



ESTABLISHED SEPTEMBER 26, 2002

**2012 Official Softball Rule
Book and National By-Laws**

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 participants, both male and female sexes).

*Official Softball Rules Adopted,
Published and Distributed by*

**Global Sports Authority Inc.
5580 Austell Powder Spring Road
Austell, Georgia 30106
Telephone (678) 861-8010
www.gsateams.com**

It is the responsibility of coaches, managers, players and sponsors to know the GSA Rules and By-Laws. Ignorance of these Rules and By-Laws is not grounds for protest or appeal. Softball is a contact sport, played with Composite, Aluminum, Wood and other approved materials in design of approved bats. The game of softball can be a dangerous sport to participate in. In playing the game of softball, the player and the parents of the youth players participating in the game of softball assume for themselves and for the youth children participating in the game of softball the risk of serious injury or possible death. By agreeing to be placed on an GSA roster, the participants or parents of participants understand these risks.

All Rights Reserved. No part of this book may be reproduced or utilized in any form or by any means without written permission from the publisher.

Copyright © 2012
Global Sports Authority
ALL RIGHTS RESERVED

Table of Contents	
Description	Page
GSA Board Members	3
Guidelines and Procedures	4
Definitions	7
Section 1 - Adult Slow Pitch Softball	9
Rule 1 - The Playing Field	9
Rule 2 - Equipment	10
Rule 3 - Players and Substitutes	11
Rule 4 - The Game	12
Rule 5 - Pitching	13
Rule 6 - Batting	14
Rule 7 – Base runner	15
Rule 8 - Dead Ball / Ball in Play	18
Section 2 - Youth Fast Pitch Softball	19
Rule 1 - The Playing Field	19
Rule 2 - Equipment	20
Rule 3 - Players and Substitutes	20
Rule 4 - The Game	22
Rule 5 - Pitching	23
Rule 6 - Batting	24
Rule 7 – Base runner	25
Rule 8 - Dead Ball / Ball in Play	28
Rule 9 - 6 Under, 7 Under, 8 Under Rules	29
Section 3 - Adult Modified Fast Pitch Softball	29
Rule 1 - The Playing Field	29
Rule 2 - Equipment	30
Rule 3 - Players and Substitutes	30
Rule 4 - The Game	31
Rule 5 - Pitching	32
Rule 6 - Batting	32
Rule 7 – Base runner	34
Rule 8 - Dead Ball / Ball in Play	36

GSA EXECUTIVE BOARD

President/CEO

Wayne Roberts – Georgia

wayne@gsausa.org

678-878-7262

Vice President/Assistant CEO

Eddie Holcomb – Georgia

eddie@gsausa.org

404-285-1949

CFO/COO

Ray Roberts – Georgia

ray@gsausa.org

404-683-0494

Assistant COO

Steven Kenworthy – New Jersey

steven@gsausa.org

732-906-8263

PROGRAM VICE PRESIDENTS

Vice President Slow Pitch Softball

Bob Schrah – Michigan

bschrah@gsausa.org

810-701-8821

Vice President Fast Pitch Softball

Steven Kenworthy – New Jersey

steven@gsausa.org

732-906-8263

Vice President Modified Pitch Softball

Steven Kenworthy – New Jersey

steven@gsausa.org

732-906-8263

Vice President Small Stars 3U, 4U, 5U, 6U

Brent Vauclin – Louisiana

bvauclin@gsausa.org

985-209-0733

GUIDELINES AND PROCEDURES

1. Purpose:

To provide organized and supervised competitive softball for member teams in a positive, nurturing environment that focuses on sportsmanship, character, committed work ethic and the value of team regardless of race, religion, sex, or age.

This includes

- A. The promotion of amateur softball for all persons.
- B. To establish uniform softball rules and regulations.
- C. To encourage the union of all eligible teams and organizations or groups into separate classifications with active membership in GSA.
- D. To promote and conduct all types of Leagues, Tournaments, World or National Championships.

2. Rule Interpretations: Basic terms used in Softball such as batter, fielder, base runner, infield fly, etc. will be the same as in other major softball associations. If a question comes up and cannot be resolved by an umpire on the field, the Tournament or League Director will make a decision and will be required by G.S.A. to inform the Executive Director and Vice President of their decision and a letter will be generated to inform teams of what the ruling will be in the future should that circumstance arise again. In no event will a team be awarded a favorable decision on a protest where that team has used trickery, deception or wrongful interpretation of a rule by an umpire, GSA official or tournament director. Under no circumstances will any GSA Director who has any interest whatsoever (such as being a team member, coach, sponsor, etc) in any team involved in a protest or ruling have any authority or say in the decision.

3. Protests:

When a team manager or coach formally makes a protest, The umpire shall then notify the opposing manager and or coach, scorekeeper, other umpire and tournament director before the next legal pitch or before all players leave the playing field after the third out of an inning. After a pitch has been thrown, no protest is allowed

There are (3) types of protests allowed:

- a. Player eligibility
- b. Illegal equipment
- c. Misinterpretation of a playing rule

Protests shall not be allowed or considered if they are based solely upon a decision involving judgment on the part of any umpire.

Note: *Examples of a protest which will NOT be considered are:*

- a. Whether a batted ball was fair or foul.
- b. Whether a baserunner was safe or out.
- c. Whether a pitched ball was a ball or strike.
- d. Whether a runner did or did not touch a base.
- e. Whether a runner left his/her base too soon on a caught fly ball.
- f. Whether a fly ball was or was not legally caught.
- g. Whether it was or was not an infield fly.
- h. Whether there was or was not interference.
- i. Whether the field is fit to continue or resume play.
- j. Whether there is sufficient light to continue play.
- k. Any other matter involving only the accuracy of the umpire's judgment.

Protests shall be received and considered concerning matters only when there is a misinterpretation of a playing rule, Failure of an umpire to apply the correct rule or failure to impose the correct penalty for a violation. Any team wishing to protest a game shall pay \$75.00. Teams who win the protest shall receive a fee refund.. The Coach or Manager of the protesting team shall notify the home plate umpire immediately of his/her intent to protest the game. Umpire shall then notify the opposing team and scorekeeper. Umpire shall also notify the League or Tournament Director immediately.

In the event the situation can not be taken care of by a League or Tournament Director a written protest should be filled out and sent in to the State Director and it will be forwarded to the National Director. These should be sent in no later than 3 days from time of incident and contain the following information. (1) Date, Place, and Time of game. (2) Names of Umpires, scorekeepers, League or Tournament Director (3) Rule and section of Official rules or local rules in question (4) List all information pertaining to protest (5) List your name and any contact information.

The decision made on a protested game must result in the protest found invalid and the game stands as played or allowed for misinterpretation of a playing rule, the game is replayed from the point at which the incorrect decision was made with the decision corrected. When protest for eligibility is allowed, the team shall forfeit the game played to the offended team.

All decisions are final.

4. Player Suspension and Appeal Process- A State or Regional Director may issue a maximum suspension of one year from the date of incident. Suspension must be sent by registered mail to address on the official team roster. Suspension beyond one year must be ruled on by the President /CEO and Vice President. A player may appeal their suspension to a Region Vice President if issued by the State Director. If a suspension is issued by a Region Vice President, it can be appealed to the President /CEO and Vice President. Appeal must be in writing and received within fifteen (15) days of appeal. Appeal letter must be sent by registered mail to the GSA National Office. Appeal must be ruled on within seven (7) calendar days and appellant notified of decision by registered mail at address listed on official team roster. If at any time in the appeal process the appellant or Association fails to meet proper time notification deadlines the appeal process is ended and participant accepts last judgment rendered if at fault or decision will be rendered in favor of appellant if association fails to comply. State or Region Directors may issue an indefinite suspension for players or teams who fail to meet financial responsibilities for participation in all GSA sports programs.

5. Rosters: An official team roster will consist of no more than 21 players. A player who is under contract to play professional softball or any player playing professional softball is ineligible to participate as a player in the GSA program.

Adult: Players on an adult team must be 18 years of age. All players must sign roster. All players participating in **GSA Adult** tournament play shall have (2) two forms of I. D. available upon demand. Failure to produce proper identification will result in the offending team losing the game, being placed last in the standings and forfeiting all awards, sponsors travel money and tournament berths that would have been awarded at the tournament

Men's "Elite", "C" and "D" players can ONLY move down a MAXIMUM of ONE (1) class per year.

Individual Men's "Elite" players can only move down to Men's "C" teams.

Individual Men's "C" players can only move down to Men's "D" teams.

Individual Men's "D" players can only move down to Men's "E" teams.

A Men's "C" team can have a maximum of one (1) Men's "Elite" players, a Men's "D" team can have a maximum of one (1) Men's "C" players, a Men's "E" team can have a maximum of one (1) Men's "D" players.

The classification of the player is determined by the highest classification the player played in his most recent two years of participation. If a player did not participate in the previous year, his/her classification will be determined by the last year he participated in GSA or any recognized major softball association. **Note:** *When a player plays at a higher classification during the current year, he/she then attains that higher classification for the balance of that playing year.*

Youth: Parent/Guardian of players under the age of eighteen (18) must sign before player is eligible to participate in tournament play. A player's age on December 31, of the previous calendar year determines the age classification in which the player is eligible to participate. Any player 18, or who reaches their 18th birthday, or who graduates from High School in the calendar year of the current World Series, shall be eligible to participate in the 18 & over World Series Tournament. All players participating in **GSA Fast Pitch** youth tournament play shall have photocopies of their birth certificate in possession of their team coach. Failure to have a copy of birth certificate available upon demand will result in the offending team losing the game, being placed last in the standings and forfeiting all awards, sponsors travel money and tournament berths that would have been awarded at the tournament

A team roster will be frozen when finishing first or second in a tournament where berths are awarded. All teams not winning a berth in tournament play will be allowed to make changes to their roster up until two weeks before the State Tournament. Frozen rosters or rosters received two weeks prior to the State Tournament, will be permitted to add three (3) players providing there is three spots left on that roster. Any number of players may be released, but only three may be added. Should any unusual circumstances arise, the State and or Regional Director will make a final ruling.

Rosters are expected to be turned in before the start of your first tournament game. In the event of a protest and a completed roster is not available, your team automatically loses the protest. Rosters MUST be completed, signed and turned in at every Tournament up until they are frozen two weeks before the State Tournament.

Teams may not add players to their roster that are frozen on another team's roster without a written release from that other team's Coach/Manager and signed by that Coach/Manager and the State Director. In the case of a youth team, the release should also be signed by a parent or legal guardian. Players caught playing on a frozen team's roster, while playing for another team, will be suspended for the remainder of the current season.

A team's "home state" shall be determined by:

- a. GSA League Registration.
- b. Where the majority of players reside with their primary residence.
- c. Where coach/manager resides with his/her primary residence.

Any and all adult teams may apply for reclassification after they have played in four (4) GSA events.

Any team caught turning in a roster with forged signatures will forfeit all games, fees, and be suspended by G.S.A. for the remainder of that tournament.

Once a team has entered and paid entry fee for a G.S.A. Tournament, as of 12:00 Noon on Thursday before that scheduled weekend, that team is considered in the tournament. If a team withdraws any time after 12:00 Noon Thursday, your tournament fee will not be refunded. In the event of an uncontrollable circumstance the tournament director and State director will make a decision.

GSA teams are governed by the same eligibility and playing rules throughout the country, thus ensuring fair competition in championship play.

6. Team Classifications:

Youth Fast Pitch

6 & Under	A-Gold, A-Silver, B-Gold, B-Silver, B-Bronze, B-Copper Plus, B-Copper Minus
7 & Under	A-Gold, A-Silver, B-Gold, B-Silver, B-Bronze, B-Copper Plus, B-Copper Minus
8 & Under	A-Gold, A-Silver, B-Gold, B-Silver, B-Bronze, B-Copper Plus, B-Copper Minus
9 & Under	A-Gold, A-Silver, B-Gold, B-Silver, B-Bronze, B-Copper Plus, B-Copper Minus
10 & Under	A-Gold, A-Silver, B-Gold, B-Silver, B-Bronze, B-Copper Plus, B-Copper Minus
11 & Under	A-Gold, A-Silver, B-Gold, B-Silver, B-Bronze, B-Copper Plus, B-Copper Minus
12 & Under	A-Gold, A-Silver, B-Gold, B-Silver, B-Bronze, B-Copper Plus, B-Copper Minus
13 & Under	A-Gold, A-Silver, B-Gold, B-Silver, B-Bronze, B-Copper Plus, B-Copper Minus
14 & Under	A-Gold, A-Silver, B-Gold, B-Silver, B-Bronze, B-Copper Plus, B-Copper Minus
15 & Under	A-Gold, A-Silver, B-Gold, B-Silver, B-Bronze, B-Copper Plus, B-Copper Minus
16 & Under	A-Gold, A-Silver, B-Gold, B-Silver, B-Bronze, B-Copper Plus, B-Copper Minus
17 & Under	A-Gold, A-Silver, B-Gold, B-Silver, B-Bronze, B-Copper Plus, B-Copper Minus
18 & Under	A-Gold, A-Silver, B-Gold, B-Silver, B-Bronze, B-Copper Plus, B-Copper Minus
High School (15U-18U)	A-Gold, A-Silver, B-Gold, B-Silver, B-Bronze, B-Copper Plus, B-Copper Minus

Adult Modified Pitch

9 Man	Open
10 Man	Gold, A, B
10 (Man)	Women's

Adult Slow Pitch

Men's	Elite, C, D, E, 40 and over, 50 and over, 60 and over
Women's	Gold, Silver, 40 and over, 50 and over
Mixed	Gold, Silver

Players may play up in classification, but may not play down in classification. A player shall not compete in any sanctioned tournament of the association with more than one team during the same tournament. Youth teams may play up in age group, but may not play down in age group.

The main criteria for classifying teams shall be the overall defensive, pitching, offensive strength and overall experience of the team. Teams will be classified by their State or Regional director. The State Director has the authority to re-classify any team during the current season.

7. Berths: Teams may qualify for State, Regional, or World Berths in each classification. In order to do this, teams must either win a G.S.A. sanctioned tournament, or play in at least (2) two G.S.A. sanctioned tournaments before State Tournament, and appear in their respective state tournament. In the event a team is entered in a Tournament and it's cancelled for any reason, that will count as "playing" in a tournament. Points will be awarded for G.S.A. League play as well as G.S.A. Tournament play.

8. Directors: All G.S.A. Directors will be appointed by a Regional director or the President/CEO. Director's are required to sign a two year contract and at which time that two year contract expires, the President and CEO and Vice President will make a decision on renewing that contract at that time. However certain circumstances listed below could result in the termination of a G.S.A. Director.

(1) Failure to furnish G.S.A. Officers with Tournament Reports, Official's Sanction Reports, Team Sanction Reports, and fees in a timely manner. All reports and fees shall be received by state or regional directors no later than 10 days from time of event.

(2) Involvement of another tournament, league, or event not sanctioned by G.S.A.

(3) Any act or involvement that discredits G.S.A. or discredits advancement, growth, reputation, or well being of G.S.A. or Softball in general.

The decision made on a protested game must result in the protest found invalid and the game stands as played or allowed for misinterpretation of a playing rule, the game is replayed from the point at which the incorrect decision was made with the decision corrected. When protest for eligibility is allowed, the team shall forfeit the game played to the offended team. All decisions are final.

DEFINITIONS

Altered Bat : A bat is considered altered when the physical structure of the 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 or inserting material inside the bat. A flare or cone grip is considered an altered bat. A sting stopper and Color bat Identifiers are acceptable. Should a player be caught using an altered bat, the ball is dead, batter is out, no runners may advance, and the batter is ejected from the game.

Appeal Play: An appeal must be made before the next legal pitch, or before all defensive players have left fair territory and on their way back to the dugout. On the last play of the game an appeal may be made before the umpires leave the field. The pitcher may then remain in contact with the rubber or step off the rubber while announcing which runner and base is being appealed. All the pitcher needs to do, is announce to the home plate umpire which runner and which base is being appealed. And the home plate umpire shall make the call, if it is the home plate umpires call to make. If not, the home plate umpire shall point to the field umpire to make the call.

Ball Rotation: A pitcher shall have a choice of balls at the start of each half of the 1st inning, providing that both balls do not get put into play in the first half of the inning. If both balls get put into play in the 1st half of the inning, then the ball used last should be returned to the pitcher's circle. Each inning afterwards the pitcher may request use of the other ball, providing it's in the umpire's possession. Then that ball shall be used until which time, it is either batted or thrown out of play.

Base Path: A direct line between bases and runners at the time a defensive player is attempting (or about to attempt) to tag a runner.

Base Runner: A player on the team at bat, who has finished their turn at bat, and who has reached first base and has not been put out.

Base Burner: A player who is a designated base runner. Base Burner can run for anyone at any time during a game. This runner is listed on batting line-up as BB. BB does not bat or play the field. A team may enter a BR into a game as a substitution, but then the BR is gone for the rest of the game. The BB is used only once per half inning.

Batter hit by pitch: (FP-MP only) A legally or illegally pitched ball that hits the batters body or clothing, without the batter attempting to swing at the pitch. The umpire shall award first base to the batter struck by the pitch. All runners forced to advance shall advance one base. However, in an umpire's judgment, a batter makes no attempt to avoid getting hit by the pitch, or the umpire calls the pitch a strike, the batter getting struck by pitch will be disregarded. The ball is dead and the pitch is either called a strike or ball.

Batter's box: The area in which the batter shall take a stance getting ready to hit. The batter must have both feet inside the box prior to the pitch. The drawn lines are to be considered inside the box.

Batter-Runner: A player who has finished their turn at bat, but has not been put out or touched first base.

Batting order: Is the official line-up of the offensive players, listed in order of each one's turn at bat. Line-up cards should also include the players defensive position, and their jersey number. If used, the EH and or BB have to be listed. First initial and last name should be listed.

Blocked ball: A live ball that is touched, stopped, blocked, or handled by a person not involved in the game. A ball which touches any object that is not considered part of the official equipment or playing area. A blocked ball is not called when a live ball strikes a base coach unintentionally or umpire unintentionally. The ball will be considered live. Should any part of offensive equipment cause a blocked ball, all runners must return to the last base touched when the ball became blocked. The ball is dead.

Blood Rule: Applies to a player, coach, or umpire who is bleeding or has blood on his uniform and treatment is required.

Bunt: (FP-MP only) A bunt is a fair ball in which the batter does not take a full swing but holds the bat in such a manner in the path of the ball to tap the ball slowly to the infield.

Bunt Attempt: (FP-MP only) Any non-swinging movement of the bat intended to tap the ball into play. The mere holding of the bat in the strike zone is considered a bunt attempt no matter the placement of the pitch. To take a pitch the batter must withdraw the bat away from the ball.

Catch: A catch is a legally caught ball, which occurs when a fielder secures a batted or thrown ball with his/her hand or glove. If the ball is merely held in the fielder's arms or is prevented from dropping to the ground by some part of the fielder's body or clothing, the catch is not completed until the ball is in the grasp of the fielder's hand or glove. It is not a catch if a fielder, immediately after he/she contacts the ball, collides with another player or wall or falls to the ground and drops the ball as a result of the collision or falling to the ground. In establishing a valid catch, the fielder shall have complete control of the ball and his/her release of the ball is voluntary and intentional. If a player drops the ball while in the act of throwing, it is a valid catch

Catcher's Box: The catcher's box is the area in which the catcher must stay until the pitched ball is released. The lines of the box are considered within the box. All of the catcher's body and equipment must be within the catcher's box until the pitcher releases the ball. The umpire indicates an illegal pitch if the catcher is not in this position.

Charged Conference: A charged conference takes place when: a. Defensive Conference - The defensive team requests a suspension of play for any reason, and a representative not on the field enters the playing field and delivers a message (by any means) to the pitcher or any defensive player. It is not a charged conference when the representative enters the field and removes the pitcher, or if the defensive team confers while the offensive team is in conference

Coach: A member of the team at bat who takes his/her place in the coach's box to direct his/her players in running the bases. Two coaches are allowed, one positioned at 1st base and one positioned at 3rd base. One coach can have in his/her possession, a scorebook and an indicator that shall be used for scorekeeping purposes only. A defensive coach or manager must remain in the dugout at their normal position. If the manager or coach does not comply after a warning from the umpire, he/she will be ejected from the game.

Crow Hop: (FP-MP only) Prior to delivering the pitch, the pitcher replants the pivot foot and pushes off from a spot other than the pitcher's plate.

Dead Ball: The ball is not in play, and not considered in play again, until the pitcher has the ball in his/her possession and the umpire has called "play ball".

Delayed Dead Ball: An infraction, signaled by the umpire, in which the ball remains alive until all play has been completed and time has been called.

Delivery: Delivery of the pitch begins when the hands separate and ends with the release of the ball

Fair Ball: A fair ball is a batted ball that:

- a. Settles on fair territory between home plate and 1st base or home plate and 3rd base.
- b. Is on or over fair territory, including any part of 1st and 3rd bases, when bounding toward the outfield or touches 1st, 2nd or 3rd base.
- c. First falls in fair territory beyond 1st or 3rd base.
- d. Touches the person of any umpire or player while in or over fair territory.
- e. While over fair territory, passes out of the playing field, beyond the outfield fence.

