

2026-2029 OFFICIAL
RULES OF
SOFTBALL
FAST PITCH



WBSC



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FAST PITCH SOFTBALL PLAYING RULES

(INCLUDING MODIFIED *FAST* PITCH)

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This Rulebook contains the Official Rules of Softball (“Official Rules” *or* “Rules”), *adopted by and* of the World Baseball Softball Confederation (“WBSC”). *The Rules govern the playing of Fast Pitch and Modified Fast Pitch Softball in any game, tournament or competition, whether or not a WBSC Competition. They apply in addition to applicable Tournament Regulations.*

The Official Rules include Rules, Effects and Appendices. *Terms used in these Rules are defined herein or the Definitions Appendix in the WBSC Statutes.*

The Appendices and Effects form part of the Rule(s) in which they are cited and have the same force and effect as the Rule itself. The Table of Contents, where Rules are found, and the Index, a key word and subject matter reference to Rules, are for reference and do not form part of the Rules.

Every person involved in a game or a competition for which these Rules apply is expected to participate in a proper, ethical manner commensurate with high levels of sportsmanship.

Any misuse or reprinting of these Official Rules without the prior written consent of the WBSC is prohibited.

The WBSC disclaims and does not accept responsibility for defects or non-compliance of facilities or failure of persons involved in a game played under these Rules for failure to follow these Official Rules and is not liable for any consequences resulting from the playing of a game of Softball or the misuse of the Official Rules.

New rules and/or changes are *in bold, italics and underlined.*

TABLE OF CONTENTS

1	THE GAME	8
1.1	DEFINITIONS	8
1.2	REGULATION GAME REQUIREMENTS	9
2	PLAYING FIELD AND EQUIPMENT	16
2.1	DEFINITIONS	16
2.2	THE PLAYING FIELD	19
2.3	GAME EQUIPMENT	20
2.4	PLAYER EQUIPMENT	20
2.5	UNIFORMS	22
2.6	COACH AND MANAGER UNIFORMS	23
2.7	EQUIPMENT	23
3	PARTICIPANTS	24
3.1	DEFINITIONS	24
3.2	LINE UP AND ROSTERS	27
3.3	APPEALS	31
3.4	COACHES AND MANAGERS	34
3.5	TEAM PERSONNEL	35
3.6	UMPIRES	36
3.7	SCORERS/SCOREKEEPERS	39
4	PITCHING	39
4.1	DEFINITIONS	39
4.2	DEFENSIVE CONFERENCE	41
4.3	LEGAL PITCH REQUIREMENTS	42
4.4	WARM-UP PITCHES	48
4.5	NO PITCH	48
4.6	DROPPED BALL	49
4.7	RETURN OF PITCHER	49
4.8	ILLEGAL PITCHER	49
5	BATTING AND BASE RUNNINGS	50
5.1	DEFINITIONS	50
5.2	CHARGED OFFENSIVE CONFERENCE	59
5.3	ON-DECK BATTER	59

5.4	BATTING	61
5.5	BATTER-RUNNER	66
5.6	DOUBLE BASE	71
5.7	USING AN ILLEGAL GLOVE OR MITT	72
5.8	REMOVAL OF HELMET	72
5.9	TOUCHING BASES AND HOME PLATE IN LEGAL ORDER	73
5.10	RUNNERS	74
5.11	BASE RUNNING EFFECTS (OTHER THAN FOR OBSTRUCTION)	82
APPENDIX 1: PLAYING FIELD AND DIAMOND LAYOUT		86
A.	OFFICIAL DIMENSIONS OF THE PLAYING FIELD	86
B.	OFFICIAL DIMENSIONS OF THE DIAMOND LAYOUT	87
C.	OFFICIAL DIMENSIONS OF THE BASES	88
D.	OFFICIAL DIMENSIONS OF THE BATTER'S AND CATCHER'S BOXES	88
E.	OFFICIAL DIMENSIONS OF HOME PLATE AND PITCHER'S PLATE	89
F.	QUICK REFERENCE TABLE	89
G.	LAYING OUT A DIAMOND	91
APPENDIX 2: BAT SPECIFICATIONS		92
A.	OFFICIAL BAT	92
B.	THE WARM-UP BAT	94
APPENDIX 3: BALL STANDARDS		94
A.	AN OFFICIAL SOFTBALL	94
B.	DIMENSIONS AND SPECIFICATIONS	95
APPENDIX 4: GLOVE SPECIFICATIONS		96
APPENDIX 5: UMPIRES		97
A.	GENERAL INFORMATION FOR UMPIRES	97
B.	SIGNALS	99
APPENDIX 6: SCORING		100
A.	THE BOX SCORE	100
B.	WHEN A BASE HIT IS NOT RECORDED	102
C.	SACRIFICE FLY BALLS	103
D.	RUNS BATTED IN	103
E.	PITCHER CREDITED WITH A WIN	103
F.	PITCHER CHARGED WITH A LOSS	104
G.	GAME SUMMARY	104
H.	STOLEN BASES	105
I.	RECORDS OF FORFEITED GAMES	105
REFERENCES		106

1. THE GAME

1.1 DEFINITIONS

1.1.1 APPEAL – LIVE BALL OR DEAD BALL

A live or dead ball appeal is a play or situation in which an Umpire cannot make a decision unless requested by a manager, coach or player of the non-offending team.

1.1.2 DEFENSIVE TEAM

The team in the field.

1.1.3 FORFEIT

When the Plate Umpire rules that the game is over by declaring the non-offending team the winner.

1.1.4 HOME AND VISITING TEAM

- a) The home team may be determined in a variety of ways, including coin toss, mutual agreement *or competition* or league assignment.
- b) The home team starts the game on defense, bats in the bottom half of the inning and occupies the third base dugout.
- c) The visiting team starts the game on offense, bats in the top half of each inning and occupies the first base dugout.

1.1.5 INNING

That segment of a game when both teams either bat or field and remain batting or fielding until three outs occur. A new half-inning begins immediately after the final out of the previous half-inning.

1.1.6 OFFENSIVE TEAM

The team at bat.

1.1.7 “PLAY BALL”

When the Plate Umpire signals and declares “PLAY BALL” at the start of the game or to resume play in a game, provided that:

- a) the pitcher holds the ball in the pitcher’s circle;
- b) the catcher is in the catcher’s box; and
- c) all other fielders are in fair territory to put the ball in play.

1.1.8 PRE-GAME MEETING

The meeting at home plate at a predetermined time including the Umpires, coaches *and* managers of both teams. At this meeting, *the* line-up cards are confirmed and exchanged between teams and the Plate Umpire reviews any special rules.

1.1.9 PROTEST

The action of a defensive or offensive team, other than an appeal, objecting to:

- a) the misinterpretation or misapplication of a playing rule by an Umpire; or
- b) *the eligibility of a player named on a Roster that played in a game.*

1.1.10 “TIME”

The term used by an Umpire to order the suspension of play in a game. During time the ball is dead.

1.2 REGULATION GAME REQUIREMENTS

1.2.1 REGULATION GAME

A regulation game consists of seven completed innings, except as follows.

- a) A full seven innings need not be played if the home team scores more runs in six innings or before the third out in the bottom of the seventh inning.
- b) A game that is tied at the end of seven innings will continue by playing additional innings until one side scores more runs than the other at the end of a completed inning or the home team scores more runs before the third out in the bottom of the inning is made.
- c) A game called by the Plate Umpire will be a regulation game if five or more complete innings have been played, or if the team second at bat has scored more runs than the other team has scored in five or more innings or if the run ahead rule is invoked. The Plate Umpire is empowered to *suspend or* call a game at any time because of darkness, *weather (including rain)*, fire, panic or other cause, which puts the patrons or team members in physical danger.
- d) A regulation tied game will be declared if the score is equal when the game is ended at the end of five or more completed innings, or if the home team has equaled the score of the visiting team in the incomplete inning.

- e) These provisions do not apply to any acts on the part of players or spectators that might call for forfeiture of the game. The Plate Umpire may forfeit the game to the non-offending team if any team member or spectator physically attacks an Umpire.
- f) A game that is not considered a regulation game or is a regulation tied game will be replayed from the start of the game. The original line-up may be changed when the game is replayed.

1.2.2 FORFEITED GAME

A game is forfeited in favor of the team not at fault when:

- a) a team fails to appear on the field;
- b) a team on the field refuses to begin a game for which it is scheduled or assigned at the time scheduled or within a time set for forfeitures for the game or competition in which the team is playing;
- c) after the game starts, one team refuses to continue to play, unless the game has been suspended or terminated by the Plate Umpire;
- d) after the Plate Umpire suspends play, one team fails to resume play within two minutes after the Plate Umpire signals and calls "PLAY BALL";
- e) a team employs tactics designed to delay or hasten the game;
- f) after a warning by the Plate Umpire, any one of these Rules is willfully violated, except if the pitcher continues to repeatedly violate a pitching rule the pitcher will be removed from the pitching position for the remainder of the game and shall be declared an illegal pitcher;
- g) the order for the removal or ejection of a player or any person authorized to sit in the dugout is not obeyed within one minute;
- h) because of the removal or ejection of the players from the game by an Umpire or for any other cause there are less than nine (9) or ten (10) while using a DP and FLEX available in the line-up on either team;
- i) a declared ineligible player re-enters the game and one pitch is thrown; or
- j) it is discovered that an ejected player, coach or manager is participating in the game again.

1.2.3 RUN AHEAD RULE

- a) This rule applies to any game when one team leads another by: fifteen (15) runs after three (3) innings; ten (10) runs after four (4) innings; or seven (7) runs after five (5) innings.

- b) Complete innings are played unless the home team scores the required number of runs while at bat. When the visiting team reaches the required number of runs in the top half of the inning, the home team bats in the bottom half of the inning. All play must have finished before the game is declared won by the score of the run ahead rule. If in the bottom of the inning no scores above the run ahead the score shall count unless the game-ending play is a home run and all runs scored because of the home run shall count.

1.2.4 TIEBREAKER; TIEBREAKER INNING

- a) Starting with the top of the eighth inning and for each half-inning thereafter until the game ends, the offensive team starts its turn at bat with the player scheduled to bat ninth in that respective half-inning placed on second base as a runner.
- b) The runner on second base may be substituted in accordance with the Substitution Rules.
- c) An incorrect runner that is placed on second base shall be called out if a proper appeal is made by the defensive team after a pitch (legal or illegal) or a play is made and is upheld. A proper appeal may be made at any time the incorrect runner is on base. If the offensive team places the correct runner on base before a proper appeal is made, there is no penalty.

1.2.5 SCORING RUNS

- a) One run is scored each time a runner touches, in order, all three bases and home plate and before the third out of that half-inning.
- b) When the tiebreaker is used, the runner starting at second base does not have to touch first base in order for a legal run to be scored.
- c) A run does not score if the third and/or last out of the inning is a result of:
 - i) a batter-runner being out before they touch first base;
 - ii) a runner being forced out including on an appeal play;
 - iii) a runner leaving a base before the pitcher's non-pivot foot touches the ground during their pitching movement; or
 - iv) a preceding runner being out.
- d) Additional out appeals may be made after the third out to remove a run(s).

1.2.6 APPEAL PLAYS

On an appeal play, the runner will not be out unless the appeal is made legally.

- a) An appeal may be made while the ball is live or dead, but the defensive team loses the opportunity of making an appeal if it is not made:
 - i) before the next legal or illegal pitch, except for an illegal substitute, unannounced player, illegal re-entry, replacement or withdrawn player and runners switching bases;
 - ii) before all defensive players have left fair territory on their way to the dugout. If a fielder makes the appeal, the fielder must be in the infield when making the appeal;
 - iii) in the case of the last play of the game, before the Umpires have left the field of play; or
 - iv) at any time an incorrect runner is on base in a tiebreaker inning or as a temporary runner for the catcher or pitcher of record.
- b) A runner may leave their base during a live ball appeal play when:
 - i) the ball leaves the pitcher's circle;
 - ii) the ball leaves the pitcher's possession; or
 - iii) the pitcher makes a throwing motion indicating a play or fake throw.
- c) DEAD BALL APPEAL. Once the ball has been returned to the infield and "TIME" has been called or the ball becomes dead, any defensive team member in the infield, with or without possession of the ball, may make an appeal on a runner missing a base or leaving a base too soon on a caught fly ball. A coach or manager may only make a dead ball appeal after stepping onto the playing field. The administering Umpire should acknowledge the appeal and then make a decision on the play. No runner may leave their base during this period as the ball remains dead until the next pitch.
EXCEPTION: A runner who has left a base too soon on a caught fly ball or who has missed a base may attempt to return to such base while the ball is dead.
 - i) If the ball goes out of play, the dead ball appeal cannot be made until the Plate Umpire places a new ball into the game.
 - ii) If the pitcher has possession of the ball and is in contact with the pitcher's plate when making a verbal appeal, no Illegal Pitch is called.
 - iii) If the Umpire has declared "PLAY BALL" and the pitcher then requests an appeal, the Umpire would again call "TIME"

- and allow the appeal process.
- d) Additional out appeals may be made after the third out as long as they are made properly and are made to remove a run or to reinstate the correct batting order.
 - e) These are the types of appeal:
 - i) missing a base;
 - ii) leaving a base on a caught fly ball before the ball is first touched;
 - iii) batting out-of-order;
 - iv) attempting to advance to second base after reaching first base;
 - v) illegal substitutions;
 - vi) the use of an unannounced player under the Replacement Player Rule;
 - vii) Illegal Re-entry;
 - viii) the use of an unannounced player under the Designated Player Rule;
 - ix) runners switching positions on the bases they occupied; or
 - x) the use of an incorrect runner on second base in a tiebreaker inning or as a temporary runner for the catcher or pitcher of record.

1.2.7 WINNER OF THE GAME

The winner of the game is the team that scores more runs than the other team scores in a regulation game.

- a) The score of a called regulation game is the score at the end of the last complete inning unless the home team scores more runs than the visiting team in the bottom half of the incomplete inning. In this case, the score is that of the incomplete inning.
- b) The score of a regulation tie game is the tie score when the game was terminated.
- c) The score of a forfeited game is 7-0 in favor of the team not at fault.

12.8 GROUNDS FOR A PROTEST

- a) A protest that will be received and considered includes *only* the following *and the example in Rule 1.2.9, but not a matter in Rule 1.2.10:*
 - i) the misinterpretation of a Rule;
 - ii) the failure of an Umpire to apply the correct Rule to a given situation; or
 - iii) the failure to impose the correct *Effect* for a given violation;

- b) After one pitch has been thrown (legal or illegal), no Umpire ruling can be appealed or changed.
- c) At any time, a protest may be submitted to the appropriate authority other than the Plate Umpire for the eligibility of a player on the Roster.

1.2.9 PROTESTS

A protest may involve both a matter of judgment and the interpretation of a Rule. An example of a situation of this type follows:

With one out and runners on second and third bases, the batter hits a fair fly ball that was caught. The runner on third tagged up after the catch but the player on second did not. The runner on third base touched home plate before the ball was played at second base for the third out. The Umpire did not allow the run to score. The questions whether the runners left their bases before the catch and whether the play at second base was made before the player on third base touched home plate are solely matters of judgment and may not be protested. The failure of an Umpire to allow the run to score was a misinterpretation of a Rule and was a proper subject for protest.

1.2.10 INVALID PROTESTS

No protest may be received or considered if it is based solely on a decision involving the accuracy of judgment by an Umpire or if the team lodging the protest won the game. Examples of protests that will not be considered are:

- a) whether a batted ball was fair or foul;
- b) whether a runner was safe or out;
- c) whether a pitched ball was a strike or a ball;
- d) whether a pitch was legal or illegal;
- e) whether a runner did or did not touch a base;
- f) whether a runner left the base too soon on a caught fly ball;
- g) whether a fly ball was or was not caught;
- h) whether a fly ball was or was not an infield fly;
- i) whether there was or was not an interference;
- j) whether there was or was not an obstruction;
- k) whether a player or live ball did or did not enter a dead ball territory or touch an object or person in a dead ball territory;
- l) whether a batted ball did or did not clear a fence in flight;
- m) whether the field is fit to continue or resume play;
- n) whether there is sufficient light to continue play; or

- o) any other matter involving only the accuracy of the Umpire's judgment.

1.2.11 GIVING NOTICE OF A PROTEST

- a) Other than for player eligibility, notice to protest must be given clearly to the Plate Umpire: (i) immediately before the next pitch, legal or illegal; (ii) if at the end of an inning, before all fielders leave fair territory on their way to the dugout; or (iii) if the last play of the game, before the Umpires have left the field of play.
- b) Any notice of protest given in accordance with this Rule means that the remainder of the game is played under protest.
- c) The manager or head coach of the protesting team may give such notice. The Plate Umpire must notify the opposing manager or head coach and the official scorer.
- d) All interested parties must take notice of the conditions surrounding the making of the decision that will aid in the correct determination of the issue.

1.2.12 DEADLINE TO FILE AN OFFICIAL PROTEST

An official written protest must be filed with the Plate Umpire within a reasonable time.

- a) In the absence of a league or competition rule fixing the time limit for filing a protest, a protest should be considered if filed within a reasonable time, depending on the nature of the case and the difficulty in obtaining the information on which to base the protest.
- b) Generally, 24 hours after the latter of the time of the incident or the end of the game in question is considered a reasonable time.

1.2.13 REQUIREMENTS FOR A FORMAL WRITTEN PROTEST

A formal written protest must contain the following information to be valid:

- a) the date, time and place of the game;
- b) the name(s) of the Umpires and scorer(s);
- c) the Rule(s) or local rules under which the protest is made;
- d) the decision and conditions surrounding the making of the decision; and
- e) all essential facts involved in the matter protested.

1.2.14 RESULT OF PROTEST

The decision made on a protested game will be made by the Plate

Umpire only after the conditions of Rule 1.2.13 are satisfied and must result in one of the following.

- a) The protest is found invalid and the game result and score as played remains unaltered.
- b) When a protest is allowed for the misinterpretation of a Rule, the game is replayed from the point at which the incorrect decision was made with the decision corrected.
- c) When a protest for ineligibility of a Roster player is allowed, the game is forfeited by the offending team.

2. PLAYING FIELD AND EQUIPMENT

2.1 DEFINITIONS

2.1.1 ALTERED BAT

A bat is altered when the physical structure of a legal bat has been changed. Examples of altering a bat are: replacing the handle of a metal bat with a wooden or other type handle; inserting material inside the bat; applying excessive tape; painting a bat at the top or bottom for other than identification purposes; or engraving an “ID” marking on the barrel end of a metal bat. Replacing the grip with another legal grip is not considered altering the bat. An engraved “ID” mark on only the knob end of a metal bat or a laser mark for “ID” purposes anywhere on the bat is not an alteration.

2.1.2 BASE LINE

The direct line between any two consecutive bases.

2.1.3 BATTER’S BOX

The area to which the batter is restricted while in position with the intention of batting and helping the offensive team score runs. The lines are considered as being within the batter’s box.

2.1.4 CATCHER’S BOX

That area within which the catcher must remain until the pitch is released. The lines are considered within the catcher’s box. The catcher is considered to be in the catcher’s box except when touching the ground outside the catcher’s box.

2.1.4A BULL PEN

The area designated for a non-starting pitcher to warm up. The bull pen may be located in foul territory or outside the playing field. Separate similar areas must be allocated for both the home team and the visiting team. If located in foul territory:

- a) the home team’s bull pen shall be located in foul territory down the third base line beyond the limits of the infield, with the pitcher throwing toward the outfield fence; and
- b) the visiting team’s bull pen shall be located in foul territory down the first base line beyond the limits of the infield, with the pitcher throwing toward the outfield fence.

2.1.5 COACH’S BOX

The area in foul territory on the first base and third base sides of the playing field in which the offensive coaches must position themselves. (The coach’s box shall be located and be of the dimensions set out in Appendix 1.B (Official Dimensions of the Diamond Layout) and 1.F (Quick Reference Table).

2.1.6 DEAD BALL TERRITORY

The area of the playing field that is not fair territory or foul territory and in which the team dugouts are located.

2.1.6A DUGOUT

The area in dead ball territory designated for team members only. There must be no smoking, consumption of alcohol or use of chewing tobacco in the dugout. Smoking includes the inhalation of tobacco products, e-cigarettes and vaping.

2.1.7 FAIR TERRITORY

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

2.1.7A FOUL POLES

The poles that extend above the outfield fence that are fair territory and must be a color contrasting to that of the official ball and clearly visible.

2.1.8 FOUL TERRITORY

Any part of the playing field that is not fair territory and that excludes dead ball territory.

2.1.9 HELMET

A helmet that is cracked, broken, dented or altered will be declared an illegal helmet and removed from the game.

- a) For an on-deck batter, batter, batter-runner, runner, youth coach or bat person, a helmet must have two ear flaps (one on each side) and must be of the type that has safety features equal to or greater than those provided by the full plastic cap with padding on the inside. A liner covering only the ears does not meet the specifications of a legal helmet.
- b) For a catcher or a defensive player, a helmet may be the skull type without earflaps.

2.1.10 ILLEGAL BAT

A bat that does not meet the requirements of Rule 2.3.1.

2.1.11 ILLEGAL GLOVE OR MITT

A glove that does not meet the specifications of a legal glove or the use of a mitt by a fielder other than a catcher or first baseman.

2.1.12 INFIELD

The area of the field in fair territory normally covered by infielders.

2.1.13 MITT

A mitt consists of a solid piece for finger placement, no finger slots and a deeper pocket than a glove. A glove has separated finger slots on the outside and back. (See Appendix 4: Glove Specifications.)

2.1.14 OFFICIAL EQUIPMENT

Official equipment is any equipment (bat, glove, mitt, helmet, etc.) in use by the defensive or offensive team in the course of play. Defensive equipment (gloves, for example) left on the field by the team playing offense would not be official equipment.

2.1.15 ON-DECK CIRCLE

The area to which the on-deck batter is restricted while waiting their turn at bat. (The On-Deck Circle shall be located and be of the dimensions set out in Appendix 1.B (Official Dimensions of the Diamond Layout.)

2.1.16 OUTFIELD

That portion of the playing field in fair territory that is beyond the infield.

2.1.17 PLAYING FIELD

The area within which the ball may be played and fielded up to and including the dead ball line.

2.2 THE PLAYING FIELD**2.2.1 PLAYING FIELD REQUIREMENTS**

- a) The playing field must have a clear and unobstructed area within the minimum dimensions set out in Appendix 1 (Playing Field and Diamond Layout) and must include all features shown.
- b) The playing field should have a warning track. If a warning track is used it must be an area within the playing field and adjacent to any permanent fence along the outfield and sidelines.
- c) There is no requirement to cut a warning track in the permanent outfield surface (grass or otherwise) when temporary fencing is used (i.e., when a fast pitch or modified fast pitch game is played on a field designed primarily for slow pitch).
- d) A ball is outside the playing field when it touches the ground, a person on the ground or an object outside the playing area.

2.2.2 THE OFFICIAL DIAMOND

- a) The official diamond layout must comply with the dimensions and specifications in Appendix 1.A (Playing Field and Diamond Layout) and must include all features shown (foul, one meter and sidelines; coach's, batter's and catcher's boxes; on-deck circle; pitcher's circle; and bases and home plate).
- b) If during the game the base distance or the pitching distance is found to be incorrect, the error must be corrected at the start of the next full inning after which the game resumes and continues.

2.2.3 GROUND OR SPECIAL RULES

Ground or special rules establishing the limits of the playing field for a game or competition may be agreed prior to the start of a game or competition and used whenever backstops, fences, stands, vehicles, spectators or other obstructions are within the prescribed area, or circumstances dictate.

- a) Any obstruction on fair territory less than the minimum fence distances set out in Appendix 1.F (Distance Table) must be clearly marked for the Umpire's information.
- b) If using a baseball field, the pitcher's mound must be removed, the field aligned for fast pitch or modified fast pitch and the backstop set at the prescribed distance from home plate.

2.3 GAME EQUIPMENT

2.3.1 OFFICIAL BAT

Only an official bat that meets the standards of the WBSC Equipment Standards Commission and is stamped with the WBSC or former ISF 2005 logo that the Equipment Standards Commission adopted and approved marking must be used in a WBSC Competition. The WBSC Approved Bat List and Approved Logo can be found at the WBSC Website www.wbsc.org. See Appendix 2 (Bat Specifications) for approved bat standards.

2.3.2 WARM-UP BAT

Only a warm-up bat that meets the specification in Appendix 2 (Bat Specifications) for approved warm-up bat standards may be used.

2.3.3 OFFICIAL SOFTBALL

Only an official softball that meets the standards of the WBSC Equipment Standards Commission and is stamped with the WBSC Equipment Standards Commission adopted and approved marking must be used in a WBSC Competition. See Appendix 3 (Approved Ball Standards).

2.4 PLAYER EQUIPMENT

2.4.1 GLOVES AND MITTS

- a) Any player may wear a glove, but only the catcher and first baseman may use a mitt.
- b) No top lacing, webbing or other device between the thumb and body of the glove or mitt worn by a first baseman or catcher or a glove worn by a fielder may be more than 12.7 cm. (5 in.) in length.
- c) A pitcher's glove may be any color or combination of colors, provided that no color (including the lacing) is the color of the ball. A glove worn by any player other than the pitcher may be any color or combination of colors.
- d) A glove or mitt with white, gray or yellow optic circles on the outside that gives the appearance of a ball is not official equipment and must not be used. (Appendix 4: Glove Specifications.)

2.4.2 SHOES

- a) All team members must wear shoes. A shoe must be made

- with either canvas or leather uppers or similar materials and be fully enclosed.
- b) Shoe soles may be either smooth or have soft or hard rubber cleats.
- c) Ordinary metal sole and heel plates may be used if the spikes on the plates are not rounded and do not extend more than 1.9 cm. (3/4 in.) from the sole or heel of the shoe.
- d) No hard plastic, nylon or polyurethane spikes similar to a metal sole and heel plate are allowed in any division at any level of play.
- e) Shoes with detachable cleats that screw onto the shoe are not permitted; however, shoes with detachable cleats that screw into the shoe are permitted.
- f) For Youth and modified fast pitch only, metal cleats must not be worn in any division at any level of play.

