

**2026-2029 FAST PITCH PLAYING RULES CHANGES**  
**APPROVED BY THE WBSC EXECUTIVE BOARD**  
**UPON RECOMMENDATION BY THE SOFTBALL TECHNICAL COMMISSION**  
**1 January 2026**

**Introduction**

There are two types of changes to the Playing Rules for 2026-2029: substantive amendments to the Playing Rules; and wording conformity.

1. The substantive amendments to the Playing Rules are set forth below.
2. The conformity changes appear throughout the Playing Rules. These include the following, with an example Playing Rule reference: “team bench”, “team area”, “dugout or team area”, “players’ bench” and “dugout area” become “dugout” (1.2.2 g), 1.2.6 a) ii)); “the Umpire” is changed to “an Umpire” (5.5.1 e)); “team roster” becomes “roster” (1.2.8 c); plate Umpire” and “plate umpire”, and certain references to “Umpire” become “Plate Umpire” (1.2.2 c), 1.1.12, 3.2.6. b) and d)); “team representative” and “official representative” become “coach or manager” (3.2.6 d)); references to “manager” or “coach” are changed to “coach or manager” (3.2.8 c), 3.3 a)); “scorer” becomes “official scorer” (3.2.8 c)); and grammatical changes, which include the deletion of duplicative language, conformity with respect to singular and plural and the elimination of unnecessary wording (1.2.2 b), d), 1.2.9, 2.3.2, 2.4.1 d)).

**Rule Amendments**

**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.

**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:

- b) the eligibility of a player named on a Roster that played in a game.

**1.2.1 REGULATION GAME**

- 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.
- 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 any Umpire.

## 1.2.2 FORFEITED GAME

- 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;
- 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;

## 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.

## 1.2.5 SCORING RUNS

- c) A run does not score if the third and/or last out of the inning is a result of:
  - iii) a runner leaving a base before the pitcher's non-pivot foot touches the ground during their pitching movement; or

## 1.2.8 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.

## 1.2.11 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 letter of the time of the incident or the end of the game in question** is considered a reasonable time.

#### 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.

#### 2.1.1 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.

#### 2.1.4A 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.**

**2.1.6 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.

**2.1.7A 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.**

**2.2.1 PLAYING FIELD REQUIREMENTS**

- 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).

**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.

**2.4.1 GLOVES AND MITTS**

- 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.)

**2.4.3 PROTECTIVE EQUIPMENT**

(end of b)): **A defensive player that wears a face mask has the option to wear a cap.**

**2.5.1 PLAYER UNIFORMS**

- 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.

## 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).

### 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.

### 3.1.4 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.

### 3.1.9 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.

### 3.1.12 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.

### 3.1.16 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.

### 3.1.21 TEAM MEMBER

A person authorized to on the dugout.

### 3.2.1 LINE-UP CARD

b) A player's name cannot be on the line-up card unless the player is present in uniform and in the dugout.

### 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.

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.

### 3.2.6 THE REPLACEMENT PLAYER

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.

### 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:

### 3.2.8 ENTERING THE GAME (SUBSTITUTIONS)

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.

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.

### 3.3 APPEALS

a) An appeal must be made by a manager or coach before an Umpire may consider and make a decision on:

### 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.

) 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.

h) A coach or manager shall only address their own team members.

**EFFECTS**

Rule 3.4	Violation of <u>coach</u> responsibilities.
Effect	A warning must be issued for the first offense. Any subsequent infraction by a manager <u>or</u> coach of the same team must result in the ejection of <u>that manager or</u> coach.

**3.5.1 IN GENERAL**

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 b)	Disputing Umpire judgment and dugout conduct
Effect	b) A repeat offense will result in the ejection of that <u>person</u> .
<u>Rule 3.5.1 b) ii) b)</u>	<u>The first offense is a warning. A second violation shall result in the ejection of the offending coach or player.</u>
Rule 3.5.1 c)	Unsportsmanlike conduct
Effect	d) An officiating Umpire may report a team member for offensive conduct, language, <u>behaviour</u> or physical abuse any time <u>during a game or</u> after a game has been called, in which case the <u>person involved</u> will appear before the organization under which the game or <u>competition</u> is played.

**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.

### 3.6.6 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.
- 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.

#### 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.

#### 4.2.1 CHARGED DEFENSIVE CONFERENCE

- 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.

#### 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;
- 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

#### 4.3.2 STARTING THE PITCH

- 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

- 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.

##### MODIFIED FAST PITCH

- 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 pitchers' plate and returning it to the pitcher's plate, creating a rocking motion, is a violation of Rule 4.3.2(b).

#### 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.

#### 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:

- 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.

#### 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.

**5.1.16 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.

**5.1.32 OBSTRUCTION**

The act of:

- b) a fielder who impedes in any way the progress of a batter-runner or runner who is legally running bases while:

**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:

**5.1.38 PLAY**

When the ball is live:

- 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

**5.4.2 BATTING REQUIREMENTS**

- a) A batter must wear an approved helmet at all times.

#### 5.4.3 BALLS AND STRIKES

- b) A ball is called, and the ball is dead:
  - ii. when the coach or manager elects not to take the result of the play after the ball has been hit; or
- d) vi. 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;

#### 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:

#### 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.

#### 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.

#### 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 the pitching movement;

#### 5.10.2 BASES AWARDED TO RUNNER(S) FOR OBSTRUCTION

When an obstruction occurs, including a rundown:

- 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 the at Umpire feels there is justification, a defensive player making a fake play may be ejected from the game;

#### 5.10.3 A RUNNER IS OUT

- a) xi) they abandon a base and enter their dugout, or leave the field of play, while the ball is live;
- b) i) they fail to wear an approved batting helmet when ordered to do so by the Plate Umpire;
- b) 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;
- c) 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;

- c) 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;
- c) 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;

#### 5.10.4 THE RUNNER IS NOT OUT

The runner is not out:

- 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 and they may advance as though having left the base legally;

#### EFFECTS

#### 5.11 BASE RUNNING EFFECTS (OTHER THAN FOR OBSTRUCTION)

##### b) Two Base Award

- 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.

##### 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:

#### Appendices

##### Appendix 1:

#### F. QUICK REFERENCE TABLE

##### 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.)
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.)

**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.

**APPENDIX 2: BAT SPECIFICATIONS****A. OFFICIAL BAT**

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.

**APPENDIX 3: BALL STANDARDS****B. DIMENSIONS AND SPECIFICATIONS**

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: **Ball Color Marking:** White or Yellow Optic WBSC LOGO

**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.

c. 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.

- 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.
- 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.

## 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.

### B. WHEN A BASE HIT IS NOT RECORDED<sup>1</sup>

---

<sup>1</sup> Only change in title.