NOTE: *A fair fly shall be judged according to the relative position of the ball and foul line and not as to the position of the fielder at the time he/she touches 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. Home plate is in fair territory.*

Flagrant Player Obstruction: Is the act of a defensive fielder flagrantly, and with excessive force, impedes the runner or batter/runner.

PENALTY: Immediate ejection of the defensive player.

Force Out: A force out is an out which can be made only when a baserunner loses the right to the base he/she is occupying because the batter becomes a batter-runner, and before the batter-runner or a succeeding baserunner has been put out.

Foul Ball: A foul ball is a batted ball that:

- a. Settles on foul territory between home and 1st base or home and 3rd base.
- b. Bounds past 1st and 3rd base on or over foul territory.
- c. Falls first on foul territory beyond 1st or 3rd base.
- d. While on or over foul ground, touches an umpire, player, or foreign object to the natural ground.
- e. Touches the batter or bat in the batter's hand while within the lines of the batter's box.

NOTE: *A foul fly ball shall be judged according to the relative position of the ball and the foul line and not the position of the fielder.*

Foul Tip: A foul tip is a batted ball that goes directly from the bat, not higher than the batter's head, to the catcher's hands or glove/mitt, and is legally caught by the catcher. A foul tip is a strike. The batter is out if it is the third strike. A foul tip remains alive. A runner may advance with liability to be put out from one base to another on a foul tip without tagging. The foul tip is treated as if it were a swing and miss. A batted ball that goes higher than the batter's head is a foul ball. It is not a foul tip. If legally caught, the batter is out.

NOTE: *Any foul tip is a strike, and the ball is in play.*

Illegal Bat: An illegal bat is one that does not meet GSA requirements.

Illegal Pitch: An illegal pitch is a dead ball due to any infraction of the pitching rule.

Illegal/Ineligible Player: A Player who enters the line-up without the right to an offensive or defensive position.

Examples of an Illegal player(s) but not limited to are:

- a. Illegal use of the re-entry rule.
- b. Using a player to pitch who was removed from the pitching position.
- c. Using a player that is ineligible.
- d. Violating divisional age requirements (Youth Only).
- e. Player not on team roster.

NOTE: *The penalty for using an illegal/ineligible player is a forfeit of any/all games played or in progress.*

Illegally Batted Ball: An illegally batted ball occurs when:

- a. A batter's entire foot is completely out of the box, on the ground, when he/she hits the ball fair or foul.
- b. Any part of the batter's foot is touching home plate when he/she hits the ball.
- c. The batter hits the ball with an illegal or altered bat.

Illegally Caught Ball: Occurs when a fielder catches a batted or thrown ball with his/her cap, illegal glove or any part of his/her uniform, detached from its proper place.

Infield Fly: An infield fly is a fair ball (not including a line drive or an attempted bunt), which can be caught by an infielder with ordinary effort when 1st and 2nd or 1st, 2nd and 3rd bases are occupied before two are out. Any fielder can catch an infield fly.

NOTE: *All divisions play with an infield fly rule.*

***NOTE:** *When it seems apparent that a batted ball will be an infield fly, the umpire(s) shall immediately declare, "infield fly, the batter is out" to aid the runners. If the ball is near the foul lines, the umpire(s) shall declare "infield fly, the batter is out if fair". The ball is alive and runners may advance at the risk of the ball being caught or re-touch and advance after the ball is touched by a fielder. If the hit ball becomes a foul ball, it is treated the same as any other foul ball.*

Inning: An inning is that portion of a game in which the teams alternate between offense/defense. There are three outs for each team. A new inning begins when the third out of the bottom of an inning is declared.

Interference: Interference is the act of an offensive player or team member, who impedes or confuses a defensive player while attempting to execute a play. If judged so by the umpire, vocal interference may be called.

Leap: (FP-MP only) The pivot foot must remain in contact with the pitcher's plate or the ground until the non pivot (front foot) touches the ground or the pitcher shall be considered leaping. **Effect:** *An illegal pitch is called on the pitcher.*

Legal Touch: A legal touch occurs when a runner or batter-runner who is not touching a base, is touched by the ball while the ball is held securely in a fielder's hand(s). The ball is not considered as being securely held if it is juggled or dropped by the fielder after having touched the runner, unless the runner deliberately knocks the ball from the hand of the fielder. It is sufficient for the fielder to touch the runner with the glove that holds the ball.

Legally Caught Ball: A legally caught ball occurs when a fielder catches a batted or thrown ball, provided it is not caught in the fielder's cap, hat, pocket, protector, or any other part of his/her uniform. It must be caught and firmly held with the hand or hands.

Non-Approved Bat: A non - approved bat is one that has not been placed on the GSA Approved Bat List or that has been removed from the Approved Bat List. Entering the batter's box with or using a Non-Approved bat carries an ejection penalty of both the batter and manager. (Batter only in MP)

Obstruction: Obstruction is the act of a defensive team member who hinders or impedes a batter's attempt to make contact with a pitched ball, or who impedes the progress of a runner or batter-runner who is legally running the bases, unless the fielder is in possession of the ball or is fielding a batted ball. The act may be intentional or unintentional, physical, or verbal.

NOTE: *Catcher obstruction is called when the catcher obstructs the batter who is attempting to hit or swing at a pitch. Prior to the pitch catcher obstruction does not apply, a dead ball shall be called and the batter shall be allowed to re-set himself/herself.*

Over-slide An over slide is the act of the offensive player sliding over and beyond a base he/she is attempting to reach. This is usually caused by his/her momentum making him/her lose contact with the base which causes him/her to be in jeopardy. The batter-runner may over slide first base without being in jeopardy if he immediately returns to that base.

Overthrow An overthrow is a play in which a ball is thrown to retire a runner who has not yet reached or is off base and goes into foul territory beyond the boundary lines of the playing field.

Passed Ball: A pitch the catcher fails to, with ordinary effort, stop or control and which enables a runner(s) to advance.

Pivot Foot: The pitcher's foot that must be in contact with the pitcher's plate or ground until the pitcher steps towards home plate.

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

Sacrifice: A batter is credited with a sacrifice when, with not more than one out, a bunt or hit fly ball enables a runner to score. In either case, the batter-runner would be put out before reaching first base or would have been put out if the hit had fielded without error.

Squeeze: (FP-MP only) A play in which the runner advances toward home plate from third base following the release of the pitched ball, and the batter bunts the ball permitting the runner to score.

Stealing: The act of a runner attempting to advance to the next base without the aid of a base hit, putout, or a fielding (including batter) error. An attempted steal involving more than one runner (two or three) is considered a double or triple steal. The act of a runner attempting to advance during the pitch or after the pitch has reached the plate is considered to be the act of stealing.

Strike Zone: (SP) The strike zone is that space directly above home plate that is not higher than the batter's highest shoulder, nor lower than the bottom of the batter's front knee, when the batter assumes his/her natural batting stance. Any part of the pitched ball that passes through this zone is a strike. **(FP-MP)** The strike zone is that space over any part of home plate that is between the batter's armpit and the top of the batter's knees when the natural batting stance is assumed. Any part of the ball passing through this strike zone is considered a strike. The umpire is instructed to determine the batter's strike zone according to the batter's usual stance when swinging at a pitch.

Three Foot Line: The three-foot line is a line parallel to, and three feet from the base line, starting at a point halfway between home plate and first base. The batter-runner is declared out when he/she runs outside the three-foot line, and in the judgment of the umpire, interferes with the fielder attempting to field a batted ball or interfering with a thrown ball.

Tie Breaker/Extra Innings: After the completion of seven (7) innings or when the time limit has expired and the score is still tied, the tie-breaker procedure will begin. This would involve the last batter of the previous inning, whose turn at bat had been completed, assuming a position on second base. This would be done at the beginning of each half inning; until, at the conclusion of a full inning, a winner is determined.

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

Turn at Bat: A player's turn at bat begins when he/she enters the batter's box and continues until he/she is putout or becomes a baserunner.

Wild Pitch: (FP-MP) A pitch that cannot be handled by the catcher with ordinary effort.

SECTION 1 - ADULT SLOW PITCH

RULE 1. THE PLAYING FIELD

Sec. 1 The **playing field** is the area within which the ball may be legally played and fielded. The playing field shall have a clear and unobstructed area within radius of the prescribed fence distances from home plate between the foul lines.

a. Adult Division Minimum Distance

Male 290 feet

Female 275 feet

Sec. 2 **Ground rules** or special rules establishing the limits of the playing field may be agreed upon by leagues or opposing teams whenever backstops, fences, stands, vehicles, spectators, or other obstructions are within the designated area.

Sec. 3 The **playing field layout** should include, in addition to marking for foul lines, the following:

a. The three-foot line is drawn parallel to and 3 feet from the base line, starting at a point halfway between home plate and 1st base.

b. The batter's on-deck circle is a 5-foot circle placed between home plate and 1st base and between home plate and 3rd base.

c. The batter's box, one on each side of home plate, shall measure 3 feet by 7 feet. The inside lines of the batter's box shall be 6 inches from home plate. The front line shall be 4 feet in front of the center of the plate. The lines are considered as being in the box.

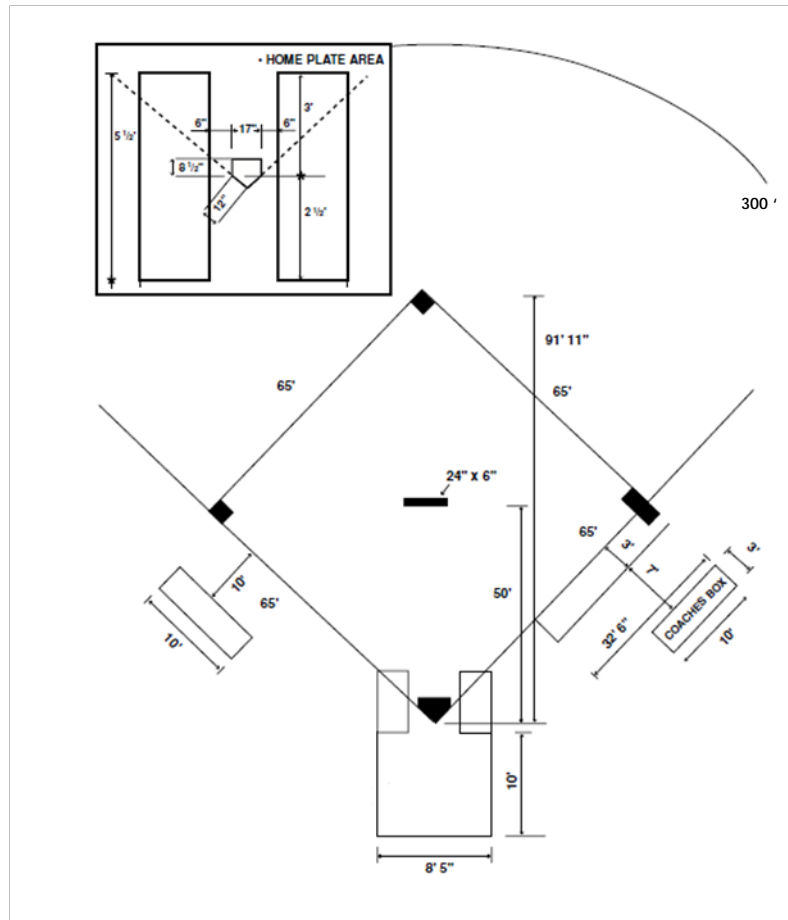
d. The catcher's box shall be 10 feet in length from the rear outside corners of the batter's boxes and shall be 8 feet 5 inches wide.

e. The coaches box is behind a line 15 feet long drawn outside the diamond. The line is parallel to, and eight feet from, the foul lines extended from the bases toward home plate.

Sec. 4 The **official diamond** shall have Men and Women adult pitching distance of 50 feet from the rear tip of the plate to the front edge of the pitching rubber. along with a pitching "box" the width of the pitcher's plate up to six (6) feet behind the back edge of the pitcher's plate.

Sec. 5 The **distance from base to base** shall be 70 feet (Home Plate to 2nd Base: 99') with the option of. 65 feet, (Home Plate to 2nd Base: 91' 11"). Note: Regional and World Series base distance shall be 70 feet.

Sec. 6 If, during the playing of any game, the base distance or pitching distance is found to be in error; the error should be corrected immediately, and the game should be continued. This is not a point to be protested.



RULE 2. EQUIPMENT

Sec. 1. Only approved bats may be used in GSA play. GSA will honor any bat approved by other major softball associations (ASA, NSA, USSSA and ISA) providing:

- Bats shall not be more than 34 inches long or more than 38 ounces in weight.
- Shall be marked "OFFICIAL SOFTBALL" by the manufacturer. Should a bat have "OFFICIAL SOFTBALL" not available because of wear and tear on the bat and still legal in all other aspects it will be considered legal. Only a BPF 1.20 or less is allowed. All bats must be "clearly" marked for identification. The burden of proof is on the player. "worn off" or partially visible logos are not considered legal markings and will be disallowed.
- The bat shall not be tampered with in any way to either add or diminish the size of the bat from its original manufacturer specifications.
- Weighted sleeves or fans will be allowed in the on-deck circle but must be removed from the field of play if not in use. The traditional batting donut is not permitted. **Note:** Any GSA Director may at any time ask to inspect a bat that has been brought into the location of a GSA sanctioned event. The owner and / or user may either:
 - Allow the Director to inspect the bat and reach an initial conclusion on whether the bat might be altered or illegal. If after making an inspection, the Director, in his/her sole discretion, decides that the bat might be an altered or illegal bat.
 - Allow the Director to send the bat to the GSA office and/or the Manufacturer of the bat for a determination as to whether the bat is altered. ***Note** During the time of the examination, the GSA, may suspend the suspected offending player, pending the decision. If it is determined that the bat has been altered, GSA may suspend a first time offender for up to two years from GSA play For any second time offender, any suspension may be up to a lifetime suspension.

- A legal bat shall not contain Timetal 15-3 Teledyne 15-333 Titanium alloy as a major property
- Sec. 2. The Official Softball will be a approved 12' yellow optic softball core 44 minimum to core 47 maximum. No more than 375 compression.

Sec. 3. Gloves must be worn by all fielders, but MITTS may be used only by the catcher or first baseman. No top lacing, webbing or other device between the thumb and body of the glove or mitt may be used by any other fielders. A fielder's glove shall be made of leather or any other material and of the same size, weight and design requirements approved by other major softball associations.

- The glove worn by a pitcher must be uniform in color and may not be white, yellow or grey. Gloves or mitts with white, yellow or grey circles on the outside, giving the appearance of a ball, may not be worn by any player, and will be considered illegal. Any glove/mitt that is entirely grey, white, or optic yellow in color are illegal.

Sec. 5. The bases other than the home plate shall be 15 inches square and not more than 3 inches high. They shall be made of canvas bags, plastic or other suitable materials filled with soft padding. The Double base is optional for first base. Any batted ball hitting the white portion should be fair and any ball hitting the red or orange portion should be foul. On the initial throw to first base from the infield or outfield, the batter-runner Must Touch the orange portion of the base but not the white or the runner will be called out. The defensive player Must always touch the white portion.

Sec. 6. Caps, visors, or headbands are optional. But if worn should be alike in color and with bill to the front.

Sec. 7. Shoes must be worn by all players. A shoe shall be made with leather or canvas uppers or of a similar material(s). The sole may either be smooth or have a soft or hard rubber cleats, or the all purpose molded cleat softball shoe. No metal cleats.

Sec. 8. No exposed **jewelry** may be worn that in the umpire's judgment could be dangerous to a player/players.

Sec. 9. Cast made of plaster or other hard substance in their final form may not be worn during a game. If the cast is covered in such a way to soften the cast it will be acceptable.

Sec. 10. The catcher while playing defense, may wear a mask.

Sec. 11. All players should wear uniforms that are alike in the same color with a minimum 8' inch number. Non duplicating numbers will be required at all Regional and World Series qualifying tournaments. Pants or shorts may be worn but should be alike in color.

Sec. 12. Pitcher's while playing defense, may wear a mask, chest protector and shin guards if they so desire.

G.S.A. reserves the right to make changes or withdraw any approval or disapproval of any equipment at any time should in G.S.A.'s determination change the game, affect the safety of participants or spectators, or creates a players performance to be more a product of the equipment rather than their individual skill.

RULE 3. PLAYERS AND SUBSTITUTES

Sec. 1 A team shall consist of nine (9), ten (10), eleven (11), or twelve (12) players if the optional extra players (EP) are used. 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. No part of the defensive player's foot (except catcher) may be on or outside the foul line, from the time when the pitcher steps on the rubber or until the pitch is released. Teams can play a maximum of ten (10) players on defense, and a minimum of eight (8) in the lineup. In the case where a team starts a game with eight players, the vacant 9th spot in the batting order shall be declared an out for the entire game. Once the lead-off hitter bats a second time, the lineup is locked and no player may be added or subtracted without penalty. When a team is left with a vacant spot in the lineup because of the removal of a player or having only eight players, as the opposing team with two (2) outs may not intentionally or unintentionally walk the previous batter, in order to get to the automatic out || created by the vacant spot in the batting order.

Sec.2. GSA has divisions for men, women, and a mixed (coed) division for both to compete in jointly. The men's division is specifically for men ages 18 and older, and the women's division is specifically designed for women ages 18 and older. With the exception of the mixed division, women may not compete in the men's program and men may not compete in the women's program of any division. The following classifications apply:

a. The Men's program will consist of 7 divisions. "Elite"(A & B), "C", "D", "E", "40 and over", "50 and over", and "60 and over".

b. The Women's program will consist of 4 divisions. "Gold" (B & C), and "Silver" (D & E), "40 and over", "50 and over",

c. The Mixed program will consist of 2 divisions. . "Gold" (B & C), and "Silver" (D & E)

Sec. 3. A player or substitute shall be officially in the game when his name has been entered on the Official Score Sheet, and in possession of the Official Scorer or who has been announced as a substitute by his manager. A substitute may take the place of a player whose name is on his team's batting order. The following regulations govern the substitution of players:

a. The manager of the team making the substitution or the substitute should immediately notify the umpire.

b. If for any reason the umpire is not notified of the substitution and the change is not announced, the substitute will be considered in the game as follows:

1. If the batter, when he takes his place in the batter's box.

2. If a fielder, when he takes the place of the fielder substituted for.

3. If a runner, when he takes the base runner's place on the base he was holding.

4. If a pitcher, when he occupies the pitcher's plate and delivers a practice pitch.

c. Whether a substitute is announced or not, when he assumes one of the above replacements of a player, any play made by or on this player shall be legal. There is no penalty applied for this unannounced substitute.

d. Each pitcher whose name is entered on the original lineup and batting order, or who is announced as a substitute pitcher, or who takes a position on the Pitcher's Plate and delivers one practice pitch, must then pitch to the first batter facing him until the batter has completed that turn at bat, or the side has been retired.

e. Any other player may be substituted for or removed from the game whenever the ball is dead.

f. If an ejected player is discovered participating in the game he was ejected from, the game is declared a forfeit.

Sec. 4. Re-entry Is permitted in all programs. Any of the starting players may withdraw and re-enter once, provided such player occupies the same batting position whenever he is in the lineup. A substitute who is withdrawn may not re-enter.

Sec. 5. The Extra Player rule can be used. A team may insert an extra player (1) or players (2) into its lineup. The batting order must remain constant; however, any 10 of the 11 or 12 players can take a defensive position throughout the game. If an E.P. is used, the team must finish with 11 or 12 players depending on if a team uses 1 or 2 extra players or the game is forfeited unless the program uses the shorthanded rule.

Sec. 6. There shall be not more than two **coaches** for the team at bat to give assistance and directions to the member of their own team. One coach shall be stationed in each coaching box at first and third bases. They may remain in that box. There shall not be more than one charged offensive conference between players and coaches or other players each inning.

Sec7. Managers, coaches, players, substitutes, or other team members or occupants of the bench, shall not, from any place including coaches' boxes:

- a. Incite, or try to incite by word, or sign, or demonstration either opponents and/or spectators.
 - b. Use language that in any manner refers to or reflects upon opposing players, the umpires, players, or spectators.
Note: Use of profane or abusive language or taunting will not be tolerated. Note: Players violating a or b can be ejected from the game without warning.
 - c. Argue balls and strikes calls.
 - d. Be outside the vicinity of the designated dugout (bench) area if not a batter, base runner, on deck batter, or in the coaches' boxes, or one of the ten players on defense.
 - e. Commit any act that could be considered unsportsmanlike conduct.
 - f. Carelessly throw a bat or any other equipment.
Note: For a first offense, the violator may be warned that to repeat the offense will cause prompt ejection from the game. All flagrant offenses (including a first offense) shall cause the offender to be immediately removed from the game and playing area. An ejected player must leave the park immediately and take no further part in the game, remaining away from his team's bench or bullpen.
- Sec. 8.** When team members continue to harass the umpire from the bench, and he is unable to detect the offenders, the umpire shall first give warnings, and then if repeated, tell the manager to send all substitutes out of sight of the field, while giving the manager the privilege of sending for as many substitute players as he may need, as he needs them to finish the game.
- Sec.9.** A "Base Burner" (designated runner) may be used. He shall be designated before the game, and listed on the line-up card. He cannot be a position player or EP. He is only eligible to run multiple times per half-inning if it's the same batter who reaches base. **Note:** May be utilized as a regular substitute; however, that team loses the base burglar option for the remainder of that game.
- Sec.10.** A **Courtesy Runner** may be used once per inning.(only if the Base Burner is not used) He shall be the last completed batted out.

