

2008 Official Rules of Softball

Adopted, published and distributed by:



THE AMATEUR SOFTBALL ASSOCIATION OF AMERICA

2801 NE 50th Street • Oklahoma City, Oklahoma 73111-7203
(405) 424-5266 • Fax: (405) 424-3855

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The President's Message

The Amateur Softball Association is the nation's leader for the greatest sport in the world: SOFTBALL!! I am honored to serve as the President of our organization and commit to you to work very hard over the next two years.



Our National Staff, Board of Directors and local association leaders continue to look for solutions to potential ways to make the game better. It is important we consider conducting background checks for all people involved with the youth program; the Men's C and D Slow Pitch program now offers four territorial national championships; our seniors program is growing; and the list goes on.

We must do a better job listening to the needs of players throughout the country. While we have made strides in preserving the integrity of the game, the ASA will continue to diligently police equipment for compliance with our standards.

In this year of Olympic softball, we look forward to the USA Softball Tour across our national and ultimately to the Olympics in Beijing, China. Slow pitch players will agree with their fast pitch counterparts about the importance of having international competition and the exposure created around the world. Our American Challenge Series for men's fast pitch last year was well received and we continue to work on opportunities for the men's game.

Thanks to all of you who love our great game. Thanks to the players, umpires, coaches, sponsors and spectators that work hard to make their sport the best it can be. It truly is an enjoyable game that all skill levels can play!

Joey L. Rick

The Executive Director's Message

Welcome to the 2008 Softball Season:

On behalf of the Amateur Softball Association and USA Softball I would thank all of the players, managers, coaches, umpires, and spectators for playing a role in one of America's top team sports.

For the first time in that last decade team participation numbers and umpire registrations increased in 2007. ASA provides for healthy outdoor recreational opportunities across the United States to over 3 million participants from ages 6 to 86. In 2007 ASA provided Championship Play in various age groups and disciplines of the sport of softball. National Champions were crowned in Slow Pitch, Fast Pitch, Modified Pitch and 16" Slow Pitch for Men, Women, Boys, and Girls from our 10 & Under Girl's National Championships to the 70 & Over Men's Slow Pitch Championships. I would like to take this opportunity to thank the thousands of volunteers throughout our 83 Local Associations for providing services to softball enthusiasts across the United States.



Our USA Softball National Teams Program had a banner year in 2007 with our Women's National Team capturing gold medals at the World Cup in Oklahoma City, the Canada Cup, Japan Cup, and the Pan American Games in Brazil. Our Women's National Team was seen on television in over 150 countries around the world and set record numbers on ESPN and ESPN2 with their televised games from the World Cup. For the first time in history our Men's National Team competed in a televised event. The Men's National Team took home a Gold Medal in the American Challenge Series and captured a Silver Medal in the Men's World Cup in the Czech Republic. For the first time since 1995 our Jr. Women's National Team brought home a Gold Medal from the Jr. Women's World Championship that was held in the Netherlands. Team USA defeated Japan in the Gold Medal Game and wrestled away the Gold from the two time defending World Champion.

As we look to 2008, the USA Women's National Team will compete in the Olympics in Beijing, China in August. Prior to that event Team USA will barnstorm across the United States and play in over 45 cities as they prepare for the Olympics on their Bound 4 Beijing Tour. Their schedule can be viewed on our web site at usasoftball.com and I hope you have a chance to see them play in a city near you. Team USA will also have a strong television presence in 2008 as ten of their games will be televised on ESPN/ESPN2 and those air dates can also be viewed on our web site.

2008 will also mark the beginning of on-line coach certification in our Junior Olympic Program. ASA has developed a user friendly, online training program that will assist coaches across the country in coaching youth softball. ASA has also developed a new series of instructional DVD's featuring USA Softball Women's National Team Head Coach, Mike Candrea, Andrea Duran, Caitlin Lowe and pitching ace, Cat Osterman.

In closing, it is my distinct honor and privilege to serve this great game of softball and I want to express my appreciation to the all of you that play a part in the advancement of The Game America Plays!

A handwritten signature in black ink, appearing to read "Steve Delaney". The signature is fluid and cursive.

2007 NATIONAL CHAMPIONS

2007 FAST PITCH

Men's Major Fast Pitch	Patsy's	New York, NY
Men's Class A Fast Pitch	The Freight	Vandalia, IL
Men's Class B Fast Pitch	CR Adidas	Portland, OR
Men's Class C Fast Pitch	Tatis	El Paso, TX
Women's Major Fast Pitch	Stratford Brakettes	Stratford, CT
Women's Class A Fast Pitch	Storm USA	Corona, CA
Women's Class B Fast Pitch	Redrum	Rancho Santa Margarita, CA
Women's Class C Fast Pitch	N/A	N/A
Women's 23-U Fast Pitch	Virginia Legends	Hampton, VA
Men's 23-U Fast Pitch	Weggy's	Lake Crystal, MN
Men's Masters 40-Over Fast Pitch	N/A	N/A
Men's Masters 45-Over Fast Pitch	N/A	N/A
Men's Masters 50-Over Fast Pitch	Memphis PO-Men	Memphis, TN
Boy's 18-U Fast Pitch	Rookies	Sioux Falls, SD
Boy's 16-U Fast Pitch	N.A.P. Co. Rockhounds	Amazonia, MO
Boy's 14-U Fast Pitch	St. Paul Midway	St. Paul, MN
Boy's 12-U Fast Pitch	N/A	N/A
Boy's 10-U Fast Pitch	N/A	N/A
Girl's GOLD 18-U Fast Pitch	Worth Firecrackers-Rico	Huntington Beach, CA
USA / ASA Girl's 18-U A Fast Pitch	Artesia Punishers	Artesia, CA
USA / ASA Girl's 16-U A Fast Pitch	Nashville Cruisers	Brentwood, TN
USA / ASA Girl's 14-U A Fast Pitch	American Athletics-Naudin	South Orange, CA
USA / ASA Girl's 12-U A Fast Pitch	Victory USA	Cypress, CA
USA / ASA Girl's 10-U A Fast Pitch	Indiana Thunder	Goshen, IN
ASA Girl's 10-U A Eastern	TNT Explosion	Branchland, WV
ASA Girl's 10-U A Southern	N/A	N/A
ASA Girl's 10-U A Western	Team Smith	Yorba Linda, CA
ASA Girl's 10-U A Northern	Black Widows	Edwardsville, IL
ASA Girl's 12-U A Eastern	Central PA Krunch Blue	Harrisburg, PA
ASA Girl's 12-U A Southern	Kennworth Bandit 94	Kennesaw, GA
ASA Girl's 12-U A Western	Synergy 94	Santa Clarita, CA
ASA Girl's 12-U A Northern	BNGSA Angels	Bloomington, IL
ASA Girl's 14-U A Eastern	Ashland Blaze	Shreve, OH
ASA Girl's 14-U A Southern	Most Wanted	Fayetteville, AR
ASA Girl's 14-U A Western	San Diego Renegades	San Diego, CA
ASA Girl's 14-U A Northern	Flash	Olathe, KS
ASA Girl's 16-U A Eastern	Maryland Magic Orange	Arnold, MD
ASA Girl's 16-U A Southern	Arkansas Sidewinders	Jonesboro, AR
ASA Girl's 16-U A Western	ARK-Oregon Legacy	Grants Pass, OR
ASA Girl's 16-U A Northern	ACES	Olathe, KS
ASA Girl's 18-U A Eastern	New York Bad Apples	Binghamton, NY
ASA Girl's 18-U A Southern	Bash Softball	New Port Richey, FL
ASA Girl's 18-U A Western	American Pastime	Alta Loma, CA
ASA Girl's 18-U A Northern	St. Louis Esprit	St. Louis, MO
Girl's 18-U B Fast Pitch – East	Sunbury Fastpitch	Sunbury, PA
Girl's 16-U B Fast Pitch – East	Northern Explosion	Pulaski, NY
Girl's 14-U B Fast Pitch – East	Valley Thunder	Williamstown, PA
Girl's 12-U B Fast Pitch – East	Southern Ohio Outlaws	Felicity, OH
Girl's 10-U B Fast Pitch – East	Classie Lassies Lightning	Wymantskill, NY
Girl's 18-U B Fast Pitch – West	NW Wildfire	Hayden, ID
Girl's 16-U B Fast Pitch – West	WAGS Thunder	Westlake, CA
Girl's 14-U B Fast Pitch – West	Bonita Valley	Chula Vista, CA
Girl's 12-U B Fast Pitch – West	C-Bad Girls	Carlsbad, NM
Girl's 10-U B Fast Pitch – West	West Covina Jynx	West Covina, CA
Girl's 18-U B Fast Pitch-North	Vernon Hills Stingers	Vernon Hills, IL
Girl's 16-U B Fast Pitch-North	Kimberly Cardinals	Kimberly, WI
Girl's 14-U B Fast Pitch-North	Southern Illinois Synergy	O'Fallon, IL
Girl's 12-U B Fast Pitch-North	Jack Pinney Reds	Sioux City, IA
Girl's 10-U B Fast Pitch-North	PV Spartans Blue	Bettendorf, IA
Girl's 18-U B Fast Pitch-South	East Texas Blast	Mt. Pleasant, TX
Girl's 16-U B Fast Pitch-South	MS Magic Styx	Petal, MS
Girl's 14-U B Fast Pitch-South	Reckless	Blanket, TX

2007 NATIONAL CHAMPIONS

Girl's 12-U B Fast Pitch-South	TX Legendz	League City, TX
Girl's 10-U B Fast Pitch-South	Texas Bandits	San Antonio, TX
2007 SLOW PITCH		
Men's Class A Slow Pitch	Long Haul Trucking/Miken	Durand, WI
Men's Class B Slow Pitch – East	Bertie's/B&C/Hub City Glass/Miken*	Elizabethtown, KY
Men's Class B Slow Pitch – West	C-Town/American Funding/Red Rock/DSS	Bats/Easton
Boise, ID		
Men's Class C Slow Pitch – East	Team Logo*	Commerce, GA
Men's Class C Slow Pitch –West	Hara's/Casa Group/Worth	Salem, OR
Men's Class D Slow Pitch – East	Whites/Riverdogs*	Wake Forest, NC
Men's Class D Slow Pitch – West	3 Legged Monkeys	South El Monte, CA
Men's Class D Slow Pitch-North	Storm/Bosch Financial	Cedar Rapids, IA
Men's Class D Slow Pitch-South	Lugo's Heavy Hitters & Mar Designs & Construction	Mission, TX
Women's Open Slow Pitch	Armed Forces	Washington, DC
Women's Class C Slow Pitch – East	Fraley's Wildcats*	Lexington, KY
Women's Class C Slow Pitch – West	WTS Softball Crew	Lancaster, CA
Women's Class D Slow Pitch – East	Paver Pro Unlimited	Fort Myers, FL
Women's Class D Slow Pitch – West	Lady Blue Jays*	San Antonio, TX
Women's Masters' 35-Over Slow Pitch	Yard Dawgs	Calhoun, GA
Men's Industrial Slow Pitch	McNair Grading	Zebulon, GA
Men's Church Slow Pitch	Evangel Temple	Jacksonville, FL
Men's Masters 35-Over Slow Pitch	Heritage Carpentry/Team Mattingly	Norwalk, CT
Men's Masters 40-Over Slow Pitch	JK Inc.	Anaheim, CA
Men's Masters 45-Over Slow Pitch	Courtesy/Kelly's Sports/Combat	Culver City, CA
Men's Senior 50 AA Slow Pitch	State College	Saxton, PA
Men's Senior 50 AAA Slow Pitch	KJP Sales	Midland, MI
Men's Senior 50 Major Plus Slow Pitch	Damon's Grill	Baltimore, MD
Men's Senior 50-Over Major Slow Pitch	Travelodge 55's	Martinsville, IN
Men's Senior 55 AA Slow Pitch	Southland Log Homes	Christiansburg, VA
Men's Senior 55 AAA Slow Pitch	VA Vending/ TGI Fridays	Richmond, VA
Men's Senior 55 Major Plus Slow Pitch	Spicers/ 33 1/2	Olney, MD
Men's Senior 55-Over Major Slow Pitch	NJ Hitmen	Stockton, NJ
Men's Senior 60 AA Slow Pitch	Southern Sixties	Buford, GA
Men's Senior 60 AAA Slow Pitch	Tidewater 60's	Portsmouth, VA
Men's Senior 60-Over Major Slow Pitch	Matador Club	Birmingham, AL
Men's Senior 60 Major Plus Slow Pitch	Spicers/Turn Two	Richmond, VA
Men's Senior 65 AA Slow Pitch	Richmond Classics/Estes Enterprises	Richmond, VA
Men's Senior 65 AAA Slow Pitch	GA Nuggets	Grayson, GA
Men's Senior 65 Major Plus Slow Pitch	FL Legends/ Human Kinetics	Nokomis, FL
Men's Senior 65-Over Major Slow Pitch	Premium Seats	Jupiter, FL
Men's Senior 70-Over A Slow Pitch	N/A	N/A
Men's Senior 70-Over AAA Slow Pitch	Hamel's 70's	Owings, MD
Men's Senior 70-Over Major Slow Pitch	Southern Pride	Montgomery, AL
Men's Senior 75-Over A Slow Pitch	N/A	N/A
Men's Senior 75-Over Major Slow Pitch	N/A	N/A
Men's Major 16-Inch Slow Pitch	Miller 45's	Park Ridge, IL
Men's Class A 16-Inch Slow Pitch	Thunder	Mt. Prospect, IL
Co-ed Major Slow Pitch	Team Combat Mixed	Kent, WA
Co-ed Class A Slow Pitch	Lloyd's Softball/J.T. Express	Haubstadt, IN
Co-ed Class B Slow Pitch	Conference Café	Euless, TX
Industrial Co-ed Slow Pitch	N/A	N/A
Girl's 18-U Slow Pitch	Sandy Plains Outlaws	Marietta, GA
Girl's 16-U Slow Pitch	X-Treme	Moore, OK
Girl's 14-U Slow Pitch	CLCF Gals	Cranston, RI
Girl's 12-U Slow Pitch	Predators	Newcastle, OK
Girl's 10-U Slow Pitch	MS Sting	Enterprise, MS
2007 MODIFIED PITCH		
Men's Modified Pitch (9) A	Legends	Fairhaven, MA
Men's Modified Pitch (9) Major	N/A	N/A
Men's Modified Pitch (10)	Chapel Hill Warriors	Chapel Hill, NC

2008 NATIONAL CHAMPIONSHIPS

*Denotes 2007 Hooters Championship Series Winner

Tournament Name	Start Date	End Date	Location
ASA Boys' 10-Under Fast Pitch	7/31/2008	8/3/2008	Brandon, SD
ASA Boys' 12-Under Fast Pitch	7/31/2008	8/3/2008	Brandon, SD
ASA Boys' 14-Under Fast Pitch	7/31/2008	8/3/2008	Brandon, SD
ASA Boys' 16-Under Fast Pitch	7/31/2008	8/3/2008	Brandon, SD
ASA Boys' 18-Under Fast Pitch	7/31/2008	8/3/2008	Brandon, SD
ASA Coed Class A Slow Pitch	8/21/2008	8/24/2008	Tallahassee, FL
ASA Coed Class B Slow Pitch	8/21/2008	8/24/2008	LaGrange, GA
ASA Coed Major Slow Pitch	9/18/2008	9/21/2008	Dothan, AL
ASA Girls' 10-Under Slow Pitch	7/23/2008	7/26/2008	Johnson City, TN
ASA Girls' 12-Under Slow Pitch	7/23/2008	7/28/2008	Johnson City, TN
ASA Girls' 14-Under Slow Pitch	7/23/2008	7/26/2008	Johnson City, TN
ASA Girls' 16-Under Slow Pitch	7/23/2008	7/26/2008	Johnson City, TN
ASA Girls' 18-Under Slow Pitch	7/23/2008	7/26/2008	Johnson City, TN
ASA Girls' A 10-Under Fast Pitch Eastern	7/30/2008	8/3/2008	Salem, VA
ASA Girls' A 10-Under Fast Pitch Northern	7/30/2008	8/3/2008	South Bend, IN
ASA Girls' A 10-Under Fast Pitch Southern	7/30/2008	8/3/2008	Fort Worth, TX
ASA Girls' A 10-Under Fast Pitch Western	7/30/2008	8/3/2008	Phoenix, AZ
ASA Girls' A 12-Under Fast Pitch Eastern	7/30/2008	8/3/2008	Salem, VA
ASA Girls' A 12-Under Fast Pitch Northern	7/30/2008	8/3/2008	South Bend, IN
ASA Girls' A 12-Under Fast Pitch Southern	7/30/2008	8/3/2008	Tulsa, OK
ASA Girls' A 12-Under Fast Pitch Western	7/30/2008	8/3/2008	Phoenix, AZ
ASA Girls' A 14-Under Fast Pitch Eastern	7/30/2008	8/3/2008	Salem, VA
ASA Girls' A 14-Under Fast Pitch Northern	7/30/2008	8/3/2008	St. Louis, MO
ASA Girls' A 14-Under Fast Pitch Southern	7/30/2008	8/3/2008	Clinton, MS
ASA Girls' A 14-Under Fast Pitch Western	7/30/2008	8/3/2008	Clovis, CA
ASA Girls' A 16-Under Fast Pitch Eastern	7/30/2008	8/3/2008	York, PA
ASA Girls' A 16-Under Fast Pitch Northern	7/30/2008	8/3/2008	Altoona, KS
ASA Girls' A 16-Under Fast Pitch Southern	7/30/2008	8/3/2008	Altamonte Springs, FL
ASA Girls' A 16-Under Fast Pitch Western	7/30/2008	8/3/2008	Portland, OR
ASA Girls' A 18-Under Fast Pitch Eastern	7/30/2008	8/3/2008	Salem, VA
ASA Girls' A 18-Under Fast Pitch Northern	7/30/2008	8/3/2008	Rochester, MN
ASA Girls' A 18-Under Fast Pitch Southern	7/29/2008	8/3/2008	Ridgeland, MS
ASA Girls' A 18-Under Fast Pitch Western	7/30/2008	8/3/2008	Seattle, WA
ASA Girls' B 10-Under Fast Pitch Eastern	7/30/2008	8/3/2008	York, PA
ASA Girls' B 10-Under Fast Pitch Northern	7/30/2008	8/3/2008	Rochester, MN
ASA Girls' B 10-Under Fast Pitch Southern	7/30/2008	8/3/2008	Broken Arrow, OK
ASA Girls' B 10-Under Fast Pitch Western	7/27/2008	8/3/2008	Las Vegas, NV
ASA Girls' B 12-Under Fast Pitch Eastern	7/30/2008	8/3/2008	York, PA
ASA Girls' B 12-Under Fast Pitch Northern	7/30/2008	8/3/2008	Springfield, MO
ASA Girls' B 12-Under Fast Pitch Southern	7/30/2008	8/3/2008	Gadsden, AL
ASA Girls' B 12-Under Fast Pitch Western	7/30/2008	8/3/2008	Las Vegas, NV
ASA Girls' B 14-Under Fast Pitch Eastern	7/30/2008	8/3/2008	Sterling, VA
ASA Girls' B 14-Under Fast Pitch Northern	7/30/2008	8/3/2008	Springfield, MO
ASA Girls' B 14-Under Fast Pitch Southern	7/30/2008	8/3/2008	Columbus, GA
ASA Girls' B 14-Under Fast Pitch Western	7/28/2008	8/3/2008	Salem, OR
ASA Girls' B 16-Under Fast Pitch Eastern	7/30/2008	8/3/2008	Sterling, VA
ASA Girls' B 16-Under Fast Pitch Northern	7/30/2008	8/3/2008	Overland Park, KS
ASA Girls' B 16-Under Fast Pitch Southern	7/30/2008	8/3/2008	Garland, TX
ASA Girls' B 16-Under Fast Pitch Western	7/30/2008	8/3/2008	Cheyenne, WY
ASA Girls' B 18-Under Fast Pitch Eastern	7/30/2008	8/3/2008	Sterling, VA
ASA Girls' B 18-Under Fast Pitch Northern	7/30/2008	8/3/2008	Overland Park, KS
ASA Girls' B 18-Under Fast Pitch Southern	7/30/2008	8/3/2008	Mobile, AL
ASA Girls' B 18-Under Fast Pitch Western	7/30/2008	8/2/2008	Aurora, CO
ASA Men's (10) Modified Pitch	8/29/2008	9/1/2008	Cumming, GA
ASA Men's (9) Class A Modified Pitch	8/29/2008	9/1/2008	Cumming, GA
ASA Men's (9) Modified Pitch	8/29/2008	9/1/2008	Cumming, GA
ASA Men's 16 Inch Class A Slow Pitch	8/29/2008	9/1/2008	Cedar Rapids, IA
ASA Men's 16 Inch Major Slow Pitch	8/29/2008	9/1/2008	Mt. Prospect, IL
ASA Men's 23-Under Fast Pitch	7/31/2008	8/3/2008	Brandon, SD
ASA Men's Church Slow Pitch	8/8/2008	8/10/2008	Decatur, AL
ASA Men's Class A Industrial Slow Pitch	8/22/2008	8/24/2008	Tallahassee, FL