2.4.3 PROTECTIVE EQUIPMENT

- a) **MASKS.** All catchers must wear a mask, throat protector and helmet. A catcher (or other members of the defensive team) must wear a mask, throat protector and helmet while receiving warm-up pitches from the pitcher's plate, or in the warm-up area. If the person catching the pitch will not wear the mask, throat protector and helmet, they must be replaced by a person who will do so. An extended wire protection attached to the mask may be worn instead of the throat protector. The ice hockey goalie style facemask is approved for use by a catcher. If there is no throat protector built onto the mask, the throat attachment must be added to the mask before using.
- b) **FACE MASKS.** Any defensive or offensive player may wear an approved plastic face mask/guard. A face mask/guard that is cracked or deformed, or if padding has deteriorated or is missing, is prohibited from use and must be removed from the game. A catcher may not wear the plastic face mask/guard in place of the regular mask with a throat protector.
A defensive player that wears a face mask has the option to wear a cap.
- c) **BODY PROTECTORS.** A catcher (Adult and Youth) must wear a body protector.
- d) **SHIN GUARDS.** A catcher (Adult and Youth) must wear shin guards while on defense that will offer protection to the kneecap.
- e) **PROTECTIVE LEG/ARM GUARDS.** These may be worn by a batter and a batter-runner.

2.5 UNIFORMS

2.5.1 PLAYER UNIFORMS

All players on a team must wear uniforms alike in color, trim and style. A team member in uniform may, for religious reasons, wear a specific head covering and apparel that does not conform to these Rules without penalty.

- a) **CAPS**
 - i) Ball caps must be alike, are mandatory for all male players and must be worn properly.
 - ii) Caps, visors and headbands are optional for female players and players are free to choose which of these they wish to wear. Each must be of the same color and style of the team uniform colors. Plastic or hard visors are not allowed.
 - iii) Should a defensive player wear an approved helmet of a similar color of the team uniform cap, they will not be required to wear a cap.
- b) **UNDERSHIRTS**
 - i) A player may wear a uniform-colored undershirt (it may be white). It is not mandatory that all players wear an undershirt; however, if one player wears one, those that are worn must be alike. No player may wear ragged, frayed or slit sleeves on exposed undershirts.
 - ii) A player may wear one or two warming sleeves (compression) sleeve(s) provided that each is the same one solid color that is a team uniform color and that the color matches all other undershirts worn by any player on that team.
- c) **PANTS/SLIDING PANTS.** All player pants must be either all long or all short in style. A player may wear a uniform solid color pair of sliding pants. It is not mandatory that all players wear sliding pants, but if more than one player wears them, they must be alike in color and style except temporary, Snap-On or Velcro sliding pads. No player may wear ragged, frayed or slit legs on exposed sliding pants.
- d) **NUMBERS.** An Arabic number of contrasting color at least but not more than 15.2 cm. (6 in.) high must be worn on the back of all uniform shirts. No one on a team Roster may wear the same or identical numbers (numbers 1 and 01 are examples of identical numbers.) Only whole numbers 01 to 99 must be used. A player without a number will not be permitted to play.

- e) **NAMES.** Individual names may be worn above the numbers on the back of all uniform shirts.
- f) **CASTS.** A cast (plaster, metal or other hard substances in its final form) may not be worn in a game. Any exposed metal (other than a cast) must be adequately covered by a soft material, taped and approved by the Umpire.
- g) **DISTRACTING ADORNMENTS.** No exposed items, including jewelry, judged by the Umpire to be distracting to opposing players, may be worn or displayed. The Umpire must require the item to be removed or covered. Medical alert bracelets and/or necklaces, if deemed distracting, must be taped to the body in such a manner that the medical alert information is visible.

2.6 COACH AND MANAGER UNIFORMS

A coach and manager must be neatly attired, including the wearing of suitable footwear, or be dressed in team uniform in accordance with the color code of the team. If a coach or manager chooses to wear a cap, it must conform to Rule 2.5.1 a).

2.7 EQUIPMENT

Notwithstanding any provision of these Rules, the WBSC Equipment Standards Commission reserves the right to withhold or withdraw approval of any equipment which, in the WBSC Equipment Standards Commission's sole determination, significantly changes the character of the game, affects the safety of participants or spectators or renders a player's performance more a product of the equipment rather than a player's individual skill.

EFFECTS

Rule 2.4.2	Wearing improper shoes
Rule 2.4.3 a)	Failure of a catcher to wear helmet, mask or throat protector
Rules 2.4.3 c)-d)	Failure to wear mandatory equipment
2.5.1	Improper uniform or improper wearing of a uniform by a player
2.6	Improper dress by a coach
Effect	After a warning from the umpire and a failure to comply or a repetition of the violation, a violator shall be ejected from the game.

3 PARTICIPANTS

3.1 DEFINITIONS

3.1.1 BASE COACH

An offensive team person who takes their position on the field and within the coach's box while their team is at bat.

3.1.2 COACH AND MANAGER

A *coach or manager* is responsible for *the actions of* their team *and every person on the Roster during a game*. A player may be a coach *or manager*, as a replacement for an absent, *removed or ejected* coach, or *be* a playing coach.

3.1.3 DESIGNATED PLAYER (DP)

A starting offensive player who bats for the FLEX.

3.1.4 EJECTION

The act of any Umpire ordering a *person*, official or any team member to leave the game and the grounds for a Rule violation for the remainder of the game.

3.1.5 FIELDER

Any defensive player of the team on the field.

3.1.6 FLEX PLAYER (FLEX)

The starting player who is listed in the 10th spot on the line-up card and for whom the DP is batting. The FLEX may play any defensive position and may enter the game on offense only in the DP's batting position.

3.1.7 ILLEGAL RE-ENTRY

An illegal re-entry occurs when:

- a starting player returns to the game in a different position in the line-up;
- a substitute re-enters the game, not as a replacement player;
- a starting player re-enters the game a second time, not as a replacement player;
- an ineligible replacement player enters the game; or
- the FLEX enters the game on offense for a player other than the DP.

3.1.8 UNREPORTED SUBSTITUTION

An unreported substitution occurs when a player enters the game without being reported to the responsible Umpire as:

- a substitute;
- b) a player eligible to enter, return to or stay in the game under the provisions of the replacement player rule;
- a declared ineligible player; or
- an illegal re-entry.

3.1.9 INELIGIBLE PLAYER

A player who may no longer participate in the game as a player because they have been removed by an Umpire. An ineligible player may continue in the game as a coach *or manager*.

3.1.10 INELIGIBLE REPLACEMENT PLAYER

An ineligible replacement player is a player who may not enter the game to replace a withdrawn player. An ineligible replacement player entering the game is considered an illegal re-entry. An ineligible replacement player is one who:

- has been removed from the game by an Umpire for a Rule violation;
- is in the current line-up; or
- is not in the current line-up but eligible to re-enter the game.

3.1.11 INFIELDER

A defensive player, including the pitcher and catcher, who is generally positioned anywhere near or within the lines of the base paths forming fair territory. A player who normally plays in the outfield may be considered an infielder if they move into the area normally covered by infielders.

3.1.12 LINE-UP CARD

The list of starting players, substitutes and *head* coach *or manager* that is given to the Umpire-In-Chief and/or the Plate Umpire and the official scorer before the start of the game. The Plate Umpire retains the line-up card for the duration of the game.

3.1.13 LINE-UP

The players currently in the game on offense and defense, including the DP and the FLEX.

3.1.14 OFFENSIVE PLAYER ONLY (OPO)

A player in the batting order, other than the FLEX, for whom the DP is playing defense.

3.1.15 RE-ENTRY

When a starting player returns to the game after being substituted.

3.1.16 REMOVAL FROM THE GAME

When an Umpire declares a player ineligible for further participation in the game as a result of a Rule violation. Any person so removed may continue to sit *in the dugout* but may not participate further in the game except as a coach *or manager*.

3.1.17 REPLACEMENT PLAYER

A player permitted to enter the game for a withdrawn player.

3.1.18 ROSTER

The list of all players eligible to be entered on a team's line-up card.

3.1.19 STARTING PLAYER

A player listed on the line-up card that starts the game in the field or at bat.

3.1.20 SUBSTITUTE

- a) A non-starting player who has not been in the game other than as a replacement player.
- b) A starting player who has left the game once and who is eligible to return to the line-up.

3.1.21 TEAM MEMBER

A person authorized to be in the *dugout*.

3.1.22 TEMPORARY RUNNER

A player who may run for the catcher or *the* pitcher of record who is on base with two outs.

3.1.23 WITHDRAWN PLAYER

A player who must leave the game due to an injury that is bleeding and cannot be stopped in a reasonable time or when the player's uniform becomes covered with blood.

3.2 LINE UP AND ROSTERS**3.2.1 LINE-UP CARD**

- a) The line-up card contains:
 - i) the last name, first name, position and uniform number of the starting players;
 - ii) the last name, first name and uniform number of any available substitutes; and
 - iii) the last name and first name of the head coach.
- b) A player's name cannot be on the line-up card unless the player is present in uniform and in the *dugout*.
- c) An eligible roster player may be added to the substitute list at any time during the game.
- d) A male roster will only contain male players and a female roster only female players.
- e) If a uniform number is incorrectly given on the line-up card, a change may be made without penalty. If a player wearing an incorrect number violates any Rule, that Rule violation has precedence and must be enforced. If the player remains in the game following the violation, the number must be corrected before play may continue.

3.2.2 PLAYERS

- a) Each team must have a minimum of nine (9) players in the line-up at all times. Using the DP, a team must have ten (10) players listed in the line-up. The DP must be declared on the starting line-up *card*.
 - i) The defensive player positions are pitcher (F1), catcher (F2), first base player (F3), second base player (F4), third base player (F5), shortstop (F6), left fielder (F7), center fielder (F8) and right fielder (F9).
 - ii) The defensive player positions with 10 players are the same as a team of nine (9) players plus the DP.
- b) Players of the team in the field may be stationed anywhere in fair territory at the start of each pitch, except for the catcher who must be in the catcher's box and the pitcher who must be in a legal pitching position or in the pitching circle when the Umpire puts the ball in play.
- c) A team must have the required number of eligible players in the line-up at all times to continue a game.

3.2.3 STARTING PLAYERS

- a) A starting player is official once the line-up card has been confirmed by the team coach or manager and the Plate Umpire at the pre-game meeting at home plate.
- b) The names, uniform numbers and positions may be entered on the line-up card in advance of the pre-game meeting.
- c) In the case of injury or illness, the team coach or manager may make changes to the line-up card at the home plate meeting prior to the line-ups being declared official. A listed substitute may take the place of an ill or injured starting player whose name is in their team's starting line-up, and they would be considered the starting player and the other player may be a substitute.
- d) The starting player so changed at the home plate meeting may enter the game as a substitute at any time later in the game.
- e) All starting players, including the DP and the FLEX, may be substituted and re-enter the line-up once and must remain in the same batting position whenever they are in the line-up. A violation of this rule is considered an illegal re-entry.

3.2.4 DESIGNATED PLAYER (DP)

- a) A DP may bat for any defensive player.
- b) The DP may play defense for any player including the FLEX.
 - i) If the DP plays defense for a player other than the Flex Player, that player continues to bat and is identified as the OPO. The OPO is not considered to have left the game and continues to bat but does not play defense.
 - ii) When the DP plays defense for the FLEX, this is treated like a substitution for the FLEX or the FLEX's substitute and must be reported to the Umpire. The DP may play defense for the FLEX any number of times.
 - iii) When the DP plays defense for the FLEX, the line-up reverts to nine (9) players and the game may legally end with nine (9) players.
 - iv) A team's line-up may revert to ten (10) players by:
 - 1) entering a substitute in the FLEX position; or
 - 2) re-entering the original starting FLEX in the FLEX position.
- c) The DP and the FLEX cannot be in the game on offense at the same time.

3.2.5 FLEX

- a) If a team declares the use of a DP, the team must name a FLEX on the line-up card.
- b) The FLEX is placed in the non-batting position (10th) in the starting line-up immediately following the first nine (9) batting positions and may play any defensive position.
- c) The FLEX may enter the game on offense only for the DP.
 - i) The line-up goes to nine (9) players when the FLEX enters the game on offense. The team can finish the game with nine (9) players in the line-up.
 - ii) The FLEX may enter the line-up in the DP batting position any number of times. This is treated like a substitution for the DP or the DP's substitutes and must be reported to the plate Umpire.
 - iii) A team's line-up may revert to ten (10) players by:
 - 1. entering a substitute into the DP position and placing the FLEX in the FLEX position; or
 - 2. re-entering the original starting DP and placing the FLEX in the FLEX position.
- d) A FLEX who enters the game on offense for a player other than the DP is considered an illegal re-entry.

3.2.6 THE REPLACEMENT PLAYER

- a) A replacement player may enter the game for a withdrawn player.
- b) The withdrawn player must not return to the game until all bleeding ceases, the injury is cleaned and covered and, if necessary, the uniform is replaced, whether or not the uniform shirt has a different number. There is no penalty for using a different number; however, the Plate Umpire must be informed of the change in numbers.
- c) A replacement player may play for the withdrawn player for the remainder of the inning in progress and for the following complete inning. The withdrawn player may return to the game at any time during this period without being treated as a substitution. A replacement player is not considered a substitute. If the withdrawn player cannot return after the remainder of the inning and after the completion of the next full inning, a legal substitution must be made.
- d) A team coach or manager must notify the Plate Umpire of all substitutions on the line-up card. A proper appeal of the failure

to do so that is upheld shall result in that player being declared an unreported substitution.

- e) A replacement player may be:
 - i) a listed substitute who has not yet been in the game;
 - ii) a listed substitute who has been in the game but subsequently substituted from the game; or
 - iii) a starting player who is no longer in the line-up and who is no longer eligible to re-enter the game.

3.2.7 TEMPORARY RUNNER

A temporary runner is legal for a catcher *and/or* a pitcher who is listed in the starting line-up in the top of the first inning or is the catcher *and/or* the pitcher of record from the previous half inning who is on base with two (2) outs. The following provisions apply:

- a) the use of a temporary runner is optional for the offensive team;
- b) the temporary runner may be used any time after the second out occurs;
- c) the temporary runner is the player scheduled to bat last and who is not on base at the time the option is taken.

If an incorrect player is used as a temporary runner, the runner shall be called out if a proper appeal is made by the defensive team after a pitch or play is made and the appeal is upheld. A proper appeal may be made at any time the incorrect runner is on base. If the offense places the correct runner on base before a proper appeal is made, there is no penalty.

3.2.8 ENTERING THE GAME (SUBSTITUTIONS)

- a) A substitute named on the line-up card may take the place of any player in the line-up. Multiple substitutions may be made for the player that is listed in the starting line-up, but no substitute may return to the game after being substituted except as a replacement player or coach. A substitute who re-enters the game as a player is considered an illegal re-entry.
- b) A starting player and their substitute(s) may not be in the game at the same time.
- c) A substitution must take place only when the ball is dead. The coach or *manager* must immediately notify the Plate Umpire before the substitution is made. The substitute is not legally

in the game until a pitch has been thrown or a play has been made. The Plate Umpire will notify the *official* scorer of the change.

- d) Any substitute who has entered the game but has not been reported to the *Plate* Umpire becomes an unreported substitution.
- e) There is no violation if the manager, coach or the player in violation notifies the *Plate* Umpire prior to the offended team's appeal.
- f) If an injury prevents a batter, a batter-runner or a runner from advancing to an awarded base and the ball is dead, the batter-runner or runner may be substituted. The substitute will be allowed to proceed to awarded bases. The substitute must touch any awarded base(s) or missed base(s) not previously touched.
- g) An ineligible player may not return to the game as a player.

3.3 APPEALS

- a) An appeal must be made by a manager *or* coach before an Umpire may consider and make a decision on:
 - i) an unreported substitution;
 - ii) an illegal re-entry; or
 - iii) an illegible player.
- b) An appeal for the above can be made at any time while the player is in the game.

EFFECTS

Rule 3.2.2 a, 3.2.3 c and 3.2.6 c	Failure to complete a game with the required number of players.
Effect	The game is forfeited to the non-offending team.
Rule 3.1.9 a-b, 3.2.4 b ii, 3.2.5 c ii, 3.2.6 d and 3.2.8 a-e	Unreported Substitution of: a) a substitute; or b) a player under the replacement player rule.

Effect

- a) An unreported substitute may be appealed.
- b) The appeal must be brought to the attention of the responsible Umpire while the unreported substitute is in the game.
- c) Once a pitch has been thrown or a play has been made and the unreported substitute has been discovered, the player is declared an ineligible player.
- d) A legal substitute must replace the ineligible player. If the team in violation does not have a legal substitute, the game is forfeited in favor of the non-offending team.
- e) If the unreported substitute is properly appealed while at bat, a legal substitute will assume the ball and strike count.
 - i. All play completed prior to the discovery and successful appeal of an unreported substitute is legal; however, if the unreported substitute bats, reaches base or scores, is then discovered, a proper appeal is made and upheld before a pitch is thrown to the next batter, or at the end of the game and before the umpires leave the field, all runners will return to the base occupied at the time of the pitch and the unreported substitute is called out.
 - ii. Every out made while an unreported substitute is in the game will stand.
- f) If an unreported substitute is discovered on defense and after making a play or if the player is a pitcher delivers a and a proper appeal is made and upheld, the player is declared ineligible and the offensive team has the option of 1) taking the result of the play or 2) having the batter return to bat and assume the batter's ball and strike count prior to the discovery and successful appeal of the unreported substitute. Each runner would return to the base occupied prior to the play or pitch.
- g) After an upheld appeal for an unreported substitute or an illegal re-entry, the original player or their substitute is considered to have left the game.
- h) A substitute that is an illegal re-entry shall be subject to the penalty for the violation involved.
- i) A substitute that is a declared ineligible player will receive the penalty for that violation.

Rule 3.1.9,
3.1.12 , 3.2.5 d
and 3.2.8

Illegal re-entry

Effect

1. This is subject to appeal, which can be made anytime while the illegal re-entered player is in the game and does not have to be made before the next pitch.
 - a) The head coach named on the line-up card and the illegal re-entered player are ejected.
 - b) A legal substitute must replace the ejected illegal re-entered player before the game can continue.
 - c) A new head coach must be named.
 - d) If the illegal re-entry is also an unreported substitute, both effects must be applied.
 - e) If an illegal re-entry is not appealed and if this results in both the illegal re-entry and the original player remaining in the game with the result that a number of consecutive players in the batting order become illegal re-entries:
 - i. only the most recent illegal re-entry may be appealed and if the appeal is successful this player and the head coach shall be ejected;
 - ii. the Effects for an illegal substitution also apply;
 - iii. a legal substitute must be entered into the game for the ejected player and a new head coach named; and
 - iv. all other illegal re-entries who are not the direct subject of the appeal must return to their original position in the batting order without being considered an illegal re-entry and all plays stand, except as noted.

Should the FLEX enter on offense for a player other than the DP, is one of two or more illegal re-entries and is on base at the time of the appeal, even though the FLEX is not the direct subject of the appeal, the FLEX shall be removed from the base and returned to the 10th position on the line-up card. This is not an additional out. The FLEX who is removed from a base is not replaced by another runner.

Ineligible Player
Rule 3.1.10 c and
3.1.11

Ineligible player returning to the game

Effect

When a declared Ineligible player returns to the game, a forfeit is declared in favor of the non-offending team.

3.4 COACHES AND MANAGERS

3.4.1 IN GENERAL

- a) A coach or *manager* is responsible for notifying the Plate Umpire when a change occurs in the line-up.
- b) A *player*, coach *or manager* may not use language *or gestures* that will reflect negatively upon a player, Umpire, spectator *or another team's players, coach or manager*.
- c) No communication equipment shall be used *during a game* between *or among*:
 - i) a coach *or manager* on the *playing* field;
 - ii) a coach *or manager* and the dugout;
 - iii) a coach *or manager* and any player; or
 - iv) the spectator area and the *playing* field, including the dugout, a coach, *manager* and a player.
- d) A defensive team coach or manager may be a non-playing coach who remains in the dugout or a playing coach *or manager* who enters the game as a player.
- e) A playing coach *or manager* in a game may give direction and assistance to their team during the game, *verbally and by signals but not with communication equipment*.
- f) A coach or manager shall only address their own team members.

3.4.2 HEAD COACH

- a) The head coach is responsible for signing the line-up card.
- b) In the event the head coach is ejected from a game, they will submit to the Plate Umpire the name of the person who is to assume their duties for the remainder of the game.

3.4.3 BASE COACHES

- a) Up to two base coaches are allowed to give words of assistance and direction to the members of their team while at bat.
 - i) Each base coach must remain with both feet within the confines of their coach's box. One must be stationed near first base and one near third base.
 - ii) A base coach may leave the coach's box to avoid a fielder or to signal a runner to slide, advance or return to a base, as long as they do not interfere with play.
- b) While in a coach's box, a base coach may hold a non-electronic, non-reflective scorebook, pen, pencil and/or an indicator, all of which will be used only for score-keeping or record-keeping purposes.

- c) A Youth age player who coaches in the first or third base coach's boxes and a youth age representative who participates as a bat person while on the field or in the dugout must wear an approved helmet.

EFFECTS

Rule 3.4	Violation of coach responsibilities.
Effect	A warning must be issued for the first offense. Any subsequent infraction by a manager <i>or</i> coach of the same team must result in the ejection of <i>that manager or</i> coach.
Rule 3.4.3 c	Failure of Youth age player who coaches in the coach's box to wear a helmet.
Effect	After a warning for a repeat violation, the Youth player must be ejected.

3.5 TEAM PERSONNEL

3.5.1 IN GENERAL

- a) No team member may dispute any judgment decision by an Umpire.
- b) During a game *or when a pitcher is warming up*, a person *or team member* otherwise permitted in the dugout must remain inside the dugout *or the bull pen*, except when these Rules permit or when considered justified by an Umpire. This includes players other than the on-deck batter (who must remain in the on-deck circle) at the start of the game, between innings or when a pitcher is warming up. There shall be no smoking, consumption of alcohol or the use of chewing tobacco in the *dugout or in the* designated area.
 - i) *If the bull pen is inside the field of play, a maximum of four personnel are permitted, one pitcher, one catcher, one spotter and one coach.*
 - ii) *While present in the bull pen:*
 - a) *the coach is only permitted to coach the players in the bull pen; and*
 - b) *neither the coach nor the players may interact with or direct active game participants on the field of play.*
- c) A team member must not:

- i) make or permit another person to make or cause to be made a disparaging or insulting remark to or about an opposing player, ***coach or manager***, official or a spectator; or
- ii) commit any act that is deemed to be unsportsmanlike conduct.

EFFECTS

Rule 3.5.1 a) 3.5.1 b)	Disputing Umpire judgment and dugout conduct
Effect	<ul style="list-style-type: none"> a) The first offense is a team warning. b) A repeat offense will result in the ejection of that <i>person</i>.
<i>Rule 3.5.1 b) ii) b)</i>	<i>The first offense is a warning. A second violation shall result in the ejection of the offending coach or player.</i>
Rule 3.5.1 c)	Unsportsmanlike conduct
Effect	<ul style="list-style-type: none"> a) For a first offense, the offender may be warned. <ul style="list-style-type: none"> i. If the first offense is serious, the Umpire will eject the offender. ii. For a second offense, the offender is ejected. b) A team member ejected from the game shall go directly to the dressing room for the remainder of the game or leave the grounds. c) Failure of a person ejected, to leave the game immediately will warrant a forfeiture of the game. d) An officiating Umpire may report a team member for offensive conduct, language, <i>behaviour</i> or physical abuse any time <i>during a game or</i> after a game has been called, in which case the <i>person involved</i> will appear before the organization under which the game or <i>competition</i> is played.

3.6 UMPIRES

3.6.1 POWER AND DUTIES

The Umpires are the representatives of the ***WBSC***, league or organization by which they have been assigned to a particular game, and as such are authorized and required to enforce these Rules. They have the power to order a player, coach or manager to

do or ***not*** to do any act that in their judgment is necessary to give force and effect to one or all of these Rules and to impose Effects as herein prescribed. The Plate Umpire has the authority to make a decision on any situation not specifically covered by the Rules.

3.6.2 THE PLATE UMPIRE

The Plate Umpire is charged with the following responsibilities:

- a) solely decide on the fitness of the playing field for a game;
- b) take a position behind home plate and behind the catcher;
- c) have full charge of, and be responsible for, the proper conduct of the game;
- d) call all balls and strikes;
- e) by agreement and in cooperation with the Base Umpire(s), call plays hit balls, fair or foul, legal or illegal caught balls. On plays that necessitate a Base Umpire leaving the infield, the Plate Umpire shall assume the duties normally required of the Base Umpire in accordance with the relevant Umpire system;
- f) determine and declare whether:
 - i) a batter bunts a ball; or
 - ii) a batted ball touches the person or clothing of the batter;
- g) render base decisions when required to do so;
- h) determine when a game is forfeited; and
- i) assume all duties when assigned as a single Umpire to a game.

3.6.3 THE BASE UMPIRE

- a) A Base Umpire will take such positions on the playing field as required in accordance with the relevant Umpire systems.
- b) A Base Umpire will assist the Plate Umpire in every way to enforce these Rules.

3.6.4 RESPONSIBILITIES OF A SINGLE UMPIRE

If only one Umpire is assigned, their duties and jurisdiction will extend to all matters under these Rules. The Umpire's starting position for each pitch will be from behind home plate and behind the catcher. On each batted ball or play that develops, the Umpire will move out from behind the plate and into the infield to obtain the best position for any play that develops.

3.6.5 CHANGE OF UMPIRES

An Umpire cannot be changed during a game by the consent of the teams unless they are incapacitated by injury or illness.