RULE 4. THE GAME

- Sec. 1.** A **regulation game** shall consist of seven innings. A time limit may be used if all teams are notified prior to playing. It is recommended that the time limit be 75 minutes. A regulation game officially begins when the defensive team has taken the field and the umpire indicates (verbally or physically) to "play ball".
- Sec. 2.** A **pre determined rune rule** will awarded a win to the team that is ahead by:
- a. 15 runs after three innings
 - b. 13 runs after four innings
 - c. 10 runs after five innings
- Sec. 3.;** **The choice of home team** or visitors shall be decided by the toss of a coin unless stated in the rules of the tournament under which the schedule of games is being played.
- Sec. 4.** The **umpires and director** shall make the decision as to the fitness of the field for playing. Once a game has started, the umpire shall be the sole judge as to the continuation of play because of weather conditions, darkness or other causes which place players or patrons in peril.
- Sec.5.** **No alcoholic beverages** will be allowed in the dugouts or on the field during any GSA sanctioned event.
- Sec.6** The umpire(s) may **forfeit** a game in favor of a team not at fault in the following cases:
- a. If a team fails to appear on the field, or, being on the field refuses to begin a game at the time the team is scheduled to play, or within a time set for forfeitures.
 - b. If, after the game has started, one team refuses to continue to play, unless the game has been suspended or terminated by the umpire.
 - c. If, after the game has been suspended by the Umpire, one team fails to resume playing within two minutes after the umpire has called " Play Ball".
 - d. If a team uses tactics to delay or to hasten the game.
 - e. If, after being warned by the umpire, any one of the rules is willfully violated.
 - f. If the order for the removal of a player from the game is not obeyed within one minute.
 - g. If, because of the removal of a player by the umpire, or for any reason, there are less than required number of players to continue the game outlined under the general playing rules of the GSA.
 - h. If attacked physically by any team member or spectator from opposing team.
- Sec. 7** **The winner of the game** shall be the team that scores the most runs in a regulation game. The score of a called regulation game shall be the score at the end of the last complete inning, unless the home team has scored more runs than the visiting team in the incomplete inning. In this case, the score shall be that of the incomplete inning. The score of a forfeited game shall be 7 to 0 in favor of the team not at fault.
- Sec. 8** **A run shall not be scored** if the third out of the inning is a result of:
- a. The batter being put out before legally touching 1st base.
 - b. A baserunner being forced out due to the batter becoming a baserunner.
 - c. An appeal play at 1st base on the batter/runner for the 3rd out of the inning.
 - d. A base-runner leaving the base before a pitched ball to home plate leaves the pitcher's hand.
- Sec. 9.** **No succeeding runner** shall score a run when a preceding runner has been declared the third out of an inning.
- Sec. 10.** **A baserunner shall** not score a run ahead of the baserunner preceding him/her in the batting order, if the preceding runner has not been put out.
- Sec. 11.** In the event that a **game cannot be completed**, an official game can be called after 5 innings of play, or 4 ½ innings if the home team is ahead.
- Sec. 12.** **A manager and/or** team representative, on or off the field, shall be allowed only one (1) charged conference with a batter or baserunner in any one inning. **Note::** *A strike will be called on the batter if more than one conference occurs.* There shall be only two (2) charged conferences between the manager and/or team representative with any defensive player in a game.
- Sec. 13.** The following **Home run rules** shall apply:

- a. Men's "Elite" teams (A & B) will be allowed Nine (9) home runs. When a batter hits a fair fly ball over the fence in fair territory, in excess of nine he will be declared an OUT. The ball is "dead" and no runners can advance.
 - b. Men's "C" teams will be allowed Four (4) home runs. When a batter hits a fair fly ball over the fence in fair territory, in excess of four, he will be declared an OUT. The ball is "dead" and no runners can advance.
 - c. Men's "D" teams will be allowed Three (3) home runs. When a batter hits a fair fly ball over the fence in fair territory, in excess of three, he will be declared an OUT. The ball is "dead" and no runners can advance.
 - d. Men's "E" teams will be allowed ONE (1) home run. When a batter hits a fair fly ball over the fence in fair territory, in excess of one, he will be declared Out. The ball is "dead" and no runners can advance. Each subsequent time a batter hits a home run, it will be ruled an Inning Ending Out.
 - e. Mixed "Gold" teams will be allowed Five (5) home runs hit by a male. When a male batter hits a fair fly ball over the fence in fair territory, in excess of five, he will be declared an OUT. The ball is "dead" and no runners can advance.
 - f. Mixed "Silver" teams will be allowed Two (2) home runs hit by a male. When a male batter hits a fair fly ball over the fence in fair territory, in excess of two, he will be declared an OUT. The ball is "dead" and no runners can advance.
 - g. Women's "Gold" teams will be allowed Four (4) home runs. When a batter hits a fair fly ball over the fence in fair territory, in excess of four (4), she will be declared an OUT. The ball is "dead" and no runners can advance.
 - h. Women's "Silver" teams will be allowed Two (2) home runs. When a batter hits a fair fly ball over the fence in fair territory, in excess of two (2), she will be declared an OUT. The ball is "dead" and no runners can advance.
- Note:** For the purpose of this rule, a home run will be defined as an unaided ball over the fence in fair territory. All home runs will be considered a home run even if there is an out recorded by appeal or any other reason. Any fair fly ball that is touched by a defensive player and goes over the fence in fair territory will be declared a four base award and shall not be included in the total of over the fence home runs.
- i. An additional Home Run may be added for fences below the minimum distances.

Sec. 14. When hitting an **over the fence home run**, the Batter-runner and all base runners are only required to advance one (1) base. **Note:** For the purpose of this rule, the batter runner would run to first base, touch the base, then head back to team dugout.

RULE 5. PITCHING

Sect. 1. A pitcher's box consisting of the area from the front of the pitcher's plate, 50 feet from home plate, and extending back 6 feet perpendicular to the pitcher's plate shall be used. One foot must remain in contact with the pitcher's plate/box with the pitch is released with an underhand motion. A step simultaneous with the release of the ball may be taken in any direction with the free foot. This area should be marked off. The pitcher's box allows the pitcher to release the ball from 50 to 56 feet from home plate. The catcher shall remain within the lines of the catcher's box until the pitched ball is batted, touches the ground, touches home plate, or reaches the catcher's box. **Note:** Preliminary to pitching, the pitcher must be at a full stop with the ball held in the pitching hand in view of umpire. The pitcher than may release the ball from anywhere in the pitching box.

Sec.2 The pitch starts when the pitcher makes any motion that is part of the wind-up after the required stop. The pitcher must keep 1 foot in contact with the ground at all times. Any type of wind-up may be used. The ball shall be delivered toward home plate below the hip, from the pitching hand, at a slow speed, which is left entirely up to the judgment of the umpire. The umpire shall warn a pitcher who delivers a pitch with excessive speed. If the act is repeated, the pitcher will be removed from the pitching position for the remainder of the game. **Note:** Dead ball and a ball is called on the batter.

Sec. 3. When **starting the game** and at each half inning, or when a pitcher relieves another, not more than one minute may be used to deliver 3 warm-up pitches. Play is suspended during this time. No warm-up pitches shall be thrown with excessive speed.

Sec. 4. The ball must be released within 3 seconds of the start of the wind-up or when the umpire says "Play Ball." **Note:** the ball will be declared dead, and a ball is awarded to the batter.

Sec. 5 Once the **pitch is released**, the pitch must have a perceptible arch, having a minimum height of 4 feet, and a maximum of 10 feet from the ground, in the umpire's judgment.

Sec. 6. Any pitchers action that does not conform to the GSA pitching regulations will be illegal, resulting in a ball being awarded to the batter. If the batter swings at any illegal pitch other than one hitting the ground or the plate, the play shall stand on the result of the swing.

Sec.7. The pitcher shall not **attempt to return** the ball before the batter has taken position in the batter's box, or when the batter is off balance as a result of a prior pitch. **Note:** The ball is dead and a ball is awarded to the batter.

Sec.8. No pitch shall be declared when:

- a. A pitch is thrown during suspension of play.
- b. A runner is called out for leaving a base before the pitched ball hits the ground, hits home plate or crosses home plate.
- c. A pitch is thrown before a runner has retouched a base after a foul ball has been declared and the ball was dead.
- d. A member of the offensive team at bat requests time, employs any other word or phrase or commits any act while the ball is in play, for the obvious purpose of trying to make the pitcher commit an illegal act. **Note:** A warning shall be issued to the offending team. Any repeat act by any member of the team warned shall result in the offender being ejected from the game.
- e. An umpire detects a foreign substance on ball.

The ball is dead and all subsequent action as a result of the pitch is canceled.

Sec.9. At no time during the game shall an offensive or defensive player or coach be allowed to leave their positions on the field or come from the dugouts to argue whether a pitch was a strike or a ball. **Note:** In the event this does occur, a warning will be given and if this action occurs again, the offensive or defensive player or coach shall be ejected.

RULE 6. BATTING

Sec. 1. The batting order of each team must be listed and delivered to the Official Scorekeeper, by the Manager or team representative. Should an Official Scorekeeper not be assigned to the game, the Batting Order must be delivered to the home plate umpire, prior to the starting time of the game. After each team has submitted its own batting order, both lineups shall be made available to both teams. The lineups are considered official once the umpire puts the ball in play to begin the game. The batting order thus submitted must be followed throughout the game, unless a substitute replaces a player. When this occurs, the substitute must take the turn in the regular order at bat of the player he replaces.

Sec. 2. The batter shall take his/her position within the lines of the batter's box, within five (5) seconds after the umpire has called "play ball". In taking his/her position in the batter's box; the batter automatically assumes a zero-zero (0-0) count. After 3 balls have been recorded, a walk is issued to the batter. After 3 strikes have been recorded, the batter is out. **Note:** If a batter hits a "foul" ball with 2 strikes, the ball is dead and he/she is out.

Sec. 3. The batter shall not have his/her entire foot touching the ground completely outside the lines of the batter's box or touching home plate when the ball is hit. **Note:** The ball is dead, the batter is out, baserunners may not advance.

Sec. 4. The batter shall not enter the batter's box with an altered bat or non-approved bat. The umpire must discover this illegal action before the next pitch, either by observation or because of an appeal from the defensive team.

Note: The ball is dead, the batter is out, and without warning, is ejected from the game. baserunners may not advance

Sec. 5. A batter completes a time at bat when he/she has either been put out or has become a base runner. When a third out of an inning is made before the batter can complete his turn at bat, the same batter will be the first batter in the next inning and all previous called balls and strikes will be canceled.

Sec. 6. Batting out of order is an appeal play by the defense. If an incorrect batter is discovered before he/she completes a turn at bat, the correct batter may take his/her proper place, assuming any accumulated balls and strikes. If the mistake is discovered after the incorrect batter has completed the turn at bat and before a pitch has been made to a succeeding batter, the batter who should have batted is called out. All base runners, if they have advanced, must return to the base occupied at the time the incorrect batter took a position in the batter's box. The next batter is the player whose name follows that of the batter called out for failure to bat. This may even be carried over to the first batter of the next inning, if the appealed out was the third out. If the mistake was not discovered until a pitch is made to the next batter, the turn at bat of the incorrect batter is then legal. All bases advanced or runs scored are counted, the next following batter shall be the one whose name follows that of the incorrect batter who just finished a time at bat. No one is called out for failure to bat and players missing their turn at bat have lost that turn and do not bat again until reached in the regular batter rotation.

Sec. 7. The batter is out if:

a. He bats illegally.

b. He hits the ball with an illegal or altered bat. **Note:** If the Batter hits the ball with an altered bat, the ball is dead, the batter is out, and he is ejected from the game/tournament, and immediately reported to the State Director for consideration of disbarment proceedings.

c. He bunts or chops the ball deliberately downward (either fair or foul).

d. He has a third strike.

e. He hits second foul after one strike, then the ball is dead.

f. He steps across the plate with the pitcher in pitching position.

g. He intentionally interferes with the catcher attempting a play.

h. Any member of his team interferes with a fielder attempting to make a play on a foul fly ball.

i. He hits a fair fly ball or line drive that an infielder intentionally drops, with a runner on first, runner on first and second, first, second and third, or on first and third with less than two outs. **Note:** A trapped ball that hits the ground is never ruled intentionally dropped.

j. He hits an infield fly, with runners on first and second, or on first, second and third bases with less than two out.

Note: The ball remains live and in play, and the runners are in jeopardy to be put out. **Note:** If a fly ball falls to the ground untouched outside the foul lines then bounces fair, before reaching first or third bases it is an infield fly. **Note:** If a declared infield fly falls to the ground untouched and bounces foul before passing first or third base, it is a foul ball.

Sec. 8 A strike is called by the umpire:

a. For each legally pitched ball entering the strike zone before touching the ground and at which the batter does not swing. It is not a strike if the ball touches home plate and is not swung at.

b. For each pitched ball swung at and missed by the batter.

c. For each foul tip held by the catcher. The batter is out if it is the third strike. The ball is dead on any strike.

d. For each foul ball not legally caught, including the 3rd strike.

e. For each pitched ball swung at and missed which touches any part of the batter.

f. When any part of the batter's person is hit with his/her own batted ball, when he/she is in the batter's box, and he/she has less than two strikes.

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

Sec. 9 A ball is called by the umpire:

a. For each pitch, which does not enter the strike zone, or touches home plate, which is not hit or swung at by the batter.

b. For each illegally pitched ball not hit or swung at by the batter.

c. When a pitch hits the batter outside of the strike zone.

d. When the catcher fails to return the ball directly to the pitcher.

e. When the pitcher fails to pitch within five (5) seconds.

f. For each excessive warm-up pitch.

g. When the pitcher attempts a quick return pitch, the pitcher shall be given a warning.

Sec.10. A fair ball is a legally batted ball which:

- a. Settles or is touched on fair ground between home and 1st or home and 3rd.
 - b. Bounds past 1st or 3rd base on or over fair ground.
 - c. Touches 1st, 2nd or 3rd base.
 - d. While on or over fair ground, touches the person or clothing of an umpire or player.
 - e. First falls on fair ground beyond 1st or 3rd base. A fair fly ball must be judged according to relative position of the ball and the foul line, regardless of whether the fielder is on fair or foul ground at the time he/she touches the ball.
- Note:** *The ball is in play and baserunners are entitled to advance any number of bases with liability to be put out. The batter becomes a baserunner unless the infield fly rule applies.*
- f. While on or over fair ground, lands behind a fence or into a stand beyond the outfield fence, this is a home run.
 - g. Hits a foul pole on the fly. If the ball hits the pole above the fence level, it shall be a home run.
- Sec. 11 A foul ball is a legally batted ball which:**
- a. Settles on foul ground between home and 1st base or between home and 3rd base.
 - b. Bounds past 1st or 3rd base on or over foul ground.
 - c. First touches on foul ground beyond 1st or 3rd base.
 - d. While on or over foul ground, touches the person or clothing of an umpire or player, or it is blocked. **Note:** The ball is dead. A strike is called on the batter for each foul ball, including the third strike. Baserunners must return to their bases without liability to be put out. Baserunners may not advance on a third strike foul ball, including a legally caught foul ball; however, all runners may advance on any other legally caught foul ball.
 - e. Is caught, with less than two strikes, allowing all runners to tag-up and advance at their own risk of being put out.

RULE 7. BASE RUNNER

Sec. 1. The batter becomes a batter-base runner:

- a. As soon as they hit the ball.
- b. When three balls have been called by the umpire. Base runners do not advance unless forced or successful in an attempt to steal.
- c. When the catcher or any other fielder obstructs or hinders the batter from striking at or hitting a pitched ball.
 - 1. The umpire will signal "delayed dead ball".
 - 2. The offensive team manager has the option of taking the base awarded the batter for catcher's obstruction or he/she may take the result of the play.
 - 3. If the batter reaches first base safely and all other runners advance at least one base on the batted ball, catcher's obstruction is cancelled and no other options are given.
- d. When a fair ball strikes the umpire or baserunner on fair ground.
 - 1. If the ball hits the umpire or baserunner after passing an infielder, other than the pitcher or touches an infielder, including the pitcher, the ball is in play.
 - 2. If the ball hits the umpire or baserunner before passing an infielder, the ball is dead and the batter is entitled to first base without liability of being put out. Runners not forced by the batter-runner must return.

Sec. 2. The baserunner must touch bases 1st, 2nd, 3rd and Home Plate in that order. **Note: The batter-runner and all baserunners only need advance one base.**

- a. When a baserunner must return to bases while the ball is in play, he/she must touch the bases in reverse order.
- Note:** *The ball is in play and baserunners must return with liability to be put out.*
- b. When a baserunner acquires the right to a base by touching it before being put out, he/she may hold the base until he/she has legally touched the next base in order or is forced to vacate it for a succeeding runner.
 - c. When a runner dislodges a base from its proper position neither he/she nor the succeeding runners 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 with liability of being put out.
 - d. A baserunner may not run the bases in reverse order, either to confuse the fielders, or to make a travesty of the game.
- Note::** *The ball is dead and the runner is out.*
- Note:** *A runner in a double play situation who stops or retreats back towards the base left is not to be considered as running the bases in reverse order or considered making a travesty of the game.*
- e. Two baserunners may not occupy the same base simultaneously.
- Note:** *The runner who first legally occupied the base is entitled to it. The other runner can be put out by being touched with the ball.*
- f. Failure of a preceding runner to touch a base 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 the bases in proper order. However, if the preceding runner were to be called out for the third out of the inning, no succeeding runner may score a run.
 - g. No runner may return to touch a missed base, or one left illegally, after a succeeding runner has scored.
 - h. When the ball is dead, no runner may return to touch a missed base, a base he/she has left illegally, even after the ball becomes alive. However, when a dead ball occurs, a runner may return to a missed base or a base he/she left illegally, if he/she is required to by the umpire in the awarding or determination of bases. The runner is not liable to be put out for missing a base beyond the base he/she is required to by the umpire in the awarding or determination of the bases. The runner is not liable to be put out for missing a base beyond the base he/she is required to return to.
 - i. No runner may return to touch a missed base or one left illegally once he/she enters his/her dugout or bench area.
 - j. When the umpire has called three (3) balls or when a walk is issued, all runners must touch all bases in legal order. Baserunners do not advance unless forced.
 - k. Bases left too soon on a caught fly ball must be retouched before advancing to awarded bases. Awarded bases must also be touched in proper order.

Sec. 3 Baserunners are entitled to advance with liability to be put out:

- a. When the ball is thrown into fair territory or foul territory and is not blocked.
- b. When the ball is batted into fair territory and is not blocked.
- c. When a legally caught fly ball is first touched.

Note: Baserunners may not advance on a caught third strike foul ball.

d. If a fair ball strikes an umpire or a runner after passing an infielder other than the pitcher, or having been touched by an infielder, including the pitcher, the ball shall be in play.

e. Runner(s) may not attempt to steal on a third strike out, nor can a runner(s) steal a base if the pitched ball hits any part of the batter's person, other than the bat, while the pitched ball is in the air, or if the pitched ball hits the ground and bounces into the batter's person before being touched by the catcher. Any interference of the live-pitched ball by a batter, or offensive player will negate any attempted steal, and runner(s) must return to the base occupied at the time of the pitch.

Sec. 4 A player forfeits his/her exemption from liability to be put out:

a. If, while the ball is in play, he/she fails to touch the base he/she is entitled to before attempting to make the next base. If the runner put out is the batter-runner at 1st base or any other runner forced to advance because of the batter-runner at 1st base, or any other runner, forced to advance because of the batter-runner, this is a force out.

b. If, after over running 1st base, the batter-runner attempts to continue to the next base.

c. If, after dislodging the base, the batter-runner attempts to continue to the next base.

Sec. 5 Baserunners are entitled to advance without liability to be put out:

a. When forced to vacate a base because the batter was awarded a base on balls, the ball is dead. and *the ball remains alive.*

b. When a fielder obstructs a baserunner from making a base, unless the fielder is trying to field a batted ball or has the ball ready for a tag.

Note: When obstruction occurs, the umpire shall call "Obstruction" and give a delayed dead ball signal. Failure of the umpire to call Obstruction does not negate the Obstruction.

1. If play is being made on the obstructed runner or if the batter-runner is obstructed before reaching 1st base, the ball is dead; and all runners advance without liability to be put out to the bases they would have reached, in the umpire's judgement, if there had been no obstruction. A baserunner obstructed in a run down shall be awarded the lead base at the time of the obstruction. Any proceeding runners forced to advance by the award of bases for obstruction shall advance without liability to be put out.

2. If no play is being made on the obstructed runner at the time of obstruction, the play shall proceed until the play is completed. The umpire shall call "time" and impose such penalties, if any, as in his judgement, will nullify the act of obstruction.

