pitch, there are no restrictions on Pitcher's subsequent movements, or the fielding positions she may assume as a defensive player.

### **Sec. 4. PITCHER'S LEGAL MOTIONS ALLOWED IN ACTUAL DELIVERY OF THE PITCH.**

- A. After assuming the pitching position, the Pitcher must present the ball in FRONT OF HER BODY (for at least one second) in either one or both hands, before starting the delivery motions.
- B. The Pitcher may hold or grip the ball in any manner, before delivery.
- C. Only a definite underhand motion is permitted in the delivery of the Pitch.
- D. The Pitcher may release the pitched ball in any manner, when delivering the Pitch. This includes any and all types of delivery.

**EFFECT Sec. A-D.** After the Pitcher presents the ball, she may make any wind-up or arm motions desired, either in front of her body, above her head or behind her back, including stops and pauses in these motions.

- E. Once the Pitcher begins her delivery motions, the umpire shall not give a call or signal for "Time" unless something unusual occurs.
- F. The pitched ball must be released within five seconds from the time the pitcher has the ball and the batter has taken her position in the batter's box. From this point, the umpire shall not give a call or signal for "Time" unless something unusual occurs.
- G. Pitcher must face home plate on delivery of pitch.

(NOTE Sec. 4 A-E Realizing that the Pitcher does not fool very many batters to the extent that they can not hit the ball, it is desired that Pitchers not be handicapped by technicalities, when they do develop a new Technique or delivery, that perhaps will add to the pleasure and appeal to the spectators, as long as the Pitcher adheres to the basic Pitching Rules.)

**Sec. 5. TYPE OF PITCH PERMITTED.**

- A. The ball must be Pitched Underhanded at Slow Speed.
- B. The Pitched Ball must arc at least three feet, after leaving the Pitcher's hand and before it passes any part of Home Plate. **In D Division, the strike zone will be an additional 2 inches wider on both sides of Home Plate.**
- C. The Pitched Ball shall not rise higher than ten feet above the ground.

**EFFECT Sec. 5 A-C.** The speed of the Pitch and height of the pitched ball are left entirely to the judgement of the Umpire (NOTE: For sake of uniformity in decisions, any doubtful Pitch should be ruled as an unfairly delivered pitch.) The Umpire shall warn a Pitcher who delivers a Pitch with EXCESSIVE SPEED, that repeating such EXCESSIVE SPEED PITCH will cause the Pitcher's removal from the Pitcher's position for the remainder of the game. A Pitch that does not arc the full three feet as required (flat level pitch) may not be an EXCESSIVE SPEED PITCH, but merely an Unfairly delivered Pitch.

**Sec. 6. THE CATCHER MUST:**

- A. Be in and remain in the lines of the catcher's box when the pitcher is in position and remain until a pitched ball has reached or passed home plate or is batted.

**EFFECT Sec. 6A.** An unfairly delivered pitch.

- B. Immediately return each pitch not hit, directly to the pitcher.

**EFFECT Sec. 6 B.** Ball shall be awarded to the batter.

**Sec. 7. NO PITCH** shall be declared immediately when:

- A. The Pitcher pitches during a dead ball interval.
- B. A baserunner is called out for leaving a base too soon.

**Sec. 8. A FAIRLY DELIVERED PITCHED BALL** includes all Pitches that The Pitcher delivers in accordance with the several preceding paragraphs and provisions of the Pitching Rule.

**Sec. 9. UNFAIRLY DELIVERED PITCHED BALLS INCLUDE:**

- A. Any Pitched ball that does not conform to all requirements of a Fairly Delivered Pitched Ball.
- B. All Pitches made by the Pitcher, when not conforming to Pitching restrictions.
- C. Delivering a Pitch from other than the Pitcher's Plate and Pitcher's Position.

- D. A quick return Pitch.
- E. The pitcher failing to face home plate on delivery of the pitch.

**EFFECT Sec.9 A-E.** In each case an unfairly delivered ball shall be declared a ball by the Umpire; provided, however, that if the batsman strikes at any unfairly delivered Pitch, it shall be declared a Strike, with no penalty for the unfairly delivered Pitch. The ball remains in play if batted by the batsman.

(NOTE Sec 9 A-E. These unfairly delivered pitches may not be so declared until the pitched ball reaches or crosses the plate.)

**Sec. 10. ILLEGAL PITCHER'S ACTIONS INCLUDE:**

- A. Holding the ball by the pitcher longer than five seconds.
- B. Throwing the ball by the Pitcher to any fielder, unless making preliminary warm-up Pitches, or making an effort to complete an appeal play, or while the ball is dead.

**EFFECT Sec. 10 A-B.** The Umpire should immediately indicated "DEAD BALL" and award a ball to the batter.

**Sec. 11. APPEALING WHILE THE BALL IS LIVE** (before umpire calls "Time"): Any fielder can appeal a runner once. During a live ball appeal, the defensive team must verbally state their appeal and touch the runner or the base, which they are appealing. Ball is live and all runners may advance with liability of being put out.

**Sec. 12. APPEALING AFTER BALL IS DEAD:**

Umpire signals "Play Ball" Pitcher announces which runner and base she is appealing. The ball is now live only for the purpose of making an appeal.

**EFFECT:**

1. Defensive Team can have only one attempted appeal per runner.
2. No Runner may advance on an appeal play after time has been called.
3. No Runner is out if she steps off base during an appeal.
4. When a ball is thrown into a dead ball area the team forfeits their right for a second appeal on any runner.

**Sec. 13.** Any second conference with the same pitcher in an inning will require the removal of that pitcher from that position for the remainder of the game.

**Sec. 14. Special Pitching Rules for E & K Division are as follows:**

- A. **K Division will use a combination Coach pitch and a tee, based upon girl' s ability. Coaches should attempt to get girl to hit a pitched ball (not from pitcher's mound). If girl cannot hit ball in 5 attempts, place ball on tee to hit.**

- B. E Division will use Coach pitch exclusively. There will be a maximum of seven pitches per player. If the player does not hit the ball within seven pitches she will be declared out. No balls will be called. Exception: they can't be out on an uncaught foul ball. The Home plate umpire should manually or verbally indicate pitch count to coach pitcher. The girl will not be called out if the last pitch is hit foul.**

## **RULE 7. BATTING**

**Sec. 1. THE BATTING ORDER** of each team must be listed and delivered to the OFFICIAL SCOREKEEPER, by the MANAGER or Team representative, SHOULD an Official Scorekeeper not be assigned to the game, the BATTING ORDER must be delivered to the Umpire-in-Chief, prior to starting Time of the game. After each Team has submitted its own Batting Order, both line-ups shall be made available to both Teams, for their inspection and knowledge.

**EFFECT Sec. 1.** Each Manager must have submitted his own Team's line-up, before he can have access to the line-up of his Opponents. The Umpire may forfeit the game if there is unwarranted delay in providing a line-up for batting order purposes.