2008 NATIONAL CHAMPIONSHIPS

ASA Men's Class A Fast Pitch	8/27/2008	9/1/2008	Gladston, MO
ASA Men's Class B Fast Pitch	8/27/2008	9/1/2008	McAllen, TX
ASA Men's Class C Fast Pitch	8/27/2008	9/1/2008	Prescott, AZ
ASA Men's Major Fast Pitch	7/31/2008	8/3/2008	Stevens Point, WI
ASA Men's Masters 35-Over Slow Pitch	9/5/2008	9/7/2008	Killeen, TX
ASA Men's Masters 40-Over Fast Pitch	8/20/2008	8/24/2008	Minot, ND
ASA Men's Masters 40-Over Slow Pitch	8/22/2008	8/24/2008	Dallas, TX
ASA Men's Masters 45-Over Fast Pitch	9/11/2008	9/14/2008	Springfield, MO
ASA Men's Masters 45-Over Slow Pitch	9/5/2008	9/7/2008	Roseville, CA
ASA Men's Senior 50-Over Fast Pitch	9/26/2008	9/28/2008	Fort Worth, TX
ASA Men's Senior 50 AA Slow Pitch East	8/29/2008	9/1/2008	Burlington, NC
ASA Men's Senior 50 AAA Slow Pitch East	8/29/2008	9/1/2008	Burlington, NC
ASA Men's Senior 50 Major Plus Slow Pitch East	8/29/2008	9/1/2008	Burlington, NC
ASA Men's Senior 50-Over Major Slow Pitch East	8/29/2008	9/1/2008	Burlington, NC
ASA Men's Senior 55 AA Slow Pitch East	8/29/2008	9/1/2008	Burlington, NC
ASA Men's Senior 55 AAA Slow Pitch East	8/29/2008	9/1/2008	Burlington, NC
ASA Men's Senior 55 Major Plus East	8/29/2008	9/1/2008	Burlington, NC
ASA Men's Senior 55-Over Major Slow Pitch East	8/29/2008	9/1/2008	Burlington, NC
ASA Men's Senior 60 AA Slow Pitch East	8/29/2008	9/1/2008	Burlington, NC
ASA Men's Senior 60 AAA Slow Pitch East	8/29/2008	9/1/2008	Burlington, NC
ASA Men's Senior 60-Over Major Slow Pitch East	8/29/2008	9/1/2008	Burlington, NC
ASA Men's Senior 65 AA Slow Pitch East	8/29/2008	9/1/2008	Burlington, NC
ASA Men's Senior 65 AAA Slow Pitch East	8/29/2008	9/1/2008	Burlington, NC
ASA Men's Senior 65 Major Plus Slow Pitch East	8/29/2008	9/1/2008	Burlington, NC
ASA Men's Senior 65-Over Major Slow Pitch East	8/29/2008	9/1/2008	Burlington, NC
ASA Men's Senior 70-Over AAA Slow Pitch East	8/29/2008	9/1/2008	Burlington, NC
ASA Men's Senior 70-Over Major Slow Pitch East	8/29/2008	9/1/2008	Burlington, NC
ASA Men's Senior 75-Over AAA Slow Pitch East	8/29/2008	9/1/2008	Burlington, NC
ASA Men's Senior 75-Over Major Slow Pitch East	8/29/2008	9/1/2008	Burlington, NC
ASA Men's Senior Class 60 Major Plus Slow Pitch East	8/29/2008	9/1/2008	Burlington, NC
ASA Men's Senior 50 AA Slow Pitch West	8/29/2008	9/1/2008	Spokane, WA
ASA Men's Senior 50 AAA Slow Pitch west	8/29/2008	9/1/2008	Spokane, WA
ASA Men's Senior 50 Major Plus Slow Pitch west	8/29/2008	9/1/2008	Spokane, WA
ASA Men's Senior 50-Over Major Slow Pitch West	8/29/2008	9/1/2008	Spokane, WA
ASA Men's Senior 55 AA Slow Pitch West	8/29/2008	9/1/2008	Spokane, WA
ASA Men's Senior 55 AAA Slow Pitch West	8/29/2008	9/1/2008	Spokane, WA
ASA Men's Senior 55 Major Plus West	8/29/2008	9/1/2008	Spokane, WA
ASA Men's Senior 55-Over Major Slow Pitch West	8/29/2008	9/1/2008	Spokane, WA
ASA Men's Senior 60 AA Slow Pitch West	8/29/2008	9/1/2008	Spokane, WA
ASA Men's Senior 60 AAA Slow Pitch West	8/29/2008	9/1/2008	Spokane, WA
ASA Men's Senior 60-Over Major Slow Pitch West	8/29/2008	9/1/2008	Spokane, WA
ASA Men's Senior 65 AA Slow Pitch West	8/29/2008	9/1/2008	Spokane, WA
ASA Men's Senior 65 AAA Slow Pitch West	8/29/2008	9/1/2008	Spokane, WA
ASA Men's Senior 65 Major Plus Slow Pitch West	8/29/2008	9/1/2008	Spokane, WA
ASA Men's Senior 65-Over Major Slow Pitch West	8/29/2008	9/1/2008	Spokane, WA
ASA Men's Senior 70-Over AAA Slow Pitch West	8/29/2008	9/1/2008	Spokane, WA
ASA Men's Senior 70-Over Major Slow Pitch West	8/29/2008	9/1/2008	Spokane, WA
ASA Men's Senior 75-Over AAA Slow Pitch West	8/29/2008	9/1/2008	Spokane, WA
ASA Men's Senior 75-Over Major Slow Pitch West	8/29/2008	9/1/2008	Spokane, WA
ASA Men's Senior Class 60 Major Plus Slow Pitch West	8/29/2008	9/1/2008	Spokane, WA
ASA Women's 23-Under Fast Pitch	7/17/2008	7/20/2008	Auburn, AL
ASA Women's Class A Fast Pitch	8/8/2007	8/10/2007	Salem, OR
ASA Women's Class B Fast Pitch	7/8/2007	7/10/2007	Salem, OR
ASA Women's Major Fast Pitch	8/8/2008	8/10/2008	Amherst, NY
ASA Women's Masters 35-Over Slow Pitch	8/8/2008	8/10/2008	Fort Myers, FL
Hooters ASA Men's East Class B Slow Pitch	8/28/2008	9/1/2008	Auburndale, FL
Hooters ASA Men's East Class C Slow Pitch	8/28/2008	9/1/2008	Salem, VA
Hooters ASA Men's East Class D Slow Pitch	8/28/2008	9/1/2008	Columbus, OH
Hooters ASA Men's Northern Class C Slow Pitch	8/28/2008	9/1/2008	Moorhead, MN
Hooters ASA Men's Northern Class D Slow Pitch	8/28/2008	9/1/2008	Bismarck, ND
Hooters ASA Men's Southern Class C Slow Pitch	8/28/2008	9/1/2008	Bryan/College Station, TX
Hooters ASA Men's Southern Class D Slow Pitch	8/28/2008	9/1/2008	Marietta, GA
Hooters ASA Men's West Class B Slow Pitch	8/28/2008	9/1/2008	San Antonio, TX

2008 NATIONAL CHAMPIONSHIPS

Hooters ASA Men's West Class C Slow Pitch	8/28/2008	9/1/2008	Lancaster, CA
Hooters ASA Men's West Class D Slow Pitch	8/28/2008	9/1/2008	Seattle, WA
Hooters ASA Women's East Class C Slow Pitch	8/28/2008	9/1/2008	Augusta, GA
Hooters ASA Women's East Class D Slow Pitch	8/28/2008	9/1/2008	Seminole County, FL
Hooters ASA Women's West Class C Slow Pitch	8/28/2008	9/1/2008	Waxahachie, TX
Hooters ASA Women's West Class D Slow Pitch	8/28/2008	9/1/2008	Lawton, OK
USA/ASA Girls' Class A 10-Under Fast Pitch	7/27/2008	8/3/2008	Bloomington, IN
USA/ASA Girls' Class A 12-Under Fast Pitch	7/27/2008	8/3/2008	Montgomery, AL
USA/ASA Girls' Class A 14-Under Fast Pitch	7/27/2008	8/3/2008	Midland, TX
USA/ASA Girls' Class A 16-Under Fast Pitch	7/27/2008	8/3/2008	Owensboro, KY
USA/ASA Girls' Class A 18-Under Fast Pitch	7/27/2008	8/3/2008	Moline, IL

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8U Coach Pitch	7/18/2008	7/20/2008	Fort Smith, AR
8U Coach Pitch	6/26/2008	6/28/2008	Mobile, AL
Men's (9) A Modified Pitch	Pending		
Men's (9) Major Modified Pitch	Pending		
Men's (10) Modified Pitch	Pending		

2009 NATIONAL CHAMPIONSHIPS

TOURNAMENT NAME	STARTDATE	STOPDATE	LOCATION
ASA Boys' 10-Under Fast Pitch	7/29/2009	8/2/2009	North Mankato, MN
ASA Boys' 12-Under Fast Pitch	7/29/2009	8/2/2009	North Mankato, MN
ASA Boys' 14-Under Fast Pitch	7/29/2009	8/2/2009	North Mankato, MN
ASA Boys' 16-Under Fast Pitch	7/29/2009	8/2/2009	North Mankato, MN
ASA Boys' 18-Under Fast Pitch	7/29/2009	8/2/2009	North Mankato, MN
ASA Coed Class A Slow Pitch	8/27/2009	8/30/2009	Cumming, GA
ASA Coed Class B Slow Pitch	8/27/2009	8/30/2009	Decatur, AL
ASA Coed Major Slow Pitch	9/18/2009	9/20/2009	San Antonio, TX
ASA Girls' 10-Under Slow Pitch	7/23/2009	7/26/2009	Owensboro, KY
ASA Girls' 12-Under Slow Pitch	7/23/2009	7/26/2009	Owensboro, KY
ASA Girls' 14-Under Slow Pitch	7/23/2009	7/26/2009	Owensboro, KY
ASA Girls' 16-Under Slow Pitch	7/23/2009	7/26/2009	Owensboro, KY
ASA Girls' 18-Under Slow Pitch	7/23/2009	7/29/2009	Owensboro, KY
ASA Girls' A 10-Under Fast Pitch Eastern	7/29/2009	8/2/2009	Sterling, VA
ASA Girls' A 10-Under Fast Pitch Northern	7/29/2009	8/2/2009	Allouez, WI
ASA Girls' A 10-Under Fast Pitch Southern	7/29/2009	8/2/2009	College Station, TX
ASA Girls' A 12-Under Fast Pitch Eastern	7/29/2009	8/2/2009	Sterling, VA
ASA Girls' A 12-Under Fast Pitch Northern	7/29/2009	8/2/2009	Green Bay, WI
ASA Girls' A 12-Under Fast Pitch Southern	7/29/2009	8/2/2009	Clinton, MS
ASA Girls' A 14-Under Fast Pitch Eastern	7/29/2009	8/2/2009	Sterling, VA
ASA Girls' A 14-Under Fast Pitch Northern	7/29/2009	8/2/2009	St. Louis, MO
ASA Girls' A 14-Under Fast Pitch Southern	7/29/2009	8/2/2009	Fort Worth, TX
ASA Girls' A 14-Under Fast Pitch Western	7/29/2009	8/2/2009	Mt. Vernon, WA
ASA Girls' A 16-Under Fast Pitch Eastern	7/29/2009	8/2/2009	Salisbury, MD
ASA Girls' A 16-Under Fast Pitch Northern	7/29/2009	8/2/2009	St. Louis, MO
ASA Girls' A 16-Under Fast Pitch Southern	7/29/2009	8/2/2009	St. Louis, MO
ASA Girls' A 16-Under Fast Pitch Southern	7/29/2009	8/2/2009	Columbus, GA
ASA Girls' A 16-Under Fast Pitch Western	7/29/2009	8/2/2009	Phoenix, AZ
ASA Girls' A 18-Under Fast Pitch Eastern	7/29/2009	8/2/2009	York, PA
ASA Girls' A 18-Under Fast Pitch Northern	7/29/2009	8/2/2009	Bloomington, IN
ASA Girls' A 18-Under Fast Pitch Southern	7/29/2009	8/2/2009	Tallahassee, FL
ASA Girls' A 18-Under Fast Pitch Western	7/29/2009	8/2/2009	Clinton, UT
ASA Girls' B 10-Under Fast Pitch Eastern	7/29/2009	8/2/2009	Sterling, VA
ASA Girls' B 10-Under Fast Pitch Northern	7/29/2009	8/2/2009	Bloomington, IN
ASA Girls' B 10-Under Fast Pitch Southern	7/29/2009	8/2/2009	Garland, TX
ASA Girls' B 10-Under Fast Pitch Western	7/29/2009	8/2/2009	Salem, OR
ASA Girls' B 12-Under Fast Pitch Eastern	7/29/2009	8/2/2009	Sterling, VA
ASA Girls' B 12-Under Fast Pitch Northern	7/29/2009	8/2/2009	Bowling Green, KY
ASA Girls' B 12-Under Fast Pitch Southern	7/29/2009	8/2/2009	LaGrange, GA
ASA Girls' B 12-Under Fast Pitch Western	7/29/2009	8/2/2009	Milwaukie, OR
ASA Girls' B 14-Under Fast Pitch Eastern	7/29/2009	8/2/2009	Dayton, OH
ASA Girls' B 14-Under Fast Pitch Northern	7/29/2009	8/2/2009	Overland Park, KS
ASA Girls' B 14-Under Fast Pitch Southern	7/29/2009	8/2/2009	Tulsa, OK
ASA Girls' B 14-Under Fast Pitch Western	7/29/2009	8/2/2009	Clinton, UT
ASA Girls' B 16-Under Fast Pitch Eastern	7/29/2009	8/2/2009	York, PA
ASA Girls' B 16-Under Fast Pitch Northern	7/29/2009	8/2/2009	Wichita, KS
ASA Girls' B 16-Under Fast Pitch Southern	7/29/2009	8/2/2009	Ridgeland, MS
ASA Girls' B 16-Under Fast Pitch Western	7/29/2009	8/2/2009	Lancaster, CA
ASA Girls' B 18-Under Fast Pitch Eastern	7/29/2009	8/2/2009	York, PA
ASA Girls' B 18-Under Fast Pitch Northern	7/29/2009	8/2/2009	Wichita, KS
ASA Girls' B 18-Under Fast Pitch Southern	7/29/2009	8/2/2009	College Station, TX
ASA Girls' B 18-Under Fast Pitch Western	7/29/2009	8/2/2009	Lancaster, CA
ASA Men's (10) Modified Pitch	9/4/2009	9/7/2009	Fond du Lac, WI
ASA Men's (9) Class A Modified Pitch	9/4/2009	9/7/2009	Fairhaven, MA
ASA Men's (9) Major Modified Pitch	9/4/2009	9/7/2009	Fairhaven, MA
ASA Men's 16 Inch Major Slow Pitch	9/4/2009	9/7/2009	Hebron, KY
ASA Men's 16 Inch Major Slow Pitch	9/4/2009	9/7/2009	Marshalltown, IA
ASA Men's 23-Under Fast Pitch	7/29/2009	8/2/2009	North Mankato, MN
ASA Men's Church Slow Pitch	8/7/2009	8/9/2009	Dallas, TX
ASA Men's Class A Fast Pitch	9/2/2009	9/7/2009	Decatur, IL
ASA Men's Class B Fast Pitch	9/2/2009	9/7/2009	Prescott, AZ

2009 NATIONAL CHAMPIONSHIPS

ASA Men's East Class C Fast Pitch	9/2/2009	9/7/2009	Decatur, IL
ASA Men's West Class C Fast Pitch	9/2/2009	9/7/2009	Hastings, NE
ASA Men's Industrial Slow Pitch	8/21/2009	8/23/2009	Gadsden, AL
ASA Men's Major Fast Pitch	7/30/2009	8/2/2009	South Bend, IN
ASA Men's Masters 35-Over Slow Pitch	9/11/2009	9/13/2009	Auburndale, FL
ASA Men's Masters 40-Over Fast Pitch	8/26/2009	8/30/2009	Springfield, MO
ASA Men's Masters 40-Over Slow Pitch	8/28/2009	8/30/2009	Mandan, ND
ASA Men's Masters 45-Over Fast Pitch	9/10/2009	9/13/2009	Fresno, CA
ASA Men's Senior 50-Over Fast Pitch	9/25/2009	9/27/2009	Prescott, AZ
ASA Men's West Class C Fast Pitch	9/2/2009	9/7/2009	Hastings, NE
ASA Women's 23-Under Fast Pitch	7/16/2009	7/19/2009	Sterling, VA
ASA Women's Class A Fast Pitch	7/30/2009	8/2/2009	Auburn, AL
ASA Women's Class B Fast Pitch	7/30/2009	8/2/2009	Auburn, AL
ASA Women's Major Fast Pitch	7/31/2009	8/2/2009	Auburn, AL
ASA Women's Masters 35-Over Slow Pitch	8/7/2009	8/9/2009	Topeka, KS
ASA Women's Modified	TBD	TBD	TBD
Hooters ASA Men's East Class B Slow Pitch	9/3/2009	9/7/2009	Tupelo, MS
Hooters ASA Men's East Class C Slow Pitch	9/3/2009	9/7/2009	Columbus, OH
Hooters ASA Men's East Class D Slow Pitch	9/3/2009	9/7/2009	Salem, VA
Hooters ASA Men's Northern Class C Slow Pitch	9/3/2009	9/7/2009	Liberty, KS
Hooters ASA Men's Northern Class D Slow Pitch	9/3/2009	9/7/2009	Rochester, MN
Hooters ASA Men's Southern Class C Slow Pitch	9/3/2009	9/7/2009	Augusta, GA
Hooters ASA Men's Southern Class D Slow Pitch	9/3/2009	9/7/2009	Montgomery, AL
Hooters ASA Men's West Class B Slow Pitch	9/3/2009	9/7/2009	Lawton, OK
Hooters ASA Men's West Class C Slow Pitch	9/3/2009	9/7/2009	Portland, OR
Hooters ASA Men's West Class D Slow Pitch	9/3/2009	9/7/2009	TBD
Hooters ASA Women's East Class C Slow Pitch	9/3/2009	9/7/2009	Meridian, MS
Hooters ASA Women's East Class D Slow Pitch	9/3/2009	9/7/2009	Dothan, AL
Hooters ASA Women's West Class D Slow Pitch	9/3/2009	9/7/2009	Salem, OR
Men's Masters 45-Over Slow Pitch	9/11/2009	9/13/2009	Waxahachie, TX
USA/ASA Girls' Class A 10-Under Fast Pitch	7/26/2009	8/8/2009	Johnson City, TN
USA/ASA Girls' Class A 12-Under Fast Pitch	7/26/2009	8/8/2009	Normal, IL
USA/ASA Girls' Class A 14-Under Fast Pitch	7/26/2009	8/8/2009	Marietta, GA
USA/ASA Girls' Class A 16-Under Fast Pitch	7/26/2009	8/8/2009	Sioux Falls, SD
USA/ASA Girls' Class A 18-Under Fast Pitch	7/26/2009	8/8/2009	Las Vegas, NV

RULE CHANGES for 2008

Rule-Section-	Topic	Pages
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3 - 1G	Identifies addition bat deficiencies	33
4 - 6D	Removal of a statement pitching	46
5 - 9A 1	Addition to Run Ahead Rule for Fast Pitch	52
5 - 9A 2	Addition to Run Ahead Rule for Modified Pitch	52
5 - 9A 3	Addition to Run Ahead Rule for Slow Pitch	52
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6 - 3A 16" SP	Clarification of 16" pitching	65
6 - 3G 16" SP	Clarification on 16" hesitation	65
7 - 4C	Adds a strike matt to senior play	70
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8 - 4F	Allows Women's Slow Pitch to steal	79
8 - 4G	Removes J.O Girls 10 U B special rules	79
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OFFICIAL SOFTBALL PLAYING RULES

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Where (Fast Pitch) is shown, Modified Pitch rules are followed the same as fast pitch with the exception of the pitching rule. Where (Slow Pitch) is shown, 16" slow pitch rules are followed the same as slow pitch with the exception of the pitching rule.

