

**Das ist kein vollständiges Softball-Regelwerk; hier handelt es sich nur um Auszüge, die die speziellen Coed Slowpitch Rules beinhalten.**

---

## **OFFICIAL RULES OF SOFTBALL**

(Copyright by the International Softball Federation Playing Rules Committee)

### **REVISED 2009**

*New Rules and/or changes are bolded and italicized in each section.*

*References to (SP ONLY) include Co-ed Slow Pitch. Wherever "FAST PITCH ONLY (FP ONLY)" appears in the Official Rules, the same rules apply to Modified Pitch with the exception of the pitching rule.*

"Any reprinting of THE OFFICIAL RULES without the expressed written consent of the International Softball Federation is strictly prohibited."

Wherever "he" or "him" or their related pronouns may appear in this rule book either as words or as parts of words, they have been used for literary purposes and are meant in their generic sense (i.e. To include all humankind, or both male and female sexes).

## **RULE 1. DEFINITIONS.**

### **Sec.6. BASE ON BALLS.**

*(FP and SP) A base on balls occurs when four pitches are judged by the plate umpire to be balls, including illegal pitches. The batter is awarded first base. This is sometimes referred to as a Walk (FP the ball is alive; SP the ball is dead)*

### **Sec. 16. CATCHER'S BOX.**

The catcher's box is that area within which the catcher must remain until

b. (SP ONLY) The pitched ball is batted, touches the ground, plate, or batter, or reaches the catcher's box. The lines are to be considered within the catcher's box. The catcher is considered within the box except when touching the ground outside the catcher's box.

### **Sec. 43. ILLEGAL EXTRA PLAYER. (SP ONLY)**

An Illegal Extra Player is one who violates any of the provisions of Rule 4, Sec. 6.

### **Sec. 44. ILLEGAL PITCHER.**

An Illegal Pitcher is a player legally in the game, but one who may not pitch as a result of

b. (SP ONLY) Being removed from the pitching position by the umpire, as a result of pitching with excessive speed after a warning.

### **Sec. 47. ILLEGAL SUBSTITUTE.**

An Illegal Substitute is a player who has entered the game without being announced to the umpire. He may be

a. A substitute who has not previously been in the game;

b. An Illegal Player;

c. A declared Ineligible Player;

d. An Illegal Re-entry; or

e. An Illegal DP or FLEX PLAYER (FP ONLY) or EP (SP ONLY).

f. A replacement player who remains in the game as an unannounced substitute for a withdrawn player who has not returned to the game within the time permitted under the provisions of the replacement player rule.

### **Sec. 58 INTENTIONAL BASE ON BALLS**

*An intentional base on balls occurs when the defensive team desires to place the batter on first base without the requirement to deliver four pitched balls. This is referred to as an Intentional Walk. The ball is dead.*

### **Sec. 65. LINE-UP AND LINE-UP CARD.**

A line-up is the list of players who are currently involved playing offensive and defensive positions in the game, including the DP and FLEX PLAYER (FP ONLY) and EP (SP ONLY), is being used. The line-up card will contain

1. The last name, first name, position and uniform number of the starting players in the line-up, and

2. The last name, first name and uniform number of available substitutes, and

3. The last name and first name of the manager.

NOTE: If an incorrect uniform number is listed on the line-up card, it may be corrected and the game continued with no penalty. If a player wearing an incorrect number violates any rule, the violation has precedence and must be enforced. If the player remains in the game following the violation, then correct the number and continue to play.

### **Sec. 80. PIVOT FOOT.**

The pivot foot is that foot

b. (SP ONLY) which, when placed in contact with the pitcher's plate by the pitcher, must remain in contact with the pitcher's plate until the pitched ball is released.

**Sec. 81. "PLAY BALL."**

"Play ball" is the term used by the plate umpire to indicate that play shall begin or be resumed when the pitcher holds the ball and

b. (SP ONLY) is on or near the pitcher's plate.

All defensive players, (except the catcher who must be in the catcher's box) must be in fair territory to put the ball in play.

**Sec. 85. RE-ENTRY.**

Re-entry is the act of any of the starting players, returning to the game after being legally or illegally substituted.

**Sec. 92. STEALING.**

Stealing is the act of a runner attempting to advance during or after a pitch to the batter. Stealing is not allowed in Slow Pitch.

**Sec. 93. STRIKE ZONE.**

b. (SP ONLY) The strike zone is that space over any part of home plate that is between the batter's back shoulder and his knees when he assumes his natural batting stance.