- A. The batting order thus submitted must be followed throughout the game.
- B. Each Player of the side at bat shall become the Batter and enter the batter's box in the order in which her name appears on the scoresheet.
- C. The first batter in each following inning shall be the batter, whose name follows that of the player, who last completed a turn at bat in the preceding inning.
- D. A batter completes a time at bat when she has either been put out or has become baserunner.
- E. When a third out of an inning is made before the batter can complete her turn at bat, the same batter will be the first batter in the next inning, and all previous called balls and strikes will be cancelled. **In K Division, each team bats through the line up.**

**EFFECT Sec. 1. A-E.** Batting out of order is an appealed play, by the defense.

- 1. If an incorrect batter is discovered before she completes her turn at bat, the correct batter may take her proper place, assuming any accumulated balls and strikes.
- 2. If the mistake is discovered after the incorrect batter has completed the turn at bat, and before a Pitch has been made to a succeeding batter, the batter who should have batted be called out. All baserunners, if they have advanced, must return to the base occupied at the time the incorrect batter took a position in the batter's box. The next batter is the player whose name follows that of the batter called out for failure to bat. This may even be carried over to the first batter of the next inning, if the appealed out was the third out.
- 3. If the mistake was not discovered until a Pitch is made to the next batter, the turn at bat of the incorrect batter is then Legal. All bases advanced or runs scored are counted, the next following batter shall be the one whose name follows that of the incorrect batter who just finished a time at bat. No one is called out for failure to bat, and players missing their turn at bat, have lost that turn and do not bat again until reached in the regular batter rotation.

**EFFECT Sec. 1. E. 2-3.** For purposes of interpretation an illegal Pitcher's action, shall be considered the same as a Pitch deliver to the batter.

4. No baserunner shall be removed from the base she is occupying to bat in her proper place. she just misses her turn at bat with no penalty. The batter following her in the batting order becomes the legal batter.

**Sec. 2. THE BATTER IS OUT IF:**

- A. She bats illegally. As covered in Rule 3.
- B. She hits the ball with an illegal or altered bat. The umpire must discover this illegal action before the next pitch, either by observation or because of an appeal from the defensive team.

**EFFECT Sec. 2B.** If batter hits the ball with an altered bat, ball is dead, batter is out, ejected from the game/tournament, and immediately report to the **Board**.

- C. She bunts or chops the ball deliberately downward (either fair or foul).
- D. She has a **third** strike.
- E. She steps across the plate, with the Pitcher in pitching position.
- F. She intentionally interferes with the catcher, attempting a play.
- G. Any Member of her team interferes with a fielder attempting to make a play on a foul fly ball
- H. She hits a fair fly ball or line drive that an infielder intentionally drops, with runners on first and second, or with the bases loaded, with less than two outs. NOTE: A trapped ball that hits the ground is never ruled intentionally dropped. **The infield fly rule is waived in the B, C, D, E, and K Divisions.**

**EFFECT Sec. 2 H.** The Umpire shall immediately call the batter out (in a forceful manner) and the ball is dead.

- I. She hits a fly ball (**fair or foul**) that is legally caught.
- J. She hits an infield fly, with runners on first and second, or on first, second and third bases with less than two out.

**EFFECT Sec. 2 I-J.** The ball remains live and in play, with runners in jeopardy.

1. If a declared infield fly falls to the ground untouched and bounces foul before passing first or third bases, it is a Foul ball.
2. If a fly ball falls to the ground untouched outside the foul lines then bounces fair, before reaching first or third bases it is an infield fly.

NOTE: Umpire should always call "INFIELD FLY – IF FAIR" to protect himself.

- K. **She throws a bat after being warned once by the umpire. The official scorekeeper shall be notified by the umpire of the warning. If she throws the bat a second time in the game, the umpire will call her out and the ball "dead"**

**(runners return to bases). For just cause, an umpire may call out a batter without an initial warning.**

**Sec. 3. A STRIKE IS CALLED BY THE UMPIRE:**

- A. For each fairly delivered pitched ball by the Pitcher, that passes through the Strike Zone before touching the ground.

**EFFECT Sec. 3 A.** An Umpire should not let the batter's position, either in the front part, or the rear of the batter's box, be of influence in calling strikes. Each pitch should be adjudged according to the height of any part of the ball as it is crossing only above or over any part of the Home Plate. Any individual who repeatedly argues balls and strikes will be ejected.

1. The Strike Zone is only that part or any part of the area over Home Plate that is lower than the top of the batter's highest shoulder, or higher than the bottom of the FRONT KNEE.
- B. For each Pitch struck at and missed by the batter.
  - C. For a batted ball striking the batter, while she is in the batter's box with **either one or no** strikes.
  - D. For each Foul Tip. **Note: A caught foul tip (height never above batter's head) after two (2) strikes constitutes an out in A, B, C, and D leagues.**
  - E. For a foul ball **not** caught on the fly.
  - F. The umpire shall not give a call or signal for "TIME" when a Batter steps out of position after a Pitcher has started her delivery motions.

**EFFECT Sec. 3 F.** If the pitcher pitches, the umpire shall call "strike" on each such pitch, the batter may take her proper position after any such pitch (within ten seconds) and regular ball and strike count shall continue.

- G. When the batter delays entering the batter's box after the Umpire signals Play Ball. After 10 seconds the umpire shall declare dead ball and a strike shall be called on the batter.

**Sec. 4. A BALL IS CALLED BY THE UMPIRE** on each Pitch not swung at by batter if:

- A. The pitched ball does not enter the Strike Zone.
- B. The ball strikes the ground before passing completely across Home Plate, or any part of the plate.
- C. A pitched ball strikes any part of Home Plate.
- D. Any unfairly delivered pitch is made, and not struck at.
- E. There is an illegal Pitcher Action.
- F. A pitched ball is not released within five seconds from the time the pitcher has the ball and the batter has taken her position in the batter's box.
- G. The catcher fails to return each pitch not hit, directly to the pitcher.

**EFFECT Sec. 4 A-G.** The pitched ball is dead after each ball, strike or illegal pitcher action and must be returned immediately to the pitcher (unless an out occurs). Any individual who repeatedly argues balls and strikes will be ejected.

**Sec. 5. A FAIR BATTED BALL** is a legally batted ball which is immediately in play.

**EFFECT Sec. 5.**

1. A batted ball which first falls to the ground in Foul territory and then rolls or bounces into Fair territory, before passing First or Third bases, and without having touched some object other than the ground, is a Fair ball. A batted ball first touching the ground in Fair territory, then rolling into Foul territory and then again rolling into Fair territory, is also a Fair ball, provided the ball did not touch anything while over Foul territory, other than the ground.
2. A Fair or Foul ball shall be judged according to the position of the ball, relative to FOUL LINES including the FOUL POLE, and not whether the fielder is on or over the Fair or Foul territory, at the time the ball is first touched.
3. When a batted ball passes out of the field over a fence the Umpire shall declare it Fair or Foul, according to position of the ball, as it leaves the playing field.
4. When a batted ball hits any object including a fielder and is ruled a Fair ball under the rules, it is always treated as a Fair ball regardless of what happens to the ball or where it may go.
5. A fly ball falling beyond first or third base is judged at point of first contact.

**Sec. 6. A FOUL BALL** is a legally batted ball which does not conform to the provisions or rules that would cause it to be a Fair ball. **Unlimited foul balls are allowed in all Divisions.**

**EFFECT Sec. 6.** A batted ball which first strikes any person, object, fence, bench, screen, bat or other equipment, or which goes into pre-determined out-of-play area if Foul territory, remains a Foul ball regardless of where it may go.