The words "Junior Olympic" or the initials "JO" refer to youth softball.

New rules and/or changes are in bold letters in each shaded section. Housekeeping changes are shaded, but not bold.

Read the "Points of Emphasis" at the end of the rules to clarify various selected rules.

PREAMBLE TO THE RULES.

WARNING, DISCLOSURE AND DISCLAIMER

One of the primary purposes of ASA's official playing rules (including its equipment standards) and ASA's Code is to promote competitive balance and to preserve the integrity of the sport of amateur softball. ASA's official playing rules and Code should not be considered a guarantee that participants, spectators or others will be safe or free from injury or harm. There are risks and dangers incidental to the game of softball, including specifically (but not limited to) the danger of being injured by thrown bats, thrown balls, batted balls or other objects. Softball poses a risk to its participants, spectators and other persons at or near ASA events or practices. Softball is a vigorous team sport at times involving severe cardiovascular stress and violent physical contact. Softball involves certain risk, including but not limited to death, serious neck and spinal injuries resulting in complete or partial paralysis, brain damage and serious injury to virtually all bones, joints, muscles and internal organs, and equipment provided for the protection of the participants may be inadequate to prevent serious injury. It is further disclosed that softball involves a particularly high risk of ankle, knee, head, and neck injury. In addition, participation in ASA events may involve activities incidental thereto, including but not limited to, travel to and from the site activity, participation at sites that may be remote from available medical assistance, and possible reckless conduct of other participants. Participants engaging in softball and activities incidental to softball do so with knowledge of the danger involved and agree to accept any and all inherent risks of property damage, personal injury, or death. Parents, family, guests, participants and spectators assume all risk and danger of personal injury, losses, damages to person or property and all hazards arising from, incidental to or related in any way to the game of softball.

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RULE 1 - DEFINITIONS

ALTERED BAT: When the physical structure of a legal softball bat has been changed.

APPEAL PLAY: A play on a rule violation on which an umpire may not make a decision until requested by a manager, coach or player.

BALL COMPRESSION: The load force, in pounds, required to compress a softball 0.250 inches when measured in accordance with the ASTM test method for measuring compression-displacement of softballs.

BALL COR: The coefficient of restitution of a softball when measured in accordance with the ASTM test method for measuring coefficient of restitution of softballs.

BASE ON BALLS: Permits a batter to gain first base when four pitches are judged to be out of the strike zone.

BASE LINE: An imaginary line directly between bases.

BASE PATH: A line directly between a base and the runner's position at the time a defensive player is attempting to tag that runner.

BATTED BALL: Any pitched ball that hits the bat or is hit by the bat and lands either in fair territory or foul territory.

BATTER'S BOX: The area to which the batter is restricted when batting.

BATTER-RUNNER: A player who has completed a turn at bat but has not yet been put out or reached first base.

RULE 1 - THE DEFINITIONS

BATTING ORDER:The official listing of offensive players in the order in which they bat.

BLOCKED BALL: A batted, pitched or thrown ball that is touched, stopped or handled by a person not engaged in the game, or which touches loose equipment or any object that is not part of the official equipment or official playing area.

BLOOD RULE: Refers to a player, coach or umpire who is bleeding or who has blood on their uniform and treatment is required.

BUNT: A pitched ball that is intentionally tapped with the bat, slowly, within the infield.

CATCH/NO CATCH:

- A. A catch is a legally caught ball, which occurs when the fielder catches a batted, pitched or thrown ball with the hand(s) or glove/mitt.
1. To establish a valid catch, the fielder shall hold the ball long enough to prove control of it and/or that the release of the ball is voluntary.
 2. If the ball is merely held in the fielder's arm(s) or prevented from dropping to the ground by some part of the fielder's body, equipment or clothing, the catch is not completed until the ball is in the grasp of the fielder's hand(s) or glove.
 3. The fielder's feet must be within the field of play, touching the "out of play" line or in the air after leaving live ball territory in order to have a valid catch. A player who is "out of play" and returns must have both feet touching live ball territory or one foot touching and the other in the air, for the catch to be legal.
- B. It is not a catch:
1. If a fielder, while gaining control, collides with another player, umpire or a fence, or falls to the ground and drops the ball as a result of the collision or falling to the ground.
 2. If a ball strikes anything other than a defensive player while it is in flight is the same as if it struck the ground.
 3. When a fielder catches a batted or thrown ball with anything other than the hand(s) or glove in its proper place.

CATCH AND CARRY: A legal catch that a defensive player carries into dead ball territory.

CATCHER'S BOX: The area to which the catcher is restricted while catching. The catcher must remain in the box until:

- A. (Fast Pitch) The pitch is released.
- B. (Slow Pitch) The pitched ball is:
 1. Batted.
 2. Touches the ground, plate, or batter.
 3. Reaches the catcher's box.

RULE 1 - THE DEFINITIONS

CHAMPIONSHIP PLAY: When used in the ASA Softball Playing Rules, the term "Championship Play" shall have the same meaning as is assigned to such term by the ASA Code.

CHARGED CONFERENCE: When a team representative requests a suspension of play or delays the game for the purpose of delivering a message to another team member:

CHOPPED BALL: (Slow Pitch) Occurs when the batter strikes downward with a chopping motion of the bat.

COACH: A person who occupies the coach's box and / or assists in the direction of their team representatives on the field.

COACH'S BOX: The area in which the two base coaches (one per box) are restricted to prior to the release of the pitch.

COURTESY RUNNER: (Senior Slow Pitch, Master's and Senior Fast Pitch and J.O. Girls and Boys Fast Pitch) Any player who runs for a runner without a charged substitution.

CROW HOP: (Fast Pitch) Defined as the act of a pitcher who steps, hops or drags off the front of the pitcher's plate, replants the pivot foot, thereby establishing a second impetus (or starting point), pushes off from the newly established starting point and completes the delivery.

DEAD BALL.: A ball that is not in play.

DEFENSIVE TEAM: The team in the field.

DESIGNATED PLAYER (DP): The player who is initially on the line-up card in the team's batting order but not in the defensive line-up.

DISLODGED BASE: A base displaced from its proper position.

DISQUALIFIED PLAYER: A player removed from the game for a rule violation.

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

DUGOUT/ TEAM AREA: An out-of-play area designated for players and team representatives.

EJECTED PARTICIPANT: A team representative removed from the game by the umpire, usually for an unsportsmanlike act or conduct.

RULE 1 - THE DEFINITIONS

EXTRA PLAYER (EP): An optional player(s) in slow pitch.

FAIR BALL: A legally batted ball that:

- A. Settles or is touched on or over fair territory between home and first base or between home and third base.
- B. Bounds over or past first or third base, which is in fair territory, regardless of where the ball hits after going over the base.
- C. While on or over fair territory, touches the person, attached equipment or clothing of a player or an umpire.
- D. While over fair territory, an runner offensive player interferes with a defensive player attempting to field a batted ball.
- E. Touches first, second or third base.
- F. First falls or is first touched on or over fair territory beyond first, second or third base.
- G. While over fair territory, passes out of the playing field beyond the outfield fence.
- H. Hits the foul pole.

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

FAKE TAG: A form of obstruction by a fielder who attempts to tag a runner without the ball and thereby impedes a runner advancing or returning to a base.

FIELDER: Any player of the team in the field.

FLEX: The player who is initially listed in the tenth spot on the line-up card, and may play any defensive position, and may enter the game on offense only in the Designated Player's (DP) batting position.

FLY BALL: A batted ball, fair or foul, that rises into the air.

FORCE OUT: Is an out which may be made only when a runner loses the right to the base that the runner is occupying because the batter becomes a batter-runner, and before the batter-runner or a trailing runner has been put out.

FOUL BALL: A batted ball that:

- A. Settles or is touched (not caught) on or over foul territory between home and first base or between home and third base.
- B. Bounds or rolls past first or third base on or over foul territory.
- C. While over foul territory, touches the person, attached or detached equipment or clothing of a player or an umpire, or any object foreign to the natural ground.
- D. While over foul territory, a runner interferes with a defensive player attempting to field a batted ball.

RULE 1 - THE DEFINITIONS

- E. First hits the ground over foul territory beyond first or third base.
- F. Touches the batter or the bat in the batter's hand(s) a second time while the batter is within the batter's box.
- G. Goes directly from the bat to any part of the catcher's body or equipment and is caught by another fielder.
- H. Hits the pitcher's plate and rolls untouched to foul territory before reaching first or third base.

FOUL TIP: A batted ball that goes sharply and directly from the bat to the catcher's hand(s) or glove/mitt and is legally caught by the catcher.

HOME TEAM: Shall be designated by mutual agreement or by a flip of a coin.

ILLEGAL BAT: A bat that does not meet the requirements of an official bat or warm-up bat.

ILLEGALLY BATTED BALL: Occurs when the batter hits the ball fair or foul and:

- A. When, at the time the bat makes contact with the ball, the entire foot is completely outside the lines of the batter's box and on the ground.
- B. When, at the time the bat makes contact with the ball, any part of the foot is touching home plate.
- C. An illegal, altered or non-approved bat is used.
- D. When, at the time the bat makes contact with the ball, the batter's entire foot has contacted the ground out of the batter's box and returned to hit the ball while inside the box.

ILLEGAL PLAYER: A player who takes a position in the line-up, either on offense or defense, who does not have a legal right to the position.

IN FLIGHT: The term used for any batted, thrown or pitched ball which has not yet touched the ground or some object or person other than a fielder.

IN JEOPARDY: A term indicating that the ball is in play and an offensive player may be put out.

INELIGIBLE PLAYER: A player who does not meet the requirements of ASA Code.

INFIELD: That portion of the field in fair territory that includes areas normally covered by infielders.

INFIELDER: A fielder who defends the area of the field around first, second, third or shortstop areas.

INFIELD FLY: A fair fly ball, not including a line drive or an attempted bunt which can be caught by an infielder, pitcher or catcher with ordinary effort when first and second

RULE 1 - THE DEFINITIONS

or first, second and third bases are occupied with less than two outs.

INNING: That portion of a game within which the teams alternate on offense and defense and in which there are three outs for each team. A new inning begins immediately after the final out of the previous inning. **EXCEPTION:** Men's Class D Slow Pitch when an over the fence home run is hit.

INTERFERENCE: The act of an offensive player or team member, umpire or spectator that impedes, hinders, or confuses a defensive player attempting to execute a play. Contact is not necessary.

JUNIOR OLYMPIC PLAYER: Any player eligible to participate in the Junior Olympic program. If Junior Olympic players play on an adult team, it is considered playing in an adult league and adult rules will be in effect.

LEAPING: (Fast Pitch) An act by the pitcher when both feet become airborne on the initial move and push from the pitcher's plate.

LINE DRIVE: A batted ball that travels parallel or near the ground through most of its flight.

LINE-UP CARD: The official document listing starting players and substitutes of a given team.

MANAGER: The team representative that must have control of their team at all times on and off the field.

NON-APPROVED BAT: A bat that does not meet the ASA specifications and is on the current non-approved bat list.

OBSTRUCTION: The act of a defensive team member:

- A. Who hinders or impedes a batter from striking at or hitting a pitched ball.
- B. A fielder, who impedes the progress of a runner or batter-runner who is legally running the bases unless the fielder is:
 1. in possession of the ball.
 2. in the act of fielding a batted ball.

NOTE: Contact is not necessary to impede the progress of the batter-runner or a runner.

OFFENSIVE TEAM: The team at bat.

ON-DECK BATTER: The offensive player who is scheduled to bat next.

ON-DECK CIRCLE: The area nearest their dugout in which the next batter of the offensive team is restricted to before the release of the pitch.

RULE 1 - THE DEFINITIONS

OUTFIELD: That portion of the field in fair territory which is normally covered by outfielders.

OUTFIELDER: A fielder who defends the area of the field that the left, left-center, right-center, and right fielders normally play. (This assists in determining positions for co-ed slow pitch play.)

OVER SLIDE: The act of an offensive player when, as a runner, slides beyond or loses contact with a base the player is attempting to reach.

OVERTHROW: Occurs when a thrown ball from a fielder goes

- A. beyond the boundary lines of the playing field (dead ball territory),
- B. or becomes a blocked ball.

PARTICIPANT: A starting player, substitute, manager, coach or other team representative located in the dugout, team area or playing field.

PASSED BALL: A legally delivered pitch that should have been held or controlled by the catcher with ordinary effort.

PIVOT FOOT: (Fast Pitch) The foot which must remain in contact with the pitcher's plate prior to pushing off. (Slow Pitch) The pivot foot is the foot that the pitcher must keep in contact with the pitcher's plate until the ball is released.

PLAY: An attempt by a defensive player to retire an offensive player. A pitch is not considered a play except as it relates to an appeal.

PLAY BALL: The term used by the plate umpire to indicate that play shall start.

PROTEST: A formal request into the decision of an umpire's rule interpretation.

QUICK PITCH: A pitch made with the obvious attempt to catch the batter off balance.

RUNNER: An offensive player who has reached first base and has not yet been put out.

SACRIFICE FLY: Scored when, with fewer than two outs, the batter scores a runner with a fly ball or line drive that is:

- A. Caught.
- B. Dropped by any fielder and, in the scorer's judgment, the runner could have scored after the catch had the fly ball or line drive been caught.

STARTING PLAYER: A player listed on the line-up card that is inspected and approved by the plate umpire.

STEALING: The act of a runner attempting to advance during a pitch:

RULE 1 - THE DEFINITIONS

- A. (Slow Pitch with stealing) Runners can advance once the pitched ball reaches the front edge of home plate.
- B. (Fast Pitch) Runners can advance once the pitched ball leaves the pitcher's hand.

STRIKE MAT: A Mat 25 ½ inches long with a V shaped cut out with the edges 12 inches long to fit tight with the point of home plate.

STRIKE ZONE: That space over any part of home plate, when a batter assumes a natural batting stance adjacent to home plate, between the batter's,

- A. (Fast Pitch) Arm pits and the top of the knees.
- B. (Slow Pitch) Back shoulder and the front knee.
- C. (Seniors Slow Pitch): A rectangle 17" x 34" which includes the plate and the plate extension (mat). Any legally pitched ball not struck at that lands on any part of the plate or mat will be ruled a strike. The shoulder to the knee strike zone has been eliminated.

SUBSTITUTE: Any member of a team's roster who is not listed as a starting player, or a player who re-enters the game.

TAG: A legal tag is the act of a defensive player:

- A. touching a base with any part of the body while holding the ball securely and firmly in the hand or glove or;
- B. touching the runner or batter-runner with the ball while securely held in the hand or glove.

TIME: The term used by the umpire to suspend play.

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

TURN AT BAT: Begins when a player first enters the batter's box and continues until the player is substituted for, put out, or becomes a batter-runner while at bat.

WILD PITCH: A legally delivered pitch that the catcher cannot catch or stop and control with ordinary effort.

RULE 2 - THE PLAYING FIELD

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

OFFICIAL DISTANCE TABLE

Adult	Division	Bases	Pitching	Min. Fence	Max. Fence
Fast Pitch	Women	60'	43'	200'	250'
	Men	60'	46'	225'	275'
Mod. Pitch	Women	60'	40'	200'	275'
	Men	60'	46'	265'	300'
Slow Pitch	Women	65'	50'	265'	275'
	Men	65'	50'	300'	315'
	Co-ed	65'	50'	275'	300'
	Major	80'	53'	325'	
Major church or industrial is 65' bases					
16-In. Pitch	Women	55'	38'	200'	250'
	Men	60'	38'	250'	300'
Youth	Division	Bases	Pitching	Min. Fence	Max. Fence
Fast Pitch	G10-U-A	60'	35'	175'	225'
	G12-U-A	60'	40'	200'	225'
	G14-U-A	60'	40'	200'	225'
	G16-U-A	60'	40'	200'	225'
	G18-U-A	60'	43'	200'	225'
	G18-U Gold	60'	43'	200'	225'
	B10-U-B	60'	35'	175'	225'
	B12-U-B	60'	40'	200'	225'
	B14-U-B	60'	46'	200'	225'
	B16-U-B	60'	46'	200'	225'
	B18-U-B	60'	46'	225'	250'
	Slow Pitch	G10-U-A	60'	40'	175'
G12-U-A		60'	46'	175'	200'
G14-U-A		65'	50'	225'	250'
G16-U-A		65'	50'	225'	250'
G18-U-A		65'	50'	225'	250'
B10-U-A		60'	40'	200'	225'
B12-U-A		60'	46'	225'	250'
B14-U-A		65'	50'	275'	300'
B16-U-A		65'	50'	275'	300'
B18-U-A	65'	50'	275'	300'	

If the base distances or the pitching distance is found to be at the wrong dimensions during the course of the game, correct the error, with no penalty, and continue playing the game. Every effort should be made by the umpire to obtain the correct dimensions.

RULE 2 - THE PLAYING FIELD

Section 2. Ground or special rules establishing the limits of the playing field may be established by tournament officials. Any obstruction on fair ground less than the prescribed fence distances from home plate should be clearly marked for the umpire's information. If using a baseball field, the mound should be removed and the backstop distances must meet those prescribed (minimum of 25 feet or a maximum of 30 feet from home plate).

Section 3. For the layout of the diamond, refer to the drawing showing the official dimensions for a softball diamond. This section serves as an example for laying out a diamond with 60-foot bases and a 46-foot pitching distance. To determine the position of home plate, draw a line in the direction desired to lay the diamond. Drive a stake at the corner of home plate nearest the catcher. Fasten a cord to this stake and tie knots, or otherwise mark the cord, at 46 feet, 60 feet, 84 feet 10 1/4 inches, and at 120 feet. Place the cord (without stretching) along the direction line and place a stake at the 46-foot marker. This will be the front line at the middle of the pitcher's plate. Along the same line, drive a stake at the 84-foot 10 1/4-inch marker. This will be the center of second base. Place the 120-foot marker at the center of second base and, taking hold of the cord at the 60-foot marker, walk to the right of the direction line until the cord is taut and drive a stake at the 60-foot marker. This will be the outside corner of first base and the cord will now form the lines to first and second bases. Again, holding the cord at the 60-foot marker, walk across the field and, in a like manner, mark the outside corner of third base. Home plate, first base, and third base are wholly inside the diamond. To check the diamond, place the home plate end of the cord at the first base stake and the 120-foot marker at third base. The 60-foot marker should now check at home plate and the middle of second base.

In the layout of a 65-foot base path diamond, follow the same procedure with the following substitute dimensions: 65 foot, 130 foot, and 91 feet 11 inches. Check all distances with a steel tape whenever possible.

- A. The three-foot line is drawn in foul territory parallel to and three feet from the baseline, starting at a point halfway between home plate and first base.
- B. The batter's on-deck circle is a five-foot circle (2 1/2-foot radius) placed adjacent to the end of the player's bench or dugout area closest to home plate.
- C. There shall be batter's boxes, one on each side of home plate. The front line of the box will be drawn from the center of home plate. The inside lines of the batter's box shall be six inches from home plate.

Batter's Box Table:

Fast Pitch:	3'W x 7'L
16" Slow Pitch	4'W x 8'L

- D. The catcher's box shall be as wide as the two batter's boxes from outside line to outside line, 8.5 feet wide for fast pitch and Slow Pitch and 10.5 feet wide 16" Slow Pitch.
- E. Each coach's box is behind a line 15 feet long drawn outside the diamond. The line is parallel to and eight feet from the first and third base line, extended

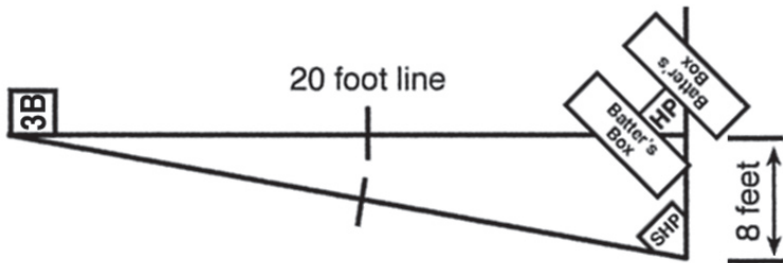
RULE 2 - THE PLAYING FIELD

from the bases toward home plate.