3.6.6 UMPIRE'S JUDGMENT

- a) There will be no appeal of any decision of any Umpire on the grounds that they were not correct in their conclusion as to whether a batted ball was fair or foul, a runner safe or out, a pitched ball a strike or ball or on any play involving accuracy of judgment. No decision rendered by an Umpire will be reversed, except where the Umpire is convinced it is in violation of one of these Rules. In case *the coach or* manager of either team seeks a reversal of a decision based solely on a point of the Rules, the Umpire whose decision is in question will if in doubt confer with their associate(s) before taking any action. Only the *coach or* manager of a team is legally empowered to protest a decision and seek its reversal on a claim that it is in conflict with these Rules.
- b) Under no circumstances will any Umpire seek to reverse a decision made by their associate(s) or criticize or interfere with the duties of their associate(s), unless asked to do so by them.
- c) The Umpires, in consultation, may rectify any situation in which the reversal of an Umpire's decision or a delayed call by an Umpire places a batter-runner or runner in jeopardy or places the defensive team at a disadvantage. This correction is not possible after one legal or illegal pitch has been thrown, or if all players on the defensive team have *left* fair territory.

3.6.7 SUSPENSION OF PLAY

- a) An Umpire will suspend play when, in their judgment, conditions justify such action.
- b) Play will be suspended when the last Umpire leaves their position to brush the plate or to perform other duties not directly connected with the calling of plays.
- c) The *Plate* Umpire will suspend play whenever a batter or pitcher steps out of position for a legitimate reason.
- d) An Umpire will not call "TIME" after the pitcher has started the windup.
- e) An Umpire will not call "TIME" while any play is in progress.
- f) In case of injury, except in the Umpires' judgment with a serious injury (which may put the player in danger), "TIME" will not be called until all plays in progress have been completed or runners have been held at their base.
- g) Umpires will not suspend play at the request of a player, coach or manager until all action in progress by both teams has been completed.

EFFECT

Rule 3.6.7	Suspension of Play. Time called due to a serious injury putting a player in danger.
Effect	In the case of injury, when "TIME" is called the ball is dead and a runner(s) may be awarded a base or bases that they would have made if, in the Umpire's judgment, had the injury not occurred.

3.7 SCORERS/SCOREKEEPERS

3.7.1 RESPONSIBILITIES OF THE OFFICIAL SCORER

The official scorer/scorekeeper will:

- a) prepare or cause to be prepared and keep records of a game as provided for in these Rules;
- b) be the sole authority for all scoring decisions involving judgment;
- c) determine whether a batter-runner's advance to first base is the result of a hit or error; and
- d) not make a scoring decision that is inconsistent or in conflict with these Rules or an Umpire's decision.

4 PITCHING

4.1 DEFINITIONS

4.1.1 CHARGED DEFENSIVE CONFERENCE

When an Umpire grants time to the defensive team or suspends play to allow:

- a) a defensive team *member* to enter the playing field to communicate with any fielder; or
- b) a fielder to go to the dugout and give an Umpire reason to believe that instructions were received.

4.1.2 CROW HOP

Where:

- a) the pitcher pushes off from a place other than the pitcher's plate to deliver the ball; or
- b) the pitcher steps off the pitcher's plate establishing a second



impetus (or starting point) and then pushes off from the new starting point and completes the delivery.

4.1.3 ILLEGAL PITCHER

A player legally in the game but who may not pitch as a result of being removed from the pitching position by an Umpire.

4.1.4 LEAPING

Where:

- a) the pitcher becomes airborne on their initial move by a push from the pitcher's plate not involving a crow hop;
- b) the pitcher's pivot foot may push off and/or follow through with this continuous action and the pitcher's forward movement causes their entire body (including the pivot foot and the stepping non-pivot foot) to be in the air at the same time and moving toward home plate; and
- c) the pitch is completed when the pitcher lands and with a continuous motion delivers the ball to the plate.

4.1.5 PASSED BALL

A pitch that should have been held or controlled by the catcher with ordinary effort.

4.1.6 PITCH

When the pitcher delivers the ball to the batter.

4.1.7 PIVOT FOOT

The foot with which the pitcher pushes off the pitcher's plate.

4.1.8 QUICK RETURN PITCH

A pitch made with the obvious attempt to catch the batter unprepared for the pitch before the batter takes a desired position in the batter's box or while off balance as a result of the previous pitch.

4.1.9 SLINGSHOT PITCH

A pitch where the pitcher drops their pitching arm to the side and rear before starting a quick slingshot action and accelerating with their forward motion. To be a legal pitch, the pitcher must release the ball on the first forward motion past the hip and not make a full revolution of the pitching arm. A slingshot pitch is legal in fast pitch but not in modified pitch.



4.2 DEFENSIVE CONFERENCE

4.2.1 CHARGED DEFENSIVE CONFERENCE

- a) A defensive team has only three (3) charged defensive conferences in a seven-inning game.
- b) Charged defensive conferences are accumulative and do not start over when a new pitcher enters the game.
- c) Charged defensive conferences not taken in the seven innings do not carry forward to extra-inning games.
- d) There is only one charged defensive conference for every extra inning in an extra-innings game. A charged defensive conference not taken in an extra inning of a game may not be carried over to any subsequent extra inning.
- e) A charged defensive conference ends when the defensive team coach or manager crosses the foul line returning to the dugout or a fielder returns to the field.
- f) A conference includes players in the field leaving their position and going to the dugout for instructions, whether or not "TIME" has been requested.

EFFECT

Rule 4.2.1 a	Excessive Defensive Conferences.
Effect	For the fourth and each additional charged defensive conference in a seven-inning game or for any charged defensive conference in excess of one per inning in an extra-inning game, the pitcher in the game during the conference is declared an illegal pitcher who may not pitch again for the remainder of the game but may play another fielding position.

4.2.2 WHAT IS NOT A CHARGED DEFENSIVE CONFERENCE

A conference is not a charged defensive conference when:

- a) a manager or coach of the defensive team reports a pitching change to the Plate Umpire before or after communicating with the pitcher;
- b) a manager or coach reports from the dugout a substitution to the Plate Umpire and after making the change then crosses the foul line to talk to the pitcher or any fielder;
- c) one or more defensive team members and at least one fielder confer during a charged offensive conference as long as all



fielders are in position and ready to resume play when the offense is ready;

- d) instructions are communicated from the dugout;
- e) a manager or coach playing in the game confers with a fielder. The Umpire may control the meetings between the playing manager or coach and a pitcher by issuing a warning and if it continues, ejecting the playing manager or coach; or
- f) an Umpire has suspended play.

4.3 LEGAL PITCH REQUIREMENTS

4.3.1 PRELIMINARY ACTION BEFORE DELIVERING A PITCH

Before delivering a pitch, the following actions must occur.

- a) All players must be positioned in fair territory, and the catcher must be in the catcher's box and in a position to receive the pitch.
- b) The pitcher must have possession of the ball and be on or near the pitcher's plate.
- c) The pitcher must have the pivot foot in contact with the pitcher's plate and both feet within the 61.0 cm. (24 in.) length of the pitcher's plate. The hips must be in line with first and third bases.
(MP only: The pitcher must have both feet in contact with the pitcher's plate and within the 61.0 cm. (24 in.) length of the pitcher's plate. The shoulders must be in a line with first and third bases).
- d) The pitcher must take, or appear to take, a signal from the catcher while legally in contact with the pitcher's plate with the hands separated and the ball in either the glove or the pitching hand.
- e) The pitcher must, after taking the signal, bring their whole body to a full and complete stop with the ball in both hands in front of the body. The stepping (non-pivot) foot must be stationary at the start and during pause. The stepping (non-pivot) foot can only move forward with the start of the pitch. Any backward movement of the stepping non-pivot foot during or after the pause is an illegal action. This position must be held for not less than two (2) seconds and not more than five (5) seconds before releasing the ball. Holding the ball in both hands to the side of the body is considered in front of the body.
(MP only: This position must be held for not less than two (2)

seconds and not more than ten (10) seconds before releasing the ball.)

4.3.2 STARTING THE PITCH

- a) The pitch starts when one hand is taken off the ball, or the pitcher makes any motion that is part of the pitcher's wind up. The pitcher may not use a pitching motion in which, after being in the pitching position with the ball in both hands, they take a backward and forward swing and return the ball to both hands in front of the body.
- b) The pivot foot must remain in contact with the pitcher's plate prior to the start of the pitch. Lifting the pivot foot off the pitcher's plate and returning it to the plate, or creating a rocking motion, is an illegal act.
(MP Only: Both feet must remain in contact with the pitcher's plate prior to the start of the pitch. Lifting the pivot foot off the pitcher's plate and returning it to the plate, creating a rocking motion, is an illegal act.)

4.3.3 LEGAL DELIVERY

FAST PITCH

All of the following must take place for a pitch to be a legal pitch.

- a) The pitcher must immediately deliver the ball to the batter upon making any motion to pitch.
- b) The pitcher must only make one revolution on the windmill pitch. However, the pitcher may drop the pitching arm to the side and rear before starting the windmill or slingshot motion. This allows the pitching arm to pass the hip twice using the windmill motion but only once on a slingshot motion.
- c) The delivery must be an underhand motion with the hand below the hip, the wrist not further from the body than the elbow and with no stop or reversal of the forward motion.
- d) The release of the ball and follow through of the hand and wrist must be forward and past the straight line of the body.
- e) In the act of delivering the ball, the pitcher may take one step with the stepping (non-pivot) foot simultaneously with the release of the ball. The step must be forward toward home plate and within the 61.0 cm. (24 in.) length of the pitcher's plate. It is not a step if the pitcher slides either foot across the pitcher's plate, provided contact is maintained with the plate and there is no movement backward off the plate.

- f) The pivot foot must remain in contact with the pitcher's plate, push off and drag away from the pitcher's plate or be airborne prior to the stepping (non-pivot) foot touching the ground. The pitcher may leap from the pitcher's plate, land and with a continuous motion deliver the ball to the batter. The pivot foot may follow through with the pitcher's continuous action.
- g) All movement of the pitching arm must be continuous as the pitcher steps or pushes or leaps from the pitcher's plate.
- h) The pitcher's push off to drag, leap or hop must start from the pitcher's plate. The pitcher must not crow hop or push off from any place other than the pitcher's plate.
- i) The pitcher's arm on the release of the ball may follow through, provided the wind-up does not continue.
- j) The pitcher must deliver the ball to the batter so as not to deliberately drop, roll or bounce the ball to prevent the batter from hitting it.
- k) The pitcher has twenty (20) seconds to release the next pitch after receiving the ball or after the Umpire indicates "PLAY BALL."

MODIFIED **FAST** PITCH

All the following must take place for a pitch to be a legal pitch.

- a) The pitcher must immediately deliver the ball to the batter upon making any motion to pitch.
- b) The pitcher may take the ball behind their back on the backswing, provided there is no stop or reversal of the forward motion and the pitcher does not use a windmill or slingshot-type of pitch or make a complete revolution in the delivery.
- c) The ball must be inside the pitcher's wrist on the downward motion and during the complete delivery.
- d) The delivery must be an underhanded motion with the hand below the hip, and the palm may be pointing downward.
- e) On the forward swing of the pitching arm:
 - i) the elbow must be locked at the point of release; and
 - ii) the shoulders and driving hip must be squared to home plate when the ball is released.
- f) The release of the ball must be on the first forward swing of the pitching arm and must pass the hip. The release must have a complete, smooth follow-through with no abrupt stop of the arm near the hip.
- g) Pushing off with the pivot foot from a place other than the pitcher's plate before the stepping (non-pivot) foot has left the plate is a crow hop and is illegal.

- h) In an act of delivering the ball, the pitcher must take one step simultaneous with the release of the ball. The step must be forward toward home plate and within the 61.0 cm. (24 in.) length of the pitcher's plate. The stepping (non-pivot) foot must be pointed toward home plate and must not touch the ground in front of, or across over a straight line between the pivot foot and home plate. It is not a step if the pitcher slides either foot across the pitcher's plate, provided contact is maintained with the pitcher's plate. Lifting the pivot foot off the pitcher's plate and returning it to the pitcher's plate, creating a rocking motion, is a violation of Rule 4.3.2(b).
- i) The pitcher's arm on the release of the ball may follow through, provided the wind up does not continue.
- j) The pitcher must deliver the ball to the batter so as not to deliberately drop, roll or bounce the ball to prevent the batter from hitting it.
- k) The pitcher has twenty (20) seconds to release the next pitch after receiving the ball or after the Umpire indicates "PLAY BALL."

4.3.4 DEFENSIVE POSITIONING

- a) A fielder must not with unsportsmanlike intent act in any manner or take a position to distract a batter.
- b) With a runner on third base trying to score by means of a squeeze play or steal, no fielder may step on or in front of home plate without the ball or touch the batter or bat.

4.3.5 FOREIGN SUBSTANCES

- a) No defensive team member may at any time during the game use a foreign substance on a ball. A pitcher who moistens or licks the fingers on their pitching hand must dry them before making contact with the ball.
- b) Under the supervision and control of an Umpire, a powdered resin bag may be used to dry the hands and must be kept on the ground behind the pitcher's plate, within the pitching circle, when not in use. During inclement weather or wet field conditions, the resin bag may be placed in the pitcher's back pocket.
- c) An approved manufactured cloth embedded with resin only is permitted to dry the hand and must be kept in the back pocket or in the belt.
- d) No fielder may apply resin to the ball or the glove and then place the ball in contact with that resin.
- e) The pitcher may not wear tape on any fingers, or a sweatband,

bracelet or similar type item on the wrist or forearm of the pitching arm. If a pitcher requires a sweatband or tape on their pitching arm as a result of an injury, both arms must be covered with an undershirt.

4.3.6 THE CATCHER

- a) The catcher must remain in the catcher's box until the pitch is released.
- b) The catcher must return the ball to the pitcher promptly and directly to the pitcher after each pitch, including after a foul ball, except:
 - i) after a strikeout;
 - ii) when the batter becomes a batter-runner;
 - iii) when there is a runner on base;
 - iv) when a foul ball is fielded close to the foul line, and the catcher throws to any base for a possible out; or
 - v) when, on a checked swing on a dropped third strike situation, the catcher throws to first base to retire the batter-runner.

4.3.7 THROWING TO A BASE

After taking the pitching position, the pitcher must not throw or fake a throw to a base during a live ball while their foot is in contact with the pitcher's plate. If this occurs during a live ball appeal play, the appeal is canceled. The pitcher may stop or disengage from the pitching position by stepping backward off the pitcher's plate before separating the hands. Stepping forward or sideways constitutes an illegal pitch.

EFFECTS (4.3.1 to 4.3.8)

Rule 4.3.3 k)	A pitcher fails to release the ball in 20 seconds.
Effect	A ball is awarded to the batter. The ball is dead.
Rule 4.3.4 a)	A fielder acts in an unsportsmanlike manner or positions themselves to distract the batter. No pitch has to be released.
Effect	The player is ejected from the game.
Rule 4.3.4 b)	A fielder stands in front of home plate without the ball or touches the batter or bat on a possible squeeze play.
Effect	The ball is dead. The batter is award first base on the obstruction and all runners advance one base on the illegal pitch.

Rule 4.3.5	A defensive team member continues to place a foreign substance on the ball or continues to violate any provision of Rule 4.3.5.
Effect	An illegal pitch is declared. If the illegal action continues, the pitcher is removed from the game and declared an illegal pitcher.
Rule 4.3.6 b)	A catcher does not return the ball directly to the pitcher with no runners on.
Effect	A ball is awarded the batter.
Rule 4.3.1 to 4.3.7	For an infraction of Rules 4.3.1 to 4.3.7 – Improper pitching mechanics. (Except for the effects set out above for Rules 4.3.3 k), 4.3.5 and 4.3.6 b) results in an illegal pitch being declared.)
Effect	This is a delayed dead ball and the following provisions and Effects apply. <ol style="list-style-type: none"> a) If the illegal pitch is not hit an extra ball is awarded to the batter (first base if ball four), and each base runner advances one base. If a runner legally advances on the illegal pitch, passed ball or wild throw by the catcher, any extra bases obtained may be retained. If the runner is put out after advancing one base the runner will be called out. b) If the batter hits the illegal pitch, the offensive team has the option of taking the award for the illegal pitch or the result of the play. If the batter hits the illegal pitch and reaches first base and if all other runners advance at least one base on the play, the illegal pitch is nullified and all actions as a result of the play stand and no option is given. If the batter-runner or a runner commits an act of interference before that batter-runner or runner advance one base, the illegal pitch is nullified and the interference is enforced. c) If in a third strike situation, the batter swings at but does not hit the illegal pitch and it is a dropped third strike but the catcher throws the batter out at first base, and other base runners advance at least one base, the offensive team has the option of taking the award for the illegal pitch or the result of the play. In this case, if the batter-runner reaches first base as a result of the dropped third strike and if all other base runners advance at least one base, the illegal pitch is nullified, all action as a result of the play stands and no option is given. d) If the offensive team manager does not take the result of the play, the ball is dead, the <i>Plate</i> Umpire will award a ball to the batter (first base if ball four) and all runners advance one base. e) If an illegal pitch hits the batter, the ball is dead, the batter is awarded first base and all runners advance one base. No option is given.

4.4 WARM-UP PITCHES

- a) At the beginning of the first inning for both teams or when a pitcher relieves another pitcher, the pitcher has one (1) minute to deliver not more than five (5) warm-up pitches to the catcher or another defensive team member. At the start of each half inning (after the first inning), the pitcher from the previous inning has one (1) minute to deliver up to three (3) warm-up pitches. If one minute has expired or is about to expire, the Umpire will restrict the pitcher to one (1) warm-up pitch.
 - i) Except when the catcher was on base, at bat or in the on-deck circle and another defensive player is not used as a warm-up catcher, the pitcher is limited to one (1) warm-up pitch, other than a new pitcher.
 - ii) This does not apply if the Umpire delays the start or resumption of play due to substitution, conference, injuries or another reason cited by the Umpire.
- b) Play is suspended during warm-up pitches.
- c) A pitcher returning to pitch in the same half-inning will not be entitled to warm-up pitches.

EFFECT

Rule 4.4	Excessive warm-up pitches
Effect	A ball will be awarded to the batter for each extra pitch taken.

4.5 NO PITCH

- A no pitch occurs, a dead ball is declared and all subsequent action on that pitch is canceled by an Umpire when:
- a) the pitcher pitches during a suspension of play;
 - b) the pitcher attempts a quick return pitch:
 - i) before the batter has taken their position in the batter’s box; or
 - ii) when the batter is off balance as the result of a previous pitch;
 - c) a runner is called out for leaving a base before the pitcher’s non-pivot foot touches the ground during their pitching movement;
 - d) the pitcher starts the pitch before a runner has retouched the base after a foul ball has been declared;
 - e) a manager, coach or player in the game calls or asks for “TIME,” uses any other word or phrase or commits any other act while

the ball is live and in play for the obvious purpose of trying to make the pitcher commit an illegal pitch. In this case, a warning is issued to the offending team and any repeat of this type of act by any team member warned will result in that person being ejected from the game; or

- f) the batter contacts the catcher’s glove with their bat on a practice swing or a back swing prior to swinging at the pitch.

4.6 DROPPED BALL

If the ball slips or drops from the pitcher’s hand during the delivery:

- a) the Plate Umpire declares a ball on the batter;
- b) the ball remains in play; and
- c) a runner may advance at their own risk.

4.7 RETURN OF PITCHER

There is no limit to the number of times a player may return to the pitching position as long as the player has not left the line-up or been declared an illegal pitcher by an Umpire.

4.8 ILLEGAL PITCHER

A player who has been declared an illegal pitcher as a result of the team exceeding the charged defensive conference limit or having been removed from the pitching position by an Umpire for repeatedly violating the pitching rule may not return to the pitching position at any time for the remainder of the game. The illegal pitcher may play another defensive position and continue on offense for the remainder of the game.

EFFECT

Rule 4.8	Illegal Pitcher - Declared illegal pitcher returning to the pitching position and has thrown one pitch, either legal or illegal.
Effect	<ul style="list-style-type: none"> a) The illegal pitcher is ejected. b) If the illegal pitcher is discovered prior to the next pitch, the offensive team has the option of: <ul style="list-style-type: none"> i) taking the result of the play; or ii) having the play nullified, with the batter returning to bat and assuming the ball and strike count held prior to the discovery of the Illegal Pitcher; and iii) Each runner returning to the base held at the time of the pitch. A pitch is not a play.

5 BATTING AND BASE RUNNING

5.1 DEFINITIONS

5.1.1 BASE ON BALLS OR WALK

When the Plate Umpire judges four pitches to be balls, including illegal pitches. The batter is awarded first base. The ball is live.

5.1.2 BASE PATH

The direct line between a base and the runner's position at the time a defensive player is attempting (or about to attempt) to tag a runner.

5.1.3 BATTED BALL

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

5.1.4 BATTER

An offensive player who enters the batter's box with the intention of aiding their team to score runs. They continue to be a batter until they are declared out by an Umpire or become a batter-runner.

5.1.5 BATTER-RUNNER

A player who has finished a turn at bat but has not yet been put out or reached first base.

5.1.6 BATTING ORDER

The official listing of offensive players in the line-up in the order in which members of that team must come to bat.

5.1.7 BLOCKED BALL

A blocked ball is a batted, thrown or pitched ball:

- a) that becomes lodged in the fencing or umpire's clothing or equipment;
- b) that is touched, stopped or handled by a person not engaged in the game;
- c) that touches any object that is not part of the official equipment or playing territory;
- d) that is touched by a defensive player who is in contact with the ground not part of the playing territory (the lines are considered part of the playing area); or

- e) A thrown ball touching a base coach accidentally (in or out of the coach's box) is not a blocked ball and remains in play.

5.1.8 BUNT

A batted ball not swung at but intentionally met with the bat and tapped slowly within the playing field.

5.1.9 CATCH

When a fielder catches a batted or thrown ball with their hand(s), glove or mitt.

- a) In establishing a legal catch, the fielder must hold the ball long enough to prove that the ball is securely held and/or that the release of the ball is voluntary and intentional. It is a valid catch if the player drops the ball after reaching into the glove to remove it or while in the act of throwing.
- b) If the ball is merely held in the fielder's arm(s) or prevented from dropping to the ground by some part of the fielder's body, equipment or clothing, the catch is not completed until the ball is in the grasp of the fielder's hand(s), glove or mitt.
- c) In order to have a legal catch, the fielder's feet must be within the field of play, touching the dead ball line or being in the air after leaving live ball territory. If the player has control of the ball when returning to the ground in 'dead ball' territory, it is a legal catch. A player who is in the dead ball territory and returns to the live ball territory must have both feet touching the playable territory prior to touching the ball in order to have a valid catch. It is a legal catch and the ball is live when a fielder controls the ball in their hand(s), glove or mitt while standing on a collapsed flexible fence.
- d) It is not a catch if a fielder (while gaining control) collides with another player, an Umpire or a fence, or falls to the ground and drops the ball as a result of the collision or falling to the ground.
- e) A batted ball striking anything other than a defensive player while it is in flight is ruled the same as if it struck the ground.

5.1.10 CHARGED OFFENSIVE CONFERENCE

When the offensive team requests a suspension of play or delays play to allow the coach, manager or a team member to confer with any member of their team. This includes the batter, runner, on-deck batter and the coaches or manager among themselves.

5.1.11 DEAD BALL

A ball that is not in play and no further play can occur.

5.1.12 DELAYED DEAD BALL

A game situation in which the ball remains live until the conclusion of a play; when the entire play is completed, and if required, an Umpire will rule a dead ball and enforce the appropriate ruling.

5.1.13 DETACHED EQUIPMENT OR UNIFORM

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

5.1.14 DISLODGED BASE

A base displaced from its proper position.

5.1.15 DOUBLE PLAY

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

5.1.16 FAIR BALL

A legally batted live ball *is one that*:

- a) settles or is touched on or over fair territory between home *plate* and first base or between home *plate* and third base;
- b) bounds past first or third base on or over fair territory, regardless of where the ball hits after going over the base;
- c) touches first, second or third base;
- d) touches the person or clothing of an umpire or player while over fair territory;
- e) first falls on fair territory beyond first and third base;
- f) passes out of the playing field beyond the outfield fence while over fair territory;
- g) hits a foul pole while in flight;
- h) is judged a fair fly according to the relative position of the ball and foul line, including a foul pole, and not as to whether the fielder is on fair or foul territory at the time of touching the ball. It does not matter whether the ball first touches fair or foul territory, as long as it does not touch anything foreign to the natural ground in foul territory and complies with all other aspects of a fair ball. The position of the ball at the time

of interference determines whether the ball is fair or foul, regardless if the ball rolls untouched to foul or fair territory.

5.1.17 FAKE PLAY

A form of obstruction where a fielder not in possession of the ball impedes the progress of a runner who is advancing or returning to a base. The runner does not have to stop or slide; merely slowing down when a fake tag, *catch, throw, signal or gesture that impedes or constitutes a danger to the runner* constitutes obstruction.

5.1.18 FLY BALL

A ball batted into the air.

5.1.19 FORCE OUT

When a runner loses the right to the base that they are occupying because the batter becomes a batter-runner and before the batter-runner or a succeeding runner has been put out. On an appeal play, the force out is determined by the force situation at the time the appeal is made and not at the time of the infraction. If the force has been broken by an out of a succeeding runner prior to the appeal, this is no longer a force out. If a forced runner, after touching the next base, retreats for any reason toward the base they last occupied, the force play is reinstated.

5.1.20 FOUL BALL

A legally batted ball *is one* that:

- a) settles on foul territory between home and first base or between home and third base;
- b) bounds past first or third on or over foul territory;
- c) first touches on foul territory beyond first or third base;
- d) touches the person, attached or detached equipment or clothing of an Umpire or player, or any object foreign to the natural ground, while on or over foul territory;
- e) touches the batter or the bat in the batter's hand(s) a second time while the batter is within the batter's box;
- f) goes directly from the bat, not higher than the batter's head, to any part of the catcher's body or equipment and is caught by another fielder;
- g) hits the pitcher's plate and rolls untouched to foul territory before reaching first or third base;
- h) is judged a foul ball, judged according to the relative position

of the ball and the foul line, including the foul pole, and not as to whether the fielder is on fair or foul territory at the time of touching the ball. The position of the ball at the time of interference determines whether the ball is fair or foul, regardless if the ball rolls untouched to foul or fair territory.