**RULE 2 - THE PLAYING FIELD**

(Refer to Appendix 1 for a Drawing Showing Official Dimensions of Softball Diamond.)

**h. BASES**

The bases, other than home plate, shall be of the dimensions set out in Appendix 1-D, and shall be made of canvas or other suitable material. The bases should be securely fastened in position.

1. The double base is approved for use at first base. This base shall be of the dimensions set out in Appendix 1-D and made of canvas or other suitable material. Half the base is secured in fair territory, and half the base (of a different solid contrasting color) is secured in foul territory.

NOTE: THE FOLLOWING RULES APPLY TO THE DOUBLE BASE:

a) A batted ball hitting the fair portion is declared fair, and a batted ball hitting the foul portion only is declared foul.

**RULE 3. EQUIPMENT.**

**Sec. 5. SHOES.**

All players must wear shoes. A shoe shall be considered official if it is made with either canvas or leather uppers or similar materials.

a. The soles may be either smooth or have soft or hard rubber cleats.

b. Ordinary metal sole and heel plates may be used if the spikes on the plates do not extend more than 1.9cm (3/4 in) from the sole or heel of the shoe. Shoes with rounded metal spikes are illegal.

c. 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.

d. Shoes with detachable cleats that screw onto the shoe are not allowed; however, shoes with detachable cleats that screw into the shoe are allowed.

**YOUTH DIVISION, MODIFIED FAST PITCH AND CO-ED SLOW PITCH ONLY: No metal cleats are allowed in any division at any level of play.**

*Effect: Section 5: Failure to comply with the provisions of Section 5, after a warning from the umpire, shall result in the ejection of the player from the game.*

**Sec. 6. PROTECTIVE EQUIPMENT.**

b. MASKS (SP ONLY). Youth catchers must wear a mask with helmet. Masks are recommended in adult slow pitch.

e. SHIN GUARDS (FP ONLY) Adult and youth catchers must wear shin guards that will offer protection to the kneecap.

f. HELMETS (FP ONLY).

ii) Helmets are mandatory on offense for batters, on-deck batters, batter-runners, runners, youth age players (FP and SP) who coach in the first and third base coach's boxes, and youth age representatives (FP and SP) that participate as a bat boy or girl while on the field or in the dugout.

EFFECT – Sec 6f-[ii]

1) Failure to wear the batting helmet when ordered to do so by the umpire shall cause said player to be declared out.

EXCEPTION to Effect 6f-[ii]: On-deck batters, youth age players in the coach's box or catchers, who will be ejected from the game after a warning. scored and the run is nullified..

**RULE 4. COACHES, PLAYERS AND SUBSTITUTES.**

a. A team shall consist of players in the following positions:

5. Co-ed Slow Pitch: Ten players – (five male and five female) with the following positioning requirements: two male and two female in both the infield and the outfield, and one male and one female as pitcher or catcher.

6. Co-ed Slow Pitch with Extra Players (EP). Twelve players – six male and six female: same as Co-ed slow pitch plus two EP's who bat in the line-up.

NOTE: Players of the team in the field may be stationed anywhere on fair territory, except the catcher, who must be in the catcher's box, and the pitcher, who must be in a legal pitching position at the start of each pitch, or within the pitcher's circle (FP ONLY) when putting the ball in play.

b. A team must have the required number of eligible players present in the team area to start or continue a game.

EFFECT- Sec. 3b: The game is forfeited.

#### **Sec. 4. STARTING PLAYERS.**

A starting player shall be official when the line-up card is inspected, and approved, by the plate umpire and team representative at the pre-game meeting.

a. The names may be entered on the official line-up card in advance of this meeting.

b. However, in case of injury or illness, changes may be made at the pre-game meeting with the umpires. A listed substitute may take the place of a player whose name is in his team's line-up. He would then be considered the starting player.

c. The player so replaced at the meeting could enter the game, as a substitute, at any time later in the game.