1. It is a strike unless the batter already has one strike.
2. A Foul fly may, be caught, thus putting runners in jeopardy. (See 7-2D for exception).
3. A Foul ball, not caught is a dead ball, runners must return to their base.

## **RULE 8. BASERUNNING**

**Sec. 1. A BASERUNNER WHILE ADVANCING OR RETURNING, MUST TOUCH EACH BASE IN LEGAL ORDER:** viz., First, Second, Third and Home Base.

**EFFECT Sec. 1.** A baserunner can only acquire the right to an advanced base by touching it, before having been put out, and shall be entitled to hold such base until she touches the next base legally, or if forced to leave the base because the batter becomes a baserunner and thus forces her to leave her base.

**Sec. 2. THE BATTER BECOMES A BATTER-RUNNER INSTANTLY WHEN SHE HITS A FAIR BALL.**

**EFFECT Sec. 2.** The batter-runner is in jeopardy immediately:

1. If a fair batted ball strikes the Umpire or baserunner while off base before passing a fielder, other than the Pitcher, the ball is dead immediately and the batter is entitled to First base without liability to be put out.
2. If the Fair batted ball hits the Umpire or baserunner after passing a fielder other than the Pitcher, or touches any Fielder including the Pitcher, it remains in play, with all runners being in jeopardy.
3. The pitcher becomes an infielder, after releasing the pitch to the batter, and in the opinion of the Umpire has a reasonable opportunity to field a batted ball. (This will be considered an Umpire's judgement.)

**Sec. 3. THE BATTER IS AWARDED FIRST BASE:**

- A. When **four** balls are called by the Umpire.

**Effect Sec. 3 A.** Batter is awarded First base only. Ball is dead.

- B. If the catcher or other fielder obstructs or prevents her from striking at a pitched ball. Offensive manager has the option to accept obstruction or result of the play.

**EFFECT Sec. 3 C.** When a batter is obstructed the batter is awarded First base because of the obstruction, EXCEPT that if the batter succeeds in hitting the Pitch and reaches First safely, and no preceding runner is put out before advancing at least one advanced base the obstruction should not be called or enforced. If the obstruction is not enforced the ball remains live and in play.

**Sec. 4. A BATTER-BASERUNNERS ARE OUT** under the following circumstances.

- A. When she is hit by her own batted ball in Fair territory, after leaving Batter's Box.
- B. When she drops the bat in Fair territory and it makes contact with a Fair ball, by moving into the ball.

- C. When a fly ball is legally caught, with the fielder's feet within the established boundaries of the field.
- D. When, after a Fair ball she is touched with the ball by a fielder, while off the base.
- E. When, after a Fair ball a fielder holds the ball on First base before she touches or passes that base.
- F. When, after reaching First base safely, she over runs or over slides that base, and then makes an attempt to start to second base before returning to First base.

**EFFECT Sec. 4 F.** The runner is in jeopardy and must be tagged or put out.

- G. When she runs out of the three foot line and interferes with a fielder taking the throw or making a play, at First base.
- H. When she interferes with a fielder attempting to field a batted 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, the baserunner closest to home plate shall also be called out.

**EFFECT Sec. 4 G-H.** Ball is dead.

**Sec. 5. BASERUNNERS ARE OUT** under the following circumstances:

- A. When a baserunner fails to keep contact with the base to which she is entitled, until a pitched ball touches the ground, has reached or passed Home Plate or is batted.

**EFFECT Sec. 5. A.** No Pitch is declared, ball dead and runner out.

- B. When the baserunner interferes with a fielder attempting to field a batted ball, or intentionally interferes with a Fielder catching a ball, or throwing a ball, or with a thrown ball.

**EFFECT Sec. 5 B.** If the interference is not ruled intentional, the batter-runner is entitled to go to first base. If in the opinion of the Umpire, the interference is an obvious attempt to prevent a double play, the immediate succeeding runner shall also be called out. When a baserunner interferes after she is out or after scoring, the most advanced runner shall be declared out.

- C. When a baserunner is struck by a fair batted ball on fair ground while off her base and before it touches a fielder, or passes a fielder.
- D. When a baserunner intentionally kicks a live ball, or intentionally interferes with a ball in play, whether or not the runner is in contact with her base.
- E. When a baserunner runs bases in reverse order other than when permitted to.

**EFFECT Sec. 5 B-E.** Ball dead immediately, and involved baserunner is out.

- F. When a baserunner who has been put out, continues to run the base thus simulating live base runner and thereby draws a throw to retire her a second time.

- G. When or more members of the team at bat stands or collects at or around a base toward which a base runner is advancing, thereby confusing the fielders in adding to the difficulty in making a play.
- H. When a coach intentionally interferes with a live batted ball or thrown ball.
- I. When a coach runs in the direction of home base or any other base, on or near a baseline, while the fielder is attempting to make a play on a batted ball or on a thrown ball and thereby draws a throw in her direction.
- J. When a baserunner is attempting to score and the next batter or other team members interfere with the attempted play.

**EFFECT Sec. 5 F-J.** The infraction constitutes INTERFERENCE. All play stops, the ball is dead, and the MOST ADVANCED RUNNER IS CALLED OUT. NOTE: In part "I" team members include all other persons who are on the team's bench.

- K. When anyone other than another runner physically assists her while the ball is in play.
- L. When while the ball is in play, she is legally touched with the ball in the hands of a Fielder while not in contact with a base.
- M. When, on a force out a Fielder tags her with the ball (while on or off a base) or holds the ball on the base to which the baserunner is forced to advance before the baserunner can reach the base.
- N. When running toward any base she runs more than three feet from a direct line between a base and the base she is trying for, to avoid being tagged with the ball in the hands of a fielder.
- O. When a baserunner PHYSICALLY PASSES a preceding runner before that runner has been put out.
- P. When she positions herself behind and not in contact with the base to get a running start.

**EFFECT Sec. 5. K-P.** In these situations the ball remains live and in play, other base runners are in jeopardy.

- Q. When a baserunner fails to return to touch the base to which she is entitled when play is resumed after any suspension of play, caused by a dead ball situation, if Fielder legally holds the ball on that base.
- R. When a baserunner leaves her base to advance to the next base before a fly ball has been touched or touches some object, provided that if the fly ball is caught and returned to a fielder and legally held on the base left or if a fielder touches the runner with the ball, before the runner returns to retouch her original base.
- S. When a baserunner fails to touch an intervening base or bases in regular or reverse order, while the ball is in play, and the ball is held legally on the missed base or the runner is legally touched with the ball, while off the base.

**SA. (Safety base rule) On the initial throw to first base from the infield or outfield the batter-runner MUST touch the red or orange portion of the base. This rule is in effect only on the initial play at first base, which does not include:**

- 1. Returning to the base after over running.**
- 2. Running on a base hit to the outfield (runner may touch the red or white part)**
- 3. Re-tag to advance on a fly ball.**

**EFFECT Sec. 5 Q-SA.** These are appeal plays and the defensive Team loses its right to make an appeal on any of these situations, if the appeal is not made known, before the next Legal pitch, or Illegal pitcher action, Intentional Walk, or before all fielders have left fair territory.