5.1.21 FOUL TIP

- a) A batted ball that:
 - i) goes directly from the bat to the catcher's hands or glove;
 - ii) goes no higher than the batter's head; and
 - iii) is legally caught by the catcher.
- b) It is not a catch if it is a rebound unless the ball first touched the catcher's hand(s), mitt or glove.

5.1.22 HIT BY PITCH

When a ball touches any part of the batter's person, including their hands or clothing, while the batter is in the batter's box and a pitched ball is not swung at or called a strike. It does not matter if the ball strikes the ground before hitting the batter.

5.1.23 ILLEGALLY BATTED BALL

When the batter contacts the ball:

- a) while one foot is completely out of the batter's box and on the ground when they make contact with the ball;
- b) while any part of the batter's foot is touching home plate when they make contact with the ball;
- c) while contacting the ball with an illegal, non-approved or altered bat; or
- d) after they step with either foot entirely out of the batter's box and then return and make contact with the ball while within the batter's box.

5.1.24 ILLEGALLY CAUGHT BALL

When a fielder catches a batted, thrown or pitched ball with their cap, mask, glove, mitt or any part of their uniform while that item is detached from its proper place.

5.1.25 IN FLIGHT

Any batted, thrown or pitched ball that has not yet touched the ground or some object other than a fielder.

5.1.26 INFIELD FLY

A fair fly ball (not including a line drive or an attempted bunt) that can be caught by an infielder with ordinary effort when first and second, or first, second and third bases are occupied, before two outs. The pitcher, catcher and any outfielder who position themselves in the infield on the play will be considered infielders for the purpose of this rule.

5.1.27 IN JEOPARDY

When the ball is in play and an offensive player may be put out.

5.1.28 INTENTIONAL BASE ON BALLS OR INTENTIONAL WALK

When the defensive team requests to place the batter on first base without pitching four balls. The ball is dead.

5.1.29 INTENTIONALLY DROPPED FLY BALL

A fair fly ball, including a line drive or a bunt, with less than two outs and a runner on first base that can be caught by an infielder with ordinary effort and the infielder intentionally drops the ball after it is controlled with a hand or a glove. A trapped ball or a fly ball that is allowed to bounce is not considered as having been intentionally dropped. If an infield fly is ruled, it has precedence over an intentionally dropped ball.

5.1.30 INTERFERENCE

The act of:

- a) an offensive player or team member who impedes, hinders or confuses a defensive player attempting to execute a play;
- b) an Umpire who impedes a catcher's attempt to throw out a runner who is off the base;
- c) an Umpire or runner being hit with a fair untouched batted ball:
 - i) prior to touching a fielder, including the pitcher;
 - ii) prior to it passing an infielder, other than the pitcher; or
 - iii) after passing a fielder, excluding the pitcher and in the Umpire's judgment another fielder had a chance to make an out; or
- d) a spectator who enters or reaches into the playing field and impedes a fielder playing the ball or makes contact with the ball that a fielder is attempting to play.

5.1.31 LINE DRIVE

A ball in flight that is batted sharply and directly into the playing field.

5.1.32 OBSTRUCTION

The act of:

- a) a defensive player or team member who hinders or prevents a batter from striking at or hitting a pitched ball;
- b) a fielder who impedes *in any way* the progress of a batter-runner or runner who is legally running bases while:
 - 1) not in possession of the ball;
 - 2) not in the act of fielding a batted ball;
 - 3) making a fake tag without the ball;
 - 4) in possession of the ball and who pushes a runner off a base; or
 - 5) in possession of the ball, but not in the act of making a play on the batter-runner or runner.

5.1.33 ON-DECK BATTER

The offensive player whose name follows the name of the batter in the batting order.

5.1.34 OPTION PLAY

A play in which the offensive *team* manager *or* coach is given the choice of taking the enforcement of the illegal action or the result of the play. Such option plays are:

- i) catcher obstruction;
- ii) use of an illegal glove or mitt;
- iii) an illegal substitution;
- iv) an illegal pitch; or
- v) an illegal pitcher returned to game and pitching.

5.1.35 OVER-SLIDE

When a batter-runner or a runner slides past and loses touch with a base that they are attempting to reach, which causes them to be in jeopardy. A batter-runner may over-slide first base without being in jeopardy provided they immediately return to first base.

5.1.36 OVERTHROW

When a ball is thrown from one fielder to another and the ball goes beyond the boundary lines of the playing field or becomes a blocked ball.

5.1.37 PICK-OFF PLAY

An attempt by the defensive team to put out a runner who is off their base as the result of a pitched ball.

5.1.38 PLAY

When the ball is live:

- a) a batter swings at or hits a pitch and runs to first base;
- b) after *the pitcher's non-pivot foot touches the ground during their pitching movement* a runner attempts to steal a base or advance on a batted ball, a passed ball or a wild pitch; or
- c) the defensive team attempts to put out a batter-runner or a runner.

A pitch is not a play.

5.1.39 RUNNER

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

5.1.40 SLAP HIT

A batted ball other than a bunt that has been struck with a controlled short, chopping motion rather than with a full swing. The two most common types of slap hits are those in which the batter:

- a) takes their stance as if to bunt, but then either drives the ball into the ground with a quick, short swing or punch hits the ball over the infield; or
- b) takes running steps (within the batter's box) toward the pitcher before making contact with the pitch with a quick, short swing or punch hits the ball over the infield.

5.1.41 SQUEEZE PLAY

A play in which the offensive team with a runner on third base attempts to score that runner by means of the batter contacting the ball.

5.1.42 STEALING

When a runner attempts to advance to the next base or home plate during or after a pitch to the batter.

5.1.43 STRIKE ZONE

The space over any part of home plate between the bottom of the batter's sternum (chest plate) and the bottom of the batter's

kneecap when they assume their natural batting stance. (MP only: The space over home plate between the batter's armpits and the top of the knees when they assume their natural batting stance.) The natural batting stance is the stance the batter takes after the release of the pitch when deciding to swing or not swing at the pitch.

5.1.44 TAG

A legal tag is the action of a fielder in touching:

- a) a batter-runner or runner who is not in contact with a base, with the ball securely held in their hand(s) or glove. The ball is not considered as having been securely held if it is juggled or dropped by the fielder after tagging the batter-runner or runner unless that player deliberately knocks the ball from the hand(s) or glove of the fielder. The runner must be tagged with the hand(s) or glove with which the ball is held; or
- b) a base with the ball securely held in their hand(s) or glove. The base may be touched with any part of the body to be a legal tag (e.g., the fielder could touch the base with a foot, with a hand, sit on the base, etc.) This would apply to any force out or appeal situation.

5.1.45 TAGGING UP

The action of a runner returning to their base, or remaining on their base, before they legally advance on a batted fly ball that is first touched by a fielder.

5.1.46 THIRD STRIKE RULE (DROPPED THIRD STRIKE)

When the catcher fails to catch the third strike before the ball touches the ground and:

- a) there are less than two outs and first base is unoccupied; or
- b) there are two outs.

5.1.47 THROW

The act of one fielder throwing the ball to another fielder.

5.1.48 TRAPPED BALL

- a) A legally batted fly ball or line drive that hits the ground or a fence prior to being caught.
- b) A legally batted fly ball that is caught against a fence with the glove, mitt or hand.

- c) A thrown ball to any base for a force out that is covered with the glove or mitt over the ball on the ground rather than under the ball.
- d) A pitched ball that touches the ground on a strike prior to the catcher catching it.

5.1.49 TRIPLE PLAY

A continuous action play by the defense in which three offensive players are put out.

5.1.50 TURN AT BAT

Begins when a player first enters the batter's box and continues until the batter is out or becomes a batter-runner.

5.1.51 WILD PITCH

A pitch that is so high, low or wide of the plate that the catcher, with ordinary effort, cannot or does not stop or control it.

5.1.52 WILD THROW

A throw in which the ball thrown from one fielder to another cannot be caught or controlled and remains in play.

5.2 CHARGED OFFENSIVE CONFERENCE

- a) It is not a charged conference when a pitcher is putting on a warm-up jacket while on base or when the offense confers while the defensive team is in conference or the game is suspended, provided that the offense is ready to play when the defense is ready, or the Umpire restarts the game.
- b) Only one charged conference per inning is permitted.

EFFECT

Rule 5.2 b	Second Charged Conference
Effect	Ejection of the coach or manager insisting on the second charged conference.

5.3 ON-DECK BATTER

- a) At the start of an inning, this is the lead-off batter who must remain in the on-deck circle until called to the batter's box.
- b) Once an inning has started, this is the offensive player who, in the batting line-up, is the next player to enter the batter's box.

- c) The on-deck batter:
 - i) may take a position within either on-deck circle so that they are behind the batter and not on the batter’s open side. The lead-off batter in each half inning must use the on-deck circle closest to their own dugout;
 - ii) must wear an approved helmet;
 - iii) may loosen up with no more than two official softball bats, an approved warm-up bat or a combination not to exceed two. A bat with which the on-deck batter is loosening up may not have anything attached to it other than a WBSC approved bat attachment;
 - iv) may leave the on-deck circle:
 - 1. when they become the batter;
 - 2. to direct runners advancing from third to home plate; or
 - 3. to avoid possible interference on a fly ball or thrown ball; and
 - v) must not interfere with a defensive player’s opportunity to make a play.

EFFECTS

Rule 5.3.c) ii	Failure to wear a helmet when ordered to do so
Effect	After a warning, the player shall be ejected.
Rule 5.3.c) iii	Illegal warm-up equipment
Effect	Illegal warm-up equipment shall be removed from the game. Continued use of the equipment after removal from the game shall result in the player using such equipment being ejected from the game.
Rule 5.3 c) v)	Interferes with defensive player opportunity to make a play
Effect	The ball is dead and if the interference is: <ul style="list-style-type: none"> 1. with a defensive player’s attempt to retire a runner: <ul style="list-style-type: none"> a) the runner closest to home plate at the time of the interference is out; and b) other runners return to the base last touched at the time of the interference unless forced to advance because the batter-runner became a runner; 2. with a defensive player attempting to catch a fly ball, or with a fly ball that a fielder is attempting to catch; <ul style="list-style-type: none"> a) the batter-runner shall be called out; and b) runners are returned to the base held at the time of the pitch.

5.4 BATTING

5.4.1 BATTING ORDER

- a) The batting order must be followed throughout the game unless a player is replaced by a substitute who takes the place of the player they replace in the batting order.
- b) The first batter in each inning must be the batter whose name follows that of the last batter who completed a turn at bat in the preceding inning.
- c) When the third out in an inning is made before the batter has completed their turn at bat that batter must be the first batter in the next inning. The ball and strike count is canceled.
- d) A player bats out of order when they fail to bat in the proper sequence as listed on the line-up card.

EFFECT

Rule 5.4.1	Batting out of order
Effect	This is an appeal play that may be made by the manager, coach or a player of the defensive team only. The defensive team forfeits its right to appeal for batting-out-of-order when all defensive players have left fair territory on their way to the dugout. <ul style="list-style-type: none"> a) When the error is discovered while the incorrect batter is at bat: <ul style="list-style-type: none"> i. the correct batter may legally take their place and assume the ball and strike count of the incorrect batter; and ii. any runs scored or bases run while the incorrect batter is at bat will be legal. b) When the error is discovered after the incorrect batter has completed their turn at bat and before a legal or illegal pitch has been made to another batter: <ul style="list-style-type: none"> i. the player who should have batted is out; ii. any advance or score made as a result of the improper batter becoming a batter-runner will be nullified. Any out that is made prior to discovering this infraction remains out; iii. the next batter is the player whose name follows that of the player called out for failing to bat. If the next player was the incorrect batter, who was called out, go to the next person in the line-up;

Effect

- iv. if the player who was the improper batter was called out, their turn at bat shall not take place in the same inning, unless all other batters in the batting order have completed their turn at bat. If their turn at bat occurs before this occurs, go to the next batter;
 - v. if the batter declared out under these circumstances is the third out, the correct batter in the next inning will be the player who would have come to bat had the player been put out by ordinary play;
 - vi. if the third out is made on a batter-runner or runner prior to the discovery of the infraction, an appeal may still be made in order to reinstate the correct batting order.
- c) if the error is discovered after the first legal or illegal pitch to the next batter:
- i. the turn at bat of the incorrect batter is legal;
 - ii. all runs scored and bases run are legal;
 - iii. the next batter in order will be the one whose name follows that of the incorrect batter;
 - iv. no one is called out for failure to bat;
 - v. players who have not batted and who have not been called out have lost their turn at bat until reached again in the regular order.
- d) d) No runner will be removed from the base they are occupying to bat in their proper place. They merely miss their turn at bat with no penalty. The batter following in the batting order becomes the legal batter. This does not apply to a batter-runner who has been taken off the base by the Umpire as in b) ii) above.

5.4.2 BATTING REQUIREMENTS

- a) A batter must wear an approved helmet *at all times*.
- b) A batter must take their position in the batter's box within 10 seconds after the Plate Umpire declares "PLAY BALL."
- c) No person may erase the batter's box lines at any time in the pre-game meeting or during a game.
- d) The batter must have both feet completely within the batter's box prior to the start of the pitch. The batter's feet may touch the lines, but no part of a foot may be outside the lines prior to the pitch.
- e) After the batter first enters the batter's box, they must keep at least one foot entirely inside the batter's box between pitches, unless:

- i. after a ball that is hit fair or foul;
- ii. a swing or an attempted swing that includes a slap or checked swing and the momentum of the swing or attempted swing carries the batter out of the batter's box;
- iii. forced out of the box by a pitch;
- iv. when a wild pitch or passed ball occurs;
- v. there is an attempted play;
- vi. "TIME" is called;
- vii. the pitcher leaves the pitcher's circle or the catcher leaves the catcher's box; or
- viii. with a three-ball count, the *Plate* Umpire calls a "STRIKE" and the batter thinks the pitch was a ball.

5.4.3 BALLS AND STRIKES

Each legally pitched ball that is not hit by the batter is called a ball or a strike by the Plate Umpire.

- a) A ball is called and the ball is live unless the ball becomes dead for any other reason:
 - i. when a batter does not swing at a pitched ball that does not enter the strike zone, touches the home plate or touches the ground before reaching the home plate;
 - ii. when the catcher fails to return the ball directly to the pitcher as required; or
- b) A ball is called, and the ball is dead:
 - i. for each illegally pitched ball not hit by the batter;
 - ii. when the *coach or* manager elects not to take the result of the play after the ball has been hit; or
 - iii. for each excessive warm-up pitch;
 - iv. when the pitcher fails to pitch the ball within twenty (20) seconds;
 - v. when a defensive team member erases the lines of a batter's box, a ball will be called on the offensive team member currently at bat or the next scheduled offensive team batter. A pitch does not have to be thrown.
- c) A strike is called, the ball is live and runners may advance with liability to be put out:
 - i. when any part of a pitched ball enters the strike zone before touching the ground and the batter does not swing, (FP only: provided the top of the ball is at or below the sternum or the bottom of the ball is at or above the bottom of the kneecap);
 - ii. for each legally pitched ball struck at and missed by the batter; or

- iii. for each foul tip.
- d) A strike is called, the ball is dead and runners must return to their bases without liability to be put out but need not touch the intervening bases:
 - i. when a pitched ball hits the batter while the ball is in the strike zone;
 - ii. for each pitched ball swung at and missed which touches any part of the batter;
 - iii. for each foul ball when the batter has less than two strikes;
 - iv. when any part of the batter's person or clothing is hit with a batted ball while they are in the batter's box and the count is less than two strikes;
 - v. when the batter fails to enter the batter's box within 10 seconds after the *Plate* Umpire calls "PLAY BALL." A pitch does not have to be thrown;
 - vi. when an offensive team member deliberately erases the lines of the batter's box:
 - 1. if a batter erases the lines, the Umpire will call a strike. A pitch does not have to be thrown;
 - 2. when the coach, *manager* or a non-playing team member erases the lines, a strike will be called on the next scheduled batter (or their substitute) in the line-up. A pitch does not have to be thrown;
 - 3. should any person continue to deliberately erase a line after a first offense, that person will be ejected from the game;
 - vii. when the batter steps out of the batter's box with both feet and delays, the game and none of the exceptions apply. A pitch does not have to be thrown.

5.4.4 **WHEN THE BATTER IS OUT**

The batter is out.

- a) the ball remains live and runners may advance with jeopardy to be put out when:
 - i. the catcher catches a called, swinging or foul tip third strike; or
 - ii. three strikes are called and first base is occupied with less than two out;
- b) the ball is declared dead and a runner must return to the base that was occupied at the time of the pitch but need not touch the intervening bases when the batter:
 - i. swings for a third strike and misses and the ball touches any

- part of the batter's person or not swung at, and the pitched ball hits the batter while the pitch is in the strike zone;
- ii. fails to wear a batting helmet when ordered to do so by the *Plate* Umpire;
- iii. enters the batter's box with or is discovered using an altered bat or an illegal bat. In this case, the bat is removed from the game. If the bat is altered the batter is ejected from the game;
- iv. has their foot completely outside the lines of the batter's box and touching the ground, or any part of the foot is touching home plate when they make contact with the ball;
- v. leaves the box to gain a running start but has returned to the box when they make contact with the ball. If there is no contact made with the pitched ball, there is no penalty;
- vi. steps directly in front of the catcher to the other batter's box while the pitcher is taking the signal, or appears to be taking a signal, from the pitcher's plate or any time thereafter prior to the release of the pitch; or
- vii. hits a fair ball with a bat a second time over fair territory unless:
 - 1. they are standing in the batter's box, and contact is made while the bat is in their hands. A foul ball is ruled; or
 - 2. they drop the bat, the ball rolls against the bat over fair territory and in an Umpire's judgment there was no intention to interfere with the course of the ball. The ball should be ruled fair or foul depending on where it comes to rest or is first touched by a player;
- c) the ball is declared dead and a runner must return to the last base that, in the Umpire's judgment, was touched at the time of the interference when the batter:
 - i. hinders the catcher from catching or throwing the ball by stepping out of the batter's box;
 - ii. intentionally hinders the catcher while standing within the batter's box;
 - iii. interferes with a play at home plate. If in *an* Umpire's judgement the batter's action constitutes intentional interference, the runner attempting to score is also out; or
 - iv. intentionally interferes with a thrown ball while in or out of the batter's box.

5.5 BATTER-RUNNER

5.5.1 WHEN THE BATTER BECOMES THE BATTER-RUNNER

The batter becomes the batter-runner:

- a) when they legally hit a fair or foul ball. The ball is live on a fair ball or on a caught foul fly ball. The ball is dead on a grounded foul ball;
- b) under the third strike rule. The ball is live;
- c) and must advance to and touch first base:
 - i. when four balls are called by the Plate Umpire and the ball is live; or
 - ii. when the defensive team elects to intentionally walk a batter by any one of the pitcher, catcher or head coach notifying the Plate Umpire and the ball is dead.
 - 1) The notification to the Plate Umpire will be considered a pitch. The notification can occur at any time prior to the batter beginning and completing their turn at bat, regardless of the count.
 - 2) If two batters are to be walked intentionally, the second intentional walk may not be administered until the first batter-runner reaches first base. If the Plate Umpire mistakenly allows two walks at one time and the first batter fails to touch first base, no appeal for missing first base will be honoured on the first batter.
 - 3) The ball is dead and runners cannot advance unless forced;
- d) when the catcher or any other defensive player obstructs, hinders or prevents the batter from striking at or hitting a pitched ball;
- e) when a fair untouched batted ball strikes the person, attached equipment or clothing of an Umpire or a runner;
- f) when hit by a pitch. The batter's hands are not considered a part of the bat. The ball is dead and the batter is entitled to first base without liability to be put out. If no attempt is made to avoid getting hit, the ball is dead, the Plate Umpire will call a ball and not award first base;
- g) when a home run is declared in the following circumstances and when a fair batted fly ball:
 - i. goes over the fence over fair territory;
 - ii. goes directly off the fielder's glove or body and over the fence in fair territory, or makes contact with the top of the fence and goes over the fence in fair territory;

- iii. contacts the foul pole above the fence line; or
- iv. is contacted by a fielder who is in dead ball territory and the ball in the judgment of an umpire would have gone over the fence in fair territory. It is not a home run if:
 1. the fair batted ball passes out of the grounds at a distance less than those prescribed in Rule 2 Appendix 1.A (Official Dimensions of the Playing Field) and Appendix 1.F (Quick Reference Table), which should be marked for the Umpire's guidance;
 2. a fair batted fly ball goes off a fielder's glove or body and over the fence in foul territory;
 3. a fair batted ball first contacts the fence, deflects off a fielder and then goes over the fence; or
 4. a fair batted ball is contacted by a fielder, who is in dead ball territory and in the judgment of an Umpire, the ball would not have gone over the fence in fair ball territory.
- h) when any person other than a team member enters into the playing field and interferes with:
 - i. a fair batted ground ball;
 - ii. a fielder about to field a batted ball or thrown ball;
 - iii. a fielder about to throw a ball; or
 - iv. a ball thrown by a fielder.

EFFECTS

Rule 5.5.1d)	A defensive player prevents the batter from striking at or hitting a pitched ball.
Effect	<ol style="list-style-type: none"> 1) <u>An</u> Umpire will give a delayed dead ball signal with the ball remaining live until the end of the play. 2) The <u>coach or</u> manager of the offensive team has the option of taking the award for the obstruction or taking the result of the play. 3) If the batter hits the ball and reaches first base safely and if all other runners have advanced at least one base on the batted ball, the obstruction is canceled. Once a runner has passed a base, even if they miss it, they are considered to have reached that base. All action as a result of the batted ball stands. No option is given. 4) If the <u>coach or</u> manager does not take the result of the play, catcher obstruction is enforced by awarding the batter first base and advancing all other runners only, if forced.

Rule 5.5.1e)	A fair untouched batted ball striking the person, attached equipment or clothing of <u>an</u> Umpire or a runner.
Effect	<p>1) After touching a fielder (including the pitcher), the ball is in play.</p> <p>2) After passing a fielder, other than the pitcher and no other fielder had a chance to make an out, the ball is in play.</p> <p>3) Before passing a fielder, excluding the pitcher, without being touched the ball is dead.</p>

5.5.2 THE BATTER-RUNNER IS OUT

- a) The ball remains live and a runner may advance at their own jeopardy when:
- i. the catcher drops the third strike and the batter-runner is legally touched with the ball while off the base or thrown out prior to reaching first base;
 - ii. a fielder legally catches a fly ball before it touches the ground or any other object or person other than a defensive player;
 - iii. after hitting a fair ball, a batter-runner is tagged while off base or is thrown out prior to reaching first base;
 - iv. they fail to advance to first base and instead enter their *dugout*:
 1. after a fair ball is hit;
 2. after a base on balls is issued; or
 3. anytime that they must legally advance to first base, unless they are injured and must receive treatment while the ball is dead;
 - v. an infield fly is declared;
 - vi. after they hit a fair ball, they touch only the fair portion of the double base on their first attempt at that base and a play is made at the base. This is an appeal play for missing the base. The defensive team loses the privilege of putting the batter-runner out if, after over-running the base, the appeal is not made before the batter-runner returns to the fair portion of first base;
 - vii. they run more than one (1) meter (three (3) ft.) from the base path to avoid being touched by the ball in the hand(s) of a fielder; or
 - viii. when anyone, other than another runner, physically assists a runner on a fly ball, the batter-runner is out if the fly ball is caught;
- b) The ball is declared dead, a runner must return to the last base legally touched at the time of the pitch but need not touch the intervening bases when the batter-runner:
- i. fails to wear an approved helmet when ordered to do so by an Umpire;
 - ii. runs outside the one (1) meter (three (3) ft.) line and, in an Umpire's judgment, interferes with:
 1. the fielder taking a throw at first base; or
 2. the thrown ball, preventing a fielder from making a play at first base. A thrown ball striking a batter-runner does not necessarily constitute interference;
 - iii. interferes with a fielder attempting to field a batted ball. A batter-runner may run outside the one-meter line to avoid a fielder attempting to field the batted ball;
 - iv. interferes with a fielder attempting to throw a ball;
 - v. intentionally interferes with a thrown ball;
 - vi. interferes with a fair-batted ball (out of the batter's box) before reaching first base;
 - vii. interferes with a dropped third strike;
 - viii. throws their bat after batting the ball in such a manner as to cause interference with a fielder's opportunity to make an out;
 - ix. when the on-deck batter interferes with a defensive player attempting to catch a fly ball or with a fly ball that a fielder is attempting to catch;
 - x. a member of the team at bat who is not the batter, batter-runner, runner or on-deck batter interferes with a fielder attempting to catch a batted foul ball over foul territory or with a batted fly ball over foul territory that a fielder is attempting to catch. If, in an Umpire's judgment, the interference is an obvious attempt to prevent a double play, the runner closest to home plate at the time of the interference will also be called out;
 - xi. intentionally interferes with a play at home plate to prevent an obvious out at the plate. If, in an Umpire's judgment, the interference is intentional interference with a play at home plate, the runner is also out;
 - xii. steps back towards home plate to avoid or delay a tag by a fielder;
 - xiii. when in a force play situation, they touch only the fair portion of the double base and collide with a fielder who is

- about to catch a thrown ball and who is also using the fair portion of the base;
- xiv. with less than two outs and a runner on first base, a fielder intentionally drops a fair fly ball (including a line drive or a bunt) that could be caught by an infielder with ordinary effort, after it is controlled with a hand or glove;
 - xv. bunts foul after the second strike unless a runner interferes with a fielder attempting to catch a bunted fly ball in foul territory or with a foul fly ball a fielder is attempting to catch. The batter-runner will return to bat with an additional strike on the foul ball if the batter had less than two strike when they hit the ball. If the bunted ball is caught, the ball remains live and in play;
- c) A runner must return to the last base that, in **an** Umpire's judgment, was touched at the time of the interference and the ball is dead when:
- i. the immediately preceding runner who is not yet out intentionally interferes, in **an** Umpire's judgment, with a fielder attempting to
 1. catch a thrown ball; or
 2. throw a ball in an attempt to complete the play;
 - ii. a person other than a team member enters the playing field and interferes with:
 1. a fielder about to catch a fly ball; or
 2. a fly ball that a defensive player, in the judgment of the Umpire, is able to catch.