- F. The pitcher's plate shall be of rubber or wood, 24 inches long and six inches wide. The top of the plate shall be level with the ground. The front of the pitcher's plate shall be the prescribed pitching distances from the back point of home plate. It shall be permanently attached to the ground at distances indicated in Rule 2, Section 1. (Fast Pitch) There shall be a 16-foot circle, eight feet in radius, drawn from the center of the pitcher's plate. The lines drawn around the pitcher's plate are considered inside the circle.
- G. Home plate shall be made of rubber or other suitable material. It shall be a five-sided figure, 17 inches wide across the edge facing the pitcher's plate. The sides shall be parallel to the inside lines of the batter's box and shall be 8 1/2 inches long. The sides of the point facing the catcher shall be 12 inches long.

(Senior Slow Pitch) The second home plate shall be placed eight feet from the back tip of home plate on an extended line from first base. A line shall be drawn from third base to the second home plate.

- H. The bases, other than home plate, shall be 15 inches square be made of canvas or other suitable material and not more than five inches in thickness. The double base shall be used at first base, (15 by 30 inches), in all divisions of play. This base is 15 by 30 inches. Half the base is white (over fair territory) and half is orange or green (over foul territory). The bases should be properly fastened in position..



- I. The outfield fence height for Regional, area, and National Tournaments, National Championship Finals and The USA Softball Championships must be at least four feet high (at least three feet high if using temporary fencing) and it is suggested that it be eight feet in height.
- J. Regional, Area, and National Championship Final play the minimum lighting level is 30-foot candles.

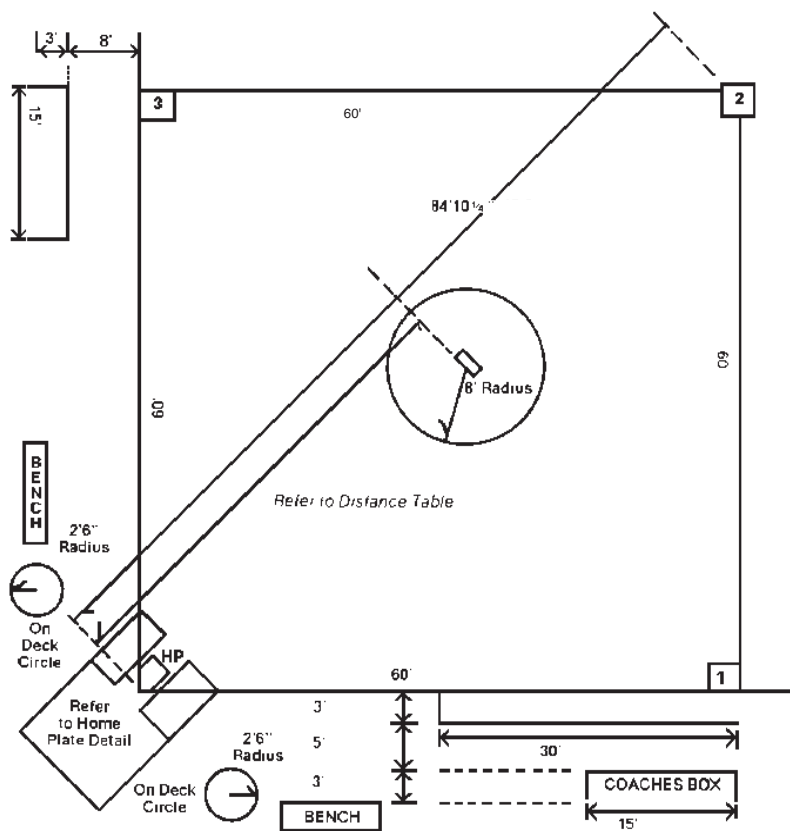
Dimension Table

Area	Dimensions
Backstop	25' minimum and 30' maximum from home plate
Bases	15' square
Base (Double)	15' X 30' of two colors.
a) FP Home plate to first/third	60' from the back point of Home plate to the back of the base.
b) SP Home plate to First/third	65' from the back point of home plate to the back of the base.
c) 16" SP Men / Women	60' / 55' from the back point of home plate to the back of the base.
Batter's box FP / SP	6' from home plate, 3 feet wide by 7 feet long: 4 feet in front of a line drawn through the center of home plate
Batter's box 16" SP	6' from home plate, 4 feet wide by 8 feet long: 4 feet in Front of a line drawn through the center of home plate.
Catcher's Box	10' in length from rear outside corner of batter's box and 8' 5" wide in FP and SP and 10' 5" in 16" SP.
Coaches Box	8' from the first and third base line, 15' long by 3' wide
Home plate	17" wide, sides parallel to the batter's box line and are 8 1/2" long, sides of the point facing the catcher are 12" long. The width of the black edge is 3/4"
Skinned Infield	A 55' and 60' radius may be used with the front center of the 46' pitchers plate as the center point of the arc. The 60' is recommended for 60" bases. For 65" bases a 65' radius is recommended.

RULE 2 - THE PLAYING FIELD

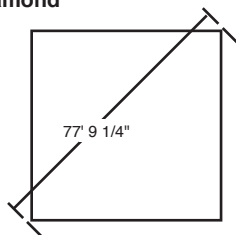
On deck circle	5 feet in diameter and 2 ½ feet radius
Pitchers Circle	8 foot radius drawn from the front edge of the pitcher's plate.
Pitcher's Plate	24" long and 6 inches wide
Running Lane	30' line drawn in foul territory parallel to and 3' from the first base foul line. It starts halfway from home plate and goes to the back edge of first base.

RULE 2 - THE PLAYING FIELD

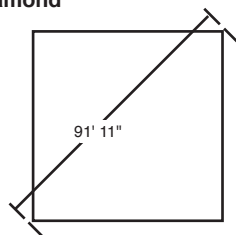


(For base distances, pitching distances and fence distances, see Rule 2, Section 1)

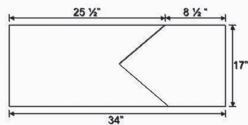
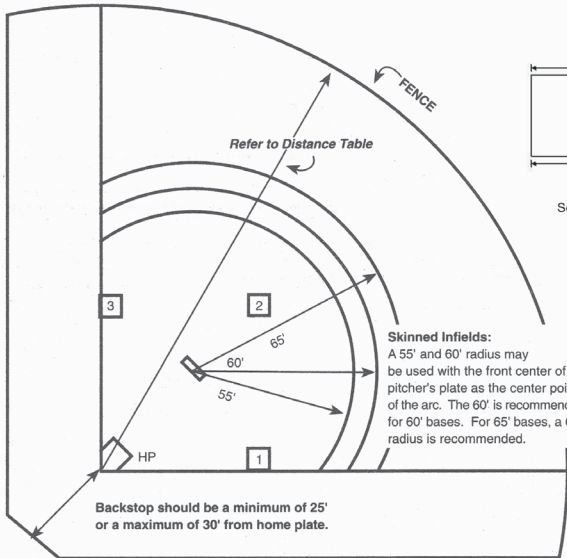
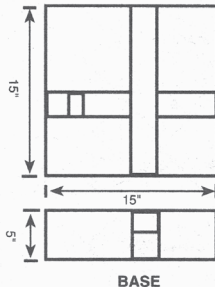
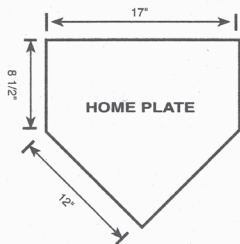
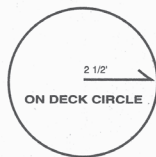
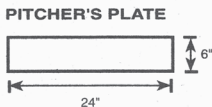
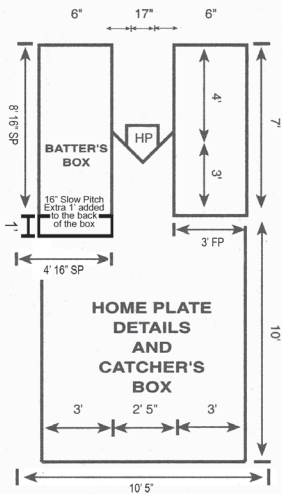
55-Foot Diamond



65-Foot Diamond



RULE 2 - THE PLAYING FIELD



PREAMBLE TO RULE 3: Rule 3 governs the equipment to be used in ASA Championship Play. Equipment bearing ASA's approved certification mark(s) should not be construed as a warranty or guarantee that the equipment is safe or will safeguard participants or spectators from injury. Instead, ASA's certification marks merely indicate that the equipment model has been tested and complies with ASA's rules for Championship Play. The primary purpose of Rule 3 and ASA's equipment standards is to promote competitive balance and to preserve the integrity of the sport of amateur softball. The use of ASA approved equipment in Championship Play or otherwise should not be considered a guarantee that participants, spectators or others will be safe or free from injury or harm. There are risks and dangers incidental to the game of softball, including specifically (but not limited to) the danger of being injured by thrown bats, thrown balls, batted balls or other objects.

Section 1. OFFICIAL BAT.

- A. **CERTIFIED/APPROVED.** The official bat for ASA Championship Play must meet all the ASA specifications and the requirements of Rule 3, Section 1, and:
1. must bear either the ASA 2000 certification mark or the ASA 2004 certification mark as shown below, and must not be listed on an ASA Non Approved Bat List; or
 2. must be included on a list of approved bat models published by ASA; or

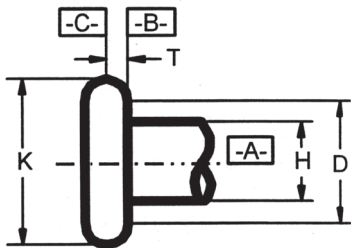


3. must, in the sole opinion and discretion of the umpire, have been manufactured prior to 2000 and, if tested, would comply with the ASA bat performance standards then in effect.
- B. **MARKING.** The official bat shall be marked OFFICIAL SOFTBALL by the manufacturer.
- C. **LENGTH AND WEIGHT.** The official bat shall not be more than 34.0 inches long, nor exceed 38.0 ounces in weight.
- D. **DIAMETER.** The official bat shall not be more than 2.250 inches in diameter at its largest part, which includes any tolerance for expansion of the bat.
- E. **SHAPE.** The official bat shall be round within 0.050 inches in diameter, and the bat handle must be round or oblong and may be angular.
- F. **SURFACE.** The official bat shall be smooth with a maximum surface roughness of 250 micro inches. It shall be free of burrs and visible cracks, and shall not have exposed rivets, pins, rough or sharp edges or any form of exterior fastener that would present a hazard.

G. BARREL END. If not constructed of wood, and not made of one-piece construction with the barrel end closed, the barrel end shall have a rubber or vinyl plastic or other approved material insert, or end cap at the large end of the bat. The insert of end cap shall be firmly secured and permanently affixed so that it can not be removed by anyone other than the manufacturer without damaging or destroying the end cap or barrel. **The bat barrel shall be free of audible rattles when shaken. The bat barrel shall not have signs of excessive wear.**

H. SAFETY GRIP. The official bat shall have a safety grip of cork, tape (no smooth plastic tape) or composition material. The Safety Grip shall not be less than 10.0 inches long, and shall not extend more than 15.0 inches from the small/knob end of the bat. The Safety Grip may be a molded finger-formed grip as long as it is permanently attached to the bat or attached to the bat with safety tape. Resin, pine tar or spray substances are permissible on the Safety Grip only. Any tape applied to the Safety Grip must be continuously spiral, but does not have to be a solid layer of tape. The Safety Grip may not exceed two layers of tape. A bat having a "flare" or "cone" grip attached will be considered an Altered Bat.

I. SAFETY KNOB. The official bat shall have a Safety Knob of circular or ob-long cross section concentric to the bat handle that complies with this rule. The Knob may be molded, lathed, welded, or permanently fastened to the bat, and may be taped as long as there is no violation of this section. The distance from the Safety Grip to the apex of the Knob, shown as (T) in the diagram Shall not exceed 0.3750 inches. The diameter of the Knob (K) shall be at least 0.5 inches greater than the bat handle diameter including the Grip (H). The center line of the Knob (C) shall be perpendicular to the center line of the bat (A). The diameter of the flat region of the Knob adjacent to the Grip (D) shall be at least 0.1250 inches greater than the bat Handle diameter including the Grip (H). The angle of the Flat region of the Knob adjacent to the Grip (B) shall be perpendicular to the center line of the bat (A) within ten (10) degrees.



J. ALTERED BAT. The official bat shall not be an Altered Bat The weight, distribution of weight, and length of the bat as well as all other characteristics of the bat must be permanently fixed at the time of manufacture and may not be altered in any way thereafter, except as otherwise specifically provided for in Rule 3, Section 1, or as specifically approved by the ASA. A "flare" or "cone" grip attached to the bat handle, inserting material inside the bat, applying excessive tape (more than two layers) to the bat grip or painting a bat other than at the top or bottom for identification purposes are examples of altering a bat. Replacing the grip with another legal grip is not considered altering the bat. Laser marking for "ID" purposes is not considered altered. Engraved "ID" marking on the knob end only of a metal bat is not considered altered. Engraved "ID" marking on the barrel end of a metal bat is considered

an altered bat.

- K. **CONSTRUCTION.** The official bat shall be of one-piece construction or a multi-piece permanently assembled bat. NOT APPROVED: two-piece bats, multi-piece bats, bats not sold as a single product, and bats where at least one portion of that bat is intended to be removable by a player from another portion of the bat.

Section 2. WARM-UP BAT.

The warm-up bat shall meet the following requirements to be approved:

- A. Stamped with 1/4 inch letters WB on either end of the bat or marked in one-inch letters the words WARM-UP BAT only on the barrel end of the bat.
- B. The warm-up bat shall comply with the safety grip and the safety knob requirements of the official bat.
- C. Be of one-piece construction or a one-piece permanently assembled bat that clearly distinguishes itself as a warm-up bat and is approved by the ASA.
- D. Shall have a safety knob of a minimum of 1/4 inch protruding at a 90 degree angle from the handle. It may be molded, lathed, welded or permanently fastened.
- E. Only approved attachments included in the list published by the ASA can be used on bats used to warm up bats.

Section 3. OFFICIAL SOFTBALL.

- A. **CERTIFIED/APPROVED.** Only softballs which bear an ASA approved certification mark signifying compliance with the Ball COR and Ball Compression limitations then in effect, and which satisfy all other applicable provisions in Rule 3, Section 3, will be allowed for use in ASA Championship Play. The ASA has developed two certification marks for softballs. One mark signifies Ball Compression 300 lbs or less. The other signifies Ball Compression of more than 300 lbs, but less than 375 lbs.

The markings are also distinguishable by color, where red represents a Ball COR of .470 or under, black represents a Ball COR of .440 or under, and blue represents a Ball COR of .400 or under. One of the following must be appropriately and indelibly stamped on each softball allowed for use in ASA Championship Play:

- B. **COVER.** The official softball shall have a cover of leather or synthetic material. The ball shall be regular, smooth-seamed, and smooth-surfaced.



Red Colored Marking & Stamp
Max 300 lbs
Max .47 cor



Red Colored Marking & Stamp
Max 375 lbs
Max .47 cor

Black Colored Marking & Stamp
Max 300 lbs
Max .44 cor

Black Colored Marking & Stamp
Max 375 lbs
Max .44 cor

Blue Colored Marking & Stamp
Max 300 lbs
Max .40 cor

Blue Colored Marking & Stamp
Max 375 lbs
Max .40 cor

RULE 3 - EQUIPMENT

- C. **THE 16-INCH BALL.** The official 16-inch softball shall be at least 16.0 inches in circumference when measured across two seams, and shall weigh at least 9.0 ounces. The 16-inch ball shall have a white cover, white stitches, a Ball COR of .470 or under, and a Ball Compression of 375.0 lbs or under. The 16-inch ball shall be used in the following ASA play: all men's 16-inch slow pitch.
- D. **THE 14-INCH BALL.** The official 14-inch softball shall be at least 14.0 inches in circumference when measured across two seams, and shall weight at least 8.0 ounces.
- E. **THE 12-INCH BALL.** The official 12-inch softball shall be at least 12.0 inches in circumference when measured across two seams, and shall weigh at least 6.750 ounces. The 12-inch ball shall have no fewer than 88 stitches in each cover, sewn by the two needle method, or with an authentic facsimile of stitching as approved by the ASA.
1. **The 12-inch Fast Pitch Ball.** The white cover or yellow optic cover, red-stitch 12-inch ball (all men's and boys play may have white cover, white stitches) with a Ball COR of .470 or under and a Ball Compression of 375.0 lbs or under shall be used in the following ASA play: men's and women's fast pitch, men's and women's master fast pitch, men's senior fast pitch, and boys and girls 12, 14, 16 and 18-under fast pitch.
 2. **The 12-inch Modified Pitch Ball.** The white cover, red-stitch or yellow optic cover, red-stitch 12-inch ball with a Ball COR of .470 or under, and a Ball Compression of 375.0 lbs or under, shall be used in the following ASA play: all modified pitch.
 3. **The 12-inch Slow Pitch Ball.** The white cover, red-stitch or yellow optic cover, red-stitch 12-inch ball with a Ball COR or .440 or under, and a Ball Compression of 375.0 lbs or under, shall be used in the following ASA play: men's slow pitch, men's major, co-ed slow pitch (male batters only), men's master's, men's senior's, and boys 14, 16, and 18-under slow pitch.
- F. **THE 11-INCH BALL.** The official 11-inch softball shall be at least 11.0 inches in circumference. It shall weigh at least 6.0 ounces. The smooth-seamed style shall not have fewer than 80 stitches in each cover, sewn by the two-needle method, or with an authentic facsimile of stitching as approved by the ASA.
1. **The 11-inch Fast Pitch Ball.** The white cover, white stitch or yellow optic cover, red-stitch 11-inch ball (it may be white-stitch for boys fast pitch), with a Ball COR of .470 or under and a Ball Compression of 375.0 lbs or under and shall be used in the following ASA play: boys and girls 10-under fast pitch.
 2. **The 11-inch Slow Pitch Ball.** The white cover, red-stitch or yellow optic cover, red-stitch 11-inch ball with a Ball COR of .440 or under, and a Ball Compression of 375.0 lbs or under, shall be used in the following ASA play: women's slow pitch, co-ed slow pitch (women batter's only), women's masters, women's senior's, boys 10-under and 12-under slow pitch and girls 10, 12, 14, 16, and 18-under slow pitch.
- G. **The 10-inch Ball.** The official 10-inch softball shall be at least 10.0 inches in circumference when measured across two seams, and shall weigh at least 5.50 ounces.

RULE 3 - EQUIPMENT

SOFTBALL COLOR	THREAD COLOR	COVER COLOR	SIZE	WEIGHT	MARKING
10"	white or red	white yellow	at least 10.0 in at least 10.0 in	at least 5.50 oz at least 5.50 oz	
11" FP boys only	white	white	at least 11.0 in at least 11.0 in	at least 6.0 oz at least 6.0 oz	ASA Logo Red Marking
11" FP/SP	red	white or yellow	at least 11.0 in at least 11.0 in	at least 6.0 oz at least 6.0 oz	ASA Logo Red Marking
12" FP men's and boys only	white	white	at least 12.0 in at least 12.0 in	at least 6.750 oz at least 6.750 oz	ASA Logo Red Marking
12" FP/SP	red	white or yellow	at least 12.0 in at least 12.0 in	at least 6.750 oz at least 6.750 oz	ASA Logo Red Marking
14" SP	red	white	at least 14.0 in at least 14.0 in	at least 8.0 oz at least 8.0 oz	
16" SP	white	white	at least 16.0 in at least 16.0 in	at least 9.0 oz at least 9.0 oz	ASA Logo

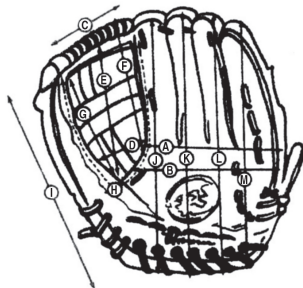
DIVISION OF PLAY	SIZE	COR	DESCRIPTION	COMPRESSION
FAST PITCH:				
Men's and Men's Masters Boys 12, 14, 16, 18-U	12"	.470 max	White Cover/White Stitch or Yellow Optic Cover/Red Stitch	375.0 lbs max
Women's and Women's Masters Girls 12, 14, 16, 18-U	12"	.470 W max	White Cover/Yellow Optic Cover Red Stitch Only	375.0 lbs max
Girls 10-U	11"	.470 max	White Cover/Yellow Optic Cover Red Stitch only	375.0 lbs max
Boys 10-U	11"	.470 max	White cover/White Stitch or Yellow Optic Cover/Red Stitch	375.0 lbs max
MODIFIED PITCH:				
Men's, Women's Modified Pitch	12"	.470 max	White Cover/Red Stitch or Yellow Optic Cover/Red Stitch	375.0 lbs max
SLOW PITCH:				
Men's, Co-ed Male, Men's Seniors 12" Men's Master's, Men's Major Boy's 14, 16, 18-U	12"	.440 max	White Cover/Red Stitch or Yellow Optic Cover/Red Stitch	375.0 lbs max

RULE 3 - EQUIPMENT

DIVISION OF PLAY	SIZE	COR	DESCRIPTION	COMPRES-
SION				
Women's, Co-ed Female, Women's Master's, Women's Seniors, Boy's 10, 12 -U, and Girl's 10, 12, 14, 16, 18-U	11"	.440 max	White Cover/Red Stitch or Yellow Optic Cover/Red Stitch	375.0 lbs max
16" SLOW PITCH: Men's	16"	.470 max	White Cover/White Stitch	375.0 lbs max

Section 4. GLOVE/MITT. A Glove/Mitt may be worn by any player. The dimensions of any glove/mitt used by any fielder shall not exceed the specifications set forth below (see drawing and specifications). (Fast Pitch) The Pitcher's glove may be of one solid color or multicolored as long as the color(s) are not the color of the ball being used in the game.