3. If a fielder without the ball fakes a tag, the umpire may award the obstructed runner and each other runner affected by the obstruction, the bases they would have reached had there been no obstruction.

NOTE: *In the case of a fake tag, the fielder will be automatically ejected from the game.*

c. When forced to vacate a base because the batter was awarded a base for catchers obstruction.

d. When a fielder contacts or catches a batted or thrown ball with his/her cap, glove or any part of his/her uniform while detached from its proper place. **NOTE:** The umpire(s) will give the delayed dead ball signal, and the runner shall be entitled to three (3) bases if a batted ball or two (2) bases if a thrown ball. In either case runners may advance further at their own risk. If the illegal act was made on a fair ball that, in the judgment of the umpire, would have cleared the outfield fence in flight, a home run shall be awarded, and a four (4) base error will be scored on the play with the home run not counting against the teams home run total.

e. When the ball is in play and is overthrown (beyond the boundary lines) or is blocked. **Note :** Awarded bases shall be determined *by* the position of the baserunners at the time of the infraction.

1. The ball is dead. In all cases where a thrown ball goes into the spectators' seats, goes over, through, or under any fence surrounding the playing field; hits any person or object not engaged in the game, including bats lying near benches, goes into the players benches, whether the ball rebounds onto the playing field or not, or remains in the meshes of any wire screen, each and every baserunner shall be awarded two (2) bases.

2. When the first throw is made by an infielder, two (2) bases shall be awarded. The award shall be decided by the position of each runner at the time the pitch was made; however, if all runners, including the batter-runner, have advanced at least one (1) base when the infielder makes the wild throw, on the first play after a pitch, the award shall be governed by the position of the runners, when the wild throw was made.

3. When a throw is made by an outfielder or is the result of any succeeding play or attempted play, the two (2) base award shall be governed by the position of each runner and the last base he/she has touched at the time the throw was made. If two runners are between the same base, the award is based on the position of the lead runner.

4. When a fielder loses possession of the ball such as on an attempted tag and the ball enters a dead ball area or becomes blocked, all runners are awarded one (1) base from the last base touched at the time the ball entered the dead ball area or became blocked. If a runner touches the next base and returns to his/her original base, the original base he/she left is considered the "last base touched" for the purposes of an over throw award.

f. When a ball bounds or rolls into a stand, over, under, or through a fence; bounds out of play unintentionally off a defensive player or other obstruction marking the boundaries of the playing field. **Note:** *The ball is dead and all baserunners are awarded two (2) bases from the time of the pitch.*

g. When a live ball is unintentionally carried by a fielder from playable territory into a dead ball area, the ball becomes dead immediately. All baserunners are awarded one base from the last base touched at the time the fielder enters dead ball territory. If, in the judgement of the umpire, a fielder intentionally carries a live ball into dead ball territory, the ball becomes dead and all baserunners are awarded two (2) bases from the last base touched at the time he/she entered the dead ball area.

NOTE: A fielder carrying a live ball into the dugout or team area to tag a player is considered to have intentionally carried it there. A dead ball line is considered in play.

Sec. 6 A baserunner must return to his/her base:

- a. When a foul ball is illegally caught.
- b. When the umpire declares an illegally batted ball.

- c. When a batter or baserunner is called out for interference, other baserunners shall return to the last base touched at the time of the interference.
- d. When a pitched ball that is swung at and missed touches any part of the batters' person.
- e. When a foul ball is not caught. **Note:** The ball is dead and baserunners must return to last base occupied prior to the pitch except when forced by the batter becoming a baserunner. Baserunners need not touch the intervening bases in returning, but must return promptly; however, they must be allowed sufficient time to return.
- f. Base stealing. Under no circumstances is a runner permitted to steal a base when a pitched ball is not batted.

Sec. 7 Batter – baserunner is out:

- 1. When using double bag at first base, the following rules will be implemented. If the first play is at first base, either from the infield or outfield, a batter/runner will be called out for touching the inside base. If the play is elsewhere, the inside base may be tagged in a continuation or possible continuation toward second (2nd) base. The batter/runner running toward first (1st) base may cross over to the inside bag to avoid a collision if a wild throw occurs. The fielder may tag the outside of the bag to record the out in this situation. This is only permissible on the initial play at first base. The inside bag will be used by the batter/runner/runner if attempting to get back to first (1st) base. If a batter/runner on the first play at first base touches any part of the orange bag, that runner is considered to have touched the bag legally. If the runner touches any part of the white bag in a continuation or possible continuation to 2nd base, the runner is considered to have touched the bag legally.
 - a. When, after hitting a fair ball, he/she is legally touched with the ball before he/she touches 1st base.
 - b. When after hitting a fair ball, the ball is held by a fielder touching 1st base with any part of his/her person, before the batter-baserunner touches 1st base.
 - c. When, after a fly ball is hit, a fielder catches the ball before it touches the ground or any object other than a fielder.
 - d. When, after hitting a fair ball or a base on balls is awarded, he/she fails to advance to the next base.
- Note:** *The ball is in play and the batter-runner is out.*
- e. When he/she runs outside the three foot line, and in the judgement of the umpire, interferes with the fielder taking the throw at 1st base; however, he/she may run outside the three foot line to avoid a fielder attempting to field a batted ball.
- f. When he/she interferes with a fielder attempting to field a batted ball or intentionally interferes with a thrown ball. If the interference, in the judgment of the umpire, is an obvious attempt to prevent a double play, the baserunner closest to home plate shall be called out.
- g. When a batter runner interferes with a play at home in an attempt to prevent an obvious out at home plate, the runner is also out.
- h. When he/she moves back towards home plate to avoid or delay a tag by a fielder.
- i. When he/she is discovered using an altered or illegal bat.

Note: The ball is dead and the batter-runner is out. Other baserunners must return to the last base legally touched at the time of the illegal action.

- j. Any batter-runner who carries the bat and legally reaches or touches first base, while still holding the bat, during a live ball situation (including a homerun), will be declared out. Should this be the 3rd out of an inning, no preceding runner shall score. **Note:** *If less than two (2) outs, a delayed ball signal will be given and the ball will remain alive.*

Sec. 8 The baserunner is out:

- a. When in running to any base, he/she runs more than three feet from a direct line between that base and the next base in regular or reverse order to avoid being touched by the ball in the hand of a fielder. When a play, such as a rundown, is made on a runner who has "rounded" a base, and that runner is outside of a direct line between bases, the runner establishes his/her baseline as a direct line between him/her and the next base in regular or reverse order.
- b. When, while the ball is in play, he/she is legally touched by the ball in the hand of a fielder while not in contact with a base.
- c. When on a force out, a fielder tags him/her with the ball or tags the base.
- d. When the baserunner fails to return to touch the base he/she previously occupied when play is resumed after suspension of play.
- e. When a baserunner physically passes a preceding runner before that runner has been put out.
- f. When anyone, other than another baserunner, physically assists a baserunner while the ball is in play.
- g. When the baserunner leaves his/her base to advance to another base before a caught fly ball has been touched by a fielder, provided the ball is returned to a fielder and legally held on that base, or a fielder legally touches the baserunner before he/she returns to his/her base.
- h. When the baserunner fails to touch the intervening base or bases, in regular or reverse order, and the ball is in play and legally held on that base; or the baserunner is legally touched while off the base he/she missed.
- i. When the batter runner legally over runs 1st base attempts to run to 2nd base and is legally touched while off the base.
- j. In running or sliding for home plate, he/she fails to touch home plate and makes no attempt to return to the base, when a fielder holds the ball in his/her hand while touching home plate and appeals to the umpire for a decision.

Note: These are appeal plays, and the defensive team loses the privilege of putting the baserunner out if the appeal is not made before the next legal or illegal pitch. If an appeal is made after the ball is dead and before the next pitch is made, the ball remains dead and runners may not advance. *The pitcher must have the ball in his/her possession, around the area of the pitcher's plate. Any player in the game, coach or manager may then make an appeal by announcing to the umpire, which runner is being appealed; which base has been missed; or which base has been left too soon. Any player may also make an appeal while the ball is still alive, and before the ball becomes dead, by tagging the runner or the base being appealed, with the ball.*
- k. When the baserunner interferes with a fielder attempting to field a batted ball, or intentionally interferes with a thrown ball. If this interference, in the judgment of the umpire, is an obvious attempt to prevent a double play, and occurs before the baserunner is put out, the immediate succeeding runner shall be called out also.
- l. When a baserunner is struck with a fair-batted ball in fair territory while off base and before it passes an infielder, excluding the pitcher.
- m. When a runner intentionally kicks a ball, which an infielder has missed.
- n. When with a baserunner on 3rd base, the batter interferes with a play being made at home plate with less than 2 outs.
- o. When the coach near 3rd 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. The baserunner nearest to 3rd base shall be declared out.

p. When one or more members of the offensive team stand or collect at or around a base, which a baserunner is advancing, thereby confusing the fielders and adding to the difficulty of making the play. This includes the bat boy/girl or any other person authorized to sit on the team's bench.

q. When any baserunner runs the bases in reverse order to confuse the defensive team, or to make a farce of the game. This includes the batter-runner moving backward toward home plate to avoid or delay a tag.

r. If a coach intentionally interferes with a thrown ball.

s. When a runner, after being declared out or after scoring, interferes with a defensive player's opportunity to make a play on another runner. The runner closest to home plate at the time of the interference shall also be called out.

Note: The ball is dead and the baserunner is out. Other runners must return to the last base legally touched at the time of the illegal action.

t. When a defensive player has the ball and is waiting for the runner and the runner remains on his/her feet and deliberately, with great force, crashes into the defensive player, the runner is declared out. The ball is dead and all runners must return to the last base touched at the time of the collision. The runner **MUST** avoid contact, slide or give themselves up. **Note:** The offender is subject to ejection.

u. When the baserunner fails to keep contact with his/her base until a legally pitched ball has reached home plate, the ball is dead. "No Pitch" is declared and the baserunner is called out.

v. When he abandons a base, does not attempt to advance to the next base, and enters the team area or leaves the field of play. The base runner shall be called out immediately when he/she enters the team area or leaves the field of play.

w. If hit by an infield fly when not in contact with the base, the ball is dead and the runners and the batter are both declared out. Other runners must return to the base occupied, without liability to be put out, at the time of the pitch.

x. When prior to a pitch being made to the next batter, it is discovered that the previous batter used an altered, illegal or a non-approved bat. **Note::** The baserunner is declared out. If the bat was altered or non-approved bat, the player is ejected from the game.. Any out(s) made on the play shall remain an out(s). All other baserunner(s) must return to the last base legally touched at the time of the illegal action.

Sec. 9. Baserunner is not out:

a. When a baserunner runs behind or in front of a fielder and outside the baseline in order to avoid interfering with a fielder who is attempting to field the ball in the baseline.

b. When a baserunner does not run a direct line to the base, providing the fielder, in the direct line, does not have the ball in his/her possession.

c. When more than one fielder attempts to field a batted ball, and the baserunner comes into contact with the one who, in the umpires judgment, was not entitled to field the ball.

d. When a baserunner is hit with a fair-batted ball that has passed through an infielder, excluding the pitcher, and in the judgment of the umpire, no other fielder has a chance to make a play on the ball.

e. When a baserunner is touched with a ball not securely held by a fielder.

f. When the defensive team does not request the umpire's decision on an appeal play until after the next pitch.

g. When a batter runner over runs 1st base, after touching it, and makes no attempt to advance to the next base.

h. When the baserunner is not given sufficient time to return to a base, he/she shall not be called out for being off the base before the pitcher pitches the ball. The umpire shall call no pitch.

i. When a runner, who has legally started to advance, cannot be stopped by the pitcher receiving the ball while on the pitching plate, nor by stepping on the plate with the ball in his/her possession.

j. When a baserunner holds his/her base until a fly ball touches a fielder, and then attempts to advance.

k. When a runner is in contact with the base, and is hit by a batted ground ball or fly ball in fair territory, the baserunner is not out and the ball is dead. All runners advance one (1) base if forced.

l. When a baserunner slides into a base and dislodges it from its proper place. The base is considered to have followed the runner.

m. When a fielder makes a play on a batter or baserunner while using an illegal glove.

n. When a fair-batted ball hits the baserunner, after it touched or touches any fielder, including the pitcher.

RULE 8. DEAD BALL / BALL IN PLAY

Sec. 1. The ball is dead and not in play:

a. When the ball is batted illegally.

b. When a batter steps from one box to another when the pitcher is ready to pitch. **Note:** *If the batter swings at an illegal pitch, the play stands.*

c. When a ball is pitched illegally.

d. When the umpire declares "No Pitch".

e. When a pitched ball touches any part of the batter's person or clothing, whether or not the ball is struck at.

f. When a foul ball is not caught.

g. When a baserunner is called out for leaving a base too soon on a pitched ball.

h. When the offensive team causes interference.

i. When the ball is outside the playing limits of the playing field. A ball is considered "out of play" when it touches the ground, person on the ground or object outside the playing area.

j. In case of interference with the batter or fielder.

k. When the batter bunts or chops a pitched ball.

l. When the umpire calls time.

m. When the umpire calls time and an appeal play follows, the ball remains dead throughout the appeal.

n. When any part of the batters person is hit by his own batted ball while he is in the batter's box.

o. When a runner runs the bases in reverse order.

- p. When a coach near third base runs in the direction of home plate on or near the baseline while the fielder is attempting to make a play, and thereby draws a throw to home plate.
- q. When a baserunner fails to keep contact with his/her base until the pitched ball has reached home plate.
- r. When a play is being made on an obstructed runner, or if the batter-runner is obstructed before he/she reaches first base.
- s. When a blocked ball is declared.
- t. When the batter enters the batters box with, or uses, an illegal bat or altered bat.
- u. When a caught fair ball, including a line drive, which can be handled by any infielder with ordinary effort, is intentionally dropped, with less than two outs, and with a runner on 1st, 1st and 2nd, 1st and 3rd or 1st, 2nd or 3rd bases.
- v. When a fielder carries a live ball into dead ball territory.
- w. When a foul ball is caught and the batter has 2 strikes.
- x. When a batter is hit with his/her own-batted ball in fair territory outside the batter's box.
- y. When a fair ball strikes an umpire or baserunner on fair ground before passing or touching an infielder.

Sec. 2. The ball is in play:

- a. At the start of each half inning, when the pitcher has the ball in the pitching position and the umpire has called "Play Ball".
- b. When the infield fly rule is enforced.
- c. When a thrown ball goes past a fielder and remains in playable territory.
- d. When a fair ball strikes an umpire or baserunner on fair ground after passing or touching an infielder.
- e. When a fair ball strikes an umpire on foul ground.
- f. When the baserunners have reached the bases which they are entitled, when the fielder illegally fields a batted or thrown ball.
- g. When a baserunner is called out for passing a preceding runner.
- h. When no play is being made on an obstructed runner, the ball shall remain alive until the play is over.
- i. When the batter legally hits a fair ball.
- j. When a baserunner must return, in reverse order, while the ball is already in play.
- k. When a baserunner acquires the right to a base by touching it before being put out.
- l. When a base is dislodged while runners are running the bases.
- m. When a runner runs out of the base line in regular or reverse order to avoid a tag by a fielder.
- n. When a runner is forced or tagged out.
- o. When the umpire calls the baserunner out for failure to return and touch the base when play is resumed, after a suspension of play.
- p. When a live ball strikes a groundskeeper, photographer, policeman etc. assigned to the game.
- q. When a thrown ball strikes an offensive player.
- r. If the batter drops the bat and the ball rolls against the bat in fair territory, and in the judgement of the umpire, there was no intention to interfere with the course of the ball. The batter is not out and the ball is alive and in play.
- s. When a thrown ball strikes an umpire.
- t. When a thrown ball strikes a coach.
- u. As long as there is a play as a result of the hit by the batter. This would include an immediate live ball appeal before the umpire has called "time". Once the umpire has called "time" however, the ball remains dead during a subsequent appeal play.
- v. When a foul ball is caught and the batter has less than two strikes.
- w. When, in the judgment of the umpire, a coach touches or physically helps a runner. **Note::** A delayed dead ball signal will be given and play shall continue. The touched or assisted runner shall be ruled out and all other subsequent play will be ruled upon *accordingly*.

Sec. 3. The ball remains alive until the umpire calls "time", which should be done when the ball is held by a player in the infield area, and in the judgment of the umpire, all play has ceased.

SCETION 2 - YOUTH FAST PITCH

NOTE – Age cutoff is January 1. Whatever age the player is as of January 1 is the age the player qualifies for in the current year.

RULE 1. THE PLAYING FIELD

Sec. 1 The playing field is the area within which the ball may be legally played and fielded. The playing field shall have a clear and unobstructed area within radius of the prescribed fence distances from home plate between the foul lines. The recommended fence distance shall be 150 feet (6u-9u), 180 feet (10u-14u), 225 feet High School (15u-18u).

Sec. 2 Ground rules or special rules establishing the limits of the playing field may be agreed upon by leagues or opposing teams whenever backstops, fences, stands, vehicles, spectators, or other obstructions are within the designated area.

Sec. 3 The playing field layout should include, in addition to marking for foul lines, the following:

- a. The three-foot line is drawn parallel to and 3 feet from the base line, starting at a point halfway between home plate and 1st base.
- b. The batter's on-deck circle is a 5-foot circle placed between home plate and 1st base and between home plate and 3rd base.
- c. The batter's box, one on each side of home plate, shall measure 3 feet by 7 feet. The inside lines of the batter's box shall be 6 inches from home plate. The front line shall be 4 feet in front of the center of the plate. The lines are considered as being in the box.
- d. The catcher's box shall be 10 feet in length from the rear outside corners of the batter's boxes and shall be 8 feet 5 inches wide.

e. The coaches box is behind a line 15 feet long drawn outside the diamond. The line is parallel to, and eight feet from, the foul lines extended from the bases toward home plate.

Sec. 4 For all other dimensions, see below:

Age	Pitching Distance	Base Path	Playing Field
6 - 8 Under	35 Feet	55 Feet	150 Feet
9 - 10 Under	35 Feet	60 Feet	200 Feet
11 - 12 Under	40 Feet	60 Feet	200 Feet
13 - 14 Under	40 Feet	60 Feet	225 Feet
15 - 16 Under	43 Feet	60 Feet	250 Feet
17 - 18 Under	43 Feet	60 Feet	250 Feet

RULE 2. EQUIPMENT

Sec. 1. Only approved bats may be used in GSA play..GSA will honor the ASA Bat list. All legal bats must have an A.S.A. 2000 / 2004/2011 approved logo and not be on the current A.S.A "non-approved" list.

Sec. 2. The Official Softball: Will be a approved yellow optic softball core 44 minimum to core 47 maximum. No more than 375 compression.

a. All 10 year old and younger divisions shall use the 11-inch softball. All other programs shall use the 12-inch softball.

Sec. 3. Gloves must be worn by all fielders.

Sec. 4. The bases other than the home plate shall be 15 inches square and not more than 3 inches high. They shall be made of canvas bags, plastic or other suitable materials filled with soft padding. The Double base is optional for first base. Any batted ball hitting the white portion should be fair and any ball hitting the red or orange portion should be foul. On the initial throw to first base from the infield or outfield, the batter-runner Must Touch the orange portion of the base but not the white or the runner will be called out. The defensive player must always touch the white portion.

Note: The only exception is when a misplayed ball pulls the defensive player off the base into the path of the runner.

Sec. 5. Caps, visors, or headbands are optional. But if worn should be alike in color and with bill to the front.

Sec. 6. Shoes must be worn by all players. A shoe shall be made with leather or canvas uppers or of a similar material(s). The sole may either be smooth or have a soft or hard rubber cleats, or the all purpose molded cleat softball shoe. No metal cleats. *Note: High School and Adult classifications have the option of wearing metal cleats.*

Sec. 7. No exposed jewelry may be worn that in the umpire's judgment could be dangerous to a player/players.

Sec.8. Cast made of plaster or other hard substance in their final form may not be worn during a game. If the cast is covered in such a way to soften the cast it will be acceptable.

Sec. 9. The catcher while playing defense, must wear a mask.

Sec. 10. All players should wear uniforms that are alike in the same color with a minimum 8' inch number. Non duplicating numbers will be required at all Regional and World Series qualifying tournaments. Pants or shorts may be worn but should be alike in color.

Sec. 11. Pitcher's while playing defense, may wear a mask, chest protector and shin guards if they so desire. *Note: It is recommended that all youth players in the 8u - 14u classifications wear a face guard.*

Sec. 12. NOCSAE approved batting helmets with extended ear flaps, which cover both ears and temples are mandatory for all batters, on deck batters, base runners, non-adult bat & ball shaggers and any offensive player in live ball territory, even if the ball is dead. Batting helmets must have attached face mask/guard and they must be NOCSAE approved. *Note: Chin straps are recommended on all batting helmets.*

RULE 3. PLAYERS AND SUBSTITUTES

Sec. 1 A team shall consist of nine (9), ten (10), eleven (11), and twelve (12) players if the optional extra players (EP) are used. 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. No part of the defensive player's foot (except catcher) may be on or outside the foul line, from the time when the pitcher steps on the rubber or until the pitch is released. Teams can play a maximum of ten (10) players on defense in the adult program and nine (9) in the youth program, and a minimum of eight (8) in the lineup. In the case where a team starts a game with eight players, the vacant 9th spot in the batting order shall be declared an out for the entire game. Once the lead-off hitter bats a second time, the lineup is locked and no player may be added or subtracted without penalty. When a team is left with a vacant spot in the lineup because of the removal of a player or having only eight players, as the opposing team with two (2) outs may not intentionally or unintentionally walk the previous batter, in order to get to the automatic out created by the vacant spot in the batting order.