EFFECTS

Rule 5.5.2 a) v An infield fly is declared

Effect The ball is live and a runner may advance at the risk of the ball being caught, or retouch and advance after the ball is touched, the same as on any fly ball. If a declared infield fly becomes a foul ball, it is treated the same as any foul ball.
If a declared infield fly is allowed to fall untouched to the ground and bounces foul before passing first or third base, it is a foul ball.
If a declared infield fly falls untouched to the ground outside the baseline and bounces fair before passing first or third base, it is an infield fly.

Rule 5.5.2 b) ii to xi	Batter-runner causes interference
Effect	EXCEPTION: If a play on a runner is made prior to the interference and: 1) an out is made on the runner, the result of the play will stand; 2) no out is made on the runner, the result of that play will stand unless the interference by the batter-runner is the third out. Other runners not played on must return to the base legally held at the time of the pitch.
Rule 5.5.2 c) i	The immediate preceding runner causes interference
Effect	The runner is also out.

5.6 DOUBLE BASE

The following apply when the double base is used.

- a) The batter-runner is subject to the following.
 - i) A batted ball hitting the fair portion is declared fair and a batted ball hitting the foul portion only is declared foul.
 - ii) A defensive player must use only the fair portion of the base at all times, except on any live ball play made from first base foul territory. The batter-runner and the defensive player may use either portion of the double base. When the defensive player uses the foul portion of the double base, the batter-runner can run in fair territory, and if hit by a throw from the foul side of first base, it would not be interference. If intentional interference is ruled, the batter-runner would be out. The one-meter line is duplicated on either side of the foul line on throws from foul territory.
 - iii) If a play is made at first base on any batted ball or the batter runs on a dropped third strike the batter-runner touches only the fair portion and if the defense appeals prior to the batter-runner returning to the fair portion of first base, the batter-runner is out. This is treated the same as missing the base and is an appeal.
 - iv) After over-running the base, the batter-runner must return to the fair portion.

- v) On a ball hit to the outfield when there is no play being made at the double base, the batter-runner may touch either portion of the base.
- b) The following applies to a runner.
 - i) After over-running the base, the runner must return to the fair portion.
 - ii) When tagging up on a fly ball, the fair portion must be used.
 - iii) On an attempted pick-off play, the runner must return to the fair portion.
 - iv) Once a runner returns to the fair portion, should they then stand on the foul portion only it is considered not in contact with the base, and the runner will be called out if:
 - 1. they are tagged with the ball; or
 - 2. they stand on the foul portion of the base, while the pitcher has possession of the ball within the pitcher's circle.

5.7 USING AN ILLEGAL GLOVE OR MITT

When a fielder makes a play on a batter-runner or runner using an illegal glove, the coach or manager of the offended team has the option of:

- a) taking the result of the play;
- b) in the case of the batter-runner, having the player resume batting, assuming the ball and strike count prior to the pitch, with other runners returned to the last base legally touched at the time of the pitch; or
- c) in the case of a runner, having the play nullified, with runners returning to the last base legally touched at the time of the play. If the play was the result of completion of the batter's turn at bat, that player resumes batting with the ball and strike count they had prior to completing their turn at bat and runners are returned to the bases held at the time of the pitch. A pitch by the pitcher is not considered making a play.

5.8 REMOVAL OF HELMET

- a) When the ball is live or during a live ball play, other than a home run over the fence, a batter, batter-runner or runner will be declared out when they deliberately wear a helmet improperly or deliberately remove the helmet. Calling a batter-runner or runner out for deliberately removing their helmet does not cancel any force play situation; however, if a helmet is

accidentally dislodged from its proper place on a batter, batter-runner or runner, there is no penalty.

- b) The ball is dead and a runner must return to base last touched at the time of contact:
 - i. when a thrown ball or batted ball makes contact with the deliberately removed helmet or a fielder comes into contact with the deliberately removed helmet while attempting to make a play; or
 - ii. when a thrown or batted ball contacts the accidentally dislodged helmet and this contact interferes with the play being made; or when a defensive player comes into contact with the helmet while it is on the ground and this contact prevents them from making a play and the batter-runner, or runner who was wearing the helmet that was accidentally dislodged is out, even if they have scored. The run is nullified.

5.9 TOUCHING BASES AND HOME PLATE IN LEGAL ORDER

- a) The batter-runner and any runner must touch the bases in legal order, i.e., first, second and third base, and then home plate, unless they are obstructed at a base preventing them from touching that base or they are placed on second base under the Tie-Breaker Rule.
- b) A runner returning to a base while the ball is live and while in jeopardy to be put out must return to:
 - i. the base left before a caught fly ball is first touched; or
 - ii. the missed base, they must touch the bases in reverse order.
- c) When a runner is returning to a base while the ball is dead, they need not touch the intervening bases unless they have missed a base, in which case they are subject to a legal appeal if they fail to retouch the missed base.
- d) When a runner or batter-runner acquires the right to a base by touching it before being put out, they are entitled to hold the base until they have legally touched the next base in order or are forced to vacate it for a succeeding runner. The ball is in play, and runners may advance with jeopardy to be put out.
- e) When a runner dislodges a base from its proper position, neither they nor succeeding runner(s) in the same series of plays are compelled to follow a base unreasonably out of position. The ball is in play and runners may advance or return with jeopardy to be put out.
- f) Two runners may not occupy the same base at the same time.

The runner who first legally occupied the base is entitled to it unless forced to advance. The other runner may be put out by being tagged with the ball.

- g) The failure of a preceding runner to touch a base in regular order or to leave a base legally on a caught fly ball and who is declared out does not affect the status of a succeeding runner who touches bases in proper order. If the failure to touch a base in regular order or to legally tag up on a caught fly ball is the third out of an inning, no succeeding runner may score a run.
- h) No runner may return to touch a missed base or one left illegally, after a following runner has scored, or they have left the field of play.
- i) Bases left too soon on a caught fly ball must be retouched prior to advancing to awarded bases.
- j) Awarded bases must be touched in legal order.

EFFECT

Rule 5.9 b) g-j	Touching bases
Effect	The runner will be declared out if the defense makes a legal appeal for missing a base or leaving a base before the ball is first touched on a caught fly ball.

5.10 RUNNERS

5.10.1 A RUNNER MAY ADVANCE WITH JEOPARDY TO BE PUT OUT WHILE THE BALL IS LIVE

A runner may advance with jeopardy to be put out while the ball is live:

- a) *after the pitcher's non-pivot foot touches the ground during their pitching movement;*
- b) on a thrown or fair batted ball that is not blocked;
- c) on a thrown ball that hits an umpire, an offensive player or a base coach;
- d) when a legally caught fly ball is first touched;
- e) when a fair untouched batted ball:
 - i. strikes an Umpire or runner after passing a fielder other than the pitcher and provided no other fielder had a chance to make an out;
 - ii. has been touched by a fielder, including a pitcher; or

- iii. when the ball strikes a photographer, groundskeeper, policeman, etc., assigned to the game, and the ball remains live;

- f) when a live ball becomes lodged in a defensive player's uniform or equipment;
- g) when at any time they fail to touch a base they are entitled to before attempting to make the next base;
- h) when, after overrunning first base, they attempt to continue to second base;
- i) when, after dislodging a base, they attempt to continue to the next base;
- j) when, on an illegal pitch not hit, and that is also a wild pitch or passed ball, they attempt to advance beyond the one base to which they are legally entitled;
- k) when, advancing beyond an entitled base due to:
 - i. a fielder intentionally contacting a thrown ball with detached equipment; or
 - ii. a fielder intentionally contacting a fair batted ball with detached equipment;
- l) when advancing beyond a protected base when they have been obstructed; or
- m) When advancing beyond the base to which they are forced because of a base on balls issued to the batter.

EFFECT

Rule 5.10.1 g & h	Failing to touch a base or continuing to second base
Effect	The runner will be declared out if the defense makes a legal appeal.

5.10.2 BASES AWARDED TO RUNNER(S) FOR OBSTRUCTION

When an obstruction occurs, including a rundown:

- a) a delayed dead ball will be signaled with the ball remaining live until the end of the play;
- b) the obstructed runner and each other runner affected by the obstruction will be awarded the base or bases they would have reached if, in *an* Umpire's judgment, had there been no obstruction. If that Umpire feels there is justification, a defensive player making a fake *play* may be ejected from the game;
- c) if the obstructed runner is put out prior to reaching the base

- they would have reached had there not been obstruction, a dead ball is called. The obstructed runner and each other runner affected by the obstruction will be awarded the base, or bases; they would have reached, in an Umpire's judgment, had obstruction not occurred;
- d) an obstructed runner may never be called out between the two bases where they were obstructed, unless:
- i) if the obstructed runner commits an act of interference after the obstruction is ruled, or the runner is legally appealed for:
 1. missing a base, unless the runner has been obstructed at that base and the obstruction prevents them from touching the base;
 2. leaving a base before a fly ball was first touched; or
 3. after passing the base they would have reached had there not been obstruction, the obstructed runner may be called out, and the ball remains live;
 - ii) if the obstructed runner safely obtains the base they would have been awarded, in an Umpire's judgment, and there is a subsequent play on a different runner, the obstructed runner is no longer protected between the bases where the runner was obstructed and may be put out. The ball remains live. Obstructed runners are still required to touch all bases in proper order, or they could be called out on a proper appeal by the defensive team unless the runner was obstructed from touching that base.

5.10.3 A RUNNER IS OUT

- a) A runner is out and the ball remains live when:
- i) while running to any base in regular or reverse order, they run more than one (1) meter (three (3) ft.) from the base path to avoid being tagged;
 - ii) the ball is in play, they are not in contact with a base and they are tagged;
 - iii) on a force play, and before the runner contacts the base to which they are forced to advance, a fielder while controlling the ball in their hand(s) contacts the base or touches the ball to the base or tags the runner. If a forced runner, after touching the next base, retreats for any reason toward the base he last occupied, the force play is reinstated;
 - iv) they fail to return to touch the base previously occupied or missed and a legal appeal is made;

- v) anyone, other than another runner, physically assists a runner while the ball is in play. When the ball becomes dead after a home run, uncaught foul ball or an award of bases the ball remains dead;
 - vi) 1. while the ball is live, they physically pass a preceding runner before that runner has been called out. The ball remains live. The runner who passes is not out, provided that the runner who passed touches the next base before the passing runner and all runners meet all base running responsibilities, including touching the bases in legal order; or
2. if the passing occurs when a dead ball is declared or about to be declared, the passing runner is not out and the ball remains dead once declared a dead ball.
 - vii) they leave their base to advance to another base before a caught fly ball has touched a fielder;
 - viii) they fail to touch the intervening base, or bases, in regular or reverse order unless they are obstructed from doing so;
 - ix) the batter-runner becomes a runner by touching first base, passes it, then attempts to run to second base and is tagged, while off base;
 - x) in running or sliding for home plate, they fail to touch it, make no attempt to return to it and a fielder controls the ball while touching the plate and appeals to an Umpire for a decision;
 - xi) they abandon a base and enter their dugout, or leave the field of play, while the ball is live;
 - xii) they are positioned behind, and not in contact with, a base to get a running start on any fly ball; or
 - xiii) when runners switch positions on the bases.
- b) A runner is out and the ball is dead when:
- i) they fail to wear an approved batting helmet when ordered to do so by the Plate Umpire;
 - ii) they fail to keep contact with the base to which they are entitled until the pitcher's non-pivot foot touches the ground during their pitching movement. A "NO PITCH" is declared and other runners must return to the last base legally held at the time of the pitch;
 - iii) they are legitimately off their base after a pitch, or as a result of a batter completing his turn at bat and, while the pitcher has the ball within the pitcher's circle, they do not immediately return to their base, or attempt to advance to the next base;
 - iv) once the runner returns to a base for any reason, they will

be declared out if they leave said base. A runner will not be declared out if:

1. a play is made on them or another runner (a fake throw is considered a play);
 2. the pitcher no longer has possession of the ball within the pitcher's circle; or
 3. the pitcher releases the ball by a pitch to the batter;
- v) A base on balls or dropped third strike in which the runner is entitled to run is treated the same as a batted ball. The batter-runner may continue past first base, and is entitled to run toward second base, as long as they do not stop at first base. If they stop after they round first base, they must immediately return to first base or immediately continue to second base;
- vi) the batter or batter-runner is declared out for intentionally interfering with a play at home plate in an attempt to prevent an obvious out on an advancing runner at the plate. The advancing runner is out and the other runners must return to the last base held at the time of the pitch.
- c) A runner is out, the ball is dead and other runners must return to the last base legally held at the time of the interference, blocked ball or the out declared, unless forced to advance because the batter became a batter-runner when:
- i) they are struck with an untouched fair batted ball while off base and, in an Umpire's judgment, any fielder had an opportunity to make an out;
 - ii) they intentionally kick a ball that a fielder has missed;
 - iii) they interfere with a fielder attempting to field a fair batted ball, regardless of whether the ball has been first touched by the fielder or by another fielder, including the pitcher or interferes with a fielder throwing a ball, or intentionally interferes with a thrown ball;
 - iv) they interfere with a fielder attempting to catch a batted foul fly ball or with a foul fly ball that a fielder is attempting to catch. If this interference is, in an Umpire's judgment, an obvious attempt to prevent a double play the immediate succeeding runner will be called out. The batter-runner returns to bat with an additional strike on the foul ball, provided the count prior to batting the ball was less than two strikes. If this interference is the third out, the batter-runner will return as the lead-off batter in the next inning, with the original ball and strike count cancelled;

- v) the runner closest to home plate at the time of interference is called out if after a runner, batter or batter-runner has been declared out, or after a runner has scored, the runner, batter or batter-runner interferes with a defensive player's opportunity to make a play on another runner. A runner continuing to run and drawing a throw will be considered interference;
- vi) one or more team members of the offensive team stand at, or collect around, a base to which a runner is advancing, thereby confusing fielders and adding to the difficulty of making the play. This includes any person authorized to sit in the team's dugout;
- vii) the coach near third base runs in the direction of home plate on or near the baseline, while a fielder is attempting to make a play on a batted or thrown ball and thereby draws a throw to home plate. It is the runner who is closest to home plate who is called out;
- viii) a coach while in or out of the coach's box or any offensive team member who is not a batter, batter-runner or runner intentionally interferes with a thrown ball or interferes with the defensive team's opportunity to make a play on a runner or a batter-runner. The runner closest to home plate at the time of the interference is called out;
- ix) a defensive player has the ball and is waiting for the runner and the runner remains on their feet and deliberately crashes into the defensive player. If the act is determined to be flagrant, the offender will be ejected;
- x) they run bases in reverse order, or off the base line, while not attempting to advance, either to confuse the fielders or to make a travesty of the game;
- xi) when the on-deck batter interferes with a defensive player's attempt to retire a runner, the runner closest to home plate will be called out;
- xii) non-official offensive equipment causes a blocked ball (and creating interference), and the runner is being played on. If this player has scored prior to the blocked ball being ruled, the runner closest to home is called out.
- d) when the Plate Umpire, or his clothing, interferes with the catcher's attempt to retire a runner stealing, or on an attempted pickoff play. If, on a passed ball or wild pitch, a thrown ball from the catcher hits the Plate Umpire, it is not Umpire interference and the ball remains live.

EFFECTS

Rule 5.10.3 a) vii to x	Leave too soon on a fly ball, misses a base or tries for second base or misses home plate
Effect	The runner will not be declared out unless the defense makes a legal appeal. EXCEPTION: A runner who has left a base too soon on a caught fly ball, or who has missed a base, may attempt to return to such base while the ball is dead.
Rule 5.10.3 a) xiii	Switching bases
Effect	This is an appeal play. When the appeal is upheld, each runner discovered to have switched positions on the bases will be declared out and the head coach will be ejected for unsportsmanlike conduct. The order of outs will be determined by the location of the runners immediately after the switch. The runner who switched bases and is closest to home plate after the switch will be called out first. The next runner who switched bases and is the second closest to home plate will be called out second and so on. The appeal may be made any time until all runners who switched positions are in the dugout or the inning is over. If one of the runners who switched bases is on a base, both they and all runners who had switched bases will be out, even if they had scored, and any run(s) scored by improper runners will be nullified.
Rule 5.10.3 c i through iii	If this interference, in the judgment of <u>an</u> Umpire, is an obvious attempt to prevent a double play, the immediate succeeding runner shall also be called out.
Rule 5.10.3 d)	Umpire Interference
Effect	A delayed dead ball should be signaled, with the ball remaining live until the conclusion of the play. <ul style="list-style-type: none"> i. If the runner being played on is ruled out, the out will stand and the ball is live. ii. Is ruled safe, the ball is dead, and all runners return to the last base held at the time of the throw.

5.10.4 THE RUNNER IS NOT OUT

The runner is not out:

- a) when they run behind or in front of the fielder and outside the base path in order to avoid interfering with a fielder attempting to field the batted ball in the base path;
- b) when they do not run in a direct line to the base and provided the fielder in the direct line does not have the ball in his possession;
- c) when more than one fielder attempts to field a batted ball and the runner comes in contact with the one who, in an Umpire's judgment, was not entitled to field the ball;
- d) when they are hit with a fair, untouched batted ball while off base and, in an Umpire's judgment, no fielder had an opportunity to make an out;
- e) when they are hit with a fair, untouched batted ball over foul territory and, in an Umpire's judgment, no fielder had an opportunity to make an out;
- f) when they are hit with a fair batted ball after it touches, or is touched by, any fielder, including the pitcher, and they could not avoid contact with the ball;
- g) when they are hit by a fair untouched batted ball while in contact with their base, unless they intentionally interfere with the ball or a fielder making a play. The ball is dead or remains live, depending on the position of the fielder closest to the base at the time the ball contacts the runner:
 1. the ball remains live if the fielder closest to the base is positioned ahead of the base; or
 2. the ball is dead if the fielder closest to the base is positioned behind the base.
- h) when they are touched while off base:
 1. with a ball not securely held by a defensive player; or
 2. with a hand or glove of a defensive player and the ball is in the other hand;
- i) when the defensive team does not request an Umpire's decision on an appeal play until after the next legal or illegal pitch, until after all defensive players have left fair territory on their way to the dugout or in the case of the last play of the game, before the umpires have left the field of play;
- j) when a batter-runner becomes a runner, by touching first base, passing it and then returning directly to the base;
- k) when they are not given sufficient time to return to a base. They will not be called out for being off base before the pitcher's non-

pivot foot touches the ground during their pitching movement

- l) when they have legally started to advance. They may not be stopped by the pitcher receiving the ball while on the pitcher's plate, nor by the pitcher stepping onto the plate while holding the ball;
- m) when they hold their base until a fly ball touches a fielder and then attempt to advance;
- n) when they slide into a base and it dislodges from its proper position. The base is considered to have followed the runner. A runner reaching a base safely will not be out for being off that base if it becomes dislodged. They may return to that base without jeopardy to be put out when the base has been replaced. A runner is in jeopardy if they attempt to advance beyond the dislodged base before it is again in proper position;
- o) when a coach unintentionally interferes with a thrown ball or batted ball while in the coach's box; or
- p) when the ball contacts non-official offensive equipment and no apparent play is obvious.

EFFECTS

Rule 5.10.4 p	Contact with non-official offensive equipment and no play obvious
Effect	The ball is dead and each runner must return to the base last touched at the time the ball is declared dead but in returning need not touch the intervening bases.

5.11 BASE RUNNING EFFECTS (OTHER THAN FOR OBSTRUCTION)

EFFECTS

Effect	Rule or occurrence
a) One Base Award	i) The batter-runner is awarded first base, provided they advance, touch first base and all other runners advance one base, if forced, from the time of the pitch, in the following circumstances: <ul style="list-style-type: none"> 1) when four balls have been called by the Plate Umpire; the ball is live; 2) when an intentional walk is issued; the ball is dead;

a) One Base Award

- 3) when the batter is obstructed, and the offensive team takes the option to have the batter awarded first base; the ball is dead;
- 4) when a batted ball is contacted by an Umpire or runner before passing a fielder, excluding the pitcher; the ball is dead;
- 5) when a batter is hit by a pitch; the ball is dead.
- ii) A runner is awarded one base in the following circumstances; the ball is dead except in 6 below:
 - 1) when on an illegal pitch, not hit by the batter, or if hit by the batter, the coach or manager of the offensive team elects to take the award on the illegal pitch rather than the result of the play; the ball is dead;
 - 2) when the ball is pitched and subsequently leaves the playing field or is lodged in the backstop, the award is from the time of the pitch;
 - 3) when a fielder unintentionally carries a ball out of the playing field, the award is from the time the fielder left the field of play; a fielder carrying a live ball into the dugout to tag a player is considered to have unintentionally carried it there;
 - 4) when a player loses possession of the ball during a play and the ball enters the dead ball territory, the award is from the base last touched at the time the ball entered the dead ball territory;
 - 5) when defensive equipment causes a blocked ball, the award is from the base last touched at the time of the pitch on a pitched ball;
 - 6) when detached equipment contacts a pitched ball. If a pitched ball eludes the catcher and is retrieved with detached equipment when runner(s) are not advancing, no apparent play is possible or there is no advantage. No runners are awarded a base, the ball remains live and the batter may only advance to first base on ball four or under the third strike rule. They may advance further at their own risk.

b) Two Base Award

- i) The batter-runner and runner(s) are awarded two bases from the time of pitch in the following circumstances and the ball is dead:
 - 1) when a fair batted ball passes out of the playing field at a distance less than the dimensions of a regulation field;
 - 2) when a fair batted fly ball hits a fielder's glove or body and lands over the fence in foul territory;
 - 3) when a fair batted fly ball touches the fence, deflects off a fielder and lands over a fence;

b) Two Base Award

- 4) when a fair batted fly ball is touched by a fielder who is in dead ball territory and in the Umpire's judgment the ball would not have gone over the fence in fair ball territory;
- 5) when a fair batted ball bounces over or rolls under or through a fence or passes the dead ball line of the playing field;
- 6) when a fair batted ball deflects off:
 - a) a defensive player; or
 - b) a runner or umpire after passing a fielder excluding the pitcher and provided no other fielder had a chance to make an out, and the ball goes out of play in foul territory.
- ii) When the ball is thrown and leaves the playing field or is blocked, the award is from the time the ball left the fielder's hand. If two runners are between the same two bases, the award is based on the position of the lead runner. If a runner touches the next base and returns to their original base, the original base they left ***at the time of the pitch*** is considered the "last base touched" for the purposes of an overthrow award.
- iii) When defensive equipment causes a blocked ball, the award:
 - 1) is from the base last touched at the time of the throw; or
 - 2) is from the base last touched at the time of the pitch on a fair batted ball.
- iv) When a thrown ball contacts detached equipment, this is a delayed dead ball. Bases are awarded from the time of the throw.
- v) A runner is only awarded two bases and the ball is dead when, in ***an*** Umpire's judgment, a fielder intentionally carries, kicks, pushes or throws a live ball from playable territory into dead ball territory. The award is from the time of the carry, kick, push or throw or from the time the ball is carried into dead ball territory.

c) Three Base Award

The batter-runner and runners are awarded three (3) bases and it is a delayed dead ball when detached equipment contacts a fair batted ball. Bases are awarded from the time of the pitch. Runners are protected to the awarded bases; however, if they proceed beyond the awarded bases they are in jeopardy.

d) Four Base Awards

The batter-runner and runners are awarded ***any bases and*** home plate and the ball is dead in the following circumstances:

- i) when ***an*** Umpire declares a home run; and
- ii) when a fair ball is contacted by detached equipment and in ***an*** Umpire's judgment the ball would have cleared the outfield fence in flight.

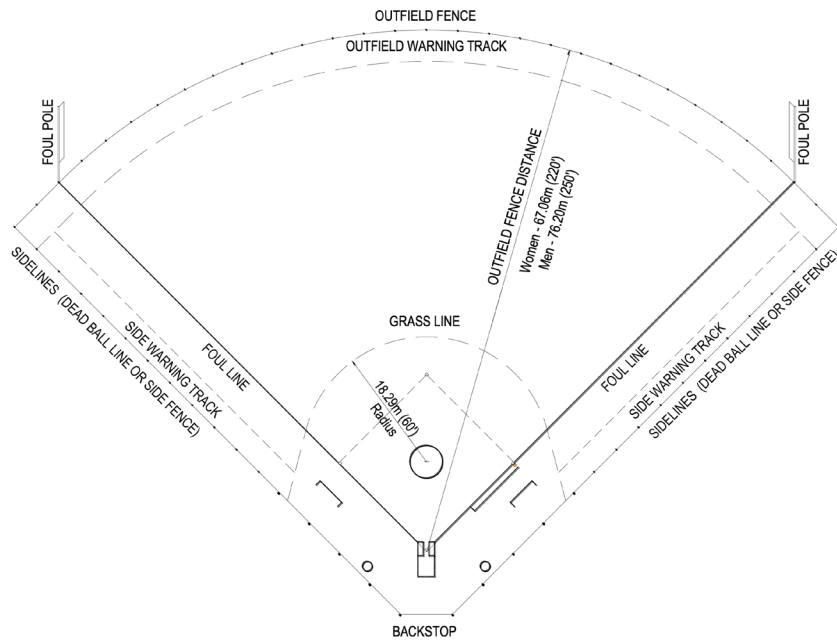
e) Umpire Judgment Awards

The batter-runner and runners are awarded the base or bases they would have made in ***an*** Umpire's judgment had interference not occurred, and the ball is dead:

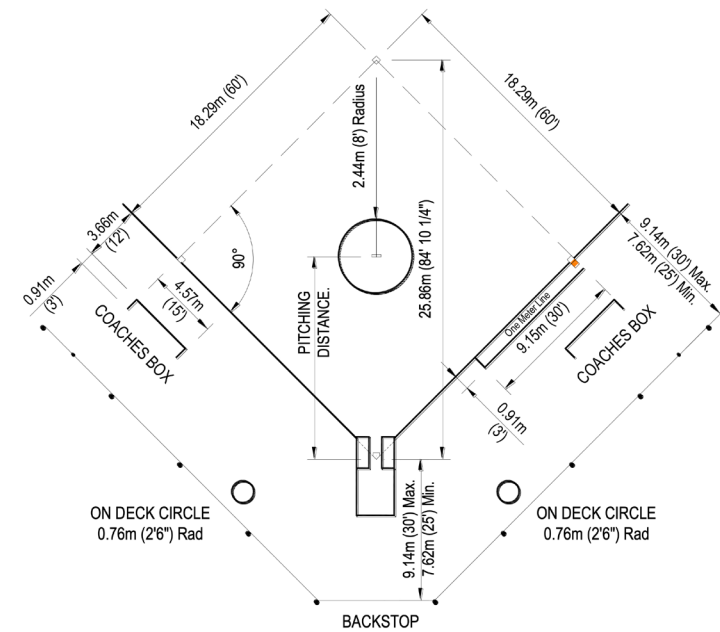
- i) when a person other than a team member interferes with a live ball or a fielder about to field a ground ball, thrown ball or fly ball. If, in ***an*** Umpire's judgement, the fielder would have fielded or caught the ball had interference not occurred, the batter-runner is out and a runner must return to the base last touched at the time of the interference; or
- ii) when the ball becomes lodged in Umpire gear or clothing or offensive player clothing.