#### **Sec. 6. EXTRA PLAYER. (SP ONLY)**

a. An "EXTRA PLAYER," referred to as an "EP" is optional, but if one is used, it must be made known prior to the start of the game, and the player's name listed on the line-up card as one of the eleven hitters in the batting order.

b. If the EP is used, he must be used the entire game. NOTE: Failure to complete the game with an EP results in forfeiture of the game.

c. If an EP is used, all eleven must bat and any ten can play defense. Defensive positions can be changed, but the batting order must remain the same.

d. (CO-ED ONLY) If two EP's are used, all twelve must bat and any ten (five male and five female) may play defense. Defensive positioning may change as long as the Co-ed positioning is followed. The batting order must remain the same throughout the game.

e. The EP must remain in the same position in the batting order for the entire game.

f. The starting EP may re-enter the game one time after having been substituted, as long as he returns to the position in the batting order that he occupied when he left the game, other than as a Replacement Player. .

EFFECT – Sec. 6a-f:

When a team violates any of the above provisions or uses an Illegal EP, the player in violation shall be ejected.

#### **Sec. 7. RE-ENTRY.**

a. Any of the starting players, may be substituted and re-enter once, provided such players occupy the same batting position whenever they are in the line-up.

EXCEPTION: If the starting player (currently not in the line-up) is brought into the line-up as a Replacement Player.

NOTE: The original player and the substitute(s) cannot be in the line-up at the same time.

b. If a manager/coach removes a substitute from the game and re-enters the same substitute later in the game, this is considered an Illegal Re-Entry.

EXCEPTION: When the substitute is used as a Replacement Player.

c. When a starting player re-enters the game and occupies a different position in the offensive line-up, it is considered an Illegal Re-entry.

EFFECT - Sec. 7a-c:

1. Violation of the re-entry rule is handled as an appeal, which may be made at any time while the Illegal Substitute is in the game.

2. The appeal need not be made prior to the next pitch; however, all plays that occurred while the Illegal Substitute was in the game shall stand.

3. The penalty for an Illegal Re-Entry is: the ejection of both the manager/coach (whose name appears on the line-up card) and the Illegal Substitute.

NOTE: If the Illegal Re-Entry also violates the unreported substitute ruling (Rule 4, Sec 8g) those penalties would also be in effect.

4. The name of the new manager/coach who is to assume responsibility for the team must be provided to the umpire.

## RULE 5 - THE GAME

### Sec. 3. REGULATION GAME.

A regulation game shall consist of seven innings.

- a. A full seven innings need not be played if the team second at bat scores more runs in six innings or before the third out in the last of the seventh inning.
- b. A game that is tied at the end of seven innings shall be continued by playing additional innings, or until one side has scored more runs than the other at the end of a complete inning, or until the team second at bat has scored more runs in their half of the inning before the third out is made.
- c. A game called by the umpire shall be regulation 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. The umpire is empowered to call a game at any time because of darkness, rain, fire, panic or other cause, which puts the patrons or players in peril.
- d. A regulation tie game shall be declared if the score is equal when the game is called at the end of five or more completed innings, or if the team second at bat has equaled the score of the first team at bat in the incomplete inning.
- e. These provisions do not apply to any acts on the part of players or spectators, which might call for forfeiture of the game. The plate umpire may forfeit the game if any team member or spectator attacks any umpire physically.
- f. The plate umpire shall declare a forfeit in favor of the team not at fault in the following cases:
  1. If a team fails to appear on the field or, being on the field, refuses to begin a game for which it is scheduled or assigned at the time scheduled or within a time set for forfeitures by the organization in which the team is playing.
  2. If, after the game has begun, one side refuses to continue to play, unless the game has been suspended or terminated by the umpire.
  3. If, after the umpire has suspended play, one side fails to resume playing within two minutes after the umpire has called "PLAY BALL."
  4. If a team employs tactics designed to delay or to hasten the game.
  5. If, after warning by the umpire, any one of the rules of the game is willfully violated.
  6. If the order for the removal or ejection of a player or any person authorized to sit on the team bench is not obeyed within one minute.
  7. If, because of the removal or ejection of the players from the game by the umpire or for any cause there are less than 9 (FP ONLY), 10 (FP with a DP), 10 (SP ONLY), or 11 (SP with an EP) players on either team.
  8. If a declared Ineligible Player re-enters the game and one pitch has been thrown.
  9. If an ejected player/coach/manager is discovered participating in the game again.
- g. A game that is
  1. Not considered regulation, or
  2. A regulation tie game, shall be replayed from the beginning. Original line-ups may be changed when the game is replayed.