Sec.2. G.S.A. has age divisions and classifications designed so any team can compete in G.S.A. The following age and classifications apply:

6 & Under	A-Gold, A-Silver, B-Gold, B-Silver, B-Bronze, B-Copper Plus, B-Copper Minus
7 & Under	A-Gold, A-Silver, B-Gold, B-Silver, B-Bronze, B-Copper Plus, B-Copper Minus
8 & Under	A-Gold, A-Silver, B-Gold, B-Silver, B-Bronze, B-Copper Plus, B-Copper Minus
9 & Under	A-Gold, A-Silver, B-Gold, B-Silver, B-Bronze, B-Copper Plus, B-Copper Minus
10 & Under	A-Gold, A-Silver, B-Gold, B-Silver, B-Bronze, B-Copper Plus, B-Copper Minus
11 & Under	A-Gold, A-Silver, B-Gold, B-Silver, B-Bronze, B-Copper Plus, B-Copper Minus
12 & Under	A-Gold, A-Silver, B-Gold, B-Silver, B-Bronze, B-Copper Plus, B-Copper Minus
13 & Under	A-Gold, A-Silver, B-Gold, B-Silver, B-Bronze, B-Copper Plus, B-Copper Minus
14 & Under	A-Gold, A-Silver, B-Gold, B-Silver, B-Bronze, B-Copper Plus, B-Copper Minus
15 & Under	A-Gold, A-Silver, B-Gold, B-Silver, B-Bronze, B-Copper Plus, B-Copper Minus
16 & Under	A-Gold, A-Silver, B-Gold, B-Silver, B-Bronze, B-Copper Plus, B-Copper Minus
17 & Under	A-Gold, A-Silver, B-Gold, B-Silver, B-Bronze, B-Copper Plus, B-Copper Minus
18 & Under	A-Gold, A-Silver, B-Gold, B-Silver, B-Bronze, B-Copper Plus, B-Copper Minus
High School (15U-18U)	A-Gold, A-Silver, B-Gold, B-Silver, B-Bronze, B-Copper Plus, B-Copper Minus

Sec. 3. A player or substitute shall be officially in the game when his/her name has been entered on the Official Score Sheet, and in possession of the Official Scorer or who has been announced as a substitute by the manager/coach. A substitute may take the place of a player whose name is on their team's batting order. The following regulations govern the substitution of players:

- a. The manager/coach of the team making the substitution or the substitute should immediately notify the umpire.
- b. If for any reason the umpire is not notified of the substitution and the change is not announced, the substitute will be considered in the game as follows:
 1. If the batter, when he takes his place in the batter's box.
 2. If a fielder, when he takes the place of the fielder substituted for.
 3. If a runner, when he takes the base runner's place on the base he was holding.
 4. If a pitcher, when he occupies the pitcher's plate and delivers a practice pitch.
- c. Whether a substitute is announced or not, when he assumes one of the above replacements of a player, any play made by or on this player shall be legal. There is no penalty applied for this unannounced substitute. The manager/coach shall be warned.
- d. Each pitcher whose name is entered on the original lineup and batting order, or who is announced as a substitute pitcher, or who takes a position on the Pitcher's Plate and delivers one practice pitch, must then pitch to the first batter facing him until the batter has completed that turn at bat, or the side has been retired.
- e. Any other player may be substituted for or removed from the game whenever the ball is dead.
- f. If an ejected player is discovered participating in the game he was ejected from, the game is declared a forfeit.

Sec. 4. Teams may start with 8 players providing 2 of those players are the pitcher and catcher.

Sec. 5. Teams will be allowed to substitute all players in and out of the entire game, except for the base burner (BB). Players may play anywhere defensively during the game. Batting order must stay the same for all starters and substitutes.

Sec. 6. Teams may start with 8 to 12 players. Teams may drop down one player and not be penalized. If you drop down one player that spot in the batting order will be skipped over. However if you drop down two players then an out will be recorded every time the 2nd players spot comes up in the batting order. The defensive team in this situation will be allowed to walk a player to get to the out. The minimum number of players a team will be allowed to drop down to is 8. Any less than 8 players the team must forfeit. Batting orders may consist of up to 9 defensive players, 2 (EH) Extra Hitters, and 1 (BB) Base Burner for 11U – 18U. Batting orders for 6U – 10U may consist of 10 defensive players, 2 (EH) Extra Hitters, and 1 (BB) Base Burner so 6U – 10U may start with 8 – 13 players. Loss of the (BB) Base Burner from your lineup does not count as dropping 1 player.

Sec. 7. Teams may have up to three additional players. Teams may have up to two players known as (EH) Extra Hitter. If used they must be listed on the line up. And teams may have one player known as (BB) Base Burner. If used the (BB) Base Burner must be listed on the line up. NOTE – If you choose to use a (BB) you can not substitute for a (BB). The (EH) or (EH'S) will be on your line up as hitters and may be substituted in a defensive position only as long as the batting order stays the same. Your (EH) or (EH'S) may also be used as substitute runners at any time and for as many times as needed per inning. However caution should be used because should you have one of your (EH) or (EH'S) on base when their turn at bat comes up the (EH) will be called out and we will move to the next person in the batting order. The (BB) may also be used as a substitute runner at any time and for as many times as needed per inning. The (BB) may also be substituted into the game however once you have entered the (BB) into the game as a hitter or in a defensive position then they become a substitute and you no longer have a (BB) for the remainder of the game. Which means they can no longer go in as a substitute runner and they can only bat in the batting position of the player they were inserted into the game for. Once your (BB) has been listed on your line up as your (BB) no other player during that game shall be allowed to take the place of the (BB). Note – Players can be swapped defensively the entire game. However starters and substitutes have to remain in the same batting order the entire game. In other words whatever spot in the batting order a substitute is inserted into is the only spot the original starter and substitute can occupy. Once an (EH) or (BB) is brought into the game as a substitute runner they can not be substituted for.

Sec. 8. Teams will be allowed 21 players on their roster. Teams will be allowed to make changes to their roster up to 3 weeks before the State Tournament. At which time the last official roster we have on file for your team will become your teams official frozen roster. Once a roster is frozen you may not add any players with out approval from your State Director.

Sec. 9. Teams must be able to present the Tournament Director with either a birth certificate or valid drivers license (15U – 18U) as proof of a players age. Should a team not be able to do this at the tournament, the Tournament Director has the right to require any information needed on a player or players and then continue the game until such time the Coach can provide a birth certificate or valid drivers license (15U – 18U) as proof of a players age. After investigation and the Tournament Director along with the State Director determines the team has an illegal player or players the

team shall be removed from the tournament and all games played shall be forfeited and no fees will be returned to the team. Should this happen again with the same Coach, the Coach will be banned from playing GSA. All GSA Directors may randomly ask for proof of age a any time so it is important that you can produce the information.

Sec. 10. A player may be released from a frozen teams roster should a parent or legal guardian request a release using the approved GSA Youth player release form which can be printed from the National website at <http://gsateams.com> The player may be released immediately upon the coaches approval. But if the coach does not approve the release, the player can still be released should the parent or legal guardian request the release by signing the approved GSA Youth player release and the State Director has received the form. Players may only be released in this manner one time during the year.

RULE 4. THE GAME

Sec. 1 The choice of the first or last at bat in the inning shall be decided by the toss of a coin unless otherwise stated in the rules of the organization under which the schedule of games is being played. If a team is not in compliance with the uniform rule, the opposing team, if in total uniform compliance, has the choice of being the home or visiting team.

Sec. 2 A time limit may be used if all teams are notified prior to playing. It is recommended that the time limit be 80 minutes. A regulation game officially begins when the defensive team has taken the field and the umpire indicates (verbally or physically) to "play ball". when allotted time has expired, game shall end. **Note:** *Once an inning begins, that inning must be completed unless the home team is ahead when the time expires. The visiting teams one half inning must be completed.*

Sec. 3 The fitness of the grounds for a game shall be decided by the Tournament Director, Tournament Umpire-In-Chief and the Home Plate Umpire.

Sec. 4. A regulation game shall consist of seven (7) innings. **Note:** *A full seven (7) innings need not be played if the home team (the team second at bat) scores more runs in six innings or before the third out of the seventh inning, or the "Run Rule" applies.*

Sec. 5. Extra Inning / Tie breaker rule is as follows. Should the score be tied after regulation innings or time limit we will start the next inning with the visiting team their last 2 batters at second and third base with the last batter placed on second base and the next to last batter placed on third base. The home team will do the same thing when their at bat comes up and both teams will continue until the game has been won. Substitution rules apply in extra innings the same as they do in regulation play.

Sec. 6. The following run rules apply: Youth Fast Pitch -10 after 3, 8 after 4, and 6 after 5 innings.

Sec. 7. Infield fly begins in 11 Under.

Sec. 8. No alcoholic beverages will be allowed in the dugouts or on the field during any G.S.A. sanctioned event.

Sec. 9. The umpire(s) may forfeit a game in favor of a team not at fault in the following cases:

- a. If a team fails to appear on the field, or, being on the field refuses to begin a game at the time the team is scheduled to play, or within a time set for forfeitures.
- b. If, after the game has started, one team refuses to continue to play, unless the game has been suspended or terminated by the umpire.
- c. If, after the game has been suspended by the Umpire, one team fails to resume playing within two minutes after the umpire has called "Play Ball".
- d. If a team uses tactics to delay or to hasten the game.
- e. If, after being warned by the umpire, any one of the rules is willfully violated.
- f. If the order for the removal of a player from the game is not obeyed within one minute.
- g. If, because of the removal of a player by the umpire, or for any reason, there are less than required number of players to continue the game outlined under the general playing rules of the GSA.
- h. If attacked physically by any team member or spectator from opposing team. **Note:** *The score of a forfeited game shall be 7 to 0 in favor of the team not at fault.*

Sec. 10. The winner of the game shall be the team that scores the most runs in a regulation game. The score of a called regulation game shall be the score at the end of the last complete inning, unless the home team has scored more runs than the visiting team in the incomplete inning. In this case, the score shall be that of the incomplete inning

Sec.11. A run shall not be scored if the third out of the inning is a result of:

- a. The batter being put out before legally touching 1st base.
- b. A baserunner being forced out due to the batter becoming a baserunner.
- c. An appeal play at 1st base on the batter/runner for the 3rd out of the inning.
- d. A base-runner leaving the base before a pitched ball to home plate leaves the pitcher's hand.

Sec. 12. No succeeding runner shall score a run when a preceding runner has been declared the third out of an inning.

Sec. 13. A baserunner shall not score a run ahead of the baserunner preceding him/her in the batting order, if the preceding runner has not been put out.

Sec. 14. In the event that a game cannot be completed, an official game can be called after 5 innings of play, or 4 ½ innings if the home team is ahead.

Sec. 15. A manager, coach and/or team representative, on or off the field, shall be allowed only one (1) charged conference with a batter or baserunner in any one inning. **Note:** *A strike will be called on the batter if more than one conference occurs.* There shall be only two (2) charged conferences between the manager/coach and/or team representative with any defensive player in a game. **Note:** *The second charged conference shall result in the removal of the pitcher from the pitching position for the remainder of the game. If the pitcher is removed from the pitching position as the result of a second charged conference, the pitcher can remain in the game in any other position excluding the pitching position for the remainder of the game.*

RULE 5. PITCHING

Sec. 1. Before starting the delivery (pitch), the pitcher shall comply with the following:

- a. The pitcher shall take a position with both feet on the ground and in contact with the pitching plate. The hands shall be separated with the ball being held in either the glove or pitching hand.
- b. While in this position, the pitcher shall take, or simulate taking, a signal from the catcher.
- c. The pitcher shall bring the hands together or touch them together for no more than ten seconds.
- d. The pitcher shall not be considered in the pitching position, unless the catcher is in position to receive the pitch.
- e. The pitcher may not take the pitching position on or near the pitching plate without having the ball in his/her possession.

Sec. 2. The pitch starts when the hands are separated or the pitcher makes any motion that is part of his/her wind-up. The hands may only be separated one (1) time per pitch. In the act of delivering the ball, the pitcher shall not take more than one step which must be forward, toward the batter, and simultaneous with the delivery of the ball to the batter.

Note: *It is not a step if the pitcher slides his/her foot across the pitching rubber, provided contact is maintained with the pitching rubber.*

Sec. 3. After taking the signal, the pitcher may not step backward with the non-pivot foot.

Sec. 4. The pivot foot must remain in contact with the pitcher's plate or ground until the non-pivot foot (front foot) touches the ground. There is no restriction on position or movement of the free foot except that if a step is taken forwards with the free foot, the step must be taken within or partially within the 24" length of the pitching plate.

Sec. 5. A legal delivery is one in which the ball is delivered to the batter with an underhand motion.

- a. The follow through of the hand and wrist and the release of the ball must be forward past the straight line of the body.
- b. The hand must be below the hip, and the wrist must not be farther from the body than the elbow.
- c. When a forward step is taken toward the batter, the pitch is completed.
- d. When the pitch is released, the catcher must be within the outside lines of the catcher's box.
- e. The catcher must return the ball directly to the pitcher after each pitch except after a strike out, putout made by the catcher, or a play on a baserunner.
- f. Once the ball has been returned to the pitcher, the pitcher has ten (10) seconds to receive the signal from the catcher.

Note: *(e & f above) a ball is awarded the batter.*

Sec. 6. A pitcher may use any wind-up desired providing:

- a. There is no motion made to pitch without immediately delivering the ball to the batter.
- b. A rocker action is not used in which, after having the ball in both hands in the pitching position, the pitcher removes one hand from the ball, takes a backward and forward swing and returns the ball to both hands in front of the body.
- c. No wind-up is used in which there is a stop or reversal of the forward motion.
- d. There is no more than one revolution of the arm in the windmill pitch. The pitching arm may be dropped to the side and to the rear before starting the windmill motion. The ball does not have to be released the first time past the hip.
- e. Once the ball has been released there shall be no continued revolution of the arm.

Sec. 7. While in the pitching position, the pitcher may not deliberately drop, roll or bounce the ball in order to prevent the batter from striking it.

Sec. 8. During the game, the pitcher may not use tape or other substances on the ball, pitching hand or fingers; nor shall any player apply any foreign substance to the ball. With the umpire's approval, powdered resin may be used to dry the hand. The wearing of any item on the pitching hand, wrist, or arm that may be distracting to the batter will not be allowed. **Note:** *Any infraction of Sec. 1 through Sec. 8 constitutes an illegal pitch. A ball is awarded to the batter and all base runners advance one base without liability to be put out. Runners may advance beyond the awarded base but do so with liability to be put out. If the illegal pitch is hit and all runners including the batter-runner, advance one base, the play stands. If all baserunners including the batter-runner do not advance at least one base, the offensive coach has the option of taking the result of the play or the result of the pitch. Failure of players to hear the call shall not void the call.*

Sec. 9. The umpire will declare no pitch when:

- a. A pitcher pitches during the suspension of play.
- b. A runner is declared out for leaving the base before the ball leaves the pitchers hand.
- c. The pitcher pitches before a base runner has retouched the base occupied after a foul ball and the ball is dead.

Note: *The ball is dead and all subsequent action on that pitch is canceled.*

Sec. 10. Umpire will declare an illegal pitch when a fielder, other than the catcher, is outside the playing field (foul territory) once the pitcher steps on the pitching plate and prior to the pitch being released. **Note:** *The ball is dead, batter is awarded a ball, and all subsequent action on that pitch is cancelled.*

Sec. 11. At the beginning of each half inning or when a pitcher relieves another, not more than one (1) minute may be used to deliver not more than five (5) pitches to the catcher or other teammate. Play shall be suspended during this time. Each pitcher during an inning may only warm up one (1) time per inning. **Note:** *A pitcher will be penalized by awarding a ball to the batter for each pitch in excess of five (5).*

Sec. 12. If the ball slips from the pitcher's hand during the wind-up or during the backswing, a ball shall be called on the batter, and the ball remains in play and runners may advance at their own risk.

Sec. 13. After assuming the pitching position, the pitcher may not throw to a base while a foot is in contact with the pitching plate.

Note: *An illegal pitch will be declared.*

Sec. 14. At no time during the game shall an offensive or defensive player or manager/coach be allowed to leave their positions on the field or come from the dugouts to argue whether a pitch was a strike or a ball. **Note:** *In the event this does occur, a warning will be given and if this action occurs again, that individual(s) shall be ejected.*

RULE 6. BATTING

Sec. 1. The **batting order** of each team must be listed and delivered to the official scorekeeper, by the manager/coach. Should an official scorekeeper not be assigned to the game, the Batting Order must be delivered to the home plate umpire, prior to the starting time of the game. After each team has submitted its own batting order, both lineups shall be made available to both teams.

The lineups are considered official once the umpire puts the ball in play to begin the game. The batting order thus submitted must be followed throughout the game, unless a substitute replaces a player. When this occurs, the substitute must take the turn in the regular order at bat of the player he replaces.

Sec. 2 **The batter shall take his/her** position within the lines of the batter's box.

a. The batter shall not have his entire foot touching the ground completely outside the lines of the batter's box or touching home plate when the ball is hit.

b. The batter shall not step directly across in front of the catcher to the other side of the batter's box while the pitcher is in position to pitch. **Note:** *The ball is dead, the batter is out, baserunners may not advance.*

c. The batter shall not enter the batter's box with an illegal bat.

Note: *The batter is out, the ball is dead and the baserunners may not advance.*

d. The batter shall not enter the batter's box with an altered bat or non approved bat.

Note: *The ball is dead, the batter is out, and without warning is ejected from the game(in youth play the coach is also ejected). Baserunners may not advance.*

e. The batter must take his position within ten (10) seconds after the umpire has called "play ball". He/she must have both feet within the lines of the box before the start of the pitch. He/she may touch the line, but no part of his/her foot may be outside of the lines prior to the pitch.

Note: *The ball is dead. The umpire will call a strike on the batter and will also issue a warning to the batter to take his/her position or risk being called out. If the batter refuses to take his/her position after the warning, he/she will be called out. The warning will be given to a batter only one time per game. Any repeated violation during the game by the player will result in an out being called. This rule is intended to help speed up the play of the game. Umpires, while using good judgment in enforcement of this rule, must prohibit the batter from delaying the game by taking excessive or unnecessary amount of time entering the batter's box.*

Sec. 3. No baserunner **shall be removed** from the base she is occupying to bat in her proper place. She merely misses her turn at bat with no penalty. The batter following her in the order becomes the legal batter. **Note:** *In Adult Modified Pitch, If a baserunner leaves the base he is occupying to bat, he will be declared out.*

Sec. 4. When the **third out of the inning** is made before the batter has completed his/her turn at bat, he/she shall be the first batter in the next inning and shall have the ball and strike count on him/her canceled.

Sec. 5. Members of the **team at bat** shall not interfere either physically or vocally with a player attempting to field either a fair or foul ball. This includes a base coach. **Note:** *The ball is dead, the batter is out and baserunners may not advance.*

Sec. 6. **The batter shall not hit a fair ball a second time** with the bat in fair territory. **Note:** *The ball is dead, the batter is out and baserunners may not advance unless the batter is standing in the batter's box and contact is made while the bat is in the batter's hands, it is a foul ball even if the ball is hit a second time over fair territory.*

Sec. 7. **The umpire calls a ball:**

a. For each pitch that does not enter the strike zone, hits the ground or touches home plate, or is not swung at by the batter.

b. For each illegally pitched ball.

c. When a pitch hits the batter outside of the strike zone. The batter is awarded first base. This would include a ball that hits the ground and then hits the batter.

d. When the catcher fails to return the ball directly to the pitcher .

e. When the pitcher fails to pitch within the allotted time.

f. For each excessive warm-up pitch.

Sec. 8. **The umpire calls a strike:**

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

b. For each pitched ball swung at and missed by the batter. This includes a ball that is swung at but hit the ground first.

c. For each foul tip held by the catcher. The batter is out if it is the third strike.

d. For each foul ball not legally caught. This does not include a 3rd strike.

e. For each pitched ball swung at and missed which touches any part of the batter.

f. When any part of the batter's person is hit with his/her own batted ball.

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

Sec. 9 **A fair ball is a legally batted ball which:**

a. Settles or is touched on fair ground between home and first base or home and 3rd base.

b. Bounds past 1st or 3rd base on or over fair ground.

c. Touches 1st, 2nd or 3rd base.

d. While on or over fair ground, touches the person or clothing of an umpire or player.

e. First falls on fairground beyond 1st or 3rd base. A fair fly ball must be judged according to the relative position of the ball and the foul line, regardless of whether the fielder is on fair or foul ground at the time he/she touches the ball.

f. Hits home plate and remains in fair territory.

g. While on or over fair ground, the ball lands behind a fence or in the stands beyond the outfield fence. This is a home run.

h. Hits a foul pole on the fly. If the ball hits the pole above the fence level, it shall be a home run.