1. Unless two are out, this status of a following runner is not affected by a preceding runner's violation or failure to comply.
  2. If, on appeal, a preceding runner is the THIRD OUT, no following runner shall be allowed to score.
  3. If the appealed out is the THIRD OUT and is the result of a Force out, neither preceding nor following runners shall score.
  4. If the appealed out is the third out, and is the result of the batter-runner not touching first base, preceding runners shall not score.
  5. On any appealed play not a force out, all runners in advance of runner being appealed out, who touch Home Plate legally before actual physical completion of the THIRD APPEALED OUT in any inning shall be counted. Succeeding runners can not score.
- T. When a defensive player clearly has the ball and is waiting for the runner and the runner deliberately with great force crashes into the defensive player, the runner is declared out.

**EFFECT Sec. 5 T.** The offender shall be ejected, the ball is dead and all other runners must return to the last base touched at the time of the collision.

**U. When a baserunner, in the D, E, and K Divisions, slides. This is a judgment call by the umpire. The player sliding will be called out.**

**Sec. 6. BASERUNNERS ARE ENTITLED TO ADVANCE WITH LIABILITY TO BE OUT:**

- A. In A and B Divisions,** when any live ball continues to be in play. **In C and D Divisions,** until the ball is in the control of any infielder standing in the infield dirt. **In E Division,** until ball has come into the control of any player (infield or outfield). **In K Division,** only singles are allowed.

**EFFECT Sec. 6A.**

1. The Umpire shall call "TIME" when baserunners cease to try to advance, because the fielders have the ball ahead of them, and all immediate play is apparently completed.
2. Baserunners must return to the last base touched and entitled to, immediately when play is stopped in accordance with the above stipulations, there to remain until able to leave this base legally on the next pitched ball.

- B. When during a live ball play, following a batted ball, the ball is over thrown in either Fair or Foul territory and does not become a blocked ball. **In D Division, baserunners may only advance one base on an overthrow or error for each batter. In E and K Divisions, advancing on overthrows is not permitted.**
- C. When any legally caught fly ball, is first touched by a fielder.
- D. When a live thrown ball strikes the person of an Umpire or baserunner.
- E. When a Fair batted ball, or a live thrown ball accidentally strikes a Coach.
- F. When another baserunner physically passes a preceding baserunner.
- G. When a preceding baserunner fails to touch a base as required.

**EFFECT Sec. 6 B-G.** In all these cases the ball remains live, with all runners continuing to be in jeopardy.

- H. When a fielder deliberately contacts or catches a batted or thrown ball with her cap, glove, or any part of her Uniform or Equipment, while it is detached from its proper place on the fielder's person.

**EFFECT Sec. 6 H**

1. On a Fair batted ball, or a ball over foul ground in a situation that might become a fair ball, all baserunners are entitled to advance 3 bases from the time of the Pitch.
2. On a thrown ball all baserunners are entitled to advance 2 bases.
3. In each case the runners may advance further at their own risk, being in jeopardy after reaching the awarded bases. NOTE: If in the opinion of the Umpire, a Fair batted ball would have cleared the outfield fence, if not interfered with, the batter shall be awarded a Home Run.

**Sec. 7. BASERUNNERS ARE ENTITLED TO ADVANCE WITHOUT LIABILITY TO BE PUT OUT:**

- A. When a Fair batted ball goes over the fence or into a stand, without touching the ground, the batter shall be entitled to a Home Run.

**EFFECT Sec. 7 A.** A fair ball that clears the fence before touching anything other than a fielder, and which is not caught, is a Home Run. This includes any ball hitting the top of the fence and goes over the fence.

1. When a batted ball, either Fair or Foul, is legally caught on the fly, while Fielder's Feet are still within the established lines of the playing area, the batter is out, even though the fielder's momentum may cause her to fall over the fence, into a dugout or patron areas, or cross a line or marking the out of play area, provided in the Umpire's judgement the catch was completed. The ball is declared dead and each and every runner is advanced one base after the catch. If ball is carried intentionally into a dead ball area, two bases are awarded to each baserunner.

- B. When a Fair batted ball bounds or rolls into a stand, over, under or through a fence or other boundary of the playing field, baserunners are awarded two bases, from the time of the Pitch.

**EFFECT Sec. 7 B.** This award is made, whether or not the batted ball is first touched by a fielder.

- C. When a fielder catches a ball with an illegal glove, the catch is nullified.

**EFFECT Sec. 7 C.** The Umpire must discover this illegal action before a next pitch, either by observation, or because of an appeal from the offensive Team. Revert to the previous Pitch, disallow the catch and charge an error to the Fielder. Ball is dead, and the batter and each baserunner is advanced one base.

- D. When forced to advance because of the batter being awarded first base.

- E. When she is obstructed by a Fielder between the bases, or as she rounds a base, unless the fielder is trying to field a batted ball, or had the ball in her possession ready to tag the runner.

**EFFECT Sec. 7 E.** The obstructed runner shall be awarded at least one base beyond the base she had last legally touched before the obstruction. Umpire should also award the runner all other advanced bases, she believes the runner would have made, had no obstruction occurred, without waiting for an appeal from the offensive team, if the runner continues beyond the base awarded by the obstruction, she then becomes in jeopardy. Ball remains live with all other runners in jeopardy, except any preceding runners, forced by the award as penalty for obstruction, shall advance without liability to be put out, to the base which they are awarded.

- F. When a ball is live after a batted ball and is overthrown into foul territory and is blocked.

**EFFECT Sec. 7 F.** In all cases when a blocked ball occurs on an overthrown live ball, the ball is immediately dead. Each and every baserunner is awarded two bases from last base occupied, unless required to retouch.

1. When a FIRST throw is made by an infielder trying for a first play, the award is made from the batter's and a baserunner's positions at the time of the Pitch.
2. When an Infielder makes any FIRST attempt at a play, and then makes a Second attempted play or throw, or on any throw from the Outfield, the award is made from the last base touched by a runner, at the time this Throw is released. NOTE: Should more than one runner be between the same bases, the advanced runner governs the award.

- G. When an accident or incident occurs, that prevents a baserunner from proceeding to a base to which she is entitled, as on a Home Run or other awarded base, a Substitute runner shall be permitted to take her place, when a play is resumed, to complete the play.

**EFFECT Sec. 7 A-G.** In each and every instance, when a batter or runner is awarded one or more bases, each base must be touched in regular order when advancing, otherwise the Team in the Field may make an appeal on the runner at the missed base, which shall be allowed.

**Sec. 8. A BASERUNNER FORFEITS EXEMPTION FROM LIABILITY TO BE PUT OUT, IF:**

- A. While the ball is in play, she fails to touch each base in legal order before attempting to make the next base. Either the batter-runner at First base, or any other runner forced to advance, because the batter became a baserunner is considered as a force-out, should an appeal be made.
- B. After reaching First base, the batter-runner's momentum causes her to over run or overslide First base, the batter-runner makes an attempt to start toward Second base before returning to retouch First base.
- C. After dislodging in a base, the runner attempts to continue to the next base.

**EFFECT Sec. 8 C.** To avoid being in jeopardy, the runner must either remain with the dislodged base, or remain stationary at the base's proper location, where the base was originally located. If the baserunner makes a start toward the next advanced base, and then tries to return to the dislodged base, she is in jeopardy, and it is entirely within the Umpire's judgement, whether or not the runner should be safe or out.