### Sec. 4. WINNER OF GAME.

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

- a. The score of a called regulation game shall be the score at the end of the last complete inning, unless the team second at bat has scored more runs than the first team at bat in the incomplete inning. In this case, the score shall be that of the incomplete inning.
- b. The score of a regulation tie game shall be the tie score when the game was terminated. A regulation tie game shall be replayed from the beginning.
- c. The score of a forfeited game shall be 7-0 in favor of the team not at fault.

### Sec. 5. RUN AHEAD RULE.

- a. A run ahead rule shall be used at all Tournaments and Championships

2. (SP ONLY) Twenty (20) runs after four (4) innings or fifteen (15) runs after five (5) innings.

- b. Complete innings must be played unless the team second at bat scores the required number of runs while at bat. When the team first at bat reaches the required number of runs in the top half of the inning, the team second at bat must have their opportunity to bat in the bottom half of the inning.

### Sec. 6. TIE-BREAKER.

Starting with the top of the eighth inning, and each half inning thereafter, the offensive team shall begin its turn at bat with the player who is scheduled to bat ninth (9th in FP), tenth (10th in SP, 11th in SP with an EP, or 12th in Co-ed SP with EP's) in that respective half-inning being placed on second base. The player who is running can be substituted in accordance with the substitution rules.

NOTE: If an incorrect runner in the line-up is placed on second base, this error may be corrected as soon as it is noticed. There is no penalty.

### Sec. 7. SCORING OF RUNS.

- a. One run shall be scored each time a runner legally touches first, second, third bases and home plate before the

third out of the inning.

EXCEPTION: When the tie-breaker is used, the runner starting at second base does not have to touch first base in order for a legal run to be scored.

b. A run shall not be scored if the third *and/or last* out of the inning is a result of

1. The batter-runner being put out before legally touching first base.
2. A runner being forced out (including on an appeal play) due to the batter becoming a batter-runner.
3. (FP ONLY) The runner fails to keep contact with the base to which he is entitled until a pitch is released.
4. (SP ONLY) The runner fails to keep contact with the base to which he is entitled until a pitch is batted or reached home plate.
5. A preceding runner being declared out.

c. *Additional out appeals may be made after the third out to remove a run(s).*

#### **RULE 6. PITCHING REGULATIONS (Slow Pitch Only).**

**N.B. The EFFECT for all Sections 1 - 7 follow at end of Section 7:**

##### **Sec. 1. PRELIMINARIES.**

Before commencing the delivery (pitch), the pitcher

- a. Shall not be considered in the pitching position unless the catcher is in position to receive the pitch.
- b. Must take a position with both feet firmly on the ground and with one or both feet in contact with the pitcher's plate.

c. Must come to a full and complete stop with the ball held in one or both hands in front of the body. The front of the body must face the batter. This position must be held for not less than one second and not more than ten seconds before starting the delivery.

##### **Sec. 2. STARTING THE PITCH.**

a. The pitch starts when the pitcher makes any motion that is part of his windup after the required stop. Prior to the required stop, any motion may be used.

##### **Sec. 3. LEGAL DELIVERY.**

- a. The pitcher must not make any motion to pitch without immediately delivering the ball to the batter.
- b. The windup must be a continuous motion.
- c. The pitcher must not use a windup in which there is a stop or reversal of the forward motion.
- d. The pitcher must deliver the ball toward home plate on the first forward swing of the pitching arm past the hip with an underhanded motion.
- e. The pivot foot must remain in contact with the pitcher's plate until the pitched ball leaves the hand. If a step is taken, it can be forward, backward, or to the side, provided the pivot foot is in contact with the pitcher's plate and the step is simultaneous with the release of the ball.
- f. The pitcher shall not pitch the ball
  1. Behind his back, or
  2. Through his legs, or
  3. From the glove.
- g. The pitch shall be released at a moderate speed.

NOTE: The speed is left entirely up to the judgment of the umpire. The umpire shall warn the pitcher who delivers a pitch with excessive speed. If the pitcher repeats such an act after being warned, he shall be declared an Illegal Pitcher and may not pitch again for the remainder of the game.

h. The ball must be delivered with a perceptible arc of at least 1.83m (6 ft) and not more than 3.65m (12 ft), from the ground.

i. The pitcher may not continue to windup after he releases the ball.

j. The pitcher has 10 seconds to release the next pitch after receiving the ball, or after the umpire indicates, "play ball."

##### **Sec. 4. DEFENSIVE POSITIONING.**

- a. The pitcher shall not deliver a pitch unless all defensive players, except the catcher who must be in the catcher's box, are positioned in fair territory.
- b. A fielder shall not take a position in the batter's line of vision or, with deliberate unsportsmanlike intent, act in a manner to distract the batter.