APPENDIX 1: PLAYING FIELD AND DIAMOND LAYOUT

A. OFFICIAL DIMENSIONS OF THE PLAYING FIELD



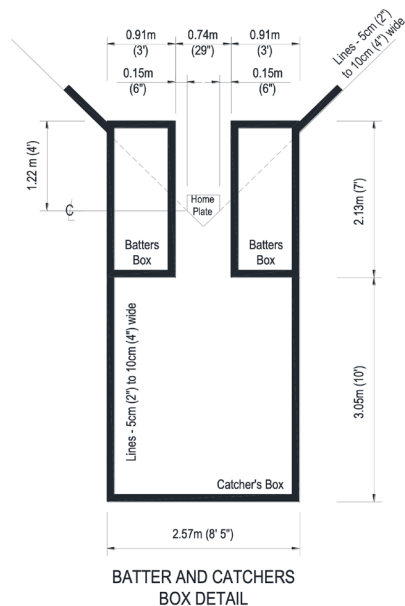
B. OFFICIAL DIMENSIONS OF THE DIAMOND LAYOUT



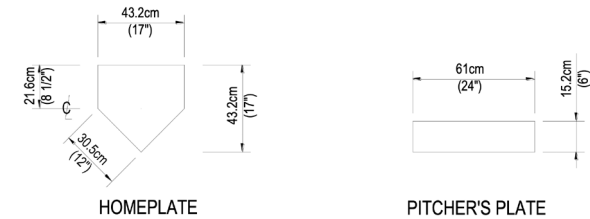
C. OFFICIAL DIMENSIONS OF THE BASES



D. OFFICIAL DIMENSIONS OF THE BATTER'S AND CATCHER'S BOXES



E. OFFICIAL DIMENSIONS OF HOME PLATE AND PITCHER'S PLATE



F. QUICK REFERENCE TABLE

BACKSTOP AND SIDELINES (DEAD BALL LINE/SIDE FENCE)

Will be set back a minimum of 7.62 m. (25 ft.) to a maximum of 9.14 m. (30 ft.) outside the foul lines. The area between the foul lines and the backstop and sidelines must be unobstructed.

BASES

Home plate to first/third bases, 18.29 m. (60 ft.) from the back part of home plate to the back of the base. Home plate to second base, 25.86 m. (84 ft. 10 1/4 in.) from back point of home plate to the middle of the base. Bases will be made of canvas or other suitable material and securely fastened in position.

The double base will be secured in and is part of fair territory, with the other half of this base (a different solid contrasting color) secured in and is part of foul territory.

BATTER'S BOXES

One on each side of home plate will measure 0.91 m. (3 ft.) by 2.13 m. (7 ft.). The inside lines of the batter's box will be 15.2 cm. (6 in.) from home plate. The front line of the box will be 1.22 m. (4 ft.) in front of a line drawn through the center of home plate. The lines are considered as being within the batter's box.

CATCHER'S BOX

3.05 m. (10 ft.) in length from the rear outside corners of each batter's box and will be 2.57 m. (8 ft. 5 in.) wide. The lines are considered as being within the catcher's box.

COACH'S BOXES

Behind a line 4.57 m. (15 ft.) long drawn outside the diamond. The line is parallel to and 4.57 m. (15 ft.) from the first and third baselines, extended from the bases toward home plate.

DISTANCE TABLE

CATEGORY	PITCHING	OUTFIELD FENCES (minimums)
Junior Women's <u>15</u> and under	12.19 m. (40 ft.)	<u>60.96</u> m. (<u>200</u> ft.)
Junior Women's <u>18</u> and under	13.11 m. (43 ft.)	67.06 m. (220 ft.)
Women's	13.11 m. (43 ft.)	67.06 m. (220 ft.)
Junior Men's <u>15</u> and under	14.02 m. (46 ft.)	76.20 m. (250 ft.)
Junior Men's <u>18</u> and under	14.02 m. (46 ft.)	76.20 m. (250 ft.)
Men's	14.02 m. (46 ft.)	76.20 m. (250 ft.)

HOME PLATE

It will be a five-sided figure 43.2 cm. (17 in.) wide, across the edge facing the pitcher. The sides will be parallel to the inside lines of the batter's box and will be 21.6 cm. (8 1/2 in.) long. The sides of the point facing the catcher will be 30.5 cm. (12 in.) long.

INFIELD

Skinned portion 18.29 m. (60 ft.) arc from the front center of the pitcher's plate.

LINES

50 mm. to 100 mm. (2 to 4 in.) wide.

ON-DECK CIRCLE

1.52 m. (5 ft.) circle 0.76 m. (2 ft. 6 in.) radius placed adjacent to the end of the dugout area closest to home plate.

ONE METER LINE

Drawn parallel to and one (1) m. (3 ft.) from the baseline, starting at a point halfway between home plate and first base.

PITCHER'S CIRCLE

4.88 m. (16 ft.) circle drawn from center of the front edge of the pitcher's plate 2.44 m. (8 ft.) in radius. The lines are considered within the circle.

PITCHER'S PLATE

Made of rubber 61 cm. (24 in.) long and 15.2 cm. (6 in.) wide and the top of the plate must be level with the ground.

WARNING TRACK

Will be a minimum of 3.66 m. (12 ft.) to a maximum of 4.57 m. (15 ft.) from the outfield and/or side fences. Made of material (dirt, gravel) that is level with, but different from, the playing surface. The material must be distinguishable from the outfield surface, and there must be a clear physical signal for players when they are approaching the fence.

G. LAYING OUT A DIAMOND

This section serves as an example for laying out of a diamond with 18.29 m. (60 ft.) and a 14.02 m. (46 ft.) pitching distance.

- To determine the position of home plate, draw a line in the direction it is desired to lay the diamond. Drive a stake at the corner of home plate nearest the catcher. Fasten a cord to this stake and tie knots or otherwise mark the cord at 14.02 m. (46 ft.), 18.29 m. (60 ft.), 25.86 m. (84 ft. 10 1/4 in.) and at 36.58 m. (120 ft.).
- Place the cord (without stretching) along the direction line and place a stake at the 14.02 m. (46 ft.) marker. This will be the front line in the middle of the pitcher's plate. Along the same line, drive a stake at the 25.86 m. (84 ft. 10 1/4 in.) marker. This will be the center of second base.
- Place the 36.58 m. (120 ft.) marker at the center of second base and, taking hold of the cord at the 18.29 m. (60 ft.) marker, walk to the right of the direction line until the cord is taut and drive

a stake at the 18.29 m. (60 ft.) marker. This will be the outside corner of first base and the cord will now form the lines to first and second bases.

4. Again holding the cord at the 18.29 m. (60 ft.) marker, walk across the field and in like manner, mark the outside corner of third base. Home plate, first base, and third base are wholly inside the diamond.
5. To check the diamond, place the home plate end of the cord at the first base stake and the 36.58 m. (120 ft.) marker at third base. The 18.29 m. (60 ft.) marker should now check at home plate and second base.
6. Check all distances with a steel tape whenever possible.

APPENDIX 2: BAT SPECIFICATIONS

A. OFFICIAL BAT

1. The bat must be of one-piece construction, multi-piece permanently assembled or two-piece interchangeable constructions.
2. When the bat is designed with interchangeable components it must meet the following criteria:
 - a) the mating components must have a unique locking key to prevent uncertified equipment combinations in the field; and
 - b) all component combinations must meet the same standards as when it was a one-piece bat when combined or a portion of a one-piece bat when separated.
3. A bat may be made of one piece of hardwood or formed from a block of wood consisting of two or more pieces of wood bonded together with an adhesive in such a way that the grain direction of all pieces is parallel to the length of the bat.
4. A bat may be metal, bamboo, plastic, graphite, carbon, magnesium, fiberglass, ceramic or any other composite material approved by the WBSC Equipment Standards Commission.
5. A bat may be laminated but must contain only wood or adhesive and have a clear finish (when finished).
6. The barrel portion of the bat (from the start of the taper to the end cap) must be round and smooth with slight texturing allowed.
7. No bat must be more than 86.4 cm. (34 in.) long or greater than 1077.0 g. (38 ounces) in weight.
8. No bat must be more than 5.7 cm. (2 1/4 in.) in diameter at its largest part. A tolerance of 0.80 mm (1/32 in.) is permitted to allow for expansion.
9. A bat must not have exposed rivets, pins, rough or sharp edges or any exterior fastener that would be or present a hazard. A bat must be free of burrs and cracks.
10. A non-wooden bat must not have a wooden handle.
11. A bat must have a safety grip of cork, tape (no smooth, plastic tape) or composition material. The safety grip must not be less than 25.4 cm. (10 in.) long and must not extend more than 38.1 cm. (15 in.) from the small end of the bat. Resin, pine tar or spray substances placed to enhance the grip are permissible only on the grip. Tape applied to any bat must be a continuous spiral. It does not have to be a solid layer of tape. Any attachment such as a model finger grip, flare cone, or choke up device must be attached to the grip with safety tape.
12. When non-wooden and not made of one-piece construction with the barrel end closed, a bat must have a rubber or vinyl plastic or other material insert approved by the WBSC Equipment Standards Commission, firmly secured at the large end of the bat.
 - a) The insert of the bat end cap must be firmly and permanently sealed so that it cannot be removed by anyone other than the manufacturer without damaging or destroying the end cap or barrel.
 - b) The bat must be free of rattles. A bat that is not free of rattles will be considered an illegal bat.
 - c) The bat must not have signs of tampering. A bat that shows signs of tampering will be considered an altered bat.
13. A bat must have a safety knob of a minimum diameter of 0.6 cm. (1/4 in.) protruding at a ninety-degree angle from the handle and no sharp edges. The safety knob may be molded, lathed, welded and permanently fastened. The knob may be covered with grip tape or a grip enhancer.
14. When the bat approval notice cannot be read due to wear on the bat, the bat remains an official bat and may be used if it remains in compliance with these Rules in all other respects as determined by an Umpire with reasonable certainty.

15. The weight, distribution of weight or length of the bat must be permanently fixed at the time of manufacture and may not be altered in any way thereafter, except as otherwise specifically provided in this Rule or a specification approved by the WBSC Equipment Standards Commission.

B. THE WARM-UP BAT

A bat other than an official bat that must be of one-piece construction and comply with the safety grip and safety knob requirements of an official bat. It must be marked “warm-up” in 3.2 cm. (1 1/4 in.) letters on the barrel end. The barrel end must be in excess of 5.7 cm. (2 1/4 in.).

APPENDIX 3: BALL STANDARDS

A. AN OFFICIAL SOFTBALL

An official softball:

1. must be a regular, smooth-seamed, concealed stitched or flat surfaced ball;
2. must have a center core made of either No. 1 quality long fiber kapok, a mixture of cork and rubber, a polyurethane mixture or other materials approved by the WBSC Equipment Standards Commission;
3. may be hand or machine wound with a fine quality twisted yarn and covered with latex or rubber cement;
4. must have its cover cemented by application of cement to the underside of the cover and sewn with waxed thread of cotton or linen, or a molded cover bonded to the core or molded integrally with the core, and have authentic facsimile of stitching, as approved by the WBSC Equipment Standards Commission; and
5. must have a cover of the finest quality No. 1 chrome tanned horsehide or cowhide, made of synthetic material, or made of other materials approved by the WBSC Equipment Standards Commission.

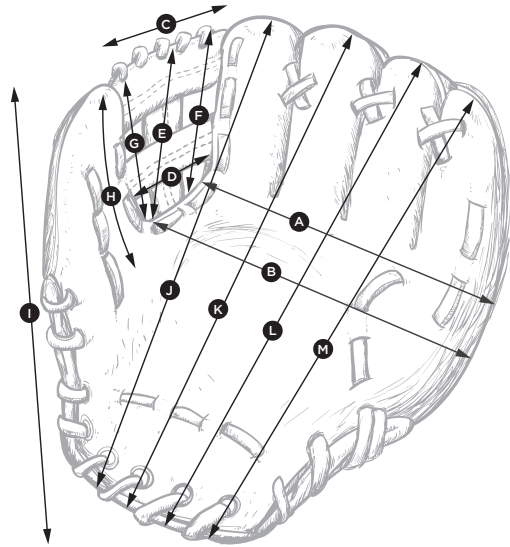
B. DIMENSIONS AND SPECIFICATIONS

1. The completed 30.5 cm. (12 in.) ball will be between 30.2 cm. (11 7/8 in.) and 30.8 cm. (12 1/8 in.) in circumference and weigh between 178.0 g. (6 1/4 ounces) and 198.4 g. (7 ounces). The flat seam style will have not less than 88 stitches on each cover, sewn by the two-needle method.
2. The completed ball will have a coefficient of restitution and compression standard as determined and set by the WBSC Equipment Standards Commission.
3. The COR means the Coefficient of Restitution of a softball when measured with the ASTM (American Society for Testing and Materials) test method for measuring the Coefficient of Restitution of softballs.
4. The white cover, white or red stitch or yellow optic cover, red-stitch 30.5 cm. (12 in.) ball with a COR of .47 or under will be used in the following WBSC *Competitions*: Men’s and Women’s; Junior Men’s and Junior Women’s. The balls will have a WBSC logo marking.
5. On balls used in WBSC *Competitions*, the load force required to compress the ball 0.64 cm. (0.25 in.) must not exceed 170.1 kg (375 pounds) when such balls are measured in accordance with the ASTM test method for measuring compression-displacement of softballs, which is endorsed by the WBSC Equipment Standards Commission.

Listed below are the standards established for each ball:

SOFTBALL	30.5 cm. (12")
BALL COLOR MARKING	White or Yellow Optic WBSC LOGO
THREAD COLOR	White or Red stitch
MIN. SIZE	30.2 cm. (11-7/8")
MAX. SIZE	30.8 cm. (12-1/8")
MIN. WT.	178.0 g. (6 1/4 oz.)
MAX. WT.	198.4 g. (7 oz.)

APPENDIX 4: GLOVE SPECIFICATIONS



DIMENSION SPECIFICATIONS:

A	Palm width (top)	20.3 cm. (8 in.)
B	Palm width (bottom)	21.6 cm. (8 1/2 in.)
C	Top opening of web	12.7 cm. (5 in.)
D	Bottom opening of web	11.5 cm. (4 1/2 in.)
E	Web top to bottom	18.4 cm. (7 1/4 in.)
F	1 st finger crotch seam	19.0 cm. (7 1/2 in.)
G	Thumb crotch seam	19.0 cm. (7 1/2 in.)
H	Crotch seam	44.5 cm. (17 1/2 in.)
I	Thumb top to bottom edge	23.5 cm. (9 1/4 in.)
J	1 st finger top to bottom edge	35.6 cm. (14 in.)
K	2 nd finger top to bottom edge	33.7 cm. (13 1/4 in.)
L	3 rd finger top to bottom edge	31.1 cm. (12 1/4 in.)
M	4 th finger top to bottom edge	27.9 cm. (11 in.)

APPENDIX 5: UMPIRES

A. GENERAL INFORMATION FOR UMPIRES

- a. Every Umpire must not be a member of either team. Examples are player, coach, manager, officer, scorer, physio or sponsor.
- b. The Umpire should be sure of the date, time and place for the game and should arrive at the playing field 20-30 minutes ahead of time, start the game on time and leave the field when the game is over.
- c. Male and female Umpire must wear the following.
 1. A powder blue long or short-sleeved shirt.
 2. Dark navy blue socks.
 3. Dark navy blue slacks.
 4. Dark navy blue cap with white and blue trimmed WBC letters on the front.
 5. Dark navy blue ball bag (Plate Umpire only).
 6. Dark navy blue jacket and/or sweater.
 7. Black shoes and belt.
 8. A white or navy blue T-shirt worn under the powder blue shirt.
 9. If a long sleeve undershirt is worn due to sun concerns, it should be a compression skin style and navy blue.
- d. Umpires must not wear exposed jewelry that may pose a hazard. EXCEPTION: Medical Alert Bracelets and/or necklaces.
- e. The Plate Umpire in fast pitch must wear a black face mask with either black or tan padding and a black throat protector and a body protector and shin guards with knee protection. An extended wire protector may be worn instead of a throat protector on the mask.
- f. The Umpires should introduce themselves to the managers, coaches and official scorers.
- g. The Umpires should inspect the playing field boundaries, equipment and clarify all ground rules to both teams and their managers and coaches.
- h. Each Umpire has the power to make decisions on violations committed any time during playing time or during suspension of play until the game is over.

- i. No Umpire has the authority to set aside or question decisions made by another Umpire within the limits of their respective duties as outlined in these Rules.
- j. An Umpire may consult his associate(s) at any time. However, the final decision will rest with the Umpire whose exclusive authority it was to make the decision and who requested the opinion of the other(s).
- k. In order to define their respective duties, the Umpire judging balls and strikes will be designated as the "Plate Umpire" and the Umpire(s) judging base decisions as the "Base Umpire(s)."
- l. The Plate Umpire or Base Umpire will have equal authority to:
 1. call a runner out for leaving a base too soon;
 2. call "TIME" for suspension of play;
 3. remove or eject a player, coach or manager from the game for violation of rules;
 4. call all illegal pitches;
 5. determine and call an infield fly. When it seems apparent that a batted ball will be an infield fly, an Umpire will immediately declare, "INFIELD FLY, IF FAIR THE BATTER IS OUT" for the benefit of the runners.
- m. The Umpire *responsible for the call* will declare a batter, batter-runner or runner out without waiting for an appeal for such decision in all cases where such player is retired in accordance with these Rules.
- n. Unless appealed to, an Umpire does not call a player out or penalize them for having failed to touch base, leaving a base too soon on a caught fly ball, batting out of order, being an unreported substitute, being an Illegal Re-Entry, the replacement player or returning withdrawn player who is not reported, being a runner who switched positions on bases with another runner or making an attempt to go to second base after reaching first base, as provided in these rules.
- o. An Umpire will not penalize a team for an infraction of a Rule when imposing the penalty would be to the advantage of the offending team.
- p. The failure of an Umpire to adhere to Appendix 5 is not grounds for protest. These are guidelines for Umpires.

B. SIGNALS

- a. To indicate that play will begin or be resumed, the Plate Umpire shall call "PLAY BALL" and, at the same time, motion the pitcher to deliver the ball.
- b. A STRIKE will be indicated by raising the right hand upward above the shoulder, to a 90-degree angle and, at the same time, calling "STRIKE" in a clear and decisive voice.
- c. To indicate a BALL, no arm signal is used.
- d. To indicate the total COUNT of balls and strikes, the balls are called first.
- e. To indicate a FOUL, an Umpire will call "FOUL BALL" and extend both arms vertically above the head.
- f. To indicate a FAIR BALL, an Umpire will extend an arm toward the center of the diamond, using a pumping motion.
- g. To indicate a batter or runner OUT, an Umpire will raise the right hand upward above the right shoulder, with fist closed.
- h. To indicate that a player is SAFE, an Umpire will extend both arms horizontally to the side of the body, with palms toward the ground.
- i. To indicate suspension of play, an Umpire will call "TIME" and, at the same time, extend both arms above the head. The other Umpires shall immediately acknowledge the suspension of play, with similar action.
- j. To indicate a DELAYED DEAD BALL, an Umpire will extend the left arm horizontally, with fist closed.
- k. To indicate a TRAPPED BALL, an Umpire will extend both arms horizontally to the side of the body, with palms toward the ground.
- l. To indicate a GROUND RULE DOUBLE, an Umpire will extend the right hand above the head and, at the same time, indicate with two fingers, the number of bases awarded.
- m. To indicate a HOME RUN, an Umpire will extend the right hand, with closed fist above the head and circle the arm in a clockwise movement.
- n. To indicate an INFIELD FLY, an Umpire will call "INFIELD FLY, IF FAIR THE BATTER IS OUT" and extend one arm above the head.
- o. To indicate NOT TO PITCH, the Plate Umpire should raise one hand, with the palm facing the pitcher. "NO PITCH" will be declared if the pitcher pitches while the Umpire has their hand in said position.

APPENDIX 6: SCORING

A. THE BOX SCORE

- a) Each player's *full* name, *number* and the position, or positions to be played, must be listed in the order in which they batted, or would have batted, unless the player is legally substituted, ejected, removed from the game or the game ends before their turn at bat. Any statistics accrued by the replacement player while they are in the game are credited to that player, even if they are a listed substitute who does not eventually enter the game as a substitution for another player. Any statistics accrued by a temporary runner will accrue to the player for whom they are running.
1. The DP is optional, but if one is used it must be made known prior to the start of the game and be listed on the line-up card in the regular batting order. Ten (10) names will be listed, with the tenth (10) name being the FLEX for whom the DP is batting.
Each player's batting and fielding record must be tabulated.
 2. The first column will show the number of times at bat by each player, but a time at bat will not be charged against the player when that player:
 - a) hits a sacrifice fly that scores a runner;
 - b) is awarded a base on balls;
 - c) is awarded first base because of obstruction;
 - d) hits a sacrifice bunt; or
 - e) is hit by a pitched ball.
 3. The second column will show the number of runs by each player.
 4. The third column will show the number of base hits made by each player. A base hit is a batted ball that permits the batter to reach the base safely.
 - a) When a batter-runner reaches first base, or any succeeding base, safely on a fair ball that settles on the ground, clears the fence or strikes the fence before being touched by a fielder.
 - b) When a batter-runner reaches first base safely on a fair ball which is hit with such force, or such slowness, or which takes an unnatural bounce, making it impossible

to field with ordinary effort in time to retire the batter-runner.

- c) When a fair ball, which has not been touched by a fielder, becomes a dead ball because of touching the person, or clothing, of a runner or Umpire.
 - d) When the fielder unsuccessfully attempts to retire a preceding runner and, in the *official* scorer's judgment, the batter-runner would not have been retired at first base by perfect fielding.
 - e) When the batter ends the game with a base hit that drives in a sufficient number of runs to give his team the lead, the batter will be credited with only as many bases as were advanced by the runner scoring the winning run, provided the batter runs a similar number of bases.
EXCEPTION: When the batter ends the game with an out of the park home run, they will be credited with a home run and all runners, including themselves, will be allowed to score.
5. The fourth column will show the number of opponents put out by each player.
- a) A putout is credited to a fielder each time they:
 - 1) catch a fly ball or line drive;
 - 2) catch a thrown ball that retires a batter or runner;
 - 3) touch a runner with the ball when the runner is off the base to which they are entitled;
 - 4) is nearest the ball when a runner is declared out for being struck by a fair ball or interfering with the fielder;
 - 5) is nearest the unreported substitute, who is declared out in accordance with Rule 3.2.8 Effect d iii; or
 - 6) is nearest a runner, who is called out for running out of the base path.
 - b) A putout is credited to the catcher when:
 - 1) a third strike is called;
 - 2) the batter fails to bat in correct order;
 - 3) the batter interferes with the catcher;
 - 4) the batter is called out, for batting illegally;
 - 5) the batter is called out, for an attempted bunt on the third strike;
 - 6) the batter is declared out, for using an illegal or altered bat; or
 - 7) the batter is called out for changing batter's box.

6. The fifth column will show the number of assists made by each player. An assist shall be credited as follows.
 - a) To each player who handles the ball in any series of plays which results in the putout of the runner. Only one assist and no more shall be given to any player who handles the ball in any putout. A player who has aided in a rundown or other play of the kind may be credited with both an assist and a putout.
 - b) To each player who handles or throws the ball in such a manner that a putout would have resulted, except for an error of a teammate.
 - c) To each player who, by deflecting a batted ball, aids in a putout.
 - d) To each player who handles the ball in a play which results in a runner being called out for interference, or for running out of base line.
7. The sixth column will show the number of errors made by each player. An error is recorded in the following situations.
 - a) For each player who commits a misplay which prolongs the turn at bat of the batter, or life of the present runner.
 - b) For the fielder, who fails to touch the base after receiving the ball to retire the runner on a force-out, or when a runner is compelled to return to base.
 - c) For the catcher, if a batter is awarded first base for obstruction.
 - d) For the fielder, who fails to complete a double play because of dropping the ball.
 - e) For the fielder, if a runner advances a base, because of their failure to stop, or try to stop, a ball accurately thrown to a base, providing there was occasion for the throw. When more than one player could receive the throw, the *official* scorer must determine which player gets the error.