Sec. 10. **A foul ball is a legally batted ball which:**

- a. Settles on foul ground between home and 1st base or between home and 3rd base.
- b. Bounds past 1st or 3rd base on or over foul ground.
- c. First touches on foul ground beyond 1st or 3rd base.
- d. While on or over foul ground touches the person or clothing of an umpire or player, or the ball is blocked.

Note: *The ball is dead. A strike is called on the batter for each foul ball, and baserunners must return to their bases without liability to be put out.*

Sec. 11 The batter is out:

- a. When the 3rd strike is struck at and missed including if the ball touches any part of the batter's person.
- b. When a batter appears in the batter's box with or is discovered using an altered, non-approved or an illegal bat prior to hitting the ball. The batter is also ejected from the game for using an altered bat or non-approved bat.
- c. When a fly ball is legally caught.
- d. Immediately when he/she hits an infield fly and the umpire has declared "Infield Fly".
- e. If a fielder intentionally drops or lets drop a fair fly ball, including a line drive, and an attempted bunt which can be caught by an infielder with ordinary effort with 1st, 1st & 2nd, 1st & 3rd or 1st, 2nd & 3rd bases occupied with less than two (2) outs. **Note:** *The ball is dead, the batter is out, and base runners must return to the last base touched at the time of the pitch. This does not apply to an infield fly. The dropped ball remains alive on an infield fly.*
- f. If a preceding runner, in the umpire's judgment, intentionally interferes with a fielder who is attempting to catch a thrown ball, or is attempting to throw a ball in an attempt to complete a play; the preceding runner and the batter are both declared out.
- g. Any batter-runner who carries the bat during a live ball and legally reaches or touches 1st base while still holding the bat, will be declared out. Should this be the 3rd out of the inning, no preceding runner shall score.
- h. When the batter attempts a bunt on the 3rd strike and bunts the ball foul.
- i. On a legally caught 3rd strike foul ball or foul tip.

Note: *If, with less than two (2) outs and 1st base is unoccupied or with two (2) outs, the batter is not out unless the 3rd strike is caught. If the ball is not caught, the batter is eligible to reach 1st base before being tagged out or thrown out. Runners occupying any other base(s) may also advance with liability to be put out.*

***Note:** *Any foul tip that is caught is a strike and the ball is in play.*

- j. When hit by his/her own-batted ball, in fair territory, outside the batters box, the batter shall not:

1. Hinder the catcher from catching or throwing the ball by stepping out of the batter's box.
2. Intentionally hinder the catcher while standing within the batter's box.
3. Intentionally interfere with a thrown ball in or out of the batter's box.
4. Interfere with a play at home plate.

Note: *The ball is dead, the batter is out, and each runner must return to the last base that, in the judgment of the umpire, was touched at the time of the interference, unless no play is being made and the batter accidentally interferes with the catcher's return throw to the pitcher and a runner(s) advances safely, the umpire should call time and return the runner(s) to the base occupied at the time of the accidental interference.*

***Note:** *If the batter interferes with a play at the plate with less than two (2) outs, the baserunner is out.*

Sec. 12. The batter or baserunner is not out

- a. If a fielder making a play on him/her uses an illegal glove. The manager/coach of the offended team has the option of having the batter bat over and assuming the ball and strike count they had prior to the pitch he/she hit (baserunners return), or taking the result of the play. The umpire will signal a delayed dead ball.
- b. If a fielder commits Flagrant Player Obstruction. **Note:** *Immediate ejection of the defensive player.*

Sec. 13. On-deck batter:

- a. The on-deck batter is the offensive player whose name follows the name of the batter in the batting order.
- b. The on-deck batter shall take a position within the lines of either on-deck circle without blocking the view of any manager or coach.
- c. The on-deck batter may loosen up with two legal softball bats, an official warm up bat, or any other official warm up bat or product that has been approved by G.S.A.
- d. The on-deck batter may leave the on-deck circle when he/she becomes the batter or to direct baserunners advancing from 3rd to home plate.
- e. When the on-deck batter interferes with the defensive player's opportunity to make a play on a runner, the runner closest to home plate at the time of the interference is declared out.

RULE 7. BASE RUNNER

Sec. 1. A batter becomes a batter runner with the right to attempt to score by advancing to first, second and third and then home plate in the listed order when:

- a. Hitting a fair ball.
- b. Charged with a third strike. **Note:** *if a third strike is caught, the batter is out an instant after becoming a runner.*
- c. A fourth ball is called by the Umpire.
- d. A pitched ball, legal or illegal, hits the batter's person or clothing, provided the batter does not strike at the ball. **Note:** *If the batter makes no effort to avoid being hit or if the Umpire calls the pitched ball a strike, the batter being hit by the ball is disregarded and the ball is dead. It is a strike or ball depending on location of the pitch.*
- e. The catcher interferes or any infielder obstructs him. Obstruction on the batter is a delayed dead ball. The coach or captain of the team at bat, after being informed by the Plate Umpire of the obstruction, shall indicate to the Umpire whether he elects to accept the result of the play or to accept the penalty of awarding the batter first base and advancing all other runners only if forced. Such election shall be made before the next pitch (legal or illegal) or before the infielders leave the diamond. Obstruction of the batter (before he has become a batter-runner) is ignored if the batter runner

reaches first and all other runners advance at least one base. **Note:** *Any runner attempting to advance (i.e., steal or squeeze) on a catcher's or any infielder's obstruction of the batter shall be awarded the base he is attempting. If a runner is not attempting to advance on the catcher's obstruction, he shall not be entitled to the next base, unless forced to advance because of the batter being awarded first base.*

Sec. 2. A batter-runner is awarded first base if:

- a. A fourth ball is called.
- b. Hit by a pitched ball.
- c. The catcher interferes or any infielder obstructs him.
- d. A fair ball, other than an infield fly, becomes dead and provided a preceding runner or retired runner does not interfere in such a way as to prevent an obvious double play. **Note:** *Unless awarded first base as above, a batter-runner is entitled to first base only if the batter-runner reaches it before being tagged out, thrown out or called out for hitting an infield fly.*

Sec. 3. When running bases in legal order:

- a. An advancing runner shall touch first, second, third and then home plate in order.
- b. A returning runner shall retouch the bases in reverse order. Except when an uncaught foul ball causes the ball to become dead, the runner need not touch bases in reverse order.
- c. Any runner who misses a base while advancing may not return to touch the missed base if a following runner has scored. **Note:** *Any runner who misses the first base to which he is advancing and who is later called out shall be considered as having advanced one base.*
- d. When a runner dislodges a base from its proper position, neither the runner nor the succeeding runner(s) in the same series of plays are compelled to follow a base out of position.
- e. A runner shall not run bases in reverse order either to confuse the fielders or to make a travesty of the game. **Note:** *The ball is dead and the runner is out.*
- f. Two runners may not occupy the same base simultaneously. **Note:** *The runner who first legally occupied the base shall be entitled to it, unless forced to advance. The other runner may be put out by being touched with the ball.*
- g. Failure of a preceding runner to touch a base or to legally tag up on a caught fly ball, and who is declared out, does not affect the status of a succeeding runner who touches bases in proper order. If the failure to touch a base in regular order or to legally tag up on a caught fly ball is the third out of the inning, no succeeding runner may score a run
- h. No runner may return to touch a missed base or one left too soon after a following runner has scored or once he leaves 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

Sec 4. A Runner may advance with liability to be put out:

- a. When the ball leaves the pitcher's hand on the delivery.
- b. On a thrown ball or a fair batted ball that is not blocked.
- c. On a thrown ball that hits an Umpire.
- d. If a batted ball (fair or foul other than a foul tip) is caught, the initial contact of the ball by a fielder releases the runner(s) from the base(s) occupied at the time of the pitch.
- e. If a fair ball strikes an Umpire or a runner after having passed an infielder other than the pitcher, and provided no other fielder had a chance to make an out, or when a fair batted ball has been touched by an infielder, including the pitcher, and the runner did not intentionally interfere with the batted ball or the fielder attempting to field the batted ball.

Sec 5. A Runner becomes liable to be put out when:

- a. With the ball in play or on awarded bases, the runner fails to touch a base before attempting to make the next base.
- b. After overrunning first base, the runner attempts to continue to second base.
- c. after dislodging a base, a runner attempts to continue to the next base.

Sec 6. If a batter-runner is entitled to return to first base after overrunning, or if a runner fails to touch home plate, and if either such runner desires to return to such base, the runner shall return immediately.

Sec 7. A batter-runner who reaches first base safely and then overruns or over slides may immediately return without liability of being put out, provided he does not feint or attempt to advance to second. **Note: *When a walk or uncaught third strike occurs in which the batter is entitled to run, it 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 he does not stop at first base, if the pitcher has possession of the ball in the 16- foot circle.***

If he stops after rounding first base, the runner must comply with the Look Back Rule.

Sec8. A runner acquires the right to the proper unoccupied base if the runner touches it before being put out. The runner is then entitled to this base until being put out, or until legally touching the next base while it is unoccupied or until a following runner is forced to advance to the base occupied.

Sec9. Each runner shall touch his/her base after the ball becomes dead. All awarded bases must be touched in their proper order. The runner returns to the base he had reached or passed when the ball became dead. In the event of interference, a runner returns to the base he had legally reached at the time of the interference. If the interference does not cause the batter to be out and any other runner cannot return to the base last legally occupied at the time of the interference, he is advanced to the next base.

Note: *The runner returns to the base occupied at the time of the pitch if his advance was during an uncaught foul.*

Sec 10. When a runner is obstructed while advancing or returning to a base, by a fielder who neither has the ball nor is attempting an initial play on a batted ball, the Umpire shall award the obstructed runner, and each other runner affected by the obstruction, the bases they would have reached, in the Umpire's judgment, had there been no obstruction.

- a. If the obstructed runner advances beyond the base the runner would have reached, in the Umpire's judgment, the runner advances with liability to be put out.
- b. If any preceding runner is forced to advance by the awarding of a base or bases to an obstructed runner, the Umpire shall award this preceding runner the necessary base or bases.

- c. The penalty for faking a tag is obstruction.
 - d. An obstructed runner may not be called out between the two bases where he was obstructed except as follows:
 1. The obstructed runner obtains the base he would have been awarded had there been no obstruction and there is a subsequent play. The obstructed runner is no longer protected if he leaves the base.
 2. The obstructed runner commits an act of interference or malicious contact
 3. The obstructed runner passes another runner.
 4. A proper appeal is made for leaving a base too soon or for missing a base. **Note:** *When obstruction occurs, the Umpire gives the delayed dead-ball signal and calls out "obstruction." If an award is to be made, the ball becomes dead when time is taken to make the award.*
- Sec 11. The batter-runner is out:**
- a. When interfering with the catcher's attempt to field the ball after a third strike.
 - b. When a batted ball in flight is caught by a fielder, or such catch is prevented by a spectator reaching into the field enclosure.
 - c. When a fair fly, fair line drive or a fair bunted ball in flight is intentionally dropped by an infielder with at least first base occupied and less than two outs; the ball is dead and the runners shall return to their respective bases. **Note:** *In this situation, the batter is not out if the infielder permits a fair fly ball, line drive or a fair bunted ball in flight to drop untouched to the ground, except when the infield-fly rule applies.*
 - d. If, after a third strike or a fair hit, any fielder, while holding the ball, tags out the batter-runner before the batter-runner touches first base; or if any fielder, while holding the ball securely in a hand, touches first base or touches first base with the ball before the batter-runner touches first base.
 - e. When he runs outside the three-foot running lane (last half of the distance from home plate to first base) while the ball is being fielded or thrown to first base. **Note:** This infraction is ignored if it is to avoid a fielder who is attempting to field the batted ball or if the act does not interfere with a fielder or a throw.
 - f. When he contacts the ball a second time in fair or foul territory, if, in the Umpire's judgment, the ball had a chance to become fair.
 - g. When he moves backward toward home plate to avoid or delay being tagged out. The ball is dead and base runners must return to the last base touched at the time of the infraction.
 - h. When he hits a fair fly and the infield fly rule is declared.

Note: *The ball is live, the batter is out if the batted ball is fair. If the ball is caught, each runner may tag up and advance with the liability to be put out once the batted ball is touched the same as on any caught fly ball. If a declared infield fly is not caught, the ball is live, the batter-runner is out which removes all force plays, and each runner may advance with liability to be put out without needing to retouch his base(s).*
 - i. When any manager/coach or member of the offensive team interferes with a fielder attempting to field a foul fly ball.
 - j. When, after becoming a batter-runner, he does not attempt to reach first base before all infielders leave the diamond, the half-inning ends, or he gives up by entering the bench or dugout area.
 - k. Tagged out. **Note:** *If a batter-runner safely touches first base and then over slides or overruns it, the batter-runner may immediately return to first base without liability of being tagged out, provided there was no feint or attempt to advance to second. Also, if any base comes loose from its fastening when any runner contacts it, such runner cannot be tagged out because the base slides away from the runner.*
 - j. A base is not retouched before a fielder tags the runner out or the fielder holds the ball while touching such base after a caught fly ball or missed base. It is not necessary for a runner to retouch base after a foul tip.
 - k. Not in contact with the base at the time a pitched ball leaves the pitcher's hand. However, if the pitcher does not allow sufficient time for a runner to return to base, the runner shall not be called out for being off the base before the pitcher releases the ball. The runner may advance as though the base was left legally.
 - l. The runner violates the Look Back Rule
 - m. He fails to reach the next base before a fielder either tags runner out; or holds the ball while touching such base, after runner has been forced from the base occupied because the batter became a runner.

Note: *No runner may be forced out if a runner who follows in the batting order is first put out, including a batter-runner who is out for an infield fly.*
 - n. A fair-batted ball contacts him before it touches or passes an infielder, or after it passes any infielder, except the pitcher, and the Umpire judges that another infielder has a play. **Note:** *If a runner is touching a base when hit by a batted fair ball, the runner is not out unless he intentionally interferes with the ball or an infielder making a play. The ball is dead and the batter is awarded first base. All base runners return to the base occupied at the time of the infraction, unless forced.*
 - o. Detected passing an unobstructed preceding runner before such runner is out (including awarded bases).
 - p. Detected running bases in reverse to confuse opponents or to make a travesty of the game.
 - q. After at least touching first base, the runner leaves the baseline, obviously abandoning his effort to touch the next base.
 - r. Detected taking a position for a running start behind and not in contact with a base.
 - s. On or beyond a succeeding base when the ball is declared dead after having left a base too soon on a caught fly ball; or having failed to touch a preceding base; or continuing and touching a succeeding base after the ball become dead.

Note: *A runner shall not be declared out if the fielder deliberately throws or carries the ball into dead-ball territory to prevent that runner, who has touched or advanced beyond a succeeding base, from returning to a missed base or a base left too soon.*
 - t. the runner fails to touch the intervening base or bases in regular or reverse order and the ball is returned to an infielder and properly appealed.
 - u. Fails to touch base and appeal
 - v. Intentional contacts a fair ball
 - w. Prior to a pitch (legal or illegal) to the next batter, the runner was discovered having used an illegal bat or non-approved bat.

Note: *Any runner not put out must return to the base occupied at the time of the pitch.*
 - x. a runner on base leaves the game without a replacement substitute
 - y. the immediate preceding runner who is not out, intentionally interferes, in the Umpire's judgment, with a fielder who is attempting to catch a thrown ball or throw a ball in an attempt to complete the play on the batter-runner. **Note:** *The runner shall also be called out.*
 - z. When anyone other than another Runner physically assists him while the ball is in play.
 - aa. When a Coach intentionally interferes with a live, batted ball or thrown ball.

ab. When the offensive team causes a blocked ball.

Note: *The runner closest to home is out. When a Coach runs in the direction of Home Plate or any other base, on or near a baseline, while the Fielder is attempting to make a play on a batted ball.*

Sec. 12. The **Look-Back rule** is in effect when the ball is live, the batter-runner has touched first base or has been declared out, and the pitcher has possession of the ball (e.g. has the ball in their hand, glove, under arm or chin, between their legs) within the 16-foot circle. Any runner(s) in motion may continue without stopping or may stop once, but then must immediately move directly back to the last base touched or attempt to advance to the next base.

Sec. 13. **Stealing of bases** is permitted.

Sec. 14. **Bunting** is permitted.

RULE 8. DEAD BALL / BALL IN PLAY

Sec 1. The **batter is awarded** 1st base and all base runners advance one base (if forced), when a pitched ball, not struck at and not called a strike, touches any part of the batter's person or clothing (if not loose garment). The ball may strike the ground before it hits the batter. **Note:** *If the batter makes no effort to avoid being hit, the hitting of the batter is disregarded. The ball is dead immediately and is a strike or ball depending on location of the pitch.*

Sec 2. It is a delayed dead ball when the Umpire obstructs the catcher attempting to throw the ball. **Note:** *If the runner is not out, he is returned to the last base attained before the obstruction occurred.*

Sec 3. Ball becomes dead immediately when:

a. A pitch touches a batter or the batter's clothing. **Note:** *The ball becomes dead even though the batter strikes at it.*

b. The ball is illegally batted or comes in contact with the bat a second time.

c. The batter enters the batter's box with an illegal bat.

d. Any batted ball, while on or over foul ground:

1. Touches any object other than the ground or any person other than a fielder.

2. Goes directly from the bat to the catcher's protector, mask or person without first touching the catcher's glove or hand.

3. Becomes an uncaught foul.

e. There is interference by a runner or a retired runner.

f. A fair ball, which is on or over fair ground.

1. Touches a runner or an Umpire before touching any fielder and before passing any fielder other than the pitcher.

2. Touches a runner after passing through or by an infielder and another infielder could have made a play on the ball.

3. Touches a spectator.

4. Goes over, through or wedges in the field fence.

g. A pitch or any other thrown ball

1. Is touched by a spectator.

2. Is touched by nonparticipating team personnel.

3. Goes into a stand or player's bench (even if it rebounds to the field).

4. Goes over or through or wedges in the field fence.

5. Lodges in an Umpire's or catcher's equipment or touches loose equipment.

h. The Umpire handles a live ball, calls "Time" for inspecting the ball, or for any other reason.

i. A fielder, after catching a fair or foul ball (fly or line drive), leaves the field of play by stepping with both feet or by falling into a designated dead-ball area (i.e., bench, dugout, stand/bleacher, etc.).

Note: *If a chalk line is used to designate an "out-of-play" area, the line is considered in play. If a fielder is touching the line, he is in the field of play and may make a catch. When the fielder completely unintentionally leaves live-ball area and then re-establishes himself within live-ball territory (one foot touching out of play line), a catch would be allowed. If the fielder unintentionally leaves a live-ball area with both feet after making a catch, the ball becomes dead and all base runners are awarded one base from the time of the pitch. Two bases shall be awarded each runner if a fielder intentionally leaves live-ball area with both feet.*

j. Any personnel connected with the offensive team requests "Time" or uses any other command or commits an act for the purpose of trying to cause the opposing pitcher to commit an illegal pitch.

k. An infielder intentionally drops a fair fly. **Note:** Unless Infield Fly Rule is declared..

l. A runner interferes with a fielder attempting to catch a foul fly.

m. The batter-runner moves backward toward home plate to avoid or delay being tagged out.

n. A batted, thrown or pitched ball touches in an occupied designated media area (a ball that passes through a dead-ball area in flight is not considered dead).

o. An illegal pitch occurs, but no pitch is delivered to the batter.

p. The umpire calls time out for an injured player.

Sec 4. It is a **delayed dead ball** when:

a. An illegal pitch is delivered.

b. There is interference by a batter.

c. A catcher or any fielder obstructs a batter or obstructs the ball through use of detached play equipment.

d. The Umpire interferes with catcher who is attempting to throw.

e. A coach physically assists a runner.

f. A ball touches an illegal glove/mitt.

g. Any one who is required to wear a batting helmet deliberately removes the helmet while the ball is live.

Sec 5. The **ball becomes dead** when time is taken to make an award when a catcher or any fielder illegally obstructs a runner.

Sec 6. After a **dead-ball situation**, the ball becomes live when it is held by the pitcher within the 16-foot circle and the Umpire calls and/or signals "Play Ball" and gives the beckoning hand signal.

Sec 7. "**Time**" shall be called by the Umpire and play suspended:

a. When the Umpire and/ or Tournament Director considers the weather or ground conditions unfit for play. **NOTE: After 30 minutes, the Umpire and/ or Tournament Director may declare the game ended or suspended.**

b. When a player, bench personnel or spectator is ordered from the field of play, or player is ordered to secure protective equipment.

c. When an Umpire or player is incapacitated, unless injury occurs during a live ball, then time shall not be called until any further advancement or putout is possible. **NOTE: If necessary, the Umpire may suspend play immediately if, in the Umpire's judgment, further play may cause injury or jeopardize a participant's safety.**

d. When a player or coach is granted time for a substitution, conference with the pitcher, or for similar cause.

e. When play is suspended for any other cause, including an award of a base after an infraction, inspection of the ball, or the ending of a half inning.