NOTE: A pitch does not have to be released. The offending player shall be ejected from the game.

##### **Sec. 5. FOREIGN SUBSTANCE.**

a. No member of the defensive team shall, at any time during the game, be permitted to use any foreign substance on the ball.

NOTE: If any defensive team member continues to place a foreign substance on the ball, the pitcher shall be ejected from the game.

- b. Under the supervision and control of the umpire, powdered resin may be used to dry the hands.
- c. Applying resin to the ball, or into the glove and then placing the ball in the glove, is an illegal act. Resin must

be kept on the ground behind the pitcher's plate when not in use.

d. The pitcher may not use any foreign substance on the pitching hand or fingers.

e. The pitcher shall not wear a glove on the pitching hand.

**Sec. 6. THE CATCHER.**

a. Must remain within the catcher's box until the pitched ball is batted, touches the ground, plate, or batter or reaches the catcher's box.

b. Shall return the ball directly to the pitcher after each pitch, including after a foul ball.

EXCEPTION: This does not apply after a strikeout or put out made by the catcher.

**Sec. 7. QUICK PITCH.**

The pitcher shall not attempt a quick return of the ball

a. Before the batter has taken his position, or

b. When the batter is off balance as a result of a pitch.

**THE FOLLOWING IS THE EFFECT FOR ALL SECTIONS 1 - 7 ABOVE:**

EFFECT - Sections 1-7:

Any infraction of Sections 1-7 is an Illegal Pitch.

1. The umpire shall give a delayed dead ball signal.

2. A ball shall be called on the batter.

3. Runners are not advanced.

EXCEPTION: If a batter swings at any Illegal Pitch, it is nullified and all play stands.

**Sec. 8 INTENTIONAL BASE ON BALLS.**

If the defensive team desires to *have an intentional base on balls awarded to a batter, either the pitcher, catcher or coach* may do so by notifying the plate umpire who shall award the batter first base. This notification to the umpire shall be considered a pitch. *The ball is dead*

NOTE: This can occur at any time prior to a batter beginning and ending their time at bat regardless of the count.

The ball is dead, runners can not advance unless forced.

**Sec. 9. WARM-UP PITCHES.**

a. At the beginning of each half inning, or when a pitcher relieves another, not more than one minute may be used to deliver not more than three pitches to the catcher or other team member.

EXCEPTION: This does not apply if the umpire delays the start, or resumption, of play due to substitution, conference, injuries, etc.

EFFECT – Sec. 9a:

For excessive warm-up pitches, a pitcher shall be penalized by awarding a ball to the batter for each pitch in excess of three.

b. Play shall be suspended during this time.

c. A pitcher returning to pitch in the same half inning will not be entitled to warm-up pitches.

EFFECT – Sec. 9c:

A ball shall be awarded to the batter for each pitch taken.

d. There is no limit to the number of times a player can return to the pitching position provided he has not

1. Left the batting order, or

2. Been declared an Illegal Pitcher by the umpire.

**Sec. 10. NO PITCH.**

No pitch shall be declared when

a. The pitcher pitches during a suspension of play.

b. A runner is called out for leaving his base before the pitched ball reaches home plate, is batted, or touches the ground before home plate.

c. The pitcher pitches before a runner has retouched his base after a foul ball has been declared and the ball is dead.

d. The ball slips from the pitcher's hand during his windup or during the back swing.

e. A player, manager, or coach

1. Calls "Time", or

2. Employs any other word or phrase, or

3. Commits any act while the ball is alive and in play for the obvious purpose of trying to make the pitcher commit an illegal pitch.

NOTE: A warning shall be issued to the offending team, and a repeat of this type act by any member of the team warned shall result in the offender being ejected from the game.

EFFECT - Sec. 10a-e:

The ball is dead, and all subsequent action on that pitch is cancelled.

**Sec. 11. ILLEGAL PITCHER.**

A pitcher, who has been declared an Illegal Pitcher as a result of

1. The team exceeding the charged defensive conference limit, or

2. Pitching with excessive speed, may not return to the pitching position at any time for the remainder of the game.

EFFECT - Sec. 11:

If the Illegal Pitcher has returned and thrown one pitch, either legal or illegal, he is ejected from the game. If the pitch is hit and he is discovered prior to the next pitch, the manager of the offensive team has the option of:

1. Taking the result of the play, or

2. Having the play nullified, with

(a) That batter returning to bat and assuming the ball and strike count he had prior to the discovery of the Illegal Pitcher, and

(b) Each runner returning to the base held at the time of the pitch.