**D. (Safety base rule) If the base runner uses the orange portion of First base at any time after the first attempt at first base and is not in contact with the white portion, then he is considered off the base.**

**Sec. 9. BASERUNNERS MAY AND SHALL RETURN TO BASES AT VARIOUS TIMES:**

- A. Baserunners required to return, or attempting to return, when the ball is in play, must touch each base in regular legal reverse order, which includes any intervening bases.

**EFFECT Sec. 9 A.** (NOTE: the below are appeal plays.)

- 1. Baserunners are in jeopardy, until they get back to their base, in order to comply with the several sections of these rules, when the ball is live.
- 2. No baserunner may return to a preceding base, after the ball has been declared dead, if the baserunner touches any succeeding base, or after a following runner has scored.
- 3. No baserunner may return to retouch a missed base, after a following runner has scored.

- B. Two baserunners may not occupy the same base simultaneously.

**EFFECT Sec. 9 B.** The first runner touching a base shall be entitled to occupy it until she has touched the next base legally, or is forced to leave the base due to the batter becoming a baserunner. The following runner may be put out by being tagged with the ball, even though both runner are in contact with the same base.

- C. A baserunner shall not run bases in reverse order to confuse the fielders, or to make a travesty of the game.

**EFFECT Sec. 9 C.** The baserunner shall be declared out by the Umpire, Ball dead.

- D. Baserunner returning to a base to retag a base on a fly ball caught and thrown by a fielder to any base. If the ball is thrown by a fielder into the restricted are, baserunner shall be awarded the base she must retouch plus one base. Since the baserunner is required to regain the base she first occupied, she is awarded that base and one more only.

**EFFECT Sec. 9 D.** If the baserunner is in contact with the base she will be awarded two bases from the time of the throw. If she leaves the base too soon, she will be awarded the base she must retouch plus one base. It may now become an appeal play and the baserunner may be put out. The determining factor shall be whether the base runner had possession of the Base at the time of the throw.

- E. A baserunner returning to a base on a ground ball or any time runners not required to retouch the basrunners are awarded two bases from the last base occupied.

**Sec. 10. BASERUNNERS MUST RETURN TO THEIR BASES:**

- A. When any Foul ball is not legally caught.
- B. When any illegally batted ball occurs.
- C. When a proper Batter is out on appeal for failing to bat in order.
- D. When an offensive player is called out for interference.
- E. When an Umpire or baserunner is struck by a Fair batted ball, before it touches a fielder, or passes any fielder other than the Pitcher.
- F. When time out is called by the Umpire.

**EFFECT Sec 10 A-F.**

1. The ball is immediately dead.
2. Baserunners may be forced to advance, if the batter is credited with a hit under part "E" thus awarded first base, thereby forcing other runners to advance.
3. Baserunners need not touch intervening bases, when required to return.
4. Baserunners must be allowed sufficient time to return, when required.

**Sec. 11. BASE STEALING OR ADVANCING IS NOT PERMITTED AS A RESULT OF ANY PITCHED BALL NOT HIT:** Baserunners must keep contact with their base, and may leave it ONLY when a pitched ball has reached or passed home plate, is batted or hits the ground.

**EFFECT Sec. 11.**

1. Each pitch not hit becomes dead and baserunners must immediately return to their base, as the Catcher is returning the ball to the Pitcher, at her position.
2. After a runner has returned to her base, she can not leave it again, during a Pitched ball situation, until the Pitched ball again reaches Home Plate, is batted or touches the ground.

**Sec. 12. BASERUNNERS ARE NOT OUT**

- A. When a batter-runner over runs or over-slides First base and immediately returns to that base.
- B. When a baserunner is required to return to a base, and is not given sufficient time to return.
- C. When a baserunner is touched with the ball not securely held by a fielder.
- D. When a defensive Team does not attempt an appeal play, until after a next pitch is made
- E. When a baserunner holds her base until a Fly ball is touched, and then attempts to advance.
- F. When a baserunner runs outside a baseline, and behind a fielder attempting to field a batted ball.
- G. When a baserunner runs outside the baseline, other than to avoid a fielder attempting to tag her with the ball.
- H. When a baserunner is hit by a batted ball that has passed or touched a fielder.
- I. When a baserunner makes contact with a fielder, not entitled to field the ball, when more than one fielder is attempting to field a batted ball.
- J. When a baserunner sliding into a base, dislodges it from its proper position.

**EFFECT Sec. 12 J.** If a runner sliding into a base is adjudged to be safe by the Umpire before dislodging the base, she remains safe by either staying at the position the base is supposed to occupy, or by remaining in contact with the base, The runner puts herself in jeopardy, when she attempts to advance to the next base, if she then tries to return to the misplaced base, it is entirely within the Umpire's jurisdiction to declare the runner safe, or out, if she is tagged with the ball.

- K. Following runners are not required to touch a base, if the base is several feet removed from its proper location.

**EFFECT Sec. 12 K.** Following runners may either touch the dislodged base, or touch the original position of the base, the same as if the base was in its proper location.

- L. When, while in contact with the base, the baserunner is hit with a Fair batted ball unless the Umpire rules that the ball was intentionally interfered with, or a Fielder interfered with, while attempting to field a batted ball.

**EFFECT Sec. 12 L.** The ball remains live with all runners continuing to be in jeopardy.

**Sec. 13. COURTESY RUNNERS. A courtesy runner shall be allowed when, according to the umpire' s judgment, a player who has reached base is clearly unable to run on subsequent**

plays due to an injury. The courtesy runner shall be the most recent to be put out on the injured player' s team, according to the official score book. This may be a put-out of a batter, a batter-runner, or a base runner. If the injury occurs at the beginning of a game and no other outs have occurred, the courtesy runner shall be selected by proceeding in reverse order of the batting order, starting with the injured player, and selecting the first player who is not currently on base. A courtesy runner may only be used once for each injury occurrence in a game. In subsequent turns at bat, the injured player must either run for herself or be removed from the game both offensively and defensively. If the injured player in subsequent times at bat reached base safely, but is unable to continue on subsequent plays due to the original injury, the player is to be removed from the game and declared out.

## **RULE 9. BALL IN PLAY AND BALL DEAD**

### **Sec. 1. THE BALL IS LEGALLY PUT IN PLAY BY THE UMPIRE:**

- A. At the start of the game when the pitcher has the ball while standing at the initial pitcher position, on the pitcher's plate, batter in batter's box, catcher in catcher's box and the umpire signals "play"
- B. In each instance thereafter when the ball becomes dead, and the above procedure is followed.