Sec 8. When the **ball becomes dead**:

a. No action by the defense during that time can cause a player to be put out.

b. A runner may not advance, nor return to a base that was not touched or that the runner was not in contact with on a caught fly ball during a live ball if the runner had advanced to or beyond a succeeding base.

c. Any runner may advance when awarded a base or bases for an act, which occurred before the ball became dead. All awarded bases must be touched

RULE 9. 6 UNDER, 7 UNDER, 8 UNDER YOUTH FAST PITCH

Sec 1. The game shall consist of 6 innings or determined time limit.

Sec 2. An offensive Coach shall pitch. The defensive pitcher (player) must be behind the pitchers rubber.

Sec 3. Batters will receive 5 pitches of three swings whichever come first. No Walks.

Sec 4. Three outs or 12 batters are the maximum per at bat. When the 12th batter has been put out or once the 12th batter has batted and play has stopped time will be called and the inning ends.

Sec 5. Teams may bat all players but at least eight must bat according to GSA rules.

Sec 6. Ten defensive players are allowed however no more than six may take a position on the infield before the ball is batted.

Sec 7. If an overthrown ball at first or third goes into foul territory. Runners may advance one base at their own risk.

Sec 8. The ball is dead during an appeal play.

Sec 9. An offensive coach (pitching) and a defensive coach (in outfield) is allowed on the field plus a first and third base offensive coach. At no time will a coach be allowed to touch a player while play is going on.

Sec 10. Run rule is 15 after 3 innings, 12 after 4 innings, 10 after 5 innings.

SECTION 3 – ADULT MODIFIED

RULE 1. THE PLAYING FIELD

Sec. 1 **The playing field** is the area within which the ball may be legally played and fielded. The playing field shall have a clear and unobstructed area within radius of the prescribed fence distances from home plate between the foul lines. The recommended fence distance shall be 280 feet

Sec. 2 **Ground rules** or special rules establishing the limits of the playing field may be agreed upon by leagues or opposing teams whenever backstops, fences, stands, vehicles, spectators, or other obstructions are within the designated area.

Sec. 3 **The playing field layout** should include, in addition to marking for foul lines, the following:

a. The three-foot line is drawn parallel to and 3 feet from the base line, starting at a point halfway between home plate and 1st base.

b. The batter's on-deck circle is a 5-foot circle placed between home plate and 1st base and between home plate and 3rd base.

c. The batter's box, one on each side of home plate, shall measure 3 feet by 7 feet. The inside lines of the batter's box shall be 6 inches from home plate. The front line shall be 4 feet in front of the center of the plate. The lines are considered as being in the box.

d. The catcher's box shall be 10 feet in length from the rear outside corners of the batter's boxes and shall be 8 feet 5 inches wide.

e. The coaches box is behind a line 15 feet long drawn outside the diamond. The line is parallel to, and eight feet from, the foul lines extended from the bases toward home plate.

Sec. 4 **The official diamond** pitching distance shall be 46 feet from the rear tip of the plate to the front edge of the pitching rubber.

Sec. 5 **The distance from base to base** shall be 60 feet with an option of 65 feet.

Sec. 6 If, during the playing of any game, the base distance or pitching distance is found to be in error; the error should be corrected once both teams have completed the inning, before the game can continue. This is not a point to be protested.

RULE 2. EQUIPMENT

Sec. 1. Only approved bats may be used in GSA play..GSA will honor the ASA Bat list. All legal bats must have an A.S.A. 2000 / 2004/2011 approved logo and not be on the current A.S.A "non-approved" list.

Sec. 2. The Official Softball: Will be a approved yellow optic softball core 44 minimum to core 47 maximum. No more than 375 compression.

a. All 10 year old and younger divisions shall use the 11-inch softball. All other programs shall use the 12-inch softball.

Sec. 3. Gloves must be worn by all fielders. **Note:** *Mitts may be used only by the catcher or first baseman.* No top lacing, webbing or other device between the thumb and body of the glove or mitt may be used by any other fielders. A fielder's glove shall be made of leather or any other material and of the same size, weight and design requirements approved by other major softball associations.

a. The glove worn by a pitcher must be uniform in color and may not be white, yellow or grey. Gloves or mitts with white, yellow or grey circles on the outside, giving the appearance of a ball, may not be worn by any player, and will be considered illegal. Any glove/mitt that is entirely grey, white, or optic yellow in color are illegal. Any light colored long sleeve shirt worn by pitcher must have approval of home plate umpire or be removed.

Sec. 4. The bases other than the home plate shall be 15 inches square and not more than 3 inches high. They shall be made of canvas bags, plastic or other suitable materials filled with soft padding. The Double base is optional for first base. Any batted ball hitting the white portion should be fair and any ball hitting the red or orange portion should be foul. On the initial throw to first base from the infield or outfield, the batter-runner Must Touch the orange portion of the base but not the white or the runner will be called out. The defensive player Must always touch the white portion.

Note: *The only exception is when a misplayed ball pulls the defensive player off the base into the path of the runner.*

Sec. 5. Caps, visors, or headbands are optional. But if worn should be alike in color and with bill to the front.

Sec. 6. Shoes must be worn by all players. A shoe shall be made with leather or canvas uppers or of a similar material(s). The sole may either be smooth or have a soft or hard rubber cleats, or the all purpose molded cleat softball shoe. No metal cleats. **Note:** *Adult classifications have the option of wearing metal cleats.*

Sec. 7. No exposed jewelry may be worn that in the umpire's judgment could be dangerous to a player/players.

Sec.8. Cast made of plaster or other hard substance in their final form may not be worn during a game. If the cast is covered in such a way to soften the cast it will be acceptable.

Sec. 9. The catcher while playing defense, must wear a mask.

Sec. 10. All players should wear uniforms that are alike in the same color with a minimum 8' inch number. Non duplicating numbers will be required at all Regional and World Series qualifying tournaments. Pants or shorts may be worn but should be alike in color.

Sec. 11. Pitcher's while playing defense, must wear a mask, chest protector and shin guards if they so desire.

Sec. 12. In all programs, NOCSAE approved batting helmets with extended ear flaps, which cover both ears and temples are mandatory for all batters, on deck batters, base runners, and any offensive player in live ball territory, even if the ball is dead. **Note:** *It is recommended that all pitchers wear a face mask/guard.*

RULE 3. PLAYERS AND SUBSTITUTES

Sec. 1 A team shall consist of nine (9), ten (10), eleven (11), and twelve (12) players if the optional extra players (EP) are used. 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. No part of the defensive player's foot (except catcher) may be on or outside the foul line, from the time when the pitcher steps on the rubber or until the pitch is released. Teams can play a maximum of ten (10) players on defense in the 10 man program and nine (9) in the 9 man program, and a minimum of eight (8) in the lineup. In the case where a team starts a game with eight players, the vacant 9th spot in the batting order shall be declared an out for the entire game. Once the lead-off hitter bats a second time, the lineup is locked and no player may be added or subtracted without penalty. When a team is left with a vacant spot in the lineup because of the removal of a player or having only eight players, as the opposing team with two (2) outs may not intentionally or unintentionally walk the previous batter, in order to get to the automatic out created by the vacant spot in the batting order.

Sec.2. G.S.A. has divisions in adult Modified Pitch to compete in jointly. The adult division is specifically for adults ages 18 and older. The following classifications apply:

- | | |
|-------------|----------------------|
| 1. 9 Man | Gold (Open) |
| 2. 10 Man | Gold, Silver, Bronze |
| 3. 10 (Man) | Women's |

Sec. 3. A player or substitute shall be officially in the game when his/her name has been entered on the Official Score Sheet, and in possession of the Official Scorer or who has been announced as a substitute by the manager/coach. A substitute may take the place of a player whose name is on his team's batting order. The following regulations govern the substitution of players:

a. The manager/coach of the team making the substitution or the substitute should immediately notify the umpire.

b. If for any reason the umpire is not notified of the substitution and the change is not announced, the substitute will be considered in the game as follows:

1. If the batter, when he takes his place in the batter's box.
2. If a fielder, when he takes the place of the fielder substituted for.
3. If a runner, when he takes the base runner's place on the base he was holding.
4. If a pitcher, when he occupies the pitcher's plate and delivers a practice pitch.

c. Whether a substitute is announced or not, when he assumes one of the above replacements of a player, any play made by or on this player shall be legal. There is no penalty applied for this unannounced substitute. The manager/coach shall be warned.

d. Each pitcher whose name is entered on the original lineup and batting order, or who is announced as a substitute pitcher, or who takes a position on the Pitcher's Plate and delivers one practice pitch, must then pitch to the first batter facing him until the batter has completed that turn at bat, or the side has been retired.

e. Any other player may be substituted for or removed from the game whenever the ball is dead.

f. If an ejected player is discovered participating in the game he was ejected from, the game is declared a forfeit.

Sec. 4. A substitute may never re-enter once removed from the game. **Note:** An improper re-entry is handled as protest by the offended team.

Improper re-entry is a violation after a pitch is made.

Examples of improper re-entry are as follows:

1. Starter and/or substitute who re-enters in an incorrect batting position.

2. Substitute who re-enters a second time .

Sec. 5. Teams may elect to bat an **designated hitter** or **additional player**. A designated hitter can only hit for a defensive player. An additional player shall be designated as an Extra Hitter (EH) on the lineup card and may be substituted into any defensive position.

RULE 4. THE GAME

Sec. 1 The choice of the first or last at bat in the inning shall be decided by the toss of a coin unless otherwise stated in the rules of the organization under which the schedule of games is being played. If a team is not in compliance with the uniform rule, the opposing team, if in total uniform compliance, has the choice of being the home or visiting team.

Sec. 2 A time limit may be used if all teams are notified prior to playing. It is recommended that game time limit be 100 minutes .A regulation game officially begins when the defensive team has taken the field and the umpire indicates (verbally or physically) to "play ball". when allotted time has expired, game shall end. **Note:** *Once an inning begins, that inning must be completed unless the home team is ahead when the time expires. The visiting teams one half inning must be completed.*

Sec. 3 The fitness of the grounds for a game shall be decided by the Tournament Director, Tournament Umpire-In-Chief and the Home Plate Umpire.

Sec. 4. A regulation game shall consist of seven (7) innings. **Note:** *A full seven (7) innings need not be played if the home team (the team second at bat) scores more runs in six innings or before the third out of the seventh inning, or the "Run Rule" applies.*

Sec. 5. The following run rules apply: - 12 after 4 and 10 after 5 innings.

Sec. 6. No alcoholic beverages will be allowed in the dugouts or on the field during any G.S.A. sanctioned event.

Sec. 7. The umpire(s) may forfeit a game in favor of a team not at fault in the following cases:

a. If a team fails to appear on the field, or, being on the field refuses to begin a game at the time the team is scheduled to play, or within a time set for forfeitures.

b. If, after the game has started, one team refuses to continue to play, unless the game has been suspended or terminated by the umpire.

c. If, after the game has been suspended by the Umpire, one team fails to resume playing within two minutes after the umpire has called "Play Ball".

d. If a team uses tactics to delay or to hasten the game.

e. If, after being warned by the umpire, any one of the rules is willfully violated.

f. If the order for the removal of a player from the game is not obeyed within one minute.

g. If, because of the removal of a player by the umpire, or for any reason, there are less than required number of players to continue the game outlined under the general playing rules of the GSA.

h. If attacked physically by any team member or spectator from opposing team. **Note:** *The score of a forfeited game shall be 7 to 0 in favor of the team not at fault.*

Sec. 8. The winner of the game shall be the team that scores the most runs in a regulation game. The score of a called regulation game shall be the score at the end of the last complete inning, unless the home team has scored more runs than the visiting team in the incomplete inning. In this case, the score shall be that of the incomplete inning

Sec.9. A run shall not be scored if the third out of the inning is a result of:

a. The batter being put out before legally touching 1st base.

b. A baserunner being forced out due to the batter becoming a baserunner.

c. An appeal play at 1st base on the batter/runner for the 3rd out of the inning.

d. A base-runner leaving the base before a pitched ball to home plate leaves the pitcher's hand.

Sec. 10. No succeeding runner shall score a run when a preceding runner has been declared the third out of an inning.

Sec. 11. A baserunner shall not score a run ahead of the baserunner preceding him/her in the batting order, if the preceding runner has not been put out.

Sec. 12. In the event that a game cannot be completed, an official game can be called after 5 innings of play, or 4 ½ innings if the home team is ahead.

Sec. 13. A manager, coach and/or team representative, on or off the field, shall be allowed only one (1) charged conference with a batter or baserunner in any one inning. **Note:** *A strike will be called on the batter if more than one conference occurs.* There shall be only two (2) charged conferences between the manager/coach and/or team representative with any defensive player in a game. **Note:** *The second charged conference shall result in the removal of the pitcher from the pitching position for the remainder of the game. If the pitcher is removed from the pitching position as the result of a second charged conference, the pitcher can remain in the game in any other position excluding the pitching position for the remainder of the game.*

RULE 5. PITCHING

Sec. 1. Before **starting the delivery** (pitch), the pitcher shall comply with the following:

- a. The pitcher shall take a position with both feet on the ground and in contact with the pitching plate. The hands shall be separated with the ball being held in either the glove or pitching hand.
- b. While in this position, the pitcher shall take, or simulate taking, a signal from the catcher.
- c. The pitcher shall bring the hands together or touch them together for no more than ten seconds.
- d. The pitcher shall not be considered in the pitching position, unless the catcher is in position to receive the pitch.
- e. The pitcher may not take the pitching position on or near the pitching plate without having the ball in his/her possession.

Sec. 2. **The pitch starts** when the hands are separated or the pitcher makes any motion that is part of his/her wind-up.

- a. The hands may only be separated one (1) time per pitch. In the act of delivering the ball, the pitcher shall not take more than one step which must be forward, toward the batter, and simultaneous with the delivery of the ball to the batter. **Note:** *It is not a step if the pitcher slides his/her foot across the pitching rubber, provided contact is maintained with the pitching rubber*
- b. Pushing off the pitching plate with the pivot foot shall be allowed provided contact is maintained with the ground.
- c. Pitchers shall not use a **windmill**, or **side-arm** motion.

Sec. 3. A **legal delivery** shall be a ball, which is delivered to the batter with an underhand motion. In the act of delivering the ball:

- a. The pitcher's first step must be forward. **No rocking.**
- b. The release of the ball must be on the first forward swing of the pitching arm past the hip and the release must have a complete and smooth follow through with no abrupt stop of the arm near the hip.
- c. The release of the ball may not be above the waist and more than 12 inches from the hip.
- d. He/she may take the ball behind the back on the backswing.
- e. The pitcher's palm may be pointing downward upon delivery.

Sec. 4. When an **illegal pitch** is called by the umpire, an immediate dead ball shall be called, a ball awarded to the batter and all the baserunners will be advanced one base. **Crow hopping** and **leaping** shall be considered illegal pitches.

Sec. 5. Three (3) **illegal pitches** will result in the removal of the pitcher from the pitching position.

Sec. 6. If the **ball slips** from the pitcher's hand during his wind-up or during the back swing, a ball shall be called on the batter, and the ball remains in play and runners may advance at their own risk. **Note:** *In 10 Man, the ball is dead and runners cannot advance.*

Sec. 7. **At the beginning of each half inning** not more than one (1) minute may be used to deliver not more than three (3) pitches to the catcher or other teammate. **Note:** *The only exception shall be the first inning, when not more than five(5) pitches to the catcher or other teammate will be permitted or a new pitcher relieves another . Play shall be suspended during this time. Each pitcher during an inning may only warm up one (1) time per inning. Note: A pitcher will be penalized by awarding a ball to the batter for each pitch in excess of limit.*

Sec. 8. **In 10 man:**

- a. The ball must **not** be outside the pitcher's wrist at the top of the backswing and during the complete forward delivery.
- b. On the forward swing of the pitching arm, the elbow must be locked at the point of release and the driving hip must be squared with home plate when the ball is released.
- c. Pitchers shall not use a **windmill**, **sling-shot** or **side-arm** motion.
- d. The release of the ball must be on the first forward swing of the pitching arm past the hip and the release must have a complete and smooth follow through with no abrupt stop or contact with the hip
- e. The release of the ball shall not be more than 6 inches from the hip.

Note: *ALL OTHER MODIFIED PITCHING RULES WILL BE THE SAME AS THE FASTPITCH RULES.*

RULE 6. BATTING

Sec. 1. **The batting order** of each team must be listed and delivered to the official scorekeeper, by the manager/coach. Should an official scorekeeper not be assigned to the game, the Batting Order must be delivered to the home plate umpire, prior to the starting time of the game. After each team has submitted its own batting order, both lineups shall be made available to both teams.

The lineups are considered official once the umpire puts the ball in play to begin the game. The batting order thus submitted must be followed throughout the game, unless a substitute replaces a player. When this occurs, the substitute must take the turn in the regular order at bat of the player he replaces.

Sec. 2. **The batter shall take his** position within the lines of the batter's box.

a. The batter shall not have his entire foot touching the ground completely outside the lines of the batter's box or touching home plate when the ball is hit.

b. The batter shall not step directly across in front of the catcher to the other side of the batter's box while the pitcher is in position to pitch. **Note:** *The ball is dead, the batter is out, baserunners may not advance.*

c. The batter shall not enter the batter's box with an illegal bat.

Note: *The batter is out, the ball is dead and the baserunners may not advance.*

d. The batter shall not enter the batter's box with an altered bat or non approved bat.

Note: *The ball is dead, the batter is out, and without warning is ejected from the game(in youth play the coach is also ejected). Baserunners may not advance.*

e. The batter must take his position within ten (10) seconds after the umpire has called "play ball". He must have both feet within the lines of the box before the start of the pitch. He may touch the line, but no part of his/her foot may be outside of the lines prior to the pitch.

Note: *The ball is dead. The umpire will call a strike on the batter and will also issue a warning to the batter to take his/her position or risk being called out. If the batter refuses to take his/her position after the warning, he/she will be called out. The warning will be given to a batter only one time per game. Any repeated violation during the game by the player will result in an out being called. This rule is intended to help speed up the play of the*

game. Umpires, while using good judgment in enforcement of this rule, must prohibit the batter from delaying the game by taking excessive or unnecessary amount of time entering the batter's box.

Sec. 3. No baserunner **shall be removed** from the base he is occupying to bat in her proper place. He merely misses his turn at bat with no penalty. The batter following him in the order becomes the legal batter. **Note:** *If a baserunner leaves the base he is occupying to bat, he will be declared out.*

Sec. 4. When the **third out of the inning** is made before the batter has completed his turn at bat, he shall be the first batter in the next inning and shall have the ball and strike count on him/her canceled.

Sec. 5. Members of **the team at bat** shall not interfere either physically or vocally with a player attempting to field either a fair or foul ball. This includes a base coach. **Note:** *The ball is dead, the batter is out and baserunners may not advance.*

Sec. 6. **The batter shall not hit a fair ball a second time** with the bat in fair territory. **Note:** *The ball is dead, the batter is out and baserunners may not advance unless the batter is standing in the batter's box and contact is made while the bat is in the batter's hands, it is a foul ball even if the ball is hit a second time over fair territory.*

Sec. 7. The umpire calls a ball:

a. For each pitch that does not enter the strike zone, hits the ground or touches home plate, or is not swung at by the batter.

b. For each illegally pitched ball.

c. When a pitch hits the batter outside of the strike zone. The batter is awarded first base. This would include a ball that hits the ground and then hits the batter.

d. When the catcher fails to return the ball directly to the pitcher .

e. When the pitcher fails to pitch within the allotted time.

f. For each excessive warm-up pitch.

Sec. 8. The umpire calls a strike:

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

b. For each pitched ball swung at and missed by the batter. This includes a ball that is swung at but hit the ground first.

c. For each foul tip held by the catcher. The batter is out if it is the third strike.

d. For each foul ball not legally caught. This does not include a 3rd strike.

e. For each pitched ball swung at and missed which touches any part of the batter.

f. When any part of the batter's person is hit with his/her own batted ball.

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

Sec. 9 A fair ball is a legally batted ball which:

a. Settles or is touched on fair ground between home and first base or home and 3rd base.

b. Bounds past 1st or 3rd base on or over fair ground.

c. Touches 1st, 2nd or 3rd base.

d. While on or over fair ground, touches the person or clothing of an umpire or player.

e. First falls on fairground beyond 1st or 3rd base. A fair fly ball must be judged according to the relative position of the ball and the foul line, regardless of whether the fielder is on fair or foul ground at the time he/she touches the ball.

f. Hits home plate and remains in fair territory.

g. While on or over fair ground, the ball lands behind a fence or in the stands beyond the outfield fence. This is a home run.

h. Hits a foul pole on the fly. If the ball hits the pole above the fence level, it shall be a home run.

Sec. 10. A foul ball is a legally batted ball which:

a. Settles on foul ground between home and 1st base or between home and 3rd base.

b. Bounds past 1st or 3rd base on or over foul ground.

c. First touches on foul ground beyond 1st or 3rd base.

d. While on or over foul ground touches the person or clothing of an umpire or player, or the ball is blocked.