**EXCEPTION to EFFECT Sec. 11 (2):** If the play was the result of the completion of the batter's turn at bat, **and the option is taken to nullify the play**, that batter resumes batting, assuming the ball and strike count he had prior to **completing his turn at bat and runners are returned** to the base held at the time of the pitch.

## RULE 7. BATTING.

### Sec. 2. BATTING ORDER.

a. The batting order of each team must be on the score sheet/line-up card and must be delivered before the game by the manager or captain to the official Scorer and the plate umpire. He shall submit it to the inspection of the manager or captain of the opposing team.

**b. (CO-ED SP ONLY) The batting order shall alternate the sexes.**

### Sec. 3. BATTING POSITION.

#### Sec. 4. A STRIKE IS CALLED BY THE UMPIRE.

a (SP ONLY) For each legally pitched ball entering the strike zone before touching the ground and at which the batter does not swing.

**EXCEPTION: It is not a strike if the pitched ball touches home plate and is not swung at.**

b (SP ONLY) For each pitched ball including an illegal pitch, struck at and missed by the batter.

NOTE: Sec. 4a & b (SP ONLY) The batter cannot legally swing at any pitched ball that hits the ground or plate.

However, if the batter swings and misses the pitch prior to the ball hitting the ground or plate, it is a strike.

EFFECT - Sec. 4a & 4b:

(SP ONLY) The ball is dead and runners may not advance.

c. For each foul tip.

EFFECT - Sec. 4c:

**(SP ONLY) The batter is out if it is the third strike.**

d. For each foul ball when the batter has less than two strikes.

e. (SP Only) For each foul ball, including the third strike.

f. For each pitched ball struck at and missed which touches any part of the batter.

g. When any part of the batter's person or clothing is hit with his own-batted ball when he is in the batter's box and he has less than two strikes.

h. When a pitched ball hits the batter while the ball is in the strike zone.

i. When the batter fails to enter the batter's box within 10 seconds after the umpire calls "PLAY BALL."

j. When an offensive team member deliberately erases the lines of the batter's box.

Effect – Section 4a-j (SP ONLY – the ball is dead on any strike and batters must return to their bases without liability to be put out.

EFFECT - Sec. 4d-j:

The ball is dead and runners must return to their bases without liability to be put out.

#### Sec. 5. A BALL IS CALLED BY THE UMPIRE.

b. (SP ONLY) For each legally pitched ball that

1. Does not enter the strike zone.

2. Touches the ground before reaching home plate.

3. Touches home plate and at which the batter does not swing.

4. The batter swings at, after the ball hits the ground or home plate.

EFFECT - Sec. 5b:

The ball is dead. Runners may not advance.

d. (SP ONLY) For each illegally pitched ball not swung at.

EFFECT - Sec. 5d:

The ball is dead. Runners may not advance.

e. (SP ONLY) When a delivered ball by the pitcher hits the batter outside of the strike zone.

f. For each excessive warm-up pitch.

EFFECT - Sec. 5e-f:

The ball is dead. Runners may not advance.

g. When the catcher fails to return the ball directly to the pitcher as required.

h. When the pitcher fails to pitch the ball within 20 seconds (FP or MP) or 10 seconds (SP).

EFFECT - Sec. 5g-h:

(SP ONLY) The ball is dead and runners may not advance.

#### **Sec. 6. THE BATTER IS OUT.**

a. When the third strike is:

1. swung at and missed and the ball touches any part of the batter's person.

2. not swung at and the pitched ball hits the batter while the pitch is in the strike zone.

b. When a batter enters the batter's box with, or is discovered using, an altered bat.

NOTE: The batter is also ejected from the game.

c. When the batter enters the batter's box with, or is discovered using, an illegal bat.

NOTE: Sec. 6b-c: The bat is removed from the game.

d. When his foot is completely outside the lines of the batter's box and touching the ground, or any part of a foot is touching home plate when he hits the ball fair or foul.

e. When he leaves the box to gain a running start, but has returned to the box when he makes contact with the ball.

EXCEPTION: If no contact is made with the pitched ball there is no penalty. If the batter swings and misses, the ball remains live (FP ONLY) or **dead (SP ONLY)**.

f. (FP ONLY) When he bunts foul after the second strike.