### **Sec. 2. THE BALL IS LIVE AND IN PLAY:**

- A. When the Pitcher has the ball in her possession at the Pitcher's plate.
- B. When the Pitcher delivers the Pitch toward Home Plate.
- C. When the batter hits the pitched ball legally.
- D. As long as there is a play resulting from a legally batted ball.
- E. When a live ball strikes a photographer, groundkeeper, policeman, etc.; when they are assigned to the field as part of the game.
- F. When a fly ball is legally caught (Unless it is caught 2<sup>nd</sup> foul after one strike.)
- G. At all times during the enforcement of the Infield Fly rule.
- H. When any thrown ball goes into Foul territory and is not blocked.
- I. When a fair batted or thrown live ball accidentally strikes the Coach.
- J. When a thrown ball strikes an Umpire or offensive player.
- K. When a fair batted ball strikes an Umpire or baserunner after touching a fielder, or after passing any fielder including the pitcher/infielder.
- L. When a fair ball strikes the Umpire or offensive player on Foul Ground.
- M. When baserunners have reached the base to which they are entitled because the fielder illegally touched or fielded a batted or thrown ball.
- N. When obstruction is called, but the runner obstructed can not be put out until she reaches the base to which she is entitled, because of the obstruction.
- O. When a baserunner must return to a base in reverse order while the ball is live and in play.
- P. When a baserunner is called out for passing a preceding runner.
- Q. When a baserunner acquires the right to a base by legally touching it before being put out.
- R. When a base is dislodged while baserunners are progressing around the bases.
- S. When a baserunner is called out for being out of baselines.
- T. When a baserunner is forced or tagged out.
- U. When an appeal play is involved or enforced.

**EFFECT Sec. 2 U.** This applies during an appeal play situation, which is attempted before the Umpire has called "TIME". However, after a DEAD BALL interval, baserunners may not advance during the execution of an appeal play, made immediately after the ball is again put in play.

- V. Whenever the ball is not DEAD, as provided in Section 3 of this Rule.

**Sec. 3. THE BALL IS DEAD AND NOT IN PLAY:**

- A. When no pitch is declared.
- B. When an Illegal Pitcher's Action is declared.
- C. When a baserunner is called out for leaving a base too soon, on a pitched ball.
- D. After each pitched ball and strike not batted.
- E. When a pitched ball touches any part of a batsman's person.
- F. When a batter bats illegally, or hits the ball with an illegal or altered bat.
- G. When a batter deliberately BUNTS or CHOPS THE BALL DOWNWARD.
- H. When the batter is hit by her own batted ball, either Fair or Foul.
- I. When a Foul ball is not caught on fly.
- J. When a batter steps completely across the Plate, with the Pitcher on her Plate.
- K. Intentionally dropped fair fly ball or line drive, by an infielder.(See 7-2H)
- L. When the batter hits second foul after one strike. (See 7-2D)

**EFFECT Sec. 9 A-L.** Ball immediately dead. No runner may advance a base.

- M. When an offensive Team member causes interference.
- N. When the baserunner deliberately crashes into a defensive player, who is waiting to make a tag.
- O. When a baserunner is off a base and is hit with a Fair batted ball, before the ball is touched by or passes through the infielders.
- P. When a blocked ball occurs.
- Q. When the ball gets outside the established limits of the playing field.
- R. When a Coach intentionally interferes with a batted or live thrown ball.
- S. When a ball is caught with an illegal glove, in any manner.
- T. When a spectator or other person not in the game causes interference.
- U. When a batted ball hits an Umpire before the ball is touched by or passes through the infielder. Batter is awarded first base. No baserunners may advance except to make room for the batter-runner.
- V. When "TIME" is called for any reason by the Umpire.

**EFFECT Sec. 3. M-V.** Ball immediately dead, however, runners are permitted to retain any bases they may have advanced, or any bases they may be awarded at the time of, or because of the interference.

- W. When there is no obstruction with the batsman, which is enforced.

## RULE 10. UMPIRES

**Sec. 1. POWERS AND DUTIES:** Umpires are the representatives of the Organization or League by which they have been engaged or assigned to a particular game, and as such are AUTHORIZED AND REQUIRED to enforce each and every section and part of these Rules, from the beginning to the end.

**EFFECT Sec. 1.** Umpires have the power and should use it with discretion, to order a Manager, Coach, Captain or player to do or to omit to do any act which in their judgement is necessary to give force and effect to one and all of these Rules, and to inflict penalties as hereinafter prescribed.

### **Sec. 2. GENERAL INFORMATION AND REGULATIONS FOR UMPIRES:**

- A. The Umpire should not be connected in any way with either team.
- B. The Umpire should be sure of date, time and location of the game.
- C. The Umpire should arrive at the field 20 minute before the game time, prepared to work.
- D. The official Umpire uniform standard for sanctioned play includes approved product, which allow for freedom of movement. The official uniform shall consist of:
  - 1. A blue JGSL umpire shirt.
  - 2. A pair of sneakers or cleats.

**EFFECT Sec. 2.D.** The shirt signifies that the umpire is in control and the sneakers (cleats) allow the umpire to move quickly into position to see the play correctly and make a good call.

- E. The Umpire shall have all necessary equipment deemed proper, especially an umpires indicator, for recording balls and strikes and outs, **and a small whisk broom. A mask is optional (recommended) when working behind the plate and is available in field box.**
- F. The Umpires should introduce themselves to the Official Scorer and Managers.
- G. The Umpires should instruct the Scorer to obtain the official line-ups.
- H. The Umpires should inspect the playing field and equipment, and supplement the Rule Book, with written game and ground rules, indicating all out-of-play areas, or other exceptions to the Rule Book, for both Managers.
- I. The Umpires working behind the Catcher, judging balls and strikes shall be designated Umpire-In-Chief, with the Umpires judging initial Base decisions called the Base Umpire.
- J. Neither Umpire has the authority to set aside decision made by the other Umpire within the limits or scope of his respective duties as outlined in these Rules.
- K. Under no circumstances shall either Umpire seek to revise a decision made by his associate, nor shall either Umpire criticize or interfere with the duties of his associate, unless asked to do so by him.
- L. An Umpire may consult with his associate at any time he desires to do so, or when requested to do so by a Manager. However, the final decision shall rest with the Umpire whose exclusive authority it was to make the decision, and who requested the opinion of the other Umpires.

- M. If different decisions should be made on one play by different Umpires, the Umpire-in-Chief shall call all Umpires into consultation, with no other person present. After consultation, the Umpire-in Chief shall determine which decision shall prevail, based on which Umpire was in the best position, and which decision was most likely to be correct. Play shall then proceed as if only one decision has been made.
- N. The Umpires shall declare the batsman or baserunner safe or out without waiting for an appeal for such decision, in all cases where such player is safe or out in accordance with this set of Rules.

**EFFECT Sec. 2 N.** Unless appealed to, an Umpire does not call a player out for having left a base too soon on a Fly ball caught, failing to touch the base as required, batting out of order, or making an attempted start to go to Second base or after the batter-runner has crossed First base, as provided in these Rules. No appeal will be considered or allowed, after a next Pitch is made to a batter, or during a suspension of PLAY, when "TIME" is in effect.

- O. Umpires must make any necessary, pertinent and proper report in writing after a game when requested, and where a verbal report is not considered sufficient.
- P. The duties of an Umpire do not include the filing of a Protest, for either team, although the Umpire is required to defend any decision protested, when made.

**Sec. 3. EITHER THE PLATE OR BASE UMPIRE SHALL HAVE EQUAL AUTHORITY TO:**

- A. Call illegal pitcher's actions or unfairly delivered pitches.
- B. Call a baserunner out for leaving a base too soon.
- C. Remove a Manager, Coach, Player or Team follower for violating these Rules.
- D. Call "TIME" when played should be suspended.
- E. Ordering Field Lights (**when available**) turned on.