B. WHEN A BASE HIT IS NOT RECORDED

A base hit will not be scored in the following cases.

- a. When a runner is forced out by a batted ball, or would have been forced out, except for a fielding error.

- b. When a player fielding a batted ball retires a preceding runner with ordinary effort.
- c. When a fielder fails in an attempt to retire a preceding runner and, in the scorer's judgment, the batter-runner could have been retired at first base.
- d. When a batter-runner reaches first base safely, as a result of a preceding runner being called out for interfering with a batted ball, or a defensive player.
EXCEPTION: If, in the judgment of the *official* scorer, the batter would have reached first base safely had the interference not occurred, a safe hit will be credited to the batter.

C. SACRIFICE FLY BALLS

A sacrifice fly is scored when, with less than two outs:

- a) the batter scores a runner with a fly ball which is caught; or
- b) the ball, or the line drive, handled by an outfielder (or an infielder running in the outfield) is dropped, and a runner scores and, in the *official* scorer's judgment, the runner could have scored after the catch, had the fly ball been caught.

D. RUNS BATTED IN

A run batted in is a run scored because of one of the following reasons.

- a) A safe hit.
- b) A sacrifice bunt or slap hit (FP ONLY), or sacrifice fly (FP and SP).
- c) A foul fly caught.
- d) An infield putout, or fielder's choice.
- e) A runner forced home because of obstruction, the batter being hit by a pitched ball, or being given a base on balls.
- f) A homerun and all runs scored as a result.

E. PITCHER CREDITED WITH A WIN

A pitcher will be credited with a win in the following situations.

- a) When they are the starting pitcher, pitched at least four innings

and their team was not only in the lead when they are replaced but remains in the lead for the remainder of the game.

- b) When a game is ended after five innings of play, the starting pitcher has pitched at least three innings and their team scores more runs than the other team when the game is terminated.

F. PITCHER CHARGED WITH A LOSS

A pitcher will be charged with a loss, regardless of the number of innings they have pitched, if they are replaced when their team is behind in the score and their team thereafter fails to tie the score, or gain the lead..

G. GAME SUMMARY

The summary will list the following items in this order.

- a) The score by innings and the final score.
- b) The runs batted-in and by whom hit.
- c) Two-base hits and by whom hit.
- d) Three-base hits and by whom hit.
- e) Home runs and by whom hit.
- f) Sacrifice flies and by whom hit.
- g) Double plays and players participating in them.
- h) Triple plays and players participating in them.
- i) Number of walks given by each pitcher.
- j) Number of batters struck out by each pitcher.
- k) Number of hits and runs allowed by each pitcher.
- l) The name of the winning pitcher.
- m) The name of the losing pitcher.
- n) The time of the game.
- o) The names of the Umpires and *official* scorers.
- p) Stolen bases and by whom.
- q) Sacrifice bunts.
- r) The names of batters hit by a pitched ball and the pitcher who hit them.
- s) The number of wild pitches made by each pitcher.
- t) The number of passed balls made by each catcher.

H. STOLEN BASES

Stolen bases are credited to a runner whenever they advance one base unaided by a hit, a putout, an error, a force-out, a fielder's choice, a passed ball, a wild pitch or an illegal pitch.

I. RECORDS OF FORFEITED GAMES

All records of a forfeited game will be included in the official records, except that of a pitcher's won-lost record.

REFERENCES

	RULE	SECTION	ARTICLE
ALTERED BAT	2	1	1
Bat specifications	Appendix 2 A		
Batter in box with	5	4	4 b) iii)
Batter is out for using	5	4	4 b) iii)
	5	1	23 c)
	Appendix 6 A 5) b) 6)		
"Flare" or "Cone" grip attachment	2	1	1
APPEAL PLAY	1	2	6
Appeals	1	1	1
Additional out appeals	1	2	6 d)
May not result in an additional out	5	4	1 Effect b) vi)
After time out/dead ball appeal	1	2	6 c)
Batter-runner touches wrong base at first base	5	5	2 a) vi)
Batting out of order	5	4	1 Effect
Coach or manager	5	4	1 Effect
Dead ball appeal	1	2	6 c)
Illegal re-entry	3	1	8 Effect
	1	2	6 e) vii)
May be made to reinstate correct batting order	5	4	1 Effect
May not be made	1	2	6 c) Exception i)-iii)
Offensive team members may appeal	1	2	6 e)
	3	2	8 d)
	3	2	8 e)
	3	3	
Runner can leave base on dead ball appeal	1	2	6 a)
Runner can leave base on live ball appeal	1	2	6 b) i)-iii)
Runner cannot return	5	9	g)
Runner out	5	10	3 a) vii)-x)
Tag up play (example)	1	2	9
Types of appeals	1	2	6 e)
BALL			
Called by Umpire	5	4	3
Carried into dead ball territory (intentional)	5	11	b) v)
Carried into dead ball territory (unintentional)	5	11	a) ii) 3)
Dead ball situations	1	2	6 c)
Delayed dead ball situations	5	5	1 d) 1)-4)
Fair ball	5	1	16
No signal used	Appendix 5 B c)		
Official	Appendix 3 A		

	RULE	SECTION	ARTICLE
Out of play on losing possession	5	11	Effect a) ii) 4
Putting in play	1	1	7
Size of ball	Appendix 3 A\B		
Slips from pitcher's hand	4	6	
Yellow optic covered may be used	Appendix 3 B 4		
BALL COMPRESSION	Appendix 3 B		
BALL COR	Appendix 3 B		
Maximum for use on balls	Appendix 3 B		
BASE LINE	2	1	2
BASE ON BALLS (WALK)	5	1	1
Batter becomes batter-runner	5	5	1 c)
Intentional (FP)	5	1	28
	5	5	1 c) ii)
(MP)	5	5	1 c)
Treated same as batted ball	5	10	3 b) iii)
BASE PATH	5	1	2
Runner not out	5	10	4 a)
Running outside of	5	5	2 a) vii
BASE UMPIRE	Appendix 5 A) k)		
BASES	Appendix 1 F		
Must be run in legal order	5	9	
BAT (Specifications)	Appendix 2 A		
Attachment on bat	5	3	c) iii) & Effect
Hits ball a second time	5	4	4 b) vii)
May be engraved with personal "ID"	2	1	1
Removed from game	5	4	4 B) iii)
Warm-up bat	Appendix 2 B		
BAT PERSON			
Must wear helmet	3	4	3 c)
BATTED BALL	5	1	3
Becomes a fair ball	5	1	16
Becomes a foul ball	5	1	20
Settles on home plate	5	1	16 a)
Touches a base	5	1	16 c)
BATTER	5	1	4
Becomes a batter-runner	5	5	1
Bats illegally	5	4	4 b) iv)-v)
Bunts foul after 2 strikes	5	5	2 b) xv)
Deliberately distracted by defense (FP)	4	3	4 a)
(MP)	4	3	5 a)

	RULE	SECTION	ARTICLE
Deliberately erases lines of batter's box	5	4	4 b) d) vi)
Ejected from game	5	4	4 b) iii) 5 4 3 d) vi)
Enters box with altered bat	5	4	4 b) iii)
Enters box with illegal bat	5	4	4 b) iii)
Hit by a legal pitch (FP)	5	5	1 f)
Hit by an illegal pitch (FP)	4	3	1-4 3 7 Effect e)
(MP)	4	3	1-4 3 7 Effect e)
Hitting ball with bat a second time	5	4	4 b) vii)
Intentionally walked (FP)	5	5	1 c)
Intentionally interferes with a thrown ball	5	4	4 c) iv)
Interferes with fielder's opportunity to make a play after being called out	5	10	3 c) v)
Interferes with play at home plate (FP)	5	4	4 c) iii)
Interferes with the catcher	5	4	4 c) i)-ii)
In game illegally	5	4	1 Effect
Leaves box to get a running start before hitting ball	5	4	4 b) v)
May be penalized a strike	5	4	3 d) v-vii
Not taking position within ten (10) seconds	5	4	2 b)
	5	4	3 d) v)
Obstructed	5	5	1 d)
On-deck batter	5	3	
Out	5	4	4
Out for failing to wear helmet	5	3	Effect 5 3 c) ii)
Position in batter's box	5	4	2 b)
Stepping across home plate while pitcher is taking signal from catcher	5	4	4 b) vi)
Stepping out of the batter's box	5	4	2 d)
	5	4	3 d) vii)
Takes a running start before hitting ball	5	4	4 b) v)
Using an altered bat	5	4	4 b) iii)
Using an illegal bat	5	4	4 b) iii)
When a third out is made while at bat	5	4	1 c)
BATTER'S BOX	2	1	3
Dimensions	Appendix 1 F		
BATTER'S ON-DECK CIRCLE	Appendix 1 F		
On-deck batter may leave	5	3	c) iv)
	5	5	1
BATTER-RUNNER	5	1	5
Fails to go directly to first base	5	5	2 a) iv)

	RULE	SECTION	ARTICLE
Fails to touch fair portion of double base	5	5	2 a) vi)
Illegal glove used on play	5	7	a)-c)
Interferes with play at plate	5	5	2 b) xi)
Interferes with a fair-batted ball	5	5	2 b) vi)
Interferes with a dropped third strike (FP)	5	5	2 b) vii)
Interferes with fielder at first base	5	5	2 b) ii)
	5	2	b) xiii)
Interferes with a fielder fielding a batted ball	5	5	2 b) iii)
Interferes with a fielder throwing the ball	5	5	2 b) iv)
Interferes with a thrown ball	5	5	2 b) ii)
	5	5	2 b) v)
Not out when defence uses an illegal glove	5	7	a)-c)
Obstructed	5	5	1 d)
Out	5	5	2
Out for removing helmet	5	8	a)
Out on dropped third strike (FP)	5	5	2 b) vii)
Out on intentional interference when using double base	5	5	2 b) ii) 1)
Out when immediate preceding runner interferes	5	5	2 c) i)
Out when Infield Fly declared	5	5	2 a) v)
Out when fielder intentionally drops a fly ball	5	5	2 b) xiv)
Out when member of team at bat interferes	5	5	2 b) x)
Out when non-team member interferes	5	5	2 c) ii)
Out when overruns first base and attempts to go to second base-	5	10	3 a) ix
Runs outside one-meter line	5	5	2 b) ii)
Steps back toward home plate	5	5	2 b) xii)
Touches wrong base when running to first base	5	5	2 a) vi)
BATTING ORDER	5	1	6
	5	4	1
When using a Designated Player	3	2	4 b) iii)
BATTING OUT OF ORDER	5	4	1 Effect
Discovered while on base	5	4	1 Effect b)
Two or more outs may be achieved	5	4	1 Effect b) ii)-iii)
BLOCKED BALL	5	1	7
Award of bases	5	11	Effect a) & b)
Ball becomes dead	5	1	11
Caused by offensive equipment on field	5	10	3 c) xiii)
BLOCKING A BASE			

	RULE	SECTION	ARTICLE
Fielder may not do so without possession of ball	5	1	32 b) i)
Fielder may not do so with possession of the ball	5	1	32 b) iv)-v)
BODY PROTECTORS	2	4	3 c)
For Umpires	Appendix 5 A		
Must be worn by all catchers in Fast Pitch	2	4	3 c)
BOX SCORE	Appendix 6 A		
BUNT	5	1	8
Batter out for bunting foul with two strikes	5	5	2 b) xv)
Intentionally dropped	5	5	2 b) xiv)
	5	5	2 b) xiv)
	5	1	29
Not treated as an infield fly	5	1	26
CAPS	2	5	1 a) i)
CASTS	2	5	1 f)
CATCH	5	1	9
Deliberately dropped	5	5	2 b) xiv)
	5	1	29
Legally caught ball	5	1	9
	5	1	24
When completed	5	1	9
CATCHER			
Cannot wear plastic face mask/guard	2	4	3 b)
Catcher must position to receive the pitch	4	3	1 a)
	4	3	6 a)
Must return ball directly to pitcher	4	3	6 b)
(MP)	4	3	6 b)
Must wear a body protector	2	4	3 c)
Must wear a helmet	2	4	3 a)
Must wear shin guards	2	4	3 d)
Obstructs batter	5	5	1 d)
CATCHER'S BOX	2	1	4
Dimensions	Appendix 1 F		
CATCHER'S OBSTRUCTION	5	5	1 d)
Creates a delayed dead ball	5	5	1 d) Effect
CHANGE OF UMPIRES	3	6	5
CHARGED CONFERENCE	5	1	10
Conference is over	4	2	1 e)
Defensive	4	2	1
Defensive conferences are accumulative	4	2	1 b)

	RULE	SECTION	ARTICLE
Includes fielders going to dugout	4	2	1 e)
Offensive	5	1	10
Second charged conference	5	2	b)
CLEATS (Shoes)	2	4	2
COACH	3	1	1
Assists runner	5	5	2 a) viii)
	5	10	3 a) v)
Attempts to create an illegal pitch (FP) (MP)	4	5	e)
Defensive team coach	3	4	1 e)
Draws throw from fielder	5	10	3 c) vii)
	2	6	Effect
	3	2	8 Effect b)-d)
Ejected from game	3	4	2 b)
	5	10	3 a) xiii) Effect
Interferes with a throw	5	10	3 c) viii)
Interferes with opportunity to make a play	5	10	3 c) viii)
Manager referred to as Head Coach	3	1	7
May not use communication equipment	3	4	1 c)
May not use offensive language	3	5	1 c)
	3	5	1 c) Effect
Offensive team coach	3	4	3 a)
Players may be designated as coach	3	1	2
Two coaches may be on field	3	4	3 a)
COACH'S BOX	Appendix 1 F		
	2	1	5
COIN TOSS	1	1	4
COMMUNICATION EQUIPMENT			
Not allowed	3	4	1 c)
CONDITIONS OF FIELD	3	6	2 a)
CONFERENCES	5	1	10
Defensive	4	2	1 a)
	4	2	1 d)
Not charged	4	2	2 a)-f)
Offensive	5	2	
COURTESY RUNNER (ILLEGAL)			
Injured runner may be substituted	3	2	8 g)
CROW HOP (FP)	4	1	2
Is an illegal act (FP)	4	3	3 f)
(MP)	4	3	3 g)
DEAD BALL	5	1	11

	RULE	SECTION	ARTICLE
DEFENSIVE CONFERENCES	4	1	1
Limited to three per seven innings	4	2	1 a)
	4	2	1 d)
DEFENSIVE TEAM	1	1	2
DELAYED DEAD BALL	5	1	12
Catcher obstruction	5	5	1 d) & Effect
Contacting ball with detached equipment	5	11	a) ii 6)
Illegal pitch	4	3	1 to
	4	3	1-7 & Effect
Obstruction	5	1	32
Plate Umpire interferes with throw	5	10	3 d)
Signal	5	5	1 d) Effect
	5	10	3 d) Effect
	4	3	7 Effect a)-e)
	Appendix 5.B j)		
DELIBERATE CRASH BY RUNNER	5	10	3 c) ix)
DESIGNATED PLAYER or DP	3	1	3
	3	2	4
Game can proceed with 9 or 10 players	3	2	4 b) iii)
May be replaced by the FLEX	3	2	5 c)
May play offense and defense	3	2	4 b) i)
May re-enter	3	2	3 e)
Minimum number of players when using	3	2	2 a)
Replacing the FLEX on defense is not a substitution	3	2	5 c) ii)
Scoring	Appendix 6		
DIAMOND DIMENSIONS (Also refer to drawings)	Appendix 1 A		
DISLODGED BASE	5	1	14
Runner may be put out	5	10	1 i)
	5	10	4 n)
Runner not out when he dislodges base	5	10	4 n)
Succeeding runners not required to touch	5	9	e)
DISPARAGING REMARKS	3	5	1 c) i)
Coaches may not use	3	4	1 b)
	3	5	1 a)
DISPUTED CALLS	3	5	1 a) a) & b) Effect
Distracting adornments	2	5	1 g)
DOUBLE BASE (IF USED)	5	6	
Batted ball hits base	5	6	a) i)

	RULE	SECTION	ARTICLE
Dropped third strike (FP)	5	6	a) iii)
No play made at base	5	6	b) i)
Play made at base on a batted ball	5	5	2 a) vi)
Play made from first base foul territory	5	6	a) ii)
DOUBLE, GROUND RULE	Appendix 5 B l)		
DOUBLE PLAY	5	1	15
DROPPED BALL DURING PITCHER'S WIND-UP (FP) (MP)	4	6	
DROPPED THIRD STRIKE			
Batter is out (FP)	5	4	4 a) ii)
Batter-runner is out (FP)	5	6	a) iii)
Batter-runner may use either portion of double base (FP)	5	6	a) v)
DUGOUT	2	1	5
Conduct in dugout	3	5	1 b)
EIGHT FOOT CIRCLE RULE (FP)	5	10	3 b) iii)
EJECTION FROM GAME	3	1	4
Additional charged offensive conference	5	2	b) Effect
Batter using altered bat	5	4	4 b) iii)
Deliberate crash by runner	5	10	3 c) ix)
Employing tactics to create illegal pitch (FP) (MP)	4	5	e) & Effect
Fielder distracts batter (FP)	4	4	4 a) Effect
(MP)	4	3	4 a)
Fielder obstructs with a fake tag	5	10	2 b)
Foreign substance placed on ball (FP)	4	3	5 Effect
(MP) -	4	3	5 Effect
Forfeit results from ejection	1	2	2 g) & h)
Illegal Pitcher returns to game	4	8	Effect a) & b)
Of coach	3	4	Effect
Of team members	3	5	1 a) -c) Effect
On-deck batter not wearing helmet	5	3	c) ii) Effect
Return after ejection causes forfeit	1	2	2 i)
Runners switching position on bases after offensive conference	5	10	3 a) xiii) Effect
Team member erases lines of batter's box	5	4	3 d) vi) 3
Umpires may eject for violations	Appendix 5 A l) 3)		
Using illegal warm-up bat after warning	5	3	e) Effect
ELIGIBILITY OF PLAYER MAY BE PROTESTED	1	1	9 b)
When to protest	1	2	11 a)

	RULE	SECTION	ARTICLE
Result	1	2	14 c)
EQUIPMENT	2	3	
Left on field	5	10	3 c) xii)
Official equipment	2	1	12
Detached equipment	5	1	13
Contacts non-official offensive equipment	5	10	4 p
ERROR (Scoring of)	Appendix 6 A		
FACE MASKS	2	4	3 b)
Catchers may not wear (FP)	2	4	3 b)
Damaged facemasks prohibited	2	4	3 b)
FAIR BALL	5	1	16
Contacts the foul pole	5	1	16 h)
Interfered with	5	5	1 e)
Judged by position of ball	5	1	16 h)
Signal	Appendix 5 B f)		
Batter-runner interferes with	5	5	2 b) vi
Strikes runner	5	5	1 e)
	5	10	4 d) - g)
Strikes Umpire	5	5	1 e)
FAIR TERRITORY	2	1	6
FAKE TAG	5	1	17
Causes obstruction	5	1	32 b) 3)
FIELDER	3	1	5
Causes obstruction	5	1	32 b)
Deflects a batted ball out of play	5	11	Effect b) i) 3)
	5	11	Effect b) i) 6) a)
Deliberately kicks ball out of play	5	11	Effect b) v)
Distracts batter	4	3	4 a)
Intentionally carries ball out of play	5	11	Effect b) v)
In game illegally	3	3	8 a) & b)
Loses possession of ball on tag play	5	11	Effect a) ii) 4)
Positions on diamond	3	2	2 a) & b)
Unintentionally carries ball out of play	5	11	Effect a) ii) 3)
FITNESS OF GROUND	3	6	2 a)
FLY BALL	5	1	18
Carried into dead ball area	5	11	Effect b) v)
Intentionally dropped	5	1	29
Interfered with	5	3	c) iv) 3
	5	3	c) v) Effect
	5	5	2 b) ix) & x)

	RULE	SECTION	ARTICLE
FLEX PLAYER	3	1	6
Listed in 10th position on line-up card	3	2	5
May play offense and defense	3	2	5 c)
May re-enter game	3	2	3 e)
May replace the DP on offence	3	2	4 b) ii)
FORCE OUT	5	1	19
	5	10	3 a) iii)
Runs do not score	1	2	5 c) ii)
FOREIGN SUBSTANCE ON BALL	4	3	5 a)
FORFEIT	1	1	3
Failure to complete game with required number of players	3	2	2 a) and Effect
Ineligible player returns to game	1	2	2 i)
Ineligible roster member used	3	2	8 Effect f)
No substitute available	3	2	8 Effect d))
Plate Umpire rules	1	1	3
Reasons for forfeit	1	2	2 a)-j)
Removed or ejected team member fails to leave game	3	5	1 c) Effect
Score of	1	2	7 c)
Scoring records	Appendix 6 l		
Team has insufficient players	3	2	2 a) Effect
FOUL BALL	5	1	20
Signal	Appendix 5 B e)		
FOUL TERRITORY	2	1	7
FOUL TIP	5	1	21
Is a strike	5	1	21 b)
GAME CALLED BY UMPIRE	1	2	1 c)
GLOVES (refer to softball glove drawing)	2	4	1; Appendix 4
Use of illegal glove	2	1	10
	5	1	34 ii)
GROUND RULE DOUBLE	5	11	b) i) 1)
Signal	Appendix 5 B l)		
GROUND RULES	Appendix 5 A g)		
Discussion with managers	Appendix 5 A f)		
<i>Establishing limits of field</i>	<u>2</u>	<u>2</u>	<u>3</u>
HANDS ARE NOT PART OF BAT	5	5	<u>22</u>
HEAD BANDS	2	5	1 a) ii)
HEAD COACH	3	1	7
Must provide name of new coach in case of ejection	3	4	2 b)

	RULE	SECTION	ARTICLE
Name must be listed on line-up card	3	2	1 a) iii)
Responsible for signing line-up card	3	4	2 a)
HELMET	2	1	<u>9</u>
Accidentally dislodged	5	8	a) ii)
Are mandatory (FP)	5	8	a)
Catcher's helmet not required to have earflaps	2	1	8 b)
Damaged helmets prohibited	2	1	8
Defensive player may wear	2	1	8 b)
Deliberately removed, ball contact	5	8	<u>b</u>) i)
Must have two earflaps	2	1	8 a)
Thrown ball contacts helmet	5	8	b) i)
	5	8	b) ii)
HIT BY PITCH (Batter)	5	1	22
Ball is dead	5	11	Effect a) i) 5)
HOME PLATE	Appendix 1 E		
HOME RUN	5	5	1 g)
Removal of helmet on a home run	5	8	a)
Signal	Appendix 5 B m)		
HOME AND VISITING TEAM	1	1	4
ILLEGAL BAT	2	1	<u>10</u>
Batter in box with	5	4	4 b) iii)
Batter is out for using	5	4	4 b) iii)
Dead ball	5	4	4 b)
ILLEGAL GLOVE	2	1	<u>11</u>
Batter-runner not out	5	7	<u>b</u>)
Runner not out	5	7	<u>c</u>)
ILLEGAL PITCH	4	3	1 to 7 and Effect
Hits batter	4	3	1 Effect e)
Is nullified	4	3	1 Effect c)
On squeeze play	4	3	4 b) Effect
Option given	4	3	1 Effect b) & c)
Pitcher throws to base from pitcher's plate	4	3	7
What constitutes	4	3	1-7 Effect
ILLEGAL PITCHER	4	1	3
	4	8	
Declared when defense exceeds conference limit	4	2	1 a) Effect
Returns to pitching position	4	8	Effect
ILLEGAL RE-ENTRY	3	1	<u>Z</u>
DP bats in incorrect position	3	1	8 a)

	RULE	SECTION	ARTICLE
Penalty for use of	3	2	8 Effect d)
Use of Ineligible Replacement Player	3	2	8 Effect d)
ILLEGAL WARM-UP BATS	2	3	2
Specifications	Appendix 2 B		
Penalty for use of	5	3	c) iii) Effect
ILLEGALLY BATTED BALL	5	1	23
Ball is dead	5	4	4 b)
Batter is out	5	4	4 a)
Runners must return	5	4	4 b)
ILLEGALLY CAUGHT BALL	5	1	24
Runners may advance without liability	5	10	1 j)
INCOMPLETE GAME	1	2	1 f)
INCORRECT UNIFORM NUMBER ON LINE-UP CARD	3	2	1 d)
INELIGIBLE PLAYER	3	1	<u>9</u>
Called out	3	2	8 Effect d) iii)
Causes forfeit	3	2	8 Effect d) i)
Removed from game	3	2	8 Effect d)
INELIGIBLE REPLACEMENT PLAYER	3	1	<u>10</u>
Use of considered an illegal re-entry	3	2	8 Effect d)
IN FLIGHT	5	1	25
IN JEOPARDY	5	1	27
IN PLAY (Ball)	1	1	7 b)
Out of play lines	5	11	Effect b) 5) and 6)
INFIELD	2	1	11
INFIELDER	3	1	<u>11</u>
INFIELD FLY	5	1	26
Ball remains <u>live</u>	<u>5</u>	<u>5</u>	<u>2 e) v)</u>
Batter-runner out	5	5	
Signal	Appendix 5 <u>B n)</u>		
Takes precedence over deliberately dropped ball	5	1	29
INJURED PLAYER			
May be replaced at pre-game meeting	3	2	3 c)
May be substituted prior to advancing to an awarded base	3	2	3 c)
Umpire should suspend play	3	6	7 f)
INNING	1	1	5
INSULTING REMARKS TOWARD PLAYERS OR UMPIRES	3	5	1 c) i)