EXCEPTION: If a runner interferes with

1. A fielder attempting to catch a bunted fly ball in foul territory, or

2. A foul fly ball that a fielder is attempting to catch, the runner is out. The batter-runner will then return to bat with an additional strike on the foul ball, providing the count prior to hitting the ball was less than two strikes.

NOTE: If this interference, in the umpire's judgment, is an obvious attempt to prevent a double play, the runner closest to home plate at the time of the interference shall also be called out.

NOTE: If the bunted fly ball is caught, the ball remains alive and in play.

**g. (SP ONLY) When a third strike is called, including an uncaught foul ball that is hit after two strikes.**

**h. (SP ONLY) When he bunts or chops the ball downward.**

i. When he hits a fair ball with the bat a second time over fair territory.

EXCEPTION- Sec 6i:

1. If the batter is standing in the batter's box and contact is made while the bat is in his hands, a foul ball is ruled, even if the ball is hit a second time over fair territory.

2. If the batter drops the bat and the ball rolls against the bat over fair territory, and in the 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.

j. When he steps directly in front of the catcher to the other batter's box while the pitcher (FP ONLY) is taking the signal, or appears to be taking a signal, from the pitcher's plate, **or (SP ONLY)** is in position to pitch, or anytime thereafter prior to the release of the pitch.

EFFECT - Sec. 6a-j:

The ball is dead and each runner must return to the base that, in the umpire's judgment, was touched at the time of the pitch.

k. When he

1. Hinders the catcher from catching or throwing the ball by stepping out of the batter's box, or

2. Intentionally hinders the catcher while standing within the batter's box, or

3. (FP ONLY) Interferes with a play at home plate.

4. Intentionally interferes with a thrown ball while in or out of the batter's box.

EFFECT- Sec. 6l:

The ball is dead and each runner must return to the last base that, in the umpire's judgment, was touched at the time of the interference.

1. (FP ONLY) When a called or swinging third strike is caught by the catcher.

**m. (FP ONLY) When he has three strikes and first base is occupied, with less than two out.**

EFFECT- Sec. 6 l-m:

The ball is live and runners may advance with liability to be put out.

### **RULE 8. BATTER-RUNNER AND RUNNER.**

#### **Sec. 1. THE BATTER BECOMES A BATTER-RUNNER.**

a. When he legally hits a fair ball.

EFFECT - Sec. 1a-b:

The ball is in play and the batter becomes a batter-runner with liability to be put out.

c. When four balls have been called by the plate umpire.

EFFECT - Sec. 1c:

The batter is awarded one base without liability to be put out, provided he advances to and touches first base. If the umpire mistakenly allows two walks at one time and the first batter fails to touch first base, no appeal will be honored on the first batter.

2. (SP ONLY) The ball is dead and runners may not advance unless forced.

3. If the defensive team desires to walk a batter intentionally either the pitcher, catcher or coach may do so by notifying the plate umpire who shall award the batter first base. If two batters are to be walked intentionally the second intentional walk may not be administered until the first batter reaches first base. This notification to the plate umpire shall be considered a pitch.

NOTE: This can occur at any time prior to a batter beginning and ending his time at bat, regardless of the count. The ball is dead and runners cannot advance unless forced.

**4. (CO-ED SP ONLY) The ball is dead and any walk to a male batter, intentional or otherwise, will result in a two base award. The next batter, a female, will bat.**

**EXCEPTION: With two outs, the female batter has the option to walk or bat. If the option is taken, then once the batter enters the batter's box, or reaches first base, the option selected cannot be changed.**

NOTE: Should the female batter-runner pass a male batter-runner when choosing to walk, no out shall be called during this dead ball period.

d. When the catcher or any other defensive player obstructs, hinders, or prevents the batter from striking at, or hitting a pitched ball.

EFFECT - Sec. 1d:

1. The umpire shall give a delayed dead ball signal with the ball remaining live until the end of play.

2. The manager of the offensive team has the option of:

(a) Taking the award for "catcher obstruction", or

(b) 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, "catcher obstruction" is cancelled. All action as a result of the batted ball stands. No option is given.

NOTE: Once a runner has passed a base, even if he misses it, he is considered to have reached that base.

4. If the 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.

e. When a fair ball strikes the person, attached equipment, or clothing of the umpire or a runner.