- (a) Palm width (top) 8 in.
- (b) Palm width (bottom) 8 1/2 in.
- (c) Top opening of web 5 in.
- (d) Bottom opening of web 4 1/2 in.
- (e) Web top to bottom 7 1/4 in.
- (f) 1st finger crotch seam 7 1/2 in.
- (g) Thumb crotch seam 7 1/2 in.
- (h) Crotch seam 17 1/2 in.
- (i) Thumb top to bottom edge 9 1/4 in.
- (j) 1st finger top to bottom edge 14 in.
- (k) 2nd finger top to bottom edge 13 1/4 in.
- (l) 3rd finger top to bottom edge 12 1/4 in.
- (m) 4th finger top to bottom edge 11 in.

**Section 5. CATCHER'S EQUIPMENT, FACE MASK/GUARDS, AND HELMETS.**

- A. **CATCHER MASKS:** (Adult Fast Pitch) Catchers must wear masks with throat protectors. An extended wire protector may be worn in lieu of an attached throat protector. Helmets are optional, and if worn any style is approved. FP catchers cannot merely wear the plastic face mask/guard.
- B. **CATCHER MASKS:** (Junior Olympic Slow Pitch) Catchers must wear an approved batter's helmet with ear flaps, the catcher's helmet and mask, or an approved plastic face mask/guard with catcher's helmet. The throat protector is optional on the catcher's mask.
- C. **CATCHER MASKS:** (Junior Olympic Fast Pitch) Catchers must wear a mask with throat protector, approved helmet with ear flaps, shin guards which offer protection to the knee caps and body protector. An extended wire protector may be worn in lieu of an attached throat protector. Any player warming up a Junior Olympic pitcher must wear a mask with throat protector and approved helmet with ear flaps. FP catchers cannot merely wear the plastic face mask/guard.

NOTE: (Sections A-B-C) The ice hockey goalie style face mask is approved for use by catchers. If the throat protection built into the mask is inadequate, in the judgment of the umpire, a throat attachment must be added to the mask before using.

- D. **FACE MASK/GUARDS.** Any defensive player or offensive player may wear a face mask/guard.

EXCEPTION: Fast pitch catchers cannot merely wear the plastic face mask/guard. Fast pitch catchers must wear the protective equipment provided by rule 3 section 5. Face masks/guards that are cracked or deformed, or if padding has deteriorated or is missing, are prohibited.

NOTE: A NOCSAE approved mask is only compatible with certain NOCSAE approved helmets. Failure to ensure proper compatibility may create unsafe conditions and may affect any manufacturer's product liability obligation. Contact the manufacturer or supplier of the helmet and the mask to ensure proper compatibility and approval of your specific mask-helmet combination.

- E. **HELMETS.** Any defensive player or offensive player may wear a helmet at any time.

OFFENSE. All adult fast pitch, modified pitch and all Junior Olympic offensive players, including the on-deck batter, and Junior Olympic players acting as coaches in the coach's box, must properly wear double ear flap NOCSAE approved batting helmets. All Junior Olympic batting helmets shall be equipped with chin straps. All Junior Olympic Fast Pitch batting helmets shall be equipped with a securely fastened NOCSAE approved face mask/guard. Batting helmets that are broken, cracked, dented, or that have been illegally altered are prohibited from use.

NOTE: A NOCSAE approved mask is only compatible with certain NOCSAE approved helmets. Failure to ensure proper compatibility may create unsafe conditions and may affect any manufacturer's product liability obligation. Contact the manufacturer or supplier of the helmet and the mask to ensure proper compatibility and approval of your specific mask-helmet combination.

EFFECT: Failure to wear the batting helmet when ordered to do so by the umpire shall cause the player to be removed from the game. Wearing the helmet improperly or removing the helmet during a live ball play and judged by the umpire to be a deliberate act shall cause the violator to be declared out immediately. The ball remains live. Calling a runner out for removing a helmet does not remove force play situations. Umpires should use discretion as to the intent of the rule concerning player safety.

DEFENSE. Any defensive player may wear a helmet, with or without ear flaps, of similar color as the team caps. It must have a bill.

EXCEPTION: Hockey style face mask.

- F. **PROTECTIVE EQUIPMENT**

Unless more stringent equipment is required by these rules any offensive or defensive player may wear any protective equipment. As specifically set forth in these Rules, helmets may be required to be worn in certain situations

during certain play, however, regardless of whether helmets are mandated by rule, any player shall have a right to wear a helmet at any time and during any part of the game, if that player so desires. Helmets shall have a bill.

WARNING: The game of softball involves certain risk, including but not limited to death, serious neck and spinal injuries resulting in complete or partial paralysis, brain damage and serious injury to virtually all bones, joints, muscles and internal organs. Equipment used may be inadequate to prevent serious injury. However, in certain situations, the player's use of a helmet may prevent or lessen certain injuries. Players choosing to not wear helmets do so with knowledge of the danger involved and agree to accept any and all liability for any injury or property loss related in any way to a player's decision not to wear a helmet.

Section 6. UNIFORM.

All players on a team shall properly wear uniforms that are like in color and style. Sleeves or straps of the uniform top may be adjusted, with or without tie-ups, to the comfort of the players, provided uniform numbers remain visible. If because of the blood rule a change is required and the uniform part does not match, the player will not be penalized. All protective equipment should be worn properly. If a player is requested by the umpire to remove jewelry, illegal shoes or illegal parts of the uniform and they refuse, the player will not be allowed to play. Coaches, players and team representative shall not display the names and/or logos of any other softball association on their uniforms.

A. HEADWEAR.

1. (Fast Pitch Male) Ball caps are mandatory, must be alike, and worn properly.
2. (Female Fast Pitch and all Slow Pitch) Ball caps, visors and headbands are optional for players. If worn, they may be mixed, but must be worn properly. If one type or more than one type is worn, they all must be of the same color. Handkerchiefs do not qualify as headbands and cannot be worn around the head or neck. Plastic visors are not allowed.

B. PANTS/SLIDING PANTS. All players' pants may be long, short, or mixed in style, as long as they are like in color. Players may wear a solid-colored pair of sliding pants. It is not mandatory that all players wear sliding pants, but if more than one player wears them, they must be like in color and style. No player may wear ragged, frayed or slit legs on exposed sliding pants.

C. UNDERSHIRTS. Players may wear a solid-colored undershirt. It is not mandatory that all players wear an undershirt, but if more than one player wears one, they must be like in color and style. No player may wear ragged, frayed or slit sleeves on exposed undershirts.

D. NUMBERS. An Arabic whole number (0-99) of contrasting color, or outlined in contrasting color, at least six inches high must be worn and visible on the back of all uniform shirts. No players on the same team may wear identical numbers. Players without numbers will not be permitted to play. There is no penalty for a player wearing a wrong number or a duplicate number. Correct the number in the score book or have the player(s) change jerseys in case

of duplication, and continue play.

- E. **CASTS/PROSTHESES.** All casts and splints must be padded. Prostheses may be worn. Braces with exposed hard surfaces must be padded. Any of this equipment judged by the umpire to be potentially dangerous is illegal. Any decision by the umpire should be based on whether or not a device worn or used by an individual with a disability changes the fundamental nature of the game or poses a significant risk to the safety of other players.
- F. **JEWELRY.** Exposed jewelry, which is judged by the umpire to be dangerous, must be removed and may not be worn during the game. Medical alert bracelets or necklaces are not considered jewelry. If worn, they must be taped to the body so the medical alert information remains visible.
- G. **SHOES.** Must be worn by all participants. A shoe shall be considered official if it is made with either canvas or leather uppers or similar material(s). The soles may be either smooth or have soft or hard rubber cleats. Ordinary metal sole or heel plates may be used if the cleats on the plates do not extend more than 3/4 of an inch from the sole or heel of the shoe. Shoes with round metal spikes are illegal. Shoes with detachable cleats that screw on are not permitted however; shoes with detachable cleats that screw INTO the shoe are permitted.

EXCEPTION: All Junior Olympic Fast and Slow Pitch, Co-ed Slow Pitch, and Senior Slow Pitch Play: No metal spikes nor hard plastic or polyurethane spikes similar to metal sole and heel plates are allowed.

Section 7. ALL EQUIPMENT.

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

NOTE: The characteristics of any approved equipment cannot be changed. Examples would be icing, cooling, heating equipment.

Section 1. PLAYERS.

- A. A team must have the required number of players present in the dugout or team area to start or continue a game.
- Line-up cards are to be completed and submitted to the official scorer and umpire at the start of each game. A starting player shall be official when the line-up is inspected and approved by the plate umpire and team manager at the pre-game meeting. The line-up shall contain the first and last name, defensive position and uniform number of each player. If a wrong number is on the line-up, correct it and continue playing with no penalty. All available substitutes should be listed in the designated place by their last name, first name and uniform number.
 - Eligible roster members may be added to the available substitute list at any time during the game.
- B. Male rosters shall include only male players and female rosters shall include only female players.
- C. A team shall consist of players in the following positions:
- Fast Pitch.
 - Fast Pitch with Nine players: pitcher (F1), catcher (F2), first baseman (F3), second baseman (F4), third baseman (F5), shortstop (F6), left fielder (F7), center fielder (F8) and right fielder (F9).
 - Fast Pitch with Designated Player (DP): Ten Players with nine batting
 - Modified Pitch:
 - Nine man as follows; pitcher (F1), catcher (F2), first baseman (F3), second baseman (F4), third baseman (F5), shortstop (F6), left fielder (F7), center fielder (F8) and right fielder (F9).
 - Nine Player with Designated Player (DP): Ten Players with nine batting.
 - Ten Player Modified as follows; pitcher (F1), catcher (F2), first baseman (F3), second baseman (F4), third baseman (F5), shortstop (F6), left fielder (F7), left center fielder (F8), right center fielder (F9) and right fielder (F10).
 - Ten Player Modified with Designated Player (DP) 11 players with 10 batting.
 - Slow Pitch.
 - Ten players as follows: pitcher (F1), catcher (F2), first baseman (F3), second baseman (F4), third baseman (F5), shortstop (F6), left fielder (F7), left center fielder (F8), right center fielder (F9) and right fielder (F10).
 - Ten Players with Extra Player (EP) 11 players with only 10 playing defense.
 - Senior Slow Pitch (50-55-60) Ten defensive players and 1 or 2 Extra players (EP) or has the option of having all their players in the batting order. NOTE: The shorthanded rule applies that the game can continue with one less than is in the batting order.
 - Senior Slow Pitch (65-70-75) 11 defensive players (F11) and 1 or

2 Extra Players (EP) or have the option of having all their players bat. NOTE: The shorthanded rule applies that the game can continue with one less than is in the batting order.

- e. Co-ed 10 players five male and five females, pitcher (F1), catcher (F2), first baseman (F3), second baseman (F4), third baseman (F5), shortstop (F6), left fielder (F7), left center fielder (F8), right center fielder (F9) and right fielder (F10). They must have two males and two females in both the infield and the outfield and one male and one female as pitcher and catcher.
- f. Co-ed with Extra Player (EP) Twelve players: six male and six females as in Ten players with 2 Extra Players (EPs) who bat.

D. SHORTHANDED RULE.

- 1. To start a game:
 - a. A game may begin or finish with one less than required to start.
 - b. The vacant position must be listed last in the batting order.
 - c. An out will be recorded when the vacant position in the batting order is scheduled to bat.
 - d. (Co-ed Slow Pitch) If a team plays shorthanded with either three players in the infield or outfield, at least one must be male and at least one must be a female.
- 2. To continue a game once started with a full team listed on the line-up card:
 - a. If a team begins play with the required number of players as listed, that team may continue a game with one less player than is currently in the batting order whenever a player leaves the game for any reason other than ejection. Under no circumstances shall a team be permitted to bat less than nine (slow pitch) or eight (fast pitch).
 - b. If playing shorthanded, and a substitute arrives, the substitute must be inserted immediately into the vacant spot. If the substitute refuses to enter for any reason that player becomes ineligible for the remainder of the game.
 - c. CO-ED If another player of the correct sex arrives, that player must be inserted into the line-up in the vacant spot by alternating sexes.
 - d. If the player leaving the game is a runner or batter, the runner or batter shall be declared out.
 - e. When the player who has left the game is scheduled to bat, an out shall be declared for each turn at bat. An inning or the game can end with an automatic out.
 - f. The player who has left the game cannot return to the line-up.
 - g. CO-ED The batting order must still alternate and the defensive positioning remains as required. Rule 4, Section 1C, Rule 7, Section 2D

EXCEPTION: A player who has left the game under the blood rule

may return even after missing a turn at bat.

EFFECT - Failure to have the required number of eligible players to start or continue a game will result in a forfeit.

Section 2. AMERICAN DISABILITY ACT RULE

- A. This rule may be used for a player that has been determined by the American Disabilities Act of July 25, 1990, to be physically challenged. As a result of the player's disability, the player can play either offense or defense.
- B. Teams using a physically challenged player on offense or defense must have 11 players. If the physically challenged player can play both, 10 players are needed.
- C. When a physically challenged person plays offense only, the team will follow the EP rule as written. There would be 11 hitters including the ADA player, and only 10 who play defense.
- D. When a physically challenged player plays defense only, they will be listed as the FLEX and placed last in the line-up. The team has the option to bat 10 or 11 players (if the EP is also used). When using a FLEX, it must be made known prior to the start of the game.
- E. If a team starts the game with the FLEX option, the FLEX player can never play offense. If this person for any reason cannot continue to play and the team has no other physically challenged player for a substitute, the EP can now play defense.
- F. The FLEX position has the same re-entry status as any other starting position as long as the person substituted is also determined to be physically challenged under the ADA program. The original FLEX player may re-enter only in the same spot in the batting order.
- G. (Co-ed) When a FLEX or two FLEX players, one male and/or one female, are used, the name(s) must be inserted at the end of the line-up. The EP or two EP's can be listed anywhere in the first 10 positions.

NOTE: This special rule has been adopted to accommodate the athlete who is physically challenged. The intent is not to change the game and/or not to deprive any player from playing who would normally play, therefore, when using the EP, the normal EP rules will be followed including substitutions and re-entry. If the EP is used in addition to the FLEX, the FLEX must play defense and any of the other 11 players will be eligible to play defense. Only 11 are allowed to bat.

- H. The DP/FLEX rule in fast pitch accommodates the ADA rule.

Section 3. DESIGNATED PLAYER (Fast Pitch)

- A. A designated player (DP) may be used for any player provided it is made known prior to the start of the game and the player's name is indicated in the line-up as one of the nine in the batting order.
- B. The name of the player for whom the DP is batting (FLEX) will be placed in the 10th position in the line-up.
- C. The starting player listed as the DP must remain in the same position in the batting order for the entire game. The DP and the DP's substitute, or the substitute's replacement, may never play offense at the same time.

- D. The DP may be substituted for at any time, by a pinch-hitter, pinch-runner or the FLEX. If the starting DP is replaced on offense by the FLEX, the DP will leave the game. If replaced by a substitute the DP position remains in the line-up. A starting DP may re-enter one time, as long as the DP returns to the original position in the batting order.
 - 1. If replaced by the FLEX, this reduces the number of players from 10 to nine. If the DP does not re-enter, the game may legally end with nine players.
 - 2. If the DP re-enters and the FLEX was batting in the DP's position, the FLEX can return to the 10th position and play defense only or leave the game.
- E. The DP may play any defensive position. Should the DP play defense for a player other than the one for whom the DP is batting (FLEX), that player will continue to bat but not play defense, and is not considered to have left the game. If the DP plays defense for the FLEX, the FLEX is considered to have left the game. This reduces the number of players from 10 to nine. The FLEX can re-enter the game.
- F. The person being batted for (FLEX) may be substituted for at any time, by a legal substitute or the DP for whom the FLEX is playing defense. The FLEX may re-enter the game one time, in the 10th position or in the DP's position in the batting order.
- G. If returning to the 10th position, the FLEX will again play defense only but may play any defensive position.
- H. If the FLEX returns to the DP's position, the FLEX will play offense and defense; there will be only nine players in the batting order.
- I. Placing the defensive only player (FLEX) into one of the first nine positions for someone other than the original DP is considered an illegal player. The illegal player shall be disqualified. Rule 4 section 7. The FLEX replacing the DP is not considered a substitution for the FLEX. The DP, who has left the game, can re-enter the game.

Section 4. EXTRA PLAYER (Slow Pitch).

- A. An extra player (EP) is optional, but if used, it must be made known prior to the start of the game and be listed in the line-up card in the regular batting order. If the EP is used, the EP must be used the entire game. If an EP is used and not listed in the line-up card the following occurs:

EFFECT

- 1. If the illegal player is discovered while at bat, the legal batter enters and assumes the count, or
- 2. If discovered while the illegal player is on base and before a pitch has been thrown to the next batter, treat as batting out of order. The person who should have batted is out, and all play as a result of the improper batter is nullified, and the person not listed in line-up is disqualified from the game, or
- 3. If discovered while the illegal player is on base and a pitch has been thrown to the next batter, remove the illegal player from the base, or

- if the player has scored, nullify the run, and disqualify the player from the game.
- B. The EP must remain in the same position in the batting order for the entire game.
 - C. When an EP is used, all 11 on the starting line-up must bat and any 10 of those 11 may play defense.
 - D. The EP may be substituted for at any time. The substitute must be a player who has not yet been in the game. The starting EP may re-enter.
 - E. If the EP's are used in co-ed, all 12 must bat and any 10, (five male and five female), may play defense. Defensive positions may be changed as long as the co-ed positioning is followed. The batting order must remain the same throughout the game.
 - F. (Senior). One or two extra players may be designated at any place in the batting order. The EP(s) may enter the game on defense at any time, but the batting order must remain the same throughout the game.

Section 5. RE-ENTRY.

- A. Any player, may be substituted or replaced and re-entered once, providing players occupy the same batting positions whenever in the line-up.
- B. The starting player and their substitute may not be in the line-up at the same time.
- C. If a player re-enters the game a second time or a player re-enters the game in a position in the batting order other than their original starting or substitute position, this is considered an illegal re-entry.

EFFECT - Section 5 A-C: Violation of the re-entry rule is considered an illegal player. The illegal player shall be disqualified. Rule 4, Section 6 G4.

Section 6. SUBSTITUTES/ILLEGAL PLAYER.

A substitute may take the place of a player whose name is in their team's batting order. The following regulations govern player substitutions:

- A. The manager or team representative of the team making the substitution shall notify the plate umpire at the time the substitute enters. The plate umpire shall then report the change to the scorer.
- B. A substitute shall be considered officially in the game when reported to the plate umpire.

EFFECT: If not reported it is treated the same as an illegal player.