Note: *The ball is dead. A strike is called on the batter for each foul ball, and baserunners must return to their bases without liability to be put out.*

Sec. 11 The batter is out:

a. When the 3rd strike is struck at and missed including if the ball touches any part of the batter's person.

b. When a batter appears in the batter's box with or is discovered using an altered, non-approved or an illegal bat prior to hitting the ball. The batter is also ejected from the game for using an altered bat or non-approved bat.

c. When a fly ball is legally caught.

d. Immediately when he/she hits an infield fly and the umpire has declared "Infield Fly".

e. If a fielder intentionally drops or lets drop a fair fly ball, including a line drive, and an attempted bunt which can be caught by an infielder with ordinary effort with 1st, 1st & 2nd, 1st & 3rd or 1st, 2nd & 3rd bases occupied with less than two (2) outs. **Note:** *The ball is dead, the batter is out, and base runners must return to the last base touched at the time of the pitch. This does not apply to an infield fly. The dropped ball remains alive on an infield fly.*

f. If a preceding runner, in the umpire's judgment, intentionally interferes with a fielder who is attempting to catch a thrown ball, or is attempting to throw a ball in an attempt to complete a play; the preceding runner and the batter are both declared out.

g. Any batter-runner who carries the bat during a live ball and legally reaches or touches 1st base while still holding the bat, will be declared out. Should this be the 3rd out of the inning, no preceding runner shall score.

Note: *If less than two (2) outs, a delayed ball signal will be given and the ball will remain alive.*

h. When the batter attempts a bunt on the 3rd strike and bunts the ball foul.

i. On a legally caught 3rd strike foul ball or foul tip.

Note: If, with less than two (2) outs and 1st base is unoccupied or with two (2) outs, the batter is not out unless the 3rd strike is caught. If the ball is not caught, the batter is eligible to reach 1st base before being tagged out or thrown out. Runners occupying any other base(s) may also advance with liability to be put out.

***Note:** Any foul tip that is caught is a strike and the ball is in play.

j. When hit by his own-batted ball, in fair territory, outside the batters box, the batter shall not:

1. Hinder the catcher from catching or throwing the ball by stepping out of the batter's box.
2. Intentionally hinder the catcher while standing within the batter's box.
3. Intentionally interfere with a thrown ball in or out of the batter's box.
4. Interfere with a play at home plate.

Note: The ball is dead, the batter is out, and each runner must return to the last base that, in the judgment of the umpire, was touched at the time of the interference, unless no play is being made and the batter accidentally interferes with the catcher's return throw to the pitcher and a runner(s) advances safely, the umpire should call time and return the runner(s) to the base occupied at the time of the accidental interference.

***Note:** If the batter interferes with a play at the plate with less than two (2) outs, the baserunner is out.

Sec. 12. The batter or baserunner is not out

a. If a fielder making a play on him/her uses an illegal glove. The manager/coach of the offended team has the option of having the batter bat over and assuming the ball and strike count they had prior to the pitch he/she hit (baserunners return), or taking the result of the play. The umpire will signal a delayed dead ball.

b. If a fielder commits Flagrant Player Obstruction. **Note:** Immediate ejection of the defensive player.

Sec. 13. On-deck batter:

a. The on-deck batter is the offensive player whose name follows the name of the batter in the batting order.

b. The on-deck batter shall take a position within the lines of either on-deck circle without blocking the view of any manager or coach.

c. The on-deck batter may loosen up with two legal softball bats, an official warm up bat, or any other official warm up bat or product that has been approved by G.S.A.

d. The on-deck batter may leave the on-deck circle when he/she becomes the batter or to direct baserunners advancing from 3rd to home plate.

e. When the on-deck batter interferes with the defensive player's opportunity to make a play on a runner, the runner closest to home plate at the time of the interference is declared out.

RULE 7. BASE RUNNER

Sec. 1. A batter becomes a batter runner with the right to attempt to score by advancing to first, second and third and then home plate in the listed order when:

a. Hitting a fair ball.

b. Charged with a third strike. **Note:** if a third strike is caught, the batter is out an instant after becoming a runner.

c. A fourth ball is called by the Umpire.

d. A pitched ball, legal or illegal, hits the batter's person or clothing, provided the batter does not strike at the ball. **Note:** If the batter makes no effort to avoid being hit or if the Umpire calls the pitched ball a strike, the batter being hit by the ball is disregarded and the ball is dead. It is a strike or ball depending on location of the pitch.

e. The catcher interferes or any infielder obstructs him. Obstruction on the batter is a delayed dead ball. The coach or captain of the team at bat, after being informed by the Plate Umpire of the obstruction, shall indicate to the Umpire whether he elects to accept the result of the play or to accept the penalty of awarding the batter first base and advancing all other runners only if forced. Such election shall be made before the next pitch (legal or illegal) or before the infielders leave the diamond. Obstruction of the batter (before he has become a batter-runner) is ignored if the batter runner reaches first and all other runners advance at least one base. **Note:** Any runner attempting to advance (i.e., steal or squeeze) on a catcher's or any infielder's obstruction of the batter shall be awarded the base he is attempting. If a runner is not attempting to advance on the catcher's obstruction, he shall not be entitled to the next base, unless forced to advance because of the batter being awarded first base.

Sec. 2. A batter-runner is awarded first base if:

a. A fourth ball is called.

b. Hit by a pitched ball.

c. The catcher interferes or any infielder obstructs him.

d. A fair ball, other than an infield fly, becomes dead and provided a preceding runner or retired runner does not interfere in such a way as to prevent an obvious double play. **Note:** Unless awarded first base as above, a batter-runner is entitled to first base only if the batter-runner reaches it before being tagged out, thrown out or called out for hitting an infield fly.

Sec. 3. When running bases in legal order:

a. An advancing runner shall touch first, second, third and then home plate in order.

b. A returning runner shall retouch the bases in reverse order. Except when an uncaught foul ball causes the ball to become dead, the runner need not touch bases in reverse order.

c. Any runner who misses a base while advancing may not return to touch the missed base if a following runner has scored. **Note:** Any runner who misses the first base to which he is advancing and who is later called out shall be considered as having advanced one base.

d. When a runner dislodges a base from its proper position, neither the runner nor the succeeding runner(s) in the same series of plays are compelled to follow a base out of position.

e. A runner shall not run bases in reverse order either to confuse the fielders or to make a travesty of the game. **Note:** The ball is dead and the runner is out.

f. Two runners may not occupy the same base simultaneously. **Note:** The runner who first legally occupied the base shall be

entitled to it, unless forced to advance. The other runner may be put out by being touched with the ball.

g. Failure of a preceding runner to touch a base or to legally tag up on a caught fly ball, and who is declared out, does not affect the status of a succeeding runner who touches bases in proper order. If the failure to touch a base in regular order or to legally tag up on a caught fly ball is the third out of the inning, no succeeding runner may score a run

h. No runner may return to touch a missed base or one left too soon after a following runner has scored or once he leaves 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

Sec 4. A Runner may advance with liability to be put out:

a. When the ball leaves the pitcher's hand on the delivery.

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

c. On a thrown ball that hits an Umpire.

d. If a batted ball (fair or foul other than a foul tip) is caught, the initial contact of the ball by a fielder releases the runner(s) from the base(s) occupied at the time of the pitch.

e. If a fair ball strikes an Umpire or a runner after having passed an infielder other than the pitcher, and provided no other fielder had a chance to make an out, or when a fair batted ball has been touched by an infielder, including the pitcher, and the runner did not intentionally interfere with the batted ball or the fielder attempting to field the batted ball.

Sec 5. A Runner becomes liable to be put out when:

a. With the ball in play or on awarded bases, the runner fails to touch a base before attempting to make the next base.

b. After overrunning first base, the runner attempts to continue to second base.

c. after dislodging a base, a runner attempts to continue to the next base.

Sec 6. If a **batter-runner is entitled to return to first base** after overrunning, or if a runner fails to touch home plate, and if either such runner desires to return to such base, the runner shall return immediately.

Sec 7. A batter-runner who reaches first base safely and then overruns or over slides may immediately return without liability of being put out, provided he does not feint or attempt to advance to second. **Note:** *When a walk or uncaught third strike occurs in which the batter is entitled to run, it 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 he does not stop at first base, if the pitcher has possession of the ball in the 16- foot circle.*

If he stops after rounding first base, the runner must comply with the Look Back Rule.

Sec8. A runner acquires the right to the proper unoccupied base if the runner touches it before being put out. The runner is then entitled to this base until being put out, or until legally touching the next base while it is unoccupied or until a following runner is forced to advance to the base occupied.

Sec9. Each runner shall touch his/her base after the ball becomes dead. All awarded bases must be touched in their proper order. The runner returns to the base he had reached or passed when the ball became dead. In the event of interference, a runner returns to the base he had legally reached at the time of the interference. If the interference does not cause the batter to be out and any other runner cannot return to the base last legally occupied at the time of the interference, he is advanced to the next base.

Note: *The runner returns to the base occupied at the time of the pitch if his advance was during an uncaught foul.*

Sec 10. When a **runner is obstructed** while advancing or returning to a base, by a fielder who neither has the ball nor is attempting an initial play on a batted ball, the Umpire shall award the obstructed runner, and each other runner affected by the obstruction, the bases they would have reached, in the Umpire's judgment, had there been no obstruction.

a. If the obstructed runner advances beyond the base the runner would have reached, in the Umpire's judgment, the runner advances with liability to be put out.

b. If any preceding runner is forced to advance by the awarding of a base or bases to an obstructed runner, the Umpire shall award this preceding runner the necessary base or bases.

c. The penalty for faking a tag is obstruction.

d. An obstructed runner may not be called out between the two bases where he was obstructed except as follows:

1. The obstructed runner obtains the base he would have been awarded had there been no obstruction and there is a subsequent play. The obstructed runner is no longer protected if he leaves the base.

2. The obstructed runner commits an act of interference or malicious contact

3. The obstructed runner passes another runner.

4. A proper appeal is made for leaving a base too soon or for missing a base. **Note:** *When obstruction occurs, the Umpire gives the delayed dead-ball signal and calls out "obstruction." If an award is to be made, the ball becomes dead when time is taken to make the award.*

Sec 11. The batter-runner is out:

a. When interfering with the catcher's attempt to field the ball after a third strike.

b. When a batted ball in flight is caught by a fielder, or such catch is prevented by a spectator reaching into the field enclosure.

c. When a fair fly, fair line drive or a fair bunted ball in flight is intentionally dropped by an infielder with at least first base occupied and less than two outs; the ball is dead and the runners shall return to their respective bases. **Note:** *In this situation, the batter is not out if the infielder permits a fair fly ball, line drive or a fair bunted ball in flight to drop untouched to the ground, except when the infield-fly rule applies.*

d. If, after a third strike or a fair hit, any fielder, while holding the ball, tags out the batter-runner before the batter-runner touches first base; or if any fielder, while holding the ball securely in a hand, touches first base or touches first base with the ball before the batter-runner touches first base.

e. When he runs outside the three-foot running lane (last half of the distance from home plate to first base) while the ball is being fielded or thrown to first base. **Note:** This infraction is ignored if it is to avoid a fielder who is attempting to field the batted ball or if the act does not interfere with a fielder or a throw.

f. When he contacts the ball a second time in fair or foul territory, if, in the Umpire's judgment, the ball had a chance to become fair.

g. When he moves backward toward home plate to avoid or delay being

tagged out. The ball is dead and base runners must return to the last base touched at the time of the infraction.

h. When he hits a fair fly and the infield fly rule is declared.

Note: *The ball is live, the batter is out if the batted ball is fair. If the ball is caught, each runner may tag up and advance with the liability to be put out once the batted ball is touched the same as on any caught fly ball. If a declared infield fly is not caught, the ball is live, the batter-runner is out which removes all force plays, and each runner may advance with liability to be put out without needing to retouch his base(s).*

i. When any manager/coach or member of the offensive team interferes with a fielder attempting to field a foul fly ball.

j. When, after becoming a batter-runner, he does not attempt to reach first base before all infielders leave the diamond, the half-inning ends, or he gives up by entering the bench or dugout area.

k. Tagged out. **Note:** *If a batter-runner safely touches first base and then over slides or overruns it, the batter-runner may immediately return to first base without liability of being tagged out, provided there was no feint or attempt to advance to second. Also, if any base comes loose from its fastening when any runner contacts it, such runner cannot be tagged out because the base slides away from the runner.*

j. A base is not retouched before a fielder tags the runner out or the fielder holds the ball while touching such base after a caught fly ball or missed base. It is not necessary for a runner to retouch base after a foul tip.

k. Not in contact with the base at the time a pitched ball leaves the pitcher's hand. However, if the pitcher does not allow sufficient time for a runner to return to base, the runner shall not be called out for being off the base before the pitcher releases the ball. The runner may advance as though the base was left legally.

l. He fails to reach the next base before a fielder either tags runner out; or holds the ball while touching such base, after runner has been forced from the base occupied because the batter became a runner.

Note: *No runner may be forced out if a runner who follows in the batting order is first put out, including a batter-runner who is out for an infield fly.*

m. A fair-batted ball contacts him before it touches or passes an infielder, or after it passes any infielder, except the pitcher, and the Umpire judges that another infielder has a play. **Note:** *If a runner is touching a base when hit by a batted fair ball, the runner is not out unless he intentionally interferes with the ball or an infielder making a play. The ball is dead and the batter is awarded first base. All base runners return to the base occupied at the time of the infraction, unless forced.*

n. Detected passing an unobstructed preceding runner before such runner is out (including awarded bases).

o. Detected running bases in reverse to confuse opponents or to make a travesty of the game.

p. After at least touching first base, the runner leaves the baseline, obviously abandoning his effort to touch the next base.

q. Detected taking a position for a running start behind and not in contact with a base.

r. On or beyond a succeeding base when the ball is declared dead after having left a base too soon on a caught fly ball; or having failed to touch a preceding base; or continuing and touching a succeeding base after the ball become dead.

Note: *A runner shall not be declared out if the fielder deliberately throws or carries the ball into dead-ball territory to prevent that runner, who has touched or advanced beyond a succeeding base, from returning to a missed base or a base left too soon.*

s. the runner fails to touch the intervening base or bases in regular or reverse order and the ball is returned to an infielder and properly appealed.

t. Fails to touch base and appeal

u. Intentional contacts a fair ball

v. Prior to a pitch (legal or illegal) to the next batter, the runner was discovered having used an illegal bat or non-approved bat.

Note: Any runner not put out must return to the base occupied at the time of the pitch.

w. a runner on base leaves the game without a replacement substitute

x. the immediate preceding runner who is not out, intentionally interferes, in the Umpire's judgment, with a fielder who is attempting to catch a thrown ball or throw a ball in an attempt to complete the play on the batter-runner. **Note:** *The runner shall also be called out.*

y. When anyone other than another Runner physically assists him while the ball is in play.

z. When a Coach intentionally interferes with a live, batted ball or thrown ball.

zz. When the offensive team causes a blocked ball.

Note: *The runner closest to home is out. When a Coach runs in the direction of Home Plate or any other base, on or near a baseline, while the Fielder is attempting to make a play on a batted ball.*

Sec. 12. The Look-Back rule is in effect when the ball is live, the batter-runner has touched first base or has been declared out, and the pitcher has possession of the ball (e.g. has the ball in their hand, glove, under arm or chin, between their legs) within the 16-foot circle. Any runner(s) in motion may continue without stopping or may stop once, but then must immediately move directly back to the last base touched or attempt to advance to the next base.

Sec. 13. Stealing of bases is permitted. **Note:** *Base stealing is prohibited in 10 Man Adult Modified Pitch.*

Sec. 14. Bunting is permitted. **Note:** *There is a three (3) bunt limit in 10 Man Adult Modified Pitch.*

RULE 8. DEAD BALL-BALL IN PLAY

Sec 1. The **batter is awarded** 1st base and all base runners advance one base (if forced), when a pitched ball, not struck at and not called a strike, touches any part of the batter's person or clothing (if not loose garment). The ball may strike the ground before it hits the batter. **Note:** *If the batter makes no effort to avoid being hit, the hitting of the batter is disregarded. The ball is dead immediately and is a strike or ball depending on location of the pitch.*

Sec 2. It is a delayed dead ball when the Umpire obstructs the catcher attempting to throw the ball. **Note:** *If the runner is not out, he is returned to the last base attained before the obstruction occurred.*

Sec 3. Ball becomes dead immediately when:

a. A pitch touches a batter or the batter's clothing. **Note:** *The ball becomes dead even though the batter strikes at it.*

b. The ball is illegally batted or comes in contact with the bat a second time.

c. The batter enters the batter's box with an illegal bat.

- d. Any batted ball, while on or over foul ground:
 - 1. Touches any object other than the ground or any person other than a fielder.
 - 2. Goes directly from the bat to the catcher's protector, mask or person without first touching the catcher's glove or hand.
 - 3. Becomes an uncaught foul.
 - e. There is interference by a runner or a retired runner.
 - f. A fair ball, which is on or over fair ground.
 - 1. Touches a runner or an Umpire before touching any fielder and before passing any fielder other than the pitcher.
 - 2. Touches a runner after passing through or by an infielder and another infielder could have made a play on the ball.
 - 3. Touches a spectator.
 - 4. Goes over, through or wedges in the field fence.
 - g. A pitch or any other thrown ball
 - 1. Is touched by a spectator.
 - 2. Is touched by nonparticipating team personnel.
 - 3. Goes into a stand or player's bench (even if it rebounds to the field).
 - 4. Goes over or through or wedges in the field fence.
 - 5. Lodges in an Umpire's or catcher's equipment or touches loose equipment.
 - h. The Umpire handles a live ball, calls "Time" for inspecting the ball, or for any other reason.
 - i. A fielder, after catching a fair or foul ball (fly or line drive), leaves the field of play by stepping with both feet or by falling into a designated dead-ball area (i.e., bench, dugout, stand/bleacher, etc.).

Note: If a chalk line is used to designate an "out-of-play" area, the line is considered in play. If a fielder is touching the line, he is in the field of play and may make a catch. When the fielder completely unintentionally leaves live-ball area and then re-establishes himself within live-ball territory (one foot touching out of play line), a catch would be allowed. If the fielder unintentionally leaves a live-ball area with both feet after making a catch, the ball becomes dead and all base runners are awarded one base from the time of the pitch. Two bases shall be awarded each runner if a fielder intentionally leaves live-ball area with both feet.
 - j. Any personnel connected with the offensive team requests "Time" or uses any other command or commits an act for the purpose of trying to cause the opposing pitcher to commit an illegal pitch.
 - k. An infielder intentionally drops a fair fly. *Note: Unless Infield Fly Rule is declared.*
 - l. A runner interferes with a fielder attempting to catch a foul fly.
 - m. The batter-runner moves backward toward home plate to avoid or delay being tagged out.
 - n. A batted, thrown or pitched ball touches in an occupied designated media area (a ball that passes through a dead-ball area in flight is not considered dead).
 - o. An illegal pitch occurs, but no pitch is delivered to the batter.
 - p. The umpire calls time out for an injured player.
- Sec 4. It is a **delayed dead ball** when:**
- a. An illegal pitch is delivered.
 - b. There is interference by a batter.
 - c. A catcher or any fielder obstructs a batter or obstructs the ball through use of detached play equipment.
 - d. The Umpire interferes with catcher who is attempting to throw.
 - e. A coach physically assists a runner.
 - f. A ball touches an illegal glove/mitt.
 - g. Any one who is required to wear a batting helmet deliberately removes the helmet while the ball is live.
- Sec 5. The **ball becomes dead** when time is taken to make an award when a catcher or any fielder illegally obstructs a runner.**
- Sec 6. After a **dead-ball situation**, the ball becomes live when it is held by the pitcher within the 16-foot circle and the Umpire calls and/or signals "Play Ball" and gives the beckoning hand signal.**
- Sec 7. "Time" shall be called** by the Umpire and play suspended:
- a. When the Umpire and/ or Tournament Director considers the weather or ground conditions unfit for play. **NOTE: After 30 minutes, the Umpire and/ or Tournament Director may declare the game ended or suspended.**
 - b. When a player, bench personnel or spectator is ordered from the field of play, or player is ordered to secure protective equipment.
 - c. When an Umpire or player is incapacitated, unless injury occurs during a live ball, then time shall not be called until any further advancement or putout is possible. **NOTE: If necessary, the Umpire may suspend play immediately if, in the Umpire's judgment, further play may cause injury or jeopardize a participant's safety.**
 - d. When a player or coach is granted time for a substitution, conference with the pitcher, or for similar cause.
 - e. When play is suspended for any other cause, including an award of a base after an infraction, inspection of the ball, or the ending of a half inning.
- Sec 8. When the **ball becomes dead**:**
- a. No action by the defense during that time can cause a player to be put out.
 - b. A runner may not advance, nor return to a base that was not touched or that the runner was not in contact with on a caught fly ball during a live ball if the runner had advanced to or beyond a succeeding base.
 - c. Any runner may advance when awarded a base or bases for an act, which occurred before the ball became dead. All awarded bases must be touched.