**Sec. 4. SPECIFIC DUTIES OF THE UMPIRE-IN-CHIEF:**

- A. He shall have full responsibility for the proper conduct of the game.
- B. He shall take his initial position behind the Catcher's position.
- C. He shall call each pitch not hit, a ball or strike.
- D. He shall by agreement with and in cooperation with Base Umpire call plays, batted balls fair or foul, illegally batted balls and legal or illegally caught balls.

**EFFECT Sec. 4 D.** On plays which necessitate the Base Umpire leaving the Infield, the Plate Umpire shall move out and assume the duties of the Base Umpire, that are normally required, such as runners tagging the Bases, obstruction, interference's, etc.

- E. He shall determine and declare whether:
  - 1. A batter bats illegally.
  - 2. A batter bunts or chops the pitched ball downward.
  - 3. A fly ball is an Infield or Outfield Fly.

4. A batted ball touches the person of the batter.
  5. A batter strikes at the pitch.
- F. He shall render base decisions in the following instances:
1. On plays on the baserunner at Home Plate.
  2. On an appeal, decide whether a baserunner leaves third base too soon on a caught fly ball.
  3. If there is more than one runner on base, take the plays and make the decision on the Runner nearest the Home Plate, during plays on Runners.
  4. With only two Umpires working, and there is a batted ball, go to third base for any subsequent decision at that base, after initial decision, in the inning.

**EFFECT Sec. 4 F.** Plays at the Home Plate are always to receive first considerations, however, while the Base Umpire normally takes the FIRST DECISION at either Third, Second or First, if the FIRST DECISION or PLAY is made to either First or Second base, the Plate Umpire should position himself to make all subsequent decisions at Third base.

- G. When a TIME LIMIT has been set prior to game starting time, announce this fact and the time set to end the game, before the game started. Scorekeeper keeps this time, and total playing time of games.
- H. Check with the Official Scorer, advising that Official to have Managers, advise the Scorer, about the Official Batting Order, and any subsequent substitutions made.
- I. Should a dispute arise during, or immediately following the game, assist the Scorer to arrive at a correct decision, and the score.
- J. He alone shall have the authority to declare a game forfeited.

**Sec. 5. SPECIFIC DUTIES OF THE BASE UMPIRES:**

- A. He shall take such positions on the playing field, which will give him the best angles and positions, which in his judgement are best suited for rendering base decisions, in agreement with and cooperation with the Umpire-in-Chief. Whenever there are any runners on base, position himself inside the diamond.
- B. On a batted ball, he normally should render all FIRST decision to be made at any base, and then position himself to make all decisions at First and Second base, as well as Third base, should situations dictate the Plate Umpire remain or return to the Home Plate.
- C. He shall assist and cooperate with the Plate Umpire at all times in every way to assure that all plays receive a proper and correct decision, and that the playing field is fully observed during the playing of the game.
- D. He may and should be required to go into the outfield, to call certain Outfield decisions, when the Plate Umpire would be at a great disadvantage, making the call. Some of these plays would involve a trapped ball catch, Fly ball hitting or clearing a fence, a Legal catch when a Fielder runs or falls into a fence or obstruction and drops the ball because of such collision, and other plays, especially when light conditions are not of the best.

**Sec. 6. RESPONSIBILITIES OF AN UMPIRE ASSIGNED TO OFFICIATE BY HIMSELF** extends to all parts of the field, his duties and jurisdiction encompass all those duties normally covered when more than one Umpire is assigned. While normally stationing himself behind the Catcher to call Balls and Strikes, and moving out on batted balls, she may and shall take any position on the Field, which will in his judgement enable him to best discharge his various miscellaneous duties.

**Sec. 7. UMPIRES CAN NOT BE CHANGED DURING THE PLAYING OF A GAME**, unless they become incapacitated due to any injury or illness.

**Sec. 8. UMPIRE'S JUDGEMENT DECISIONS MAY NOT BE APPEALED** on the grounds that he was not correct:

- A. On a decision involving a Ball or Strike.
- B. That a batted ball was Fair or Foul.
- C. That baserunner was safe or out.
- D. When a game is called for darkness, rain, panic, or other logical reasons.

**EFFECT Sec. 8 A-D.** No decision shall be reversed by the Umpire, involving his judgement, except if he is convinced he was in error. This could come from consulting another Umpire working with him, as a result of his own requested conference.

**Sec. 9. UMPIRES SHALL ENFORCE ALL THESE RULES:**

- A. All rules governing the playing of the game are to be followed to the letter, with no deviations from the Rule permitted.

**EFFECT Sec. 9 A.** After a warning by an Umpire, the Umpire should remove the offender from the game, if the offense is repeated. For Major Offense, remove offender at once.

- B. Each Umpire has AUTHORITY to rule on any point or situation, not specifically covered in these Rules.

**EFFECT Sec.9 B.** Umpires should not necessarily penalize an entire Team because of the actions of one or more individuals. Remove violators from the game.

- C. Umpires may refuse to impose a penalty for a violation, when the impositions of such a penalty, would benefit the Offending Team.

**EFFECT Sec. 9 C.** As an example, Catcher's obstruction with the batter. Delay call.

- D. Umpires should work together and cooperate in every effort to assure correct decisions and fair rulings.

**EFFECT Sec. 9D.** This applies in all situations, such as sharp hit balls down the Foul Lines, tag plays on the batter-runner, batted ball hitting baserunner, runner leaving any base too soon, trap

type catch, darkness or other weather conditions, players stalling or hastening game, Pitcher and Batter continuing to try to annoy the other excessively. Other times include Plate Umpire watching runner at first base or other base, when more than one runner is on base, for leaving too soon, or the Plate Umpire following a batted ball down the Right Field Line, while observing the runners at First base, when the base Umpire is in his proper position out near Second base, when the ball was batted. Base Umpire should adjust to cover Third base, as well as Second base, when the Plate Umpire is delayed in getting to the best position. On other cooperation positions, the Base Umpire should be prepared to cover Home Plate, if and when the Plate Umpire gets trapped at Third base, while properly covering a play.