- C. A substitute who enters the game without reporting is considered an unreported substitute:
 - 1. A after a pitch, legal or illegal, or a play made.
EFFECT: Player is disqualified and all action stands
 - 2. offending team informs the umpire prior to a protest by the offended team.
EFFECT: No Violation regardless of how long the player or players were in the game. All action stands.
 - 3. An unreported substitute bats and reaches first base safely and is discovered:
 - a. BEFORE the next pitch, legal or illegal
 - b. Before the defense has left the field of play

RULE 4 - PLAYERS, COACHES, SUBSTITUTES

c. Before the umpires have left the field of play

EFFECT: All runners will return to the last base occupied prior to the batted ball. The unreported substitute is disqualified and called out. All other outs that occurred on this play also stand.

4. An unreported substitute is discovered after completing their turn at bat and:

a. AFTER the next pitch, legal or illegal,

b. Before the defense has left the field

c. Before the umpires have left the field of play

EFFECT: The unreported substitute is disqualified. If on base a legal substitute takes their position. Any advance of runner(s) as a result of the play is legal. If no legal substitute is available an out is recorded.

5. An unreported substitute runner is brought to the attention of the umpire BEFORE a pitch, legal or illegal, or a play made;

EFFECT: No penalty. Replace the unreported substitute with the correct player or enter them as a legal substitute.

6. An unreported substitute runner is protested AFTER a pitch, legal or illegal, or a play made;

EFFECT: The runner is disqualified and replaced on base. Any advance of the runners is legal. If no substitute is available an out is recorded.

7. An unreported substitute on defense is protested by the offense BEFORE a pitch, legal or illegal:

EFFECT: No penalty. Replace with the correct player or enter them as a legal substitute.

8. An unreported substitute on defense MAKES A PLAY and is protested:

a. BEFORE the next pitch, legal or illegal,

b. before the defense has left the field, and

c. before the umpires have left the field of play;

EFFECT: The unreported substitute is disqualified and the offensive team has the option to:

a. Take the result of the play

b. Have the last batter return to bat and assume the ball and strike count. All runners return to the last base occupied prior to the play.

9. An unreported substitute on defense is protested AFTER a pitch, legal or illegal, to the next batter;

EFFECT: The unreported substitute is disqualified and all play stands.

NOTE:

a. If the team in violation has no legal substitutes to replace the player disqualified, it is treated the same as the shorthanded rule. Rule 4, section 1 D (2)

b. If the substitute is an Illegal player for any reason, the substitute will be subject to the penalty for that violation.

NOTE: C 1-9 In 16 inch SP an appeal must be made before a pitch legal or illegal, or a hesitation.

- D. If an injury to a batter-runner or runner prevents them from proceeding to an awarded base, and the ball is dead, the batter-runner may be substituted for. The substitute will be allowed to proceed to any awarded base(s). The substitute must legally touch any awarded or missed base(s) not previously touched. This is not a courtesy runner, but a legal substitute.
- E. A player will not violate the illegal player rule until a pitch, legal or illegal, or a play made. The use of an illegal player is handled as a protest by the offended team while the player is in the game.

EFFECT: Once the umpire has been informed the illegal player shall be disqualified, and can be legally replaced either by a substitute or a starter who re-enters the game.

- F. Illegal Players Include:
 - 1. **ILLEGAL PITCHER.** An illegal pitcher is a player who returns to pitch after being removed from the pitching position by the umpire,

EFFECT: Once discovered, the illegal pitcher shall be disqualified and all play stands.
 - 2. **ILLEGAL BATTER.** (Fast Pitch) Placing the "FLEX" player in one of the first nine positions in the batting order for someone other than the original DP.
 - 3. **ILLEGAL RUNNER.** Occurs when:
 - a. An offensive player is placed in the line-up as a runner for another offensive player.

EXCEPTION: Senior Slow Pitch, Men's Masters 40-OSP/45-OSP, Senior or Master Fast Pitch (pitcher and catcher only), and in the tie-breaker rule (Rule 5 Section 11)
 - b. (Fast Pitch) The FLEX is placed in the line-up as a runner for someone other than the starting DP.
 - c. (Boys and Girls JO Fast Pitch) Not reporting as a courtesy runner or using an illegal courtesy runner.
 - 4. **ILLEGAL RE-ENTRY.** Occurs when:
 - a. A starting player returns to the game a second time after being substituted for twice.
 - b. A starting player returns to the game, but is not in his original position in the batting order.
 - c. A substitute returns to the game after being replaced twice.

EFFECT – Any infraction of sections G2-4 is governed by the Unreported Substitute rule, Rule 4 Section 6 A-C1-9.

Section 7. COACH.

- A. A coach is responsible for the team's actions on the field and will represent the team in communications with the umpire and opposing team. A player may be designated as a coach in the event the coach is absent or that player is acting as a player/coach.
- B. Coaches must be neatly attired or dressed in the team uniform. If a coach wears a hat/cap, it must be approved head wear.

EFFECT: The coach(s) cannot be on the playing field to coach their team.
- C. A base coach is an eligible team member or coach of the team at bat who occupies the coach's box at first or third, to direct the offensive players.
 - 1. One coach can have in possession in the coach's box a score book

(electronic or paper), pen, pencil, or electronic marker and an indicator all of which shall be used for scorekeeping or record keeping purposes only.

2. A base coach shall stay within the confines of these boxes with both feet.
 - a. A coach may leave the coach's box to signal the runner to slide, advance or return to a base or move out of a fielder's way as long as the coach does not intentionally interfere with the play.
 - b. A coach may not leave the coach's box to give verbal communications or signals to the batter.

EFFECT: After a warning, an offensive conference will be charged.
3. Base coaches may not use language that will reflect negatively upon players, umpires or spectators.
4. A base coach may address only their team members.
5. No communication equipment, to include cell phones, pagers, etc., is allowed to be worn or carried on the playing field.

EFFECT: Disqualification or ejection from the game after a warning.

Section 8. DISQUALIFIED OR EJECTED PARTICIPANT.

- A. A disqualified player is prohibited from playing but can remain in the team area or serve as a coach/manager.

EFFECT: If found playing, the game is forfeited.
- B. An ejected participant must leave the grounds and have no contact with the umpires or participants in the game.

EFFECT: The Game is forfeited.
- C. Any arguing on the judgment of balls and strikes will result in a team warning.

EFFECT: Any repeat offense shall result in the ejection of that team member.
- D. If a player is disqualified a team can play shorthanded, however if a player is ejected and the team does not have enough players, play can not continue.

EFFECT: The game is forfeited.

Section 9. BLOOD RULE.

A game participant or umpire who is bleeding or who has blood on their uniform shall be prohibited from participating further in the game until appropriate treatment can be administered. If medical care or treatment is administered in a reasonable length of time, the individual will not have to leave the game. The length of time that is considered reasonable is left to the umpire's judgment. Uniform rule violations will not be enforced if a uniform change is required. The umpire shall:

- A. Stop the game and immediately. Call a coach, trainer or other authorized person to the injured player and allow treatment.
- B. Apply the rules of the game regarding substitution, short-handed rule and re-entry if necessary.

Section 10. INJURED PLAYER.

During a live ball situation, when a player becomes injured, and in the umpire's judgment requires immediate attention, the umpire shall call "DEAD BALL".

EFFECT: Award any bases that would have been reached.

Section 1. HOME TEAM.

The team designated as home team shall bat last in the inning.

Section 2. FITNESS OF THE GROUNDS.

The fitness of the grounds for a game shall be decided solely by the plate umpire.

Section 3. REGULATION GAME.

- A. A regulation game shall consist of seven innings. A full seven innings need not be played if the team second at bat scores more runs in six and one-half innings and/or before the third out in the last of the seventh inning, or the run-ahead rule is applied.
- B. A game that is tied at the end of seven innings shall be continued by playing additional innings until one side has scored more runs than the other at the end of a complete inning, or until the team second at bat has scored more runs in their half of the inning before the third out is made.
- C. A game called by the umpire shall be regulation if five or more complete innings have been played, or if the team second at bat has scored more runs in four or more innings than the other team has scored in five or more innings. The umpire is empowered to call a game at any time because of darkness, rain, fire, panic or any other cause that places the patrons or players in peril.
- D. Games that are not considered regulation shall be resumed at the exact point where they were stopped.
- E. A regulation tie game shall be declared if the score is equal when the game is called at the end of five or more complete innings, or if the team second at bat has equaled the score of the first team at bat in the incomplete inning.
- F. Games that are regulation tie games shall be resumed at the exact point where they were stopped.

Section 4. FORFEITED GAMES.

A forfeited game shall be declared by the umpire in favor of the team not at fault in the following cases:

- A. If an umpire is physically attacked by any team member and/or spectator.
- B. If a team fails to appear on the field, or, being on the field, refuses to begin a game for which it is scheduled or assigned within a time set for forfeitures by the organization that the team represents.
- C. If one side refuses to continue to play after the game has begun, unless the game has been suspended or terminated by the umpire.
- D. If, after play has been suspended by the umpire, one side fails to resume playing within two minutes after "play ball" has been declared by the umpire.
- E. If a team employs tactics noticeably designed to delay or to hasten the game.
- F. If, after a warning by the umpire, any rules of the game are willfully violated.
- G. If the order for the ejection of a game participant is not obeyed within one minute.

RULE 5 - THE GAME

- H. If the ejection of a player or players from the game results in fewer than the required number of players to continue the game.
- I. If an ejected participant is discovered participating, or has contact with the umpires or other participants in the game.
- J. If a team is playing one player short and another player becomes injured or ill, leaving the team with two less players than the required number.
- K. Once a game has been forfeited, the forfeit cannot be changed.

Section 5. SCORING OF RUNS.

- A. One run shall be scored each time a runner
 1. touches first, second, third bases and home plate.
 2. When using the tie breaker rule, a runner starting at second base, touches third base and home plate.

EXCEPTION: Women's Open, Co-Ed Major and Men's "A" Slow Pitch.

- B. No run shall be scored if the third out of the inning is the result of:
 1. A batter-runner being called out prior to reaching first base or any other runner forced out due to the batter becoming a batter-runner. On an appeal play, the force out is determined when the appeal is made, not when the infraction occurred.
 2. A runner being put out by a tag or live ball appeal play prior to the lead runner touching home plate.
 3. A preceding runner is declared out on an appeal play.
- C. No run shall be scored if a "fourth out" is the result of an appeal of a base missed or left to soon on a runner who has scored.

Section 6. GAME WINNER.

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

- A. The score of a called regulation game shall be the score at the end of the last complete inning, unless the team second at bat has scored an equal number or more runs than the first team at bat in the incomplete inning. In this case, the score shall be that of the incomplete inning.
- B. The score of a regulation tie game shall be the tie score when the game was terminated. Rule 5, Section 3F.
- C. The score of a forfeited game shall be seven to zero in favor of the team not at fault.

Section 7. CONFERENCES.

- A. **Offensive Conference.** There shall be only one charged conference between a team representative(s) and the batter, another team representative, and/or runner(s) in an inning. The umpire shall not permit any such conferences in excess of one in an inning.

EFFECT: Ejection of the manager or team representative who insists on another charged conference.

- B. **Defensive Conference.** There shall be only three charged conference(s) between the manager or other team representative from the dugout with any

defensive player(s) in a seven inning game. For every inning beyond seven, there shall be one charged conference per inning between the manager or other team representative from the dugout with any defensive player(s).

EFFECT: The fourth, and each additional, charged conference in a seven inning game, or for any charged conference in excess of one per inning in an extra inning game, shall result in the removal of the pitcher from the pitching position for the remainder of the game. The removed pitcher can play another position on defense but cannot pitch again.

Section 8. HOME RUN RULE

A. (Men's, Men's Master, and Co-ed Slow Pitch) A limit of over-the-fence home runs will be used in all men's, men's masters, and co-ed slow pitch divisions. The following limitations are per team per game:

- | | |
|--------------|---|
| 1. Eight (8) | Class A |
| 2. Six (6) | Industrial and Major Co-ed |
| 3. Four (4) | Class B and Church, Masters 35-over, 40-over, and 45-over |
| 4. Three (3) | Class A Co-ed |
| 5. Two (2) | Class C |
| 6. Zero (0) | Class D and Class B Co-ed |

EFFECT: For any in excess, the ball is dead, the batter is out, and no runners can advance. In Men's Class D an over the fence home run will also be an inning ending out.

NOTE:

- a. Any fair fly ball touched by a defensive player that clears or has cleared over the fence in fair territory, should be declared a four-base award and shall not be included in the total of over-the-fence home runs.
- b. A home run will be charged for any ball hit over the fence whether runs score or not.
- c. Both male and female home runs count toward the Co-ed limit.

B. (Men's Senior Divisions) The following limitations are per team per game:

SENIORS 50-55-60-65:

- | | |
|---------------------------|------------|
| 1. Nine (9) plus "one-up" | Major Plus |
| 2. Six (6) plus "one-up" | Major |
| 3. Three (3) | AAA |
| 4. One (1) | AA |

SENIORS 70 & 75:

- | | |
|--------------|-------|
| 1. Six (6) | Major |
| 2. Three (3) | A |

EFFECT: For any in excess, the ball is dead, the batter is out, and no runners can advance.

NOTE:

- a. One-up Ruling: If both teams have reached the limit of home runs, either team is allowed to hit an additional home run, to go one home

run ahead of the opposing team. (Example: With a six home run limit, the home team hits their sixth home run in the 2nd inning. The visiting team can then hit a total of seven home runs, and do so in the top of the 3rd inning. In the bottom of the 3rd, the home team could then hit two more home runs to go “one-up” again, with a total of eight. This can continue throughout the game until the bottom of the 7th inning.) The home team can only equal the number of home runs by the visitors (in excess of six) in this inning. If neither team has hit six home runs by the bottom of 7th, the home team can hit their sixth.

Section 9. RUN AHEAD RULE

- A. A run ahead rule must be used at all National Tournaments.
 - 1. Fast Pitch – 15 after three innings, **12 after four innings** or 8 after five innings.
 - 2. Modified Pitch – **15 after three innings** or 10 after five innings.
 - 3. Slow Pitch - **20 after three innings, 15 after four innings or 10 after five innings.**
 - 4. Sixteen-Inch Slow Pitch – 12 after four innings and 10 after five innings.
- B. Complete innings must be played unless the home team scores the run ahead limit while at bat. When the visiting team reaches the limit in the top half of the inning, the home team must have their opportunity to bat in the bottom half of the inning.

Section 10. TIME LIMIT RULE (Code Article 510 O)

When the time limit rule is in effect, time begins with the first pitch. If the game is tied after the time limit has expired, the tie breaker rule shall be in effect at the start of the next inning and play shall continue until a winner is determined. The time limit rule is as follows:

- A) In Junior Olympic 10-Under Class A and 10-Under Class B Fast Pitch pool play, the time limit will be one hour and forty minutes; no inning shall start after one hour and forty minutes.
- B) In Junior Olympic 10-Under Class A and 10-Under Class B Fast Pitch elimination play, no inning shall start after 1 hour and 40 minutes.
- C) In all Junior Olympic Class A 12-Under, 14-Under, 16-Under and 18-Under, Class B 12-Under, 14-Under, 16-Under and 18-Under; and Gold pool play, no inning shall start after 1 hour and 40 minutes.
- D) In all Junior Olympic Class B 12-Under, 14-Under, 16-Under and 18-Under elimination play, no inning shall start after 1 hour and 40 minutes.

EXCEPTION: In all Junior Olympic Class B 12-Under, 14-Under, 16-Under

and 18-Under elimination play there will be no time limit for the upper and lower bracket final games, and the championship and the ' if necessary ' games.

Section 11. TIE-BREAKER RULE (Code Article 510 N).

(Women and Junior Olympic Girls Fast Pitch) When after the completion of seven (7) innings of play (or 1 hour and 40 minutes in JO pool play), the score is tied, the following tie-breaker rule will be played to determine a winning team.

- A. Starting with the top of the eighth inning, and each half inning thereafter, the offensive team shall begin its turn at bat with the player who is scheduled to bat last in that respective half inning being placed on second base (e.g., if the number five batter is the lead off batter, the number four batter in the batting order will be placed on second base. A substitute may be inserted for the runner). Rule 11, Section 10.
- B. If a team is in the tie-breaker and the absent player is the one who should begin the half inning at second base, do not declare an out. Instead, place on second base the player whose name precedes the absent player's name in the line-up.
- C. (Men's Senior Slow Pitch) Use the tie-breaker rule after completion of seven innings.

Section 12. DUGOUT CONDUCT.

Coaches, players, substitutes, and other bench personnel shall not be outside the designated bench, dugout/team area except when the rule allows or is justified by the umpire.

EFFECT: The first offense is a team warning. Any repeat offense shall result in the ejection of that team member.

Section 1. PRELIMINARIES.

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

- A. The pitcher may not take the pitching position on the pitcher's plate without possession of the ball.
- B. The pitcher shall not be considered in the pitching position unless the catcher is in position to receive the pitch.
- C. Both feet must be on the ground within the 24-inch length of the pitcher's plate. The shoulders shall be in line with first and third bases.
 1. (Male) The pitcher shall take a position with their pivot foot in contact with the pitcher's plate and their non-pivot foot in contact with or behind the pitcher's plate.
 2. (Female) The pitcher shall take a position with both feet in contact with the pitcher's plate.
- D. While on the pitcher's plate, the pitcher shall take the signal or appear to take a signal with the hands separated. The ball must remain in either the glove or pitching hand.
- E. The pitcher shall bring the hands together for not less than one second and not more than 10 seconds before releasing it,
 1. (Male) If the pitcher decides to pitch with the non-pivot foot to the rear and off the pitcher's plate, a backward step may be taken before, simultaneous with or after the hands are brought together. The pivot foot must remain in contact with the pitcher's plate at all times prior to the forward step.
 2. (Female) Both feet must remain in contact with the pitcher's plate at all times prior to the forward step.

Section 2. STARTING THE PITCH.

The pitch starts when one hand is taken off the ball after the hands have been placed together.

Section 3. LEGAL DELIVERY.

- A. The pitcher must not make any motion to pitch without immediately delivering the ball to the batter.
- B. The pitcher must not use a pitching motion in which, after bringing the hands together, the pitcher removes one hand from the ball, and returns the ball to both hands.
- C. The pitcher must not make a stop or reversal of the forward motion after separating the hands.
- D. The pitcher must not make two revolutions of the arm on the windmill pitch. A pitcher may drop the arm to the side and to the rear before starting the windmill motion.
- E. The delivery must be an underhand motion with the hand below the hip and the wrist not farther from the body than the elbow.
- F. The pitch shall be delivered on the throwing arm side of the body and not behind the back or through the legs.

RULE 6 - PITCHING REGULATIONS (FAST PITCH)

- G. The release of the ball and follow through of the hand and wrist must be forward and past the straight line of the body.
- H. (Men's Fast Pitch) In the act of delivering the ball, the pitcher must take one step with the non-pivot foot simultaneous with the release of the ball. The step must be forward toward the batter. It is not a step if the pitcher slides the pivot foot across the pitcher's plate toward the batter, or if the pivot foot turns or slides in order to push off the pitcher's plate, provided contact is maintained with the plate. Raising the foot off the pitching plate and returning it to the plate creates a rocking motion and is an illegal act.
- I. (Women's and all JO play) In the act of delivering the ball, the pitcher must take one step with the non-pivot foot simultaneous with the release of the ball. The step must be forward and toward the batter within the 24-inch length of the pitcher's plate. It is not a step if the pitcher slides the pivot foot across the pitcher's plate toward the batter, or if the pivot foot turns or slides in order to push off the pitcher's plate, provided contact is maintained with the plate. Raising the foot off the pitching plate and returning it to the plate creates a rocking motion and is an illegal act
- J. Pushing off with the pivot foot from a place other than the pitcher's plate is illegal.
- K. (Women's and all JO Play) Pushing off and dragging the pivot foot in contact with the ground is required. If a hole has been created, the pivot foot may drag no higher than the level plane of the ground.
- L. (Men's) Pushing off and dragging the pivot foot in contact with the ground, or if both feet are in the air, having the toes of the pivot foot in the downward direction is required.
- M. The pitcher must not make another revolution after releasing the ball.
- N. The pitcher shall not deliberately drop, roll or bounce the ball in order to prevent the batter from hitting it.
- O. The pitcher has 20 seconds to release the next pitch after receiving the ball or after the umpire indicates "play ball."

Section 4. INTENTIONAL WALK.

If the pitcher desires to walk a batter intentionally all pitches must be legally delivered to the batter.

Section 5. DEFENSIVE POSITIONING.

- A. The pitcher shall not deliver a pitch unless all available defensive players are positioned in fair territory, except the catcher who must be in the catcher's box.
- B. A fielder shall not take a position in the batter's line of vision or, with deliberate unsportsmanlike intent, act in a manner to distract the batter. A pitch does not have to be released.
EFFECT: The offending player shall be ejected from the game.