	RULE	SECTION	ARTICLE
INTENTIONAL BASE ON BALLS (WALK)	5	1	28
	5	5	1 c) ii)
Ball is dead	5	1	28
INTENTIONALLY DROPPED FLY BALL	5	1	29
Batter-runner out	5	5	2 a) v)
Infield Fly takes precedence	5	1	29
Runner returns	5	5	2 b) xiv)
Trapped ball not considered to be dropped	5	1	29
INTERFERENCE	5	1	30
Act of overrides obstruction	5	10	2 d) ii)
Ball dead	5	3	c) iv) Effect
Batted ball striking Umpire	5	5	1 e)
Batter-runner returns to bat	5	10	3 c) iv)
By base coach	5	10	3 c) viii)
By batter	5	5	2 b) vii) and viii)
By batter-runner	5	5	<u>2 b) ii-xv)</u>
By immediate preceding runner	5	5	2 c) i) & Effect
By member of team at bat	5	5	2 b) x)
By non-team member	5	5	2 c) ii)
By on-deck batter	5	5	2 b) ix)
By Plate Umpire	5	10	3 d) <u>i-ii)</u>
By runner	5	5	2 b)
Caused by offensive team equipment	5	3	e Effect
Hitting a batted ball a second time	5	4	4 b) vii)
Runners return	5	4	4 b)
Runners return unless forced	5	3	c v Effect 1) b)
With a dropped third strike	5	5	2 b) vii)
With a live ball	5	10	3 c) iv)
JEWELRY	2	5	1 g)
Player removed from game	2	5	1 Effect
JUDGMENT DECISIONS DISPUTED	3	5	1 a)
JUNIOR AGE PLAYERS MUST WEAR A HELMET WHILE COACHING OR ACTING AS BAT BOYS/GIRLS	3	4	3 d Effect
LEAPING (FP)	4	1	4
LEGAL DELIVERY	4	3	3
LEGAL TOUCH (TAG)	5	1	42
Batter-runner is out	5	1	42 a)
Runner is out	5	1	42 a)
LEGAL WARM-UP BATS	2	3	2 and Appendix 2 B
On-deck batter may use	5	3	c) iii)

	RULE	SECTION	ARTICLE
LEGALLY CAUGHT BALL	5	1	9 a)
LINE DRIVE	5	1	31
Deliberately dropped	5	1	29
Not an Infield Fly	5	1	26
LINE-UP & LINE-UP CARD	3	1	<u>13</u>
	3	1	<u>12</u>
	3	2	1
Batting Order to be followed	5	4	1
Head coach must sign	3	4	2 a)
Incorrect uniform number listed	3	2	1 d)
Ejection of named manager/coach	3	2	8 Effect d)
LIVE BALL	1	1	1
Carried into dead ball territory	5	11	Effect b) v)
LOSS, CHARGED TO PITCHER (Scoring)	Appendix 6 F		
MANAGER EJECTED	3	2	8 Effect b)
	5	2	b Effect
MASKS AND THROAT PROTECTORS	2	4	3 a)-c)
Umpire must wear	Appendix 5 A e)		
MEDICAL APPARATUS	2	5	1 g)
MITTS	2	4	1 a)
	2	1	10
MODIFIED PITCHING RULES	4	3	3
MULTICOLORED GLOVES (Use of)	2	4	1 c)
NO PITCH (FP) (MP)	4	5	
Signal	Appendix 5 B o)		
NAMES (Uniform)	2	5	1 e)
Must be listed on line-up card	3	2	3 b)
NON-TEAM MEMBER CREATES INTERFERENCE	5	5	2 c) ii)
Ball is dead	5	5	1 h)
Batter-runner is out	5	5	2 c) ii)
Causes a blocked ball	5	10	3 c) xii)
Runners entitled to advance	5	11	e)i)
NUMBERS (Uniform)	2	5	1 d)
Incorrect number on line-up card	3	2	1 d)
OBSTRUCTION	5	1	32
Act of interference takes precedence	5	10	2 d) ii)
By catcher	5	5	1 d) Effect 4)
Defensive team	5	10	2

	RULE	SECTION	ARTICLE
Fielder cannot block base without possession of ball	5	1	32 b) 5
Runner cannot be out	5	10	2 d)
Runner may be out	5	10	2 d) i) 1) - 3)
On squeeze play	4	3	4 b)
OFFENSIVE CONFERENCES	5	1	10
Offensive Player Only (OPO)	3	1	14
OFFENSIVE TEAM	1	1	6
Attempts to create an Illegal Pitch	4	5	e)
OFFICIAL SOFTBALL	2	3	3
OFFICIAL BAT	2	3	1
Shall not be an altered bat	Appendix 2 A 12) iii)		
OFFICIAL EQUIPMENT	2	1	12
Blocked ball	5	1	7 c)
On playing field	2	1	12
OFFICIAL SCOREKEEPER	3	7	1
ON-DECK BATTER	5	1	33
	5	3	
May leave on-deck circle	5	3	c) iv)
May not interfere	5	3	c) iv) 4 & Effect
Must wear a helmet	5	3	c) ii)
Using illegal warm-up bats	5	3	c) iii) Effect
ON-DECK CIRCLE	Appendix 1 F		
	2	1	13
On-deck batter may leave circle	5	3	c) iv)
On-deck batter must use	5	3	c) i
ONE-METER (3 FOOT) LINE	Appendix 1 F		
Batter-runner may run out of line	5	5	2 b) iii)
Batter-runner out	5	6	a) ii)
OPTION PLAYS	5	1	34
Catcher obstruction	5	1	34 i)
Illegal Pitch (FP)	5	1	34 iv)
Illegal Pitcher returns to pitch (FP) (MP)	5	1	34 v)
Outs made using illegal glove	5	1	34 ii)
Unannounced substitute	5	1	34 iii)
OUT			
Batter	5	4	4
Batter-runner	5	5	2
Batting out-of-order	5	4	1 Effect
Signal	Appendix 5 B g		

	RULE	SECTION	ARTICLE
OUTFIELD	2	1	13
OVERRUNNING FIRST BASE			
Runner attempts to go to second base	5	10	1 h)
Runner not out	5	10	4 j)
OVER SLIDE	5	1	35
Appeal play at home plate	5	10	3 a) x
Runner is not out	5	10	4 n
Runner is out	5	10	3 a) iv)
OVERTHROW	5	1	36
Award of bases	5	11	Effect b) ii)
Runners entitled to advance	5	11	Effect b) ii)
PASSED BALL (FP)	4	1	5
Extra bases on an Illegal Pitch may be retained	4	3	1 to 4 3 7 Effect a)
Runners entitled to advance	5	10	1 j)
PERSON ASSIGNED TO GAME			
Interferes with fielder or ball	5	10	3 d)
Struck by a live ball	5	1	9 e)
PICK-OFF PLAY	5	1	37
PINE TAR			
Not allowed on ball or pitcher's hand (FP)	4	3	5 a) and d)
Permissible on bat grip	Appendix 2 A 11		
PITCH	4	1	6
Deliberately dropped or rolled (FP)	4	3	3 j)
(MP)	4	3	3 j)
Delivered with catcher not in catcher's box	3	2	2 b)
Illegal actions	4	3	7 and Effects
Intentional base on balls	5	1	28
No pitch declared	4	5	
Quick return pitch	4	5	b)
Must be returned directly by catcher	4	3	6 b)
Starts	4	3	2
Slips from pitcher's hand	4	6	
Warm-up pitches allowed	4	4	
Hits batter in strike zone	5	1	22
	5	5	1 f)
Illegal on squeeze play	4	3	4 b) Effect
Illegal Pitch hits batter	4	Effect 4.31-4.3.7	
PITCHER			
Becomes an illegal pitcher	4	8	

	RULE	SECTION	ARTICLE
Cannot throw to base while in contact with plate	4	3	7
Charged with a loss (scoring)	Appendix 6 F		
Credited with a win (scoring)	Appendix 6 E		
Crow Hop	4	1	2
Fails to pitch within allowed time	5	4	3 a) iii)
Hits batter in strike zone	5	1	22
	5	5	1 f)
Hits batter with a legal pitch	5	1	22
Hits batter with an Illegal Pitch	4	3	1 Effect e)
Illegal Pitcher returns to pitch	5	1	34 v)
Legal delivery	4	3	3
May legally step off pitcher's plate	4	3	7
May not continue windup after delivery	4	3	3 i)
May return to the position	4	7	
May use resin to dry hands	4	3	5 b) - c)
Must bring body to full & complete stop	4	3	1 e)
Must release pitch within 20 seconds	4	3	3 k)
Must step forward if steps on delivery	4	3	3 e)
Must take signal from catcher	4	3	1 d)
Not considered in position	4	3	1 a)
Not credited with win or loss (scoring)	Appendix 6 E		
Penalty for extra warmup pitches	4	4	Effect
Pitches during suspension of play	4	5	a)
Playing runners back from pitcher's circle	5	10	3 b) iii) 1
Preliminaries	4	3	1
Prevents batter from striking at pitch (FP)	4	Effect 4.3.1-4.3.7	
Removed after excessive charged defensive conferences	4	2	1 a) Effect
Rocking motion illegal	4	3	2 b)
Starting player (pitcher)	3	1	20
Stepping foot must point to home plate (MP)	4	3	3 h)
Sweatband not permitted on wrist or forearm of pitching hand	4	3	5 e)
Tape on finger of pitching hand	4	3	5 e)
Throws from pitcher's plate	4	3	7
Foreign substance on pitching hand	4	3	5 a)
Warmup pitches allowed	4	4	a)

	RULE	SECTION	ARTICLE
PITCHER'S CIRCLE (FP)	Appendix 1 F		
PITCHER'S PLATE	Appendix 1 E		
Pitcher must maintain contact with (FP) (MP)	4	3	1 c)
(FP)	4	3	3 e)
(MP)	4	3	3 h)
PITCHING DISTANCES	Appendix 1 F		
PITCHING POSITION (FP) (MP)	4	3	1
PIVOT FOOT	4	1	7
Must remain in contact with pitcher's plate (FP)	4	3	2 b)
(MP)	4	3	2 b)
PLATE UMPIRE	3	6	2
Decides on fitness of ground	3	6	2 a)
PLAY	5	1	38
PLAYERS	3	2	2
Attempt to create an Illegal Pitch (FP) (MP) (SP)	4	5	e)
Become starting players	3	1	20
Defensive positioning	3	2	2 a) i)
Defensive positioning prior to pitch	4	3	4
Ejected for attempting to cause an illegal pitch	4	5	e)
Ejected for distracting batter	4	3	4 a)
Ejected for fake tag obstruction	5	10	2 b)
Ejected for Illegal Reentry	3	2	8 Effect b)
Ejected for using illegal warmup bat	5	3	e) Effect
Entering as a Replacement Player	3	1	19
May act as a coach	3	1	11
May be substituted	3	2	1 c)
	3	2	3 e)
May not wear distracting jewelry	2	5	1 g)
May sit in the dugout after being removed from game	3	1	18
May wear facemasks / guards	2	4	3 b)
May wear helmets while on defense	2	1	8 b)
May wear nonstandard uniform	2	5	1
Minimum number required to play	3	2	2 a) i) - ii)
Must be required number to start or continue game	3	2	2 c)
Must leave game and ground when ejected	3	5	1 c) b) Effect
Officially in game	3	2	3 a)
Penalty for violations	3	1	4

	RULE	SECTION	ARTICLE
Removed from game after being declared as Ineligible Player	3	1	11
Removed from game for failure to remove illegal uniform	2	5	1 Effect
Required to change uniform number	3	2	6 b)
Substituted from game	3	2	6 e) ii
PLAY BALL	1	1	7
Batter must take position after Umpire calls	5	4	2 b)
Pitcher must be in pitching position to put ball in play	1	1	7 a)
Signal	Appendix 5 B a)		
Team fails to resume play after call of	1	2	2 d)
PLAY MADE BY UNANNOUNCED SUBSTITUTE	3	2	8 Effect c)
PLAYING FIELD	2	1	14
	2	2	
Fitness for play	3	6	2 a)
Diamond layout	Appendix 1 F		
Ground rules establishing limits	2	2	3
Using baseball field	2	2	3 b)
Warning track	2	2	1 c)
PREGAME MEETING	1	1	8
	3	2	3 a)
PROTEST	1	1	9
	1	2	8
	1	2	9
Effect of result of protest decision	1	2	14
Information needed	1	2	13
Notification of intent to lodge	1	2	11
That will be considered	1	2	8 a)
That will not be considered	1	2	10
Time limit to lodge	1	2	12
QUICK RETURN PITCH	4	1	8
Becomes a No Pitch (FP) (MP)	4	5	b
RE-ENTRY	3	1	<u>15</u>
	3	2	8 b)
Designated Player may reenter (FP)	3	2	3 e)
Illegal reentry	3	2	8 Effect
REFUSING TO PLAY OR CONTINUE GAME	1	2	2 b)
REGULATION GAME	1	2	1 af
REMOVAL FROM THE GAME	3	1	<u>16</u>

	RULE	SECTION	ARTICLE
Altered & illegal bat must be removed	5	4	4 b) iii)
Illegal warmup bat must be removed	5	3	c) iii) Effect
Ineligible player	3	1	11
Failure of player to leave game in required time	3	5	1 c) Effect c)
Failure of player to remove jewelry	2	5	1 g)
Umpires may remove players for violations	3	1	18
REMOVAL FROM PITCHING POSITION			
For exceeding defensive conference limit	4	2	1 a) Effect
REPLACEMENT PLAYER	3	1	<u>17</u>
	3	2	6 e)
Can bat and field	3	2	6
Must be reported to Umpire	3	2	6 d)
Not subject to provisions of substitutions rule	3	2	6 c)
Required when player bleeding	3	2	6 b)
Statistics to be credited (scoring)	Appendix 6 A a)		
To be treated as a substitute	3	2	6 c)
Use of ineligible replacement player	3	1	12
RESIN			
May be used on bat	Appendix 2 A 11		
Use by pitcher (FP)	4	3	5 b)c)
(MP)	4	3	5 b)c)
RETURN OF PITCH TO PITCHER BY CATCHER	4	3	6 b)
ROSTERS	3	2	
	3	1	<u>18</u>
Eligible members may be added to lineup at any time	3	2	1 c)
Must be male or female only	3	2	1 d)
Use of ineligible roster members may be protested	1	1	9 b)
	1	2	14 c)
RUNNER	5	1	37
Abandons base	5	10	3 a) xi)
Advances on an Illegal Pitch	4	3	1 to 7 Effect a)
Award of bases due to contact with detached player equipment	5	11	Effect c)
Award of bases on ball carried out of play	5	11	Effect b) v)
Award of bases on ball overthrown out of play	5	11	Effect b) ii)
Can steal bases (FP)	5	1	40
Cannot leave until ball reaches home plate, touches ground or is batted	5	10	3 b) ii)
Cannot leave base until pitcher releases the pitch	5	10	3 b) ii) & iii)

	RULE	SECTION	ARTICLE
Closest to home is out	5	3	c) v) Effect 1) a)
	5	5	2 b) x)
Interferes with fielder attempting to field fairbatted ball	5	5	2 b) iii)
In game illegally	3	2	8 Effect
Comes in contact with fielder not entitled to field ball	5	10	4 c)
Deflects a fairbatted ball	5	11	b) i) 6) b)
Deliberately crashes into fielder with ball	5	10	3 c) ix)
Dislodges a base	5	9	e)
	5	10	1 i)
Enters dugout while ball alive	5	10	3 a) xi)
Entitled to advance with liability to be put out	5	10	1
Entitled to hold base	5	9	d)
Ejected due to deliberate crash	5	10	3 c) ix)
Fails to return to base or proceed to next base when ball in circle (FP)	5	10	3 b) iii)
Fails to return to base while ball in play	5	10	3 b) iv)
Forfeits exemption from liability to be put out	5	10	1 g)
Hit by batted ball	5	10	3 c) i)
	5	10	1 e) i)
Illegal glove used on play	5	7	b) and c)
Injured	3	6	7 f)
Intentionally kicks ball	5	10	3 c) ii)
Interferes with batted ball	5	10	3 c) iii)
Interferes with fielder attempting to field or throw a ball	5	10	3 c) iii)
Interferes with play after being called out or after scoring	5	10	3 c) v)
Interferes with thrown ball	5	10	3 c) iii)
Leaves base too soon	5	10	3 b) ii)
	5	10	3 a) vii)
May leave base on an appeal play	1	2	6 b)
May leave base when fly ball first touched	5	10	1 d)
	5	10	4 m)
May not return to a missed base after following runner has scored	5	9	h)
May return to a missed base when ball is dead	5	10	3 a) Effect EXCEPTION
May wear a plastic facemask / guard	2	4	3 b)

	RULE	SECTION	ARTICLE
Misses a base	5	10	3 a) vii and Effect
	5	10	2 d) i) 1)
Misses home plate	5	10	3 a) x)
Must return to base	5	9	b) i)
Must touch awarded bases in legal order	5	9	j)
Must wear a helmet (FP)	5	10	3 b) 1)
Not out	5	10	4
Obstructed	5	1	32 b)
Obstructed but cannot be out	5	9	a)
Obstructed but may be put out	5	10	2 d) ii)
Off base when pitcher has ball in pitcher's circle (FP)	5	10	3 b) iii)
Offensive team collecting at a base to confuse defense	5	10	3 c) vi)
Out	5	10	3 a)
Out after an obstruction	5	10	2 d) i) 1)3)
Out for removing helmet	5	8	a)
Out for switching positions on base following offensive conference	5	10	3 a) xiii) and Effect
Out on appeal plays	5	10	3 a) vii) - x) Effect
Out on batterrunner interference	5	10	3 c) v)
Out on force play	5	10	3 a) iii)
Out when assisted by anyone other than a runner	5	10	3 a) v)
Passes another runner	5	10	3 a) vi)
Runs bases in reverse order	5	10	3 c) x)
Runs out of base path	5	10	3 a) i)
	5	10	4 b)
Struck by a fair ball	5	10	4 d)
	5	5	1 e)
Struck by a fair ball in foul territory	5	10	4 e)
Struck by a fair ball while touching a base	5	10	4 g)
Struck by a foul ball	5	1	20 d)
Takes a running start on a fly ball	5	10	3 a) xii)
Two occupying base at same time	5	9	f)
RUN AHEAD RULE	1	2	3
RUNS BATTED IN (Scoring)	Appendix 6 G b)		
RUNS DO NOT SCORE	1	2	5 c)
Succeeding runner may not score	5	9	g)
RUNS LEGALLY SCORE	1	2	5 a)

	RULE	SECTION	ARTICLE
On squeeze play	Appendix 6 D b)		
SACRIFICE FLY (Scoring)	Appendix 6 C		
SAFE SIGNAL	Appendix 5 B h)		
SCOREKEEPER'S SUMMARY	Appendix 6 G		
SCORING	Appendix 6		
Forfeited game records	Appendix 6 I		
SHIN GUARDS MUST BE WORN	2	4	3 d)
For Umpires	Appendix 5 A e)		
SHOES MUST BE WORN	2	4	2 a)
SINGLE UMPIRE RESPONSIBILITIES	3	6	4
SLAP HIT (FP)	5	1	<u>40</u>
Not considered to be a bunt	5	1	38
SLINGSHOT PITCH	4	1	9
SMOKING NOT PERMITTED IN DUGOUT	2	1	5
SOFTBALL OFFICIAL BALL	Appendix 3 A		
SPECTATOR			
Abuse to	1	2	1 e)
Causes forfeit	1	2	1 e)
Interference by	5	1	7 b)
	5	1	30 d)
SPIKES (SHOES)	2	4	2
SPRAY SUBSTANCES			
Permitted on bat grip	Appendix 2 A 11)		
SQUEEZE PLAY (FP)	5	1	<u>41</u>
STARTING LINEUP	3	1	20
	3	1	14
	3	2	3 a)
	3	2	2 a)
Designated Player (FP)	Appendix 6 A 1)		
Order of lineup	3	2	3 e)
Reentry of	3	2	3 e)
STARTING PLAYERS	3	1	<u>19</u>
	3	2	3
Not currently in lineup can be a Replacement Player	3	2	6 e)
Shall be official	3	2	3
STEALING	5	1	<u>42</u>
Umpire interferes with catcher's attempt to retire runner	5	10	3 b) ii-iii)
STEP MAY BE TAKEN BY PITCHER	4	3	3 e)

	RULE	SECTION	ARTICLE
STEPPING OUT OF BATTER'S BOX	5	4	3 d) vii)
	5	4	4 b) vi)
Batter hits ball illegally	5	1	23 a)
	5	1	23 d)
Batter steps from one box to the other	Appendix 6 4) b) 7)		
STOLEN BASE			
Scoring	Appendix 6		
STRIKE	5	4	3
Stepping out of batter's box	5	4	3 d) vii)
Ball hits batter on swing	5	4	3 d) ii)
Ball hits batter on third strike	5	4	4 b) i)
Called by Umpire	5	4	3 b) i) to x)
Signal	Appendix 5 B b		
Third strike rule (FP)	5	1	44
STRIKE ZONE (FP)	5	1	41
SUBSTITUTES	3	1	<u>20</u>
	3	2	1 a) ii)
Cannot reenter	3	1	18
Eligible roster members may be added to list of	3	2	1 c)
For injured runners	3	2	3 c)
Substitutes considered in game	3	2	8 c)
May be used as a replacement player	3	2	6 e i) and ii)
May enter at pregame meeting	3	2	3 c)
May not participate in game further as players	3	2	8 a)
Multiple substitutions allowed	3	2	8 a)
Must notify Plate Umpire when entering game	3	2	8 c)
No substitutes available	3	2	8 Effect d) i)
Replacement player not considered a substitute	3	2	6 c)
Unreported	3	1	9
	3	2	8 d)
Use of unreported substitution must be appealed	3	2	8 Effect
SUSPENSION OF PLAY	3	6	7
Team fails to resume play	1	2	2 c)
Signal	Appendix 5 B i)		
TAG (LEGAL TOUCH)	5	1	42
Batterrunner is out	5	5	2 a) iii)
Illegal tag	5	10	4 g)
Runner is out	5	10	3 a) ii)
TAGGING UP	5	1	<u>45</u>

	RULE	SECTION	ARTICLE
Runner fails to tag up on a fly ball	5	9	g)
Runner may legally advance	5	1	43
Runner not out	5	10	4 l
TAPE ON BAT	2	1	1
	Appendix 2 11		
TAPE ON PITCHING HAND	4	3	5 e)
TEAM	1	1	2
	1	1	6
Forfeits	1	1	3
Number of players required to start or continue a game	3	2	2 a)
TEAM MEMBER	3	1	<u>21</u>
TEAM OFFICIALS EJECTED	5	2	b) Effect
For a second charged offensive conference	5	2	b) Effect
For an illegal reentry	3	2	8 Effect
For attempting to create an illegal pitch	4	5	e)
For coaching infractions	3	4	Effect
TEMPORARY RUNNER	3	1	<u>22</u>
	3	2	7
THIRD STRIKE RULE	5	1	44
	5	5	1 b)
Incorrect Runner used	1	2	6 a) iv)
	1	2	6 e) x)
THROAT PROTECTORS (Mask)	2	4	3 a)
Umpires	Appendix 5 A e)		
THROW	5	1	45
THROWING TO A BASE WHILE THE FOOT IS IN CONTACT WITH PITCHER'S PLATE			
(FP)	4	3	7
(MP)	4	3	7
TIEBREAKER	1	2	4
Incorrect runner placed on base	1	2	4 c)
	5	9	
TIE GAMES	1	2	1 b) and f)
	1	2	7 b)
Play continues	1	2	1 b)
Regulation tie game declared	1	2	1 d)
Shall be replayed	1	2	1 f)
TIME	1	1	10
Dead ball	1	2	6 c)

	RULE	SECTION	ARTICLE
Signal	Appendix 5 B i)		
Suspension of play	3	6	7 d) e)
TRAPPED BALL	5	1	46
Not considered deliberately dropped	5	1	29
Signal	Appendix 5 B k		
TRIPLE PLAY	5	1	47
TURN AT BAT	5	1	48
Player misses his turn	5	4	1 Effect d)
Scoring	Appendix 6 A a) & b)		
UMPIRES	3	6	1
Ball lodges in equipment or clothing	5	11	<u>e) i-ii)</u>
Deflects a ball out of play	5	11	b) i) 6)
Equipment, Uniform	Appendix 5 A c)e)		
Fairbatted ball strikes Umpire	5	1	16 d)
	5	5	1 e)
Foul ball strikes Umpire	5	1	20 d)
Hit by thrown ball	5	10	1 c)
Judgment	3	6	6
May confer with partner	3	6	6
May not override a call	3	6	6 b)
May not wear exposed jewelry	Appendix 5 A d)		
May rectify calls placing players in jeopardy	3	6	6 c)
Plate Umpire interferes with catcher's attempt to throw (FP)	5	1	30 b)
Signals	Appendix 5 B		
UNIFORMS			
Incorrect number listed on lineup card	3	2	1 d)
For coaches	2	6	
Nonstandard uniform and head covering may be worn	2	5	1
Players	2	5	1
Umpires	Appendix 5 A c)		
Withdrawn Player required to change uniform number	3	2	6 b)
UNREPORTED SUBSTITUTION	3	2	8 and Effect
	3	1	<u>g</u>
VISORS	2	5	1 a) ii)
WARMUP BATS	2	3	2
	Appendix 2 B		
WARMUP PITCHES	4	4	

	RULE	SECTION	ARTICLE
WARMUP PITCHES FOR RELIEVING PITCHER OR			
BETWEEN INNINGS PENALTY (FP) (MP)	4	4	Effect
Being taken in warmup area	2	4	3 a)
WHITE WEBBING, CIRCLE, OR FIGURE ON GLOVE	2	4	1 d)
WILD PITCH (FP)	5	1	49
Goes out of play	5	11	Effect a) ii) 2)
WILD THROW	5	1	50
WIN, CREDITED TO PITCHER (Scoring)	Appendix 6 E		
WINDUP (Pitcher's) (FP)	4	3	2 a)
(MP)	4	3	2 a)
WINNER OF GAME	1	2	7
WITHDRAWN PLAYER	3	1	<u>23</u>
Provisions for use of Replacement Player	3	2	6 a)c)
Required to change uniform number	3	2	6 b)
WRISTBANDS NOT PERMITTED FOR PITCHER	4	3	5 e)

2026-2029 **OFFICIAL
RULES OF
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FAST PITCH

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