**Sec. 10. UMPIRE'S SIGNALS AND TERMS TO BE USED:**

- A. To indicate the PLAY shall begin or resumed, the umpire shall call "PLAY" and simultaneously make a beckoning motion for the Pitcher to deliver the Pitch.
- B. To indicate that the Pitcher should hold the Pitch, AND NOT DELIVER, because the Batter is not ready, extend the ARM directly toward the Pitcher when an OPEN PALM signaling the Pitcher to stop.
- C. To indicate that the PITCH was a STRIKE, the umpire shall raise his RIGHT ARM upward above the shoulder, indicating the number of the STRIKE with spread fingers, while at the same instant calling STRIKE (by number) in a clear and decisive voice.
- D. To indicate BALL, no arm signal is used. However, the Umpire shall give the ORAL call of BALL, adding the number.
- E. On an INTENTIONAL WALK of the Batter by the Pitcher, the Umpire merely makes such announcement to the Batter and Official Scorekeeper.
- F. To indicate the TOTAL COUNT on the Batter, the Umpire always announces the number of BALLS first and then the number of STRIKES. Also signal the count with the hands, showing the number of BALLS on the left hand, and the number of STRIKES on the right hand.
- G. To indicate a FOUL BALL the Umpire should extend his ARMS horizontally away from the diamond, according to the direction of the ball, while ORALLY declaring FOUL in a vociferous manner.
- H. To indicate a FOUL TIP the Umpire should put both hands upward while flicking the finger of one hand with the fingers of the other hand, ORALLY stating FOUL TIP.
- I. To indicate FAIR BALL, the Umpire shall gesticulate toward the center of the diamond or Pitcher's plate. This for the guidance of his fellow Umpire and the Player's information.
- J. To indicate the Batter or Baserunner OUT, the Umpire shall raise his RIGHT HAND upward clearly above the shoulder, with the fingers "closed" ORALLY DECLARE "OUT."
- K. To indicate that a baserunner is SAFE (or not out) the Umpire shall extend BOTH ARMS diagonally in front of his body with the PALMS OPEN, AND TOWARD THE GROUND. An ORAL CALL OF SAFE is also given simultaneously with the signal.
- L. To indicate SUSPENSION of play, the UMPIRE shall call "TIME" and at the same time extend BOTH HANDS skyward clearly above his head. The other Umpires shall immediately acknowledge the Suspension of play, by similar signs and actions.

- M. A DELAYED DEAD BALL will be indicated by the umpire extending his left arm horizontally.
- N. A TRAPPED BALL shall be indicated by the umpire extending both arms diagonally in front of his body with palms open, and toward the ground. Do not make a verbal call.

**Sec. 11. SUSPENSIONS OF PLAY:**

- A. The Umpire may Suspend Play when in his judgement, at any situation or condition justifies such action.
- B. WHEN IN THE OPINION OF THE UMPIRE ALL IMMEDIATE PLAY RESULTING FROM A BATTED BALL IS APPARENTLY COMPLETED, she SHALL CALL "TIME".

**EFFECT Sec. 11 B.** It is not necessary to return the ball to the Pitcher, after a batted ball, to stop baserunners from advancing. When baserunner have ceased try to move forward, or try for the next advanced base, because the Fielders have the live ball ahead of or in such a position, so that runner have stopped their advance, the Umpire shall call "TIME": especially when working the game as a SINGLE UMPIRE. In this case the baserunner, even though she is off her base, must then return to stay on the base which she has last touched, and must remain on her base, until she can legally leave the base.

- C. Play shall be Suspended whenever the Umpire leaves his proper position to brush the Plate, or to perform other duties not directly connected with the calling of decisions.
- D. The Umpire shall suspend play whenever a Batter or Pitcher steps out of position for a legitimate reason, Umpire should not permit either to continually repeat this action.
- E. The Umpire shall not give a call or signal for "TIME" when a Batter steps out of position after a Pitcher has started her delivery motions.
- F. In case of injury or some incident, unforeseen before a batter hits a FAIR BALL "TIME" shall not be called with the ball in play, until all plays in progress have been completed, or baserunners stopped at their bases.
- G. Umpires shall not suspend play for any reason, during live ball actions, at the request of Players, Coaches or Mangers, until all probable actions have been completed.

**Sec. 12. THE GREATEST UMPIRES KNOW THE RULES, HUSTLE WHILE COVERING EACH PLAY, AND ARE ABLE TO HANDLE DIFFICULT SITUATIONS WITH EASE AND DIPLOMACY.**

## **RULE 11. SCORING**

**Sec. 1. THE OFFICIAL SCORER.** In A, B, C, D, and E Divisions, the home team shall provide the official scorekeeper. The home team is responsible for posting the score on the score board (where available) each inning. A Scorer shall not make a decision which conflicts with the Official Playing Rules or with an Umpire's decision. **The home team manager is responsible for reporting the final score. The method for reporting the score to the League will be identified in an attachment. No score will be kept for K Division.**

**Sec. 2. – Sec. 19.** Not required for this league.

**Sec. 20. RUN LIMIT.** When a team has scored seven (7) runs in one inning, that team will take the field as if there were three (3) outs. The seven run limit is waived in the seventh and subsequent innings for the A, B, and C Divisions, and in the sixth and subsequent innings for the D and E Divisions.

**Sec. 21. SHORTENED GAME SCORING.** If a game has been stopped and is considered a complete game with the first team in the lead, and the second team has not been given an opportunity to complete its inning, then the game reverts to the score at the end of the last fully completed inning. If a stopped game is not considered complete due to the number of innings completed, then the game will be rescheduled and completely replayed (not restarted from the stopping point). If a stopped game had completed the required number of innings, but ended in a tie, then the game shall be rescheduled and resumed from the stopping point.

**Sec. 22. SEASON STANDINGS.** To determine the A, B, C, and D Division season standings: if the season records of two (2) or more teams are equal, first place will be determined by the season record of the teams against each other. If the season win-loss record is split between the teams and the overall records are otherwise equal, a tie will be declared. No season standings are kept for E and K Divisions.

## **RULE 12. CODE OF CONDUCT**

**JGSL has mandated the following Code of Conduct. All Board members, managers, and coaches must acknowledge and agree to adhere to the Code of Conduct as stated below.**

- 1. The emotional and physical well being of the JGSL players will be placed ahead of any personal desire to win. Emphasis will be placed on youth softball since the game is for children and not adults.**
- 2. Each player will be treated as an individual and with respect. Fair play and sportsmanship will be provided for all and each player will be given an equal opportunity to play. Players shall be respected under all conditions including losing situations. A manager or coach that operates out of spite will not be tolerated.**
- 3. There will be a safe playing situation provided for all players. First aide procedures shall be reviewed and practiced in the event an injury occurs.**
- 4. Practices will be organized so they are fun and challenging for all players. The practice will be conducted in a manner so that all players are actively involved.**
- 5. Players will be notified of all JGSL events including scheduled games and practices, picture day, all-stars, etc.**
- 6. An environment will be provided that is free of alcohol and drugs before, during, and after all JGSL sporting events. Smoking and/or the use of tobacco products are not permitted on the fields or in the dugouts during JGSL practices or games.**
- 7. The opposing manager, coaches, and players will be treated with respect. There will be no profanity, vulgar language, or obscene gestures. There shall be no aggressive, confrontational or otherwise unwanted physical contact with any players, other managers or coaches, spectators or umpires. Unsportsmanlike conduct will not be tolerated in any manner at any time.**
- 8. There will be no arguing of calls with the umpire or the opposing team. The umpire's authority shall not be challenged. The umpire will have the authority to remove any offender from the ball game or the playing area. Failure to comply with the umpire's ruling will result in forfeiture of the game. Any manager, coach, or player ejected from a game by an umpire will be automatically suspended from League participation for the next two games.**
- 9. During the game, the Manager is responsible for the actions of his team's coaches, players, and spectators.**

10. **Managers and coaches will be cognizant of and abide by the JGSL playing rules.**
11. **The manager/coaches meeting attendance is mandatory for all managers and coaches.**

**Complaints concerning misconduct shall be received by the Board, in writing, within 48 hours of the incident. Within 10 days of receipt of the complaint, the Board will provide the opportunity for all parties involved to present their views. A quorum of the Board will act on the complaint. Any Board member involved in the complaint will have no decision in the administration of any action by the Board. Failure to abide by League rules and concepts may result in warning letters, suspension from games, or indefinite dismissal from League participation.**