Section 6. FOREIGN SUBSTANCE/PROTECTIVE WRAPS.

- A. A defensive player shall not at any time during the game be allowed to use

RULE 6 - PITCHING REGULATIONS (FAST PITCH)

any foreign substance upon the ball. Under the supervision and control of the umpire, powdered resin may be used to dry the hands. Applying resin in the glove and then placing the ball in the glove is an illegal act. Resin must be kept on the ground behind the pitcher's plate. A pitcher who licks their fingers must wipe the fingers off before bringing them in contact with the ball.

EFFECT: An illegal pitch shall be called on the first offense. If any defensive player continues to place a foreign substance on the ball, the player should be ejected from the ball game.

- B. A pitcher shall not wear any item on the pitching hand, wrist, forearm, elbow or thighs, which may, in the umpire's judgment, be distracting to the batter. Batting gloves may not be worn on the pitching hand.

Section 7. CATCHER.

- A. The catcher must remain within the lines of the catcher's box until the pitch is released.
- B. The catcher shall return the ball directly to the pitcher after each pitch, except after a strikeout, a put out or an attempted put out made by the catcher.

EFFECT: A ball on the batter.

EXCEPTION: Does not apply with a runner(s) on base or the batter becoming a batter-runner.

Section 8. THROWING TO A BASE.

The pitcher shall not throw to a base during a live ball while either foot is in contact with the pitcher's plate after the pitcher has taken the pitching position. If the throw from the pitcher's plate occurs during a live ball appeal play, the appeal is canceled. The pitcher may move back from the pitching position by stepping back off the pitcher's plate prior to separating their hands. Stepping forward or sideways at any time constitutes an illegal pitch.

EFFECT - Sections 1-5,7A and 8:

- A. Any infraction of Sections 1-5, 7A and 8 is an illegal pitch.
- B. If the batter hits the ball and reaches first base safely, and if all other runners have advanced at least one base on the batted ball, the illegal pitch is nullified. All action as a result of the batted ball stands. No option is given. When a runner passes a base, the runner is considered to have touched a base.
- C. Otherwise the manager has the option to take the result of the play, or the illegal pitch is enforced by awarding a ball to the batter and advancing all runners one base.
- D. If an illegal pitch hits the batter out of the strike zone, the batter is awarded first base and all runners are awarded one base.

Section 9. WARM-UP PITCHES.

At the beginning of each half inning, or when a pitcher relieves another, not more

than one minute may be used to deliver not more than five pitches. Play shall be suspended during this time. For excessive warm-up pitches, a pitcher shall be penalized by awarding a ball to the batter for each pitch in excess of five. This does not apply if the umpire delays the start of play due to substitution, conference, injuries, or other umpire responsibilities. A pitcher returning to pitch in the same half inning will not receive warm-up pitches. There is no limitation as to the number of times a player can return to the pitching position as long as the player is legally in the game.

Section 10. NO PITCH.

No pitch shall be declared when:

- A. The pitcher pitches during the suspension of play.
- B. The pitcher attempts a quick return of the ball before the batter has taken a position in the batter's box or when the batter is off balance.
- C. A runner is called out for leaving a base prior to the pitcher releasing the ball.
- D. If a pitch is delivered before a runner has retouched their base after being legitimately off that base.
- E. No player, manager or coach shall call time, employ any other word or phrase, or commit any act while the ball is live for the obvious purpose of trying to make the pitcher commit an illegal pitch. A warning shall be issued to the offending team, and a repeat of this type act by any member of the team warned shall result in the offender being ejected from the game.

EFFECT - Section 10 A-E: The ball is dead, all subsequent action on that pitch is canceled.

Section 11. DROPPED BALL.

If the ball slips from the pitcher's hand during the delivery, a ball is declared on the batter, the ball will remain live and the runner(s) may advance at their own risk.

RULE 6 - PITCHING REGULATIONS (MODIFIED PITCH)

Section 1. PRELIMINARIES.

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

- A. The pitcher may not take the pitching position on the pitcher's plate without possession of the ball.
- B. The pitcher shall not be considered in the pitching position unless the catcher is in position to receive the pitch.
- C. The pitcher shall take a position with both feet in contact with the pitcher's plate. Both feet must be on the ground within the 24-inch length of the pitcher's plate. The shoulders shall be in line with first and third bases.
- D. While on the pitcher's plate, the pitcher shall take the signal or appear to take a signal with the hands separated. The ball must remain in either the glove or pitching hand.
- E. The pitcher shall hold the ball in both hands for not less than one second and not more than 10 seconds before releasing it, and both feet must remain in contact with the pitching plate at all times prior to the forward step.

Section 2. STARTING THE PITCH.

The pitch starts when one hand is taken off the ball after the hands have been placed together.

Section 3. LEGAL DELIVERY.

- A. The pitcher must not make any motion to pitch without immediately delivering the ball to the batter.
- B. The pitcher must not use a pitching motion in which, after bringing the hands together in the pitching position, the pitcher removes one hand from the ball and returns the ball to both hands.
- C. The pitcher shall not make a stop or reversal of the forward motion after separating the hands.
- D. The pitcher may take the ball behind the back on the back swing.
- E. The pitcher must not use a windmill or slingshot-type pitch or make a complete revolution in the delivery.
- F. Position of the ball:
 1. (9 Player Major/A) No restriction on the back swing or on the downward motion and during the complete delivery.
 2. (10-Player) The ball must not be outside the pitcher's wrist on the back swing, at the top of the back swing, on the downward motion, or during the complete delivery.
- G. The delivery must be an underhand motion with the hand below the hip and the pitcher's palm may be pointing downward.
- H. The pitch shall be delivered on the throwing arm side of the body and not behind the back or through the legs.
 - I. Arm, shoulder, hip:
 1. (9 Player Major/A) No restrictions on the arm. The shoulders and driving hip must be squared to home plate when the ball is released.
 2. (10-Player) On the forward swing of the pitching arm, the elbow must be

RULE 6 - PITCHING REGULATIONS (MODIFIED PITCH)

locked at the point of release, and the shoulders and driving hip must be squared to home plate when the ball is released.

- J. The release of the ball must be on the first forward swing of the pitching arm past the hip. The release must have a complete, smooth follow-through with no abrupt stop of the arm near the hip.
- K. In the act of delivering the ball, the pitcher must take one step simultaneous with the release of the ball. The step must be forward and toward the batter within the 24-inch length of the pitcher's plate.
 - 1. (9 Player Major) The pivot foot must drag and not lose contact with the ground. Raising the foot off the pitching plate and returning it to the plate creates a rocking motion and is an illegal act.
 - 2. (9 Player A / 10Player) The stepping foot must be pointed toward home plate and must not touch the ground in front of, or cross over a straight line between the pivot foot and home plate. It is not a step if the pitcher slides the pivot foot across the pitcher's plate, provided contact is maintained with the plate. Raising the foot off the pitching plate and returning it to the plate creates a rocking motion and is an illegal act.
- L. Pushing off with the pivot foot from a place other than the pitcher's plate is illegal.
- M. The pitcher shall not deliberately drop, roll or bounce the ball in order to prevent the batter from hitting it.
- N. The pitcher has 20 seconds to release the next pitch after receiving the ball or after the umpire indicates "play ball".



Section 4. INTENTIONAL WALK.

If the pitcher desires to walk a batter intentionally all pitches must be legally delivered to the batter.

Section 5. DEFENSIVE POSITIONING.

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

EFFECT: The offending player shall be ejected from the game.

Section 6. FOREIGN SUBSTANCE.

- A. A defensive player shall not, at any time during the game, be allowed to use any foreign substance upon the ball. Under the supervision and control of the umpire, powdered resin may be used to dry the hands. Applying resin in the glove and then placing the ball in the glove is an illegal act. Resin must be

RULE 6 - PITCHING REGULATIONS (MODIFIED PITCH)

kept on the ground behind the pitcher's plate. A pitcher who licks their fingers, must wipe them off before bringing them in contact with the ball.

EFFECT: An illegal pitch shall be called on the first offense. If any defensive player continues to place a foreign substance on the ball, the player should be ejected from the ball game.

- B. The pitcher shall not wear any item on the pitching hand, wrist, forearm, elbow or thighs, which may, in the umpire's judgment, be distracting to the batter. Batting gloves may not be worn on the pitching hand.

Section 7. CATCHER.

- A. The catcher must remain within the lines of the catcher's box until the pitch is released.
- B. The catcher shall return the ball directly to the pitcher after each pitch, except after a strikeout, put out or an attempted put out made by the catcher.

EFFECT: A ball on the batter.

EXCEPTION: Does not apply with a runner(s) on base or the batter becoming a batter-runner.

Section 8. THROWING TO A BASE.

The pitcher shall not throw to a base during a live ball while either foot is in contact with the pitcher's plate after the pitcher has taken the pitching position. If the throw from the pitcher's plate occurs during a live ball appeal play, the appeal is canceled. The pitcher may move back from the pitching position by stepping backwards off the pitcher's plate prior to separating hands. Stepping forward or sideways at any time constitutes an illegal pitch.

EFFECT - Sections 1-5, 7A and 8:

- A. Any infraction of Sections 1-5, 7A and 8 is an illegal pitch.
- B. If the batter hits the ball and reaches first base safely, and if all other runners have advanced at least one base on the batted ball, the illegal pitch is nullified. All action as a result of the batted ball stands. No option is given. When a runner passes a base, the runner is considered to have touched the base.
- C. Otherwise the manager has the option to take the result of the play, or the illegal pitch is enforced by awarding a ball to the batter (if ball four award first base) and advancing all runners one base.
- D. If an illegal pitch hits the batter out of the strike zone, the batter is awarded first base and all runner(s) are awarded one base.

Section 9. WARM-UP PITCHES.

At the beginning of each half inning, or when a pitcher relieves another, not more than one minute may be used to deliver not more than three pitches. Play shall be suspended during this time. For excessive warm-up pitches, a pitcher shall be penalized by awarding a ball to the batter for each pitch in excess of three. This does not apply if the umpire delays the start of play due to substitution, confer-

ence, injuries, and other umpire responsibilities. A pitcher returning to pitch in the same half inning will not receive warm-up pitches. There is no limitation as to the number of times a player can return to the pitching position as long as the player is legally in the game.

Section 10. NO PITCH.

No pitch shall be declared when:

- A. The pitcher pitches during the suspension of play.
- B. The pitcher attempts a quick return of the ball before the batter has taken a position in the batter's box or when the batter is off balance.
- C. A runner is called out for leaving a base prior to the pitcher releasing the pitch.
- D. A pitch is delivered before a runner has returned to the base after being legitimately off that base.
- E. No player, manager or coach shall call time, employ any other word or phrase, or commit any act while the ball is alive for the purpose of trying to make the pitcher commit an illegal pitch. A warning shall be issued to the offending team, and a repeat of this type act by any member of the team warned shall result in the offender being ejected from the game.

EFFECT - Section 10 A-E: The ball is dead, and all subsequent action on that pitch is canceled.

Section 11. DROPPED BALL.

If the ball slips from the pitcher's hand during the delivery, a ball is declared on the batter, the ball will remain live and the runners may advance at their own risk.

RULE 6 - PITCHING REGULATIONS (SLOW PITCH)

Section 1. PRELIMINARIES.

- A. The pitcher must take a position with both feet firmly on the ground and with one or both feet in contact with the pitcher's plate.
EFFECT: Delayed Dead Ball, Illegal Pitch
- B. (Seniors) The pitcher may take a position from the front edge of the pitcher's plate to six feet behind the pitcher's within the 24 inch width of the pitcher's plate with both feet firmly on the ground.
EFFECT: Delayed Dead Ball, Illegal Pitch
- C. The pitcher must come to a full and complete stop with the ball in front of the body. The front of the body must face the batter. This position must be maintained at least one second before starting the delivery.
EFFECT: Delayed Dead Ball, Illegal Pitch
- D. The pitcher shall not be considered in the pitching position unless the catcher is in position to receive the pitch.
EFFECT: Delayed Dead Ball, Illegal Pitch
- E. The pitcher must not simulate a legal pitch while not in contact with the pitcher's plate.
EFFECT: A dead ball should be called, an illegal pitch ruled, a warning is issued, and repeated action would result in the pitcher ruled illegal, and removed from the pitching position.

Section 2. STARTING THE PITCH.

The pitch starts when the pitcher makes any motion with the ball after the required stop. While on the pitching plate prior to the required stop, any motion may be used.

Section 3. LEGAL DELIVERY.

- A. The pitcher must not make any motion to pitch without immediately delivering the ball to the batter.
- B. The delivery is a continuous motion.
- C. The pitcher must not use a delivery in which there is a stop or reversal of the pitching motion.
- D. The pitcher must deliver the ball toward home plate on the first forward swing of the pitching arm past the hip with an underhand motion. The palm of the hand may be over or under the ball.
- E. The pivot foot must remain in contact with the pitcher's plate until the pitched ball leaves the hand. If a step is taken, it may be forward, backward, or to the side, provided the pivot foot is in contact with the pitcher's plate and the step is simultaneous with the release of the ball.
- F. The pitcher must not pitch the ball behind the back or through the legs.
- G. The pitch shall be released at a moderate speed. The speed is left entirely up to the judgment of the umpire. The umpire shall warn the pitcher who delivers a pitch with excessive speed. If the pitcher repeats such an act after being warned, the pitcher shall be removed from the pitcher's position for the remainder of the game.
- H. The ball must be delivered with perceptible arc and reach a height of at least

six feet from the ground, while not exceeding a maximum height of 12 feet from the ground.

- I. The pitcher must not continue any pitching motion after the ball is released.
- J. The pitcher has 10 seconds to release the next pitch after receiving the ball, or after the umpire indicates "play ball".
- K. The pitcher shall not deliver a pitch from the glove.

Section 4. DEFENSIVE POSITIONING.

- A. The pitcher shall not deliver a pitch unless all available players are positioned in fair territory, except the catcher who must be in the catcher's box.
- B. A fielder shall not take a position in the batter's line of vision or, with deliberate unsportsmanlike intent, act in a manner to distract the batter. A pitch does not have to be released.
EFFECT: The offending player shall be ejected from the game.

Section 5. FOREIGN SUBSTANCE.

A defensive player shall not, at any time during the game, be allowed to use any foreign substance upon the ball, the pitching hand or the fingers. Under the supervision and control of the umpire, powdered resin may be used to dry the hands. The pitcher may wear tape on the fingers or a sweatband on the wrist or forearm of the pitching arm. Batting gloves may not be worn on the pitching hand.

EFFECT: An illegal pitch shall be called on the first offense. If any defensive player continues to place a foreign substance on the ball, the player should be ejected from the ball game.

Section 6. CATCHER.

- A. The catcher must remain within the lines of the catcher's box until the pitched ball is batted, touches the ground, plate, batter, or reaches the catcher's box.
- B. The catcher shall return the ball directly to the pitcher after each pitch, except after a strikeout.
EFFECT 6-B: A ball on the batter.

EXCEPTION: Does not apply with a runner(s) on base or the batter becoming a batter-runner.

Section 7. QUICK PITCH.

The pitcher shall not attempt a quick return of the ball before the batter has taken a position in the batter's box or when the batter is off balance.

EFFECT -Sections 2-4, 7:

- A. Any infraction of Sections 2-4, 7 is an illegal pitch.
- B. If a batter swings at or contacts any illegal pitch, it is nullified and all play stands.
- C. If the batter does not swing, a ball shall be called on the batter.

Section 8. WARM-UP PITCHES.

At the beginning of each half inning, or when a pitcher relieves another, not more than one minute may be used to deliver not more than three warm-up pitches. Play shall be suspended during this time. For excessive warm-up pitches, a pitcher shall be penalized by awarding a ball to the batter for each pitch. This does not apply if the umpire delays the start of play due to substitution, conference, injuries, and other umpire responsibilities. A pitcher returning to pitch in the same half inning will not receive warm-up pitches. There is no limitation as to the number of times a player can return to the pitching position as long as the player is legally in the game.

Section 9. NO PITCH.

No pitch shall be declared when:

- A. The pitcher pitches during the suspension of play.
- B. A runner is called out for leaving a base before the pitched ball reaches home plate, is batted, or touches the ground before reaching home plate.
- C. A pitch is delivered before a runner has retouched their base after being legitimately off that base.
- D. The ball slips from the pitcher's hand during the delivery or during the back swing.
- E. No player, manager or coach shall call time, employ any other word or phrase, or commit any act while the ball is live for the obvious purpose of trying to make the pitcher commit an illegal pitch. A warning shall be issued to the offending team, and a repeat of this type act by any member of the team warned shall result in the offender being ejected from the game.

EFFECT Section 9 A-E: The ball is dead, and all subsequent action on that pitch is canceled.

Section 1. PRELIMINARIES.

- A. The pitcher must take a position with both feet firmly on the ground and with one or both feet in contact with the pitcher's plate. The pitcher's pivot foot must be in contact with the pitcher's plate throughout the delivery.
- B. The pitcher must come to a complete stop with the ball in front of the body. The front of the body must face the batter. This position must be maintained at least one second before starting the delivery.
- C. The pitcher shall not be considered in the pitching position unless the catcher is in position to receive the pitch.
- D. The pitcher must not make any motion to pitch while not in contact with the pitcher's plate.
EFFECT: A dead ball should be called, an illegal pitch ruled, a warning issued, and repeated action would result in the pitcher ruled illegal, and removed from the pitching position.
- E. While the pitcher is in the pitching position, in the motion for the delivery, or in the act of faking a delivery prior to a hesitation, the pivot foot must be in contact with the pitcher's plate. After a hesitation, the foot may leave the pitcher's plate during an attempted pickoff or a fake throw. When the pitching motion is restarted, the restriction takes effect again.
- F. The pitcher may not take the pitching position on or near the pitcher's plate without possession of the ball.

Section 2. STARTING THE PITCH.

The pitch starts when the pitcher makes any motion with the ball that is part of the delivery after the required stop. While on the pitcher's plate, prior to the required stop, any motion may be used.

Section 3. LEGAL DELIVERY.

- A. The pivot foot must remain in contact with the pitcher's plate until the pitched ball leaves the hand. If a step is taken, it can be forward, back, or to the side, provided the pivot foot is in contact with the pitcher's plate and the step is simultaneous **with a hesitation or** with the release of the ball.
- B. The pitcher must not pitch the ball behind the back or through the legs.
- C. The pitch shall be released at a moderate speed. The speed is left entirely up to the judgment of the umpire.
EFFECT: The umpire shall warn the pitcher who delivers a pitch with excessive speed. If the pitcher repeats such an act after being warned, the pitcher shall be removed from the pitcher's position for the remainder of the game.
- D. The ball must be delivered with a perceptible arc and reach a height of at least six feet from the ground, while not exceeding a maximum height of 12 feet from the ground.
- E. The pitcher must not continue their motion after releasing the ball.
- F. The pitcher shall not attempt a pick off after the second hesitation.
EFFECT: Illegal pitch and the ball is dead.
- G. The pitcher must not commit a third hesitation before the mandatory delivery of

RULE 6 - PITCHING REGULATIONS (16" SLOW PITCH)

a pitch, legal or illegal. **A pickoff attempt by the pitcher is a hesitation.** Hesitations are defined as:

1. Making any motion to pitch without immediately delivering the ball to the batter.
2. Using a delivery that is not a continuous motion.
3. Using a delivery in which there is a stop or reversal of the pitching motion.
4. Not delivering the ball toward home plate on the first forward swing of the pitching arm past the hip.
 - a. After a hesitation of the pitching motion, and before a restart of the motion, the pitcher may attempt or fake a throw for a pick off with his pivot foot in contact with the pitcher's plate.
 - b. Runners may be off the bases without penalty during the delivery or fake delivery.
 - c. During the pick off attempt by the pitcher, or the catcher following a pitch, each runner must return to the base occupied at the start of the pitch, and before the runner is touched with the ball.
 - d. If the ball is overthrown, runners may not advance.
 - e. If the thrown ball remains in live ball territory, the runners are in jeopardy until they return to their original bases.
- H. The pitcher has 10 seconds to release the next pitch after receiving the ball, or after the umpire indicates "play ball."
- I. The pitcher shall not deliver a pitch from the glove.

Section 4. DEFENSIVE POSITIONING.

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

EFFECT: The offending player shall be ejected from the game.

Section 5. FOREIGN SUBSTANCE.