EFFECT - Sec. 1e:

If the contact is made

1. After touching a fielder (including the pitcher), the ball is in play.

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.

3. Before passing a fielder, excluding the pitcher, without being touched, the ball is dead.

g. When a fair batted fly ball

1. Goes over the fence, or

2. 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, or

3. Contacts the foul pole above the fence line.

EFFECT - Sec. 1g:

The batter-runner is awarded a home run and must touch all bases in regular order.

EXCEPTION: If

1. The ball passes out of the grounds at a distance less than those prescribed in Rule 2, Sec 1, or

2. A fair-batted fly ball goes off a fielder's glove or body and over the fence in foul territory, or

3. A fair-batted fly ball first contacts the fence, deflects off a fielder and then goes over the fence, the batterrunner shall be awarded two bases from the time of the pitch.

NOTE: The point at which the fence is less than the prescribed distance from home plate shall be plainly marked for the umpire's guidance.

h. When any person, other than a team member, enters the playing field and interferes with

1. A fair batted ground ball, or

2. A fielder about to field or catch a thrown ball, or

3. A fielder about to throw a ball, or

4. A ball thrown by a fielder.

EFFECT - Sec. 1h:

The ball is dead and the batter-runner shall be awarded the base or bases he would have made, in the umpire's judgment, had the interference not occurred.

and a play is made at the base.

***opportunity to make an out.***

NOTE - Sec. 2g (1-7): If this interference is, in the umpire's judgment, an obvious attempt to prevent a double play, the runner closest to home plate at the time of the interference shall also be called out.

**Sec. 5. RUNNERS ARE ENTITLED TO ADVANCE WITH LIABILITY TO BE PUT OUT.**

**b. (SP ONLY) When a pitched ball is batted.**

c. On a thrown ball or fair batted ball that is not blocked.

d. On a thrown ball that hits an umpire.

e. When a legally caught fly ball is first touched.

f. When a fair batted ball

1. Strikes an umpire or a runner after having passed a fielder other than the pitcher and provided no other fielder had a chance to make an out, or

2. Has been touched by a fielder, including the pitcher.

g. When a live ball becomes lodged in a defensive player's uniform or equipment.

EFFECT - Sec. 5a-g: The ball is in play.

**Sec. 8. A RUNNER MUST RETURN TO HIS BASE.**

j. (SP ONLY) When a runner steals a base. Under no conditions is a runner permitted to steal a base when a pitched ball is not batted. The runner must return to his base.

EFFECT - Sec. 8j:

Base stealing is not allowed.

**RULE 9. DEAD BALL - BALL IN PLAY.**

**Sec. 1. THE BALL IS DEAD.**

**j. (SP ONLY) When the batter bunts or chops the pitched ball.**

r. (SP ONLY) When a runner fails to keep contact with the base to which he is entitled, until a legally pitched ball has reached home plate.

s. (SP ONLY) After each strike or ball.

t. When a blocked ball is declared.

u. When a batter enters the batter's box with, or uses, an altered bat.

v. When a batter enters the batter's box with, or uses, an illegal bat.

w. When, with less than two out and a runner on first base, a fielder intentionally drops a fair fly ball (including a line drive) (FP and SP) or bunt (FP ONLY) that could be caught by an infielder with ordinary effort, after it is controlled with a hand or glove.

NOTE: If an infield fly is ruled, it has precedence over an intentionally dropped ball.

x. When a fielder carries a live ball into dead ball territory.

y. When "Time" has been called and a defensive player is making an appeal.

z. When the batter fails to enter the batter's box within 10 seconds after the umpire calls "PLAY BALL."

aa. When any person, other than a team member, enters the playing field and creates interference.

ab. When the batter-runner steps back toward home plate to avoid or delay a tag by a fielder.

ac. When an offensive team member deliberately erases the lines of the batter's box.

ad. When the pitcher issues an Intentional Base on Balls to a batter.

**Sec. 2. THE BALL IS IN PLAY.**

ab. (SP ONLY) As long as there is a play as a result of the hit by the batter. This includes a subsequent appeal play.

ag. (SP ONLY) The ball remains live until the umpire calls "Time"; this should be done when the ball is held by a player in the infield and, in the opinion of the umpire, all play has ceased.

**Official Dimensions**

**Co-Ed SP**

**Pitching distance 15.24 m (50 ft)**

**Base distance 19.81 m (65 ft)**

**Fence 83.82 m (275 ft)**