Any defensive player shall not, at any time during the game, be allowed to use any foreign substance upon the ball, the pitching hand or the fingers. Under the supervision and control of the umpire, powdered resin may be used to dry the hands. The pitcher may wear tape on the fingers or a sweatband on the wrist or forearm of the pitching arm. Batting gloves may not be worn on the pitching hand.

EFFECT: An illegal pitch shall be called on the first offense. If any defensive player continues to place a foreign substance on the ball, the player should be ejected from the ball game.

Section 6. CATCHER.

- A. The catcher must remain within the lines of the catcher's box until the pitched ball is batted, touches the ground or plate, or reaches the catcher's box.
- B. The catcher shall return the ball directly to the pitcher after each pitch, except after a strikeout.

EFFECT: A ball on the batter.

EXCEPTION: Does not apply when the batter becomes a batter-runner or there are runners on base.

Section 7. QUICK PITCH.

The pitcher shall not attempt a quick return of the ball before the batter has taken a position in the batter's box or when the batter is off balance.

EFFECT - Sections 1-4, 6A and 7:

- A. Any infraction of Sections 1-4, 6A and 7 is an illegal pitch.
- B. If a batter swings at or contacts any illegal pitch, the illegal pitch is nullified and all play stands.
- C. If the batter does not swing, a ball shall be called on the batter. Runners are not advanced.

Section 8. WARM-UP PITCHES.

At the beginning of each half inning, or when a pitcher relieves another, not more than one minute may be used to deliver not more than three warm-up pitches. Play shall be suspended during this time. For excessive warm-up pitches, a pitcher shall be penalized by awarding a ball to the batter for each pitch. This does not apply if the umpire delays the start of play due to substitution, conference, injuries, and other umpire responsibilities. A pitcher returning to pitch in the same half inning will not receive warm-up pitches. There is no limitation as to the number of times a player can return to the pitching position as long as the player is legally in the game.

Section 9. NO PITCH.

No pitch shall be declared when:

- A. The pitcher pitches during the suspension of play.
- B. The ball slips from the pitcher's hand during the delivery or during the back swing.
- C. No player, manager or coach shall call time, employ any other word or phrase, or commit any act while the ball is live for the obvious purpose of trying to make the pitcher commit an illegal pitch. A warning shall be issued to the offending team, and a repeat of this type act by any member of the team warned shall result in the offender being ejected from the game.

EFFECT - Section 9 A-C: The ball is dead, and all subsequent action on that pitch is canceled.

Section 1. ON-DECK BATTER.

- A. The on-deck batter shall take a position within the lines of the on-deck circle nearest the offensive team area.
- B. The on-deck batter may loosen up with no more than two official softball bats, an approved warm-up bat, or a combination not to exceed two. Any attachment placed on the bat must be approved by the ASA
- C. The on-deck batter may leave the on-deck circle:
 - 1. When they become the batter.
 - 2. When directing runners advancing from third to home plate.
- D. The on-deck batter may not interfere with a defensive player's opportunity to make an out.

EFFECT:

- 1. If it involves a runner, the runner closest to home plate at the time of the interference shall be declared out.
- 2. If it is with the defensive fielder fielding a fly ball, the batter is out.

Section 2. BATTING ORDER.

- A. The batting order shall show the names, first and last, in the order in which the players are scheduled to bat.
- B. The batting order delivered to the umpire must be followed throughout the game, unless a player is replaced by:
 - 1. a substitute who must take the place of the removed player in the batting order, or
 - 2. (Fast Pitch) when the FLEX batting for the DP and remaining in the batting order until returning to the 10th position in the line-up.
- C. The first batter in each inning shall be the batter whose name follows the last player who completed a turn at bat in the previous inning.

EFFECT - Section 2 B-C: Batting out of order is an appeal play that may be made by the defensive team only. The Appeal must be made before the next pitch, legal or illegal, is made to the following batter, or before the pitcher and all infielders have vacated their normal fielding positions and have left fair territory on their way to the team area.

- D. If batting out of order is discovered:
 - 1. While the incorrect batter is at bat:

EFFECT: The correct batter must take the batter's position and assume the balls and strikes count. Any runner advanced and runs scored while the incorrect batter was at bat shall be legal. There is no penalty whether discovered by the offense or defense while the incorrect batter is at bat.
 - 2. After the incorrect batter has completed a turn at bat and:
 - a. BEFORE a legal or illegal pitch to the following batter
 - b. or before the pitcher and all infielders have vacated their normal fielding positions and have left fair territory:

EFFECT:

- a. The player who should have batted is out.

b. Any advance of runners and any run scored shall be nullified. All outs made stand.

c. The next batter is the player whose name follows that of the player called out for failing to bat.

d. If the batter declared out is the third out, the correct batter to lead off the next inning shall be the player who would have come to bat had the player been put out by ordinary play.

EXCEPTION: If the incorrect batter is called out as a result of their time at bat, and is scheduled to be the proper batter, skip that player and the next person in the line-up will be the batter.

3. After a legal or illegal pitch to the NEXT BATTER, or after the pitcher and all infielders have vacated their normal fielding positions and have left fair territory:

EFFECT:

a. The turn at bat of the incorrect batter is legal.

b. All runs scored and runners advanced, and outs made are legal

c. The next batter shall be that player whose name follows that of the incorrect batter.

d. No out is called for failure to bat.

e. Players who have not batted and who have not been called out have lost their turn at bat until their spot in the batting order is reached again in the regular order.

4. Runners shall be removed from the base occupied, except the batter-runner who has been removed from a base by the umpire as in (2) above to bat in the proper position. The correct batter misses the turn at bat with no penalty. The batter following the correct batter in the batting order becomes the legal batter.

NOTE: D 1-4 In 16 inch SP an appeal must be made prior to a pitch, legal or illegal, or a hesitation.

E. The batting order for Co-ed shall alternate the sexes. Co-ed play will use an 11-inch red-stitch ball for female batters and an 12-inch red stitch ball for male batters.

EFFECT: When the wrong ball is used, the manager of the offensive team has the option of taking the result of the play or having the last batter bat again assuming the ball and strike count prior to the wrong ball being discovered.

F. When the third out in an inning is made before the batter has completed their turn at bat, the player shall be the first batter in the next inning.

Section 3. BATTING POSITION.

A. Prior to the pitch, the batter must have both feet completely within the lines of the batter's box. The batter may touch the lines, but no part of the foot may be outside the lines prior to the pitch.

B. The batter must take the batter's position in the batter's box within 10 seconds after being directed to do so by the umpire.

RULE 7 - BATTING

EFFECT: The umpire will call a strike. No pitch has to be thrown and the ball is dead.

- C. (Junior Olympic, Modified Pitch) After entering the batter's box, the batter must remain in the box with at least one foot between pitches and while taking signals and practice swings.

EXCEPTIONS: The batter can leave the box:

1. when the ball is batted fair or foul.
2. on a swing, slap or check swing.
3. when forced out of the box by a pitch.
4. on a wild pitch or passed ball.
5. when a play is attempted.
6. when time has been called.
7. when the pitcher leaves the eight-foot circle or the catcher leaves the catcher's box.
8. on a three ball count pitch that is a strike that the batter thinks is a ball.

EFFECT: If the batter leaves the batter's box and delays play, for any other reason the umpire may warn the batter or call a strike. Any number of warnings and called strikes can be made with each batter. No pitch has to be thrown and the ball is dead.

- D. The batter shall not step directly in front of the catcher to the other batter's box while the pitcher (FP) is taking the signal or (SP) is in position to pitch, or anytime thereafter prior to the release of the pitch.

EFFECT: The ball is dead, the batter is out and runners may not advance.

- E. After the ball is live, the batter may not step out of the batter's box to stop play unless time has been granted by the umpire.

EFFECT:

1. All play shall continue.
2. The pitch will be judged a ball or strike by the umpire.

Section 4. A STRIKE IS CALLED BY THE UMPIRE.

- A. (Fast Pitch/Slow Pitch with stealing) For each legally pitched ball entering the strike zone.

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

- B. (Slow Pitch) For each legally pitched ball passing through the strike zone before touching the ground and the batter does not swing. Any pitched ball that hits the ground or plate cannot be legally swung at by the batter. If the batter swings and misses prior to the ball hitting the ground or plate, it is a strike.

EFFECT: The ball is dead.

- C. **(Seniors) When the pitch touches home plate or the strike mat.**

- D. For each legally pitched ball swung at and missed by the batter.

FAST PITCH/Slow Pitch with stealing

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

SLOW PITCH without stealing

EFFECT: The ball is dead.

E. For each foul tip.

EFFECT: (Fast Pitch/Slow pitch with stealing) The ball is live and runners may advance with liability to be put out. The batter is out if it is the third strike.

1. (Slow Pitch without stealing) The ball is dead and the batter is out if it is the third strike.

2. (16-Inch Slow Pitch) The ball remains live; runners cannot advance.

F. (Fast Pitch) For each foul ball when the batter has fewer than two strikes.

G. (Slow Pitch) For each foul ball, including the third strike.

NOTE: E-F: If a pitched ball is swung at, missed, and then hit on the follow through, it is a strike and a dead ball.

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

I. When any part of the batter's person or clothing is hit with a batted ball while the batter is in the batter's box and (FP) has fewer than two strikes.

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

K. If the batter does not take their position in the batter's box within 10 seconds after being directed by the umpire.

L. (Junior Olympic and Adult Modified Pitch) When, between pitches, the batter leaves the batter's box illegally or does not return to the box after a warning.

EFFECT: Section 4 F-L: The ball is dead and each runner must return to their base without liability to be put out.

M. When a pitched ball is prevented from entering the strike zone by any actions of the batter other than hitting the ball.

EFFECT: The ball is dead and a strike is called.

Section 5. A BALL IS CALLED BY THE UMPIRE.

A. (Fast Pitch) For each legally pitched ball that does not enter the strike zone, touches the ground before reaching home plate, or touches home plate, and the batter does not swing.

EFFECT: The ball is live and runners are entitled to advance with liability to be put out.

B. (Slow Pitch) For each legally pitched ball that does not enter the strike zone, touches the ground before reaching home plate, or touches home plate, and the batter does not swing. Any pitched ball that hits the ground or plate cannot be legally swung at by the batter. If the batter swings at a pitch after the ball hits the ground or plate, it is a ball.

EFFECT: The ball is dead and runners may not advance.

EXCEPTION: (16-Inch Slow Pitch): The ball remains live; however, runners cannot advance. If the batter swings at the ball, it would be batter interference.

- C. (Seniors) A legally pitched ball that does not touch home plate or the strike mat.
- D. (Fast Pitch) For each illegally pitched ball not swung at or swung at and missed.
EFFECT: The ball is dead and runners are entitled to advance one base without liability to be put out.
- E. (Slow Pitch) For each illegally pitched ball not swung at.
EFFECT: The ball is dead and runners may not advance.
EXCEPTION: Slow Pitch with stealing unless the ball hits the ground before reaching home plate or hits the plate.
- F. (Slow Pitch with Stealing) When a pitched ball hits the batter outside the strike zone.
- G. When the catcher fails to return the ball directly to the pitcher as required.
- H. For each excessive warm-up pitch.
EFFECT: Section 5 F-H: The ball is dead and runners may not advance.

Section 6. THE BATTER IS OUT.

- A. When the third strike is:
 1. swung at and the pitched ball touches any part of the batter's person, or
 2. is not swung at, and the pitched ball hits the batter while the pitch is in the strike zone.
 3. when the pitched ball, in the umpire's judgment, is prevented from entering the strike zone by actions of the batter other than hitting the ball.
- B. When a batter enters the batter's box with or is discovered using an altered or non-approved bat.
EFFECT: The batter shall be ejected from the game, and if in a tournament, shall be ejected for the remainder of the tournament.
- C. When the batter enters the batter's box with or is discovered using an illegal bat.
EFFECT: The batter is called out.
Note: B-C If a previous batter has used the same altered or illegal bat and a pitch has been made, the current batter only is out.
- D. When an entire foot is touching the ground completely outside the lines of the batter's box at the time the ball makes contact with the bat.
- E. When any part of a foot is touching home plate at the time the ball makes contact with the bat.
- F. When a batter leaves the batter's box and returns to the box and makes contact with the ball.
- G. (Fast Pitch) When the batter bunts foul after the second strike. If the ball is caught before touching the ground, it remains live.
- H. (Slow Pitch) When the batter bunts or chops the ball.
- I. When members of the team at bat, including those in the team area, other than runners interfere with a player attempting to field a fair or foul fly ball.
- J. (16" Slow Pitch) When a batter intentionally hits a pitched ball that first strikes

the ground or home plate, to prevent the catcher from executing a pick-off attempt.

K. When the batter hits a fair ball with the bat a second time in fair territory.

EFFECT: D -K The ball is dead and runner(s) must return to the base occupied at the time of the pitch.

EXCEPTION:

1. When the batter is in the batter's box and contact is made while the bat is in the batter's hands.

EFFECT: Foul ball, even if the ball is hit a second time over fair territory.

2. When the batter drops the bat and the ball rolls against the bat in fair territory, and, in the umpire's judgment, there was no intent to interfere with the ball.

EFFECT: The ball is live.

3. When contact is made on the follow through after missing the pitch on the initial swing.

EFFECT: The ball is dead, and a strike is called.

L. Slow Pitch) After a third strike, including a foul ball that is hit after two strikes.

M. (Fast Pitch) When a called or swinging third strike is caught by the catcher.

N. (Fast Pitch) When the batter has three strikes and/or if there are fewer than two outs and first base is occupied at the time of the pitch.

O. Whenever the batter due up has left the game under the Short-handed Rule.

P. When hindering the catcher from catching or throwing the ball by stepping out of the batter's box.

Q. When actively hindering the catcher while in the batter's box.

R. When intentionally interfering with a thrown ball, in or out of the batter's box.

S. When interfering with a play at home plate.

EFFECT: P-S The ball is dead, the batter is out and each runner must return to the last base that, in the umpire's judgment, was touched at the time of the interference.

EXCEPTION: If no play is being made and the batter accidentally makes contact with the catcher's return throw to the pitcher, the ball is dead and any advancement of runner(s) shall be nullified.

Section 1. THE BATTER BECOMES A BATTER-RUNNER.

- A. As soon as the batter legally hits a fair ball.
- B. (Fast Pitch) When the catcher fails to catch the third strike before the ball touches the ground and there are;
 - 1. Fewer than two outs and first base is not occupied at the time of the pitch, or
 - 2. Any time there are two outs.
- C. When four balls have been called by the umpire. The batter-runner is awarded first base.

EFFECT:

- 1. (Fast Pitch) The ball is live unless it has been blocked.
- 2. (Slow Pitch) The ball is dead and runners may not advance unless forced.

EXCEPTION: Slow Pitch with stealing unless the ball hits the ground before reaching home plate, hits home plate or the batter.

- 3. (Slow Pitch) If the defensive team desires to walk a batter intentionally, they may do so by notifying the plate umpire who shall award the batter first base. When two consecutive batters are to be walked intentionally, the second walk may not be administered until the first batter reaches first base. If the umpire mistakenly allows two walks at one time and the first batter fails to touch first base, an appeal shall not be honored on the first batter.

EFFECT: The ball is dead

- 4. (Co-ed) The ball is dead. A walk to a male batter will result in a two base award. The next batter (a female) shall bat.

EFFECT: The ball is dead

EXCEPTION: With two outs, the female batter has the option to walk or bat.

EFFECT: Should the female batter-runner pass a male batter-runner when choosing to walk, no out shall be called during this dead ball period. A male batter-runner advancing to second base without touching first base shall be called out if properly appealed.

- D. When the catcher obstructs a batter's attempt to hit a pitched ball.

EFFECT: Delayed dead ball.

- 1. If the batter hits the ball and reaches first base safely, and all other runners have advanced at least one base:

EFFECT: Obstruction is canceled. All action as a result of the batted ball stands. No option is given. Once a runner has passed a base, the runner is considered to have reached that base.

- 2. If all runners, including the batter runner, do not advance at least one base.

EFFECT: The manager has the option of taking the result of the play, or enforcing obstruction by awarding the batter first base and advancing all runners, if forced.

- 3. The catcher steps on, or in front of home plate without the ball and prevents the batter from hitting the ball.

EFFECT: Dead ball, the batter is awarded first base, and runners are advanced one base, if forced.

4. (FP) On a swing or attempted bunt, the catcher or any other fielder prevents the batter from hitting the ball, touch the batter or their bat with a runner on third base trying to score on a squeeze play or a steal.

EFFECT: The ball is dead. The runner shall be awarded home plate and the batter shall be awarded first base on the obstruction. All other runners shall be advanced one base, if forced.
- E. When a fair batted ball strikes the person, attached equipment, or clothing of an umpire or a runner:
1. after touching a fielder including the pitcher.

EFFECT: The ball is live.
 2. after passing a fielder other than the pitcher and no other fielder had an opportunity to make an out.

EFFECT: The ball is live.
 3. before passing a fielder without being touched.

EFFECT: The ball is dead.
 4. before passing a fielder, excluding the pitcher and contacts a runner who is off the base.

EFFECT: Dead ball, the runner is out. The batter-runner is awarded first base and runners advance one base if forced. Runners not forced to advance must return to the base reached prior to the interference.
 5. after passing a fielder and another fielder has the opportunity to make an out.

EFFECT: Dead ball, the runner is out. The batter-runner is awarded first base and runners advance one base if forced. Runners not forced to advance must return to the base reached prior to the interference
 6. Touches a runner in contact with a base.

EFFECT: The runner is not out. The ball is live or dead depending on the position of the fielder closest to the base.
 7. or contacts an umpire before passing a fielder other than the pitcher.

EFFECT: Dead ball, the batter-runner is awarded first base. Runners advance one base if forced. Runners not forced to advance must return to the base reached prior to the interference.
- F. (Fast Pitch) When a pitched ball not swung at nor called a strike touches any part of the batter's person including the hands or clothing.

EFFECT: Dead ball, the batter is entitled to one first base without liability to be put out.

EXCEPTION: If no attempt is made to avoid being hit, the batter will not be awarded first base unless it is ball four.

NOTE: The batter's hands are not part of the bat.

Section 2. BATTER-RUNNER IS OUT.

- A. (Fast Pitch) When the catcher drops the third strike and is put out prior to reaching first base with two outs or with less than two outs and first base is not occupied at the time of the pitch.
- B. When after hitting a fair ball the batter-runner is put out prior to reaching first base.
- C. When, after hitting a fly ball, the ball is caught by a fielder before it touches the ground, any object or person other than a defensive player.
EFFECT - Section 2 A-C: The ball is live.
- D. When the batter-runner fails to advance to first base and enters the team area after a batted fair ball, a base on balls, a hit batter (Fast Pitch), a dropped third strike, or catcher obstruction.
EXCEPTION: (Slow Pitch) The ball is dead when runners are not required to run bases on a home run or four base award, or on a base on balls, or (Fast Pitch) on a hit batter. The batter-runner is not out. Other than on a home run or a four base award, runners cannot advance unless forced.
- E. When the batter-runner runs outside the three-foot lane and, in the umpire's judgment, interferes with the fielder taking the throw at first base; however, the batter-runner may run outside the three-foot lane to avoid a fielder attempting to field a batted ball. When the defensive player uses the colored portion of the double base, the batter-runner can run in fair territory when the throw is coming from the foul side of first base, and if hit by the thrown ball, it is not interference. If intentional interference is ruled, the runner is out.
- F. When the batter-runner interferes with:
1. a fielder attempting to field a batted ball,
 2. a fielder attempting to throw the ball,
 3. a thrown ball while out of the batter's box,
 4. by making contact with a fair batted ball before reaching first base,
 5. by discarding their bat in a manner that prevents the defense from making a play on the ball,
 6. (Fast Pitch) a dropped third strike.
- NOTE:** If this interference is an attempt to prevent a double play, the runner closest to home plate shall be called out.
- G. When the batter-runner interferes with a play at home plate in an attempt to prevent an out at home plate.
EFFECT: The runner is also out.
- H. When the batter-runner steps back toward home plate to avoid or delay a tag by a fielder.
EFFECT - Section 2 D-H: The ball is dead and runner(s) must return to the last base legally touched at the time of the interference.
- I. When an infield fly is declared. If the fair batted ball hits the batter-runner before reaching first base, the ball is dead and the infield fly is invoked.
- J. When an infielder intentionally drops a fair fly ball, including a line drive or a bunt, which can be caught with ordinary effort with first, first and second, first and third or first, second and third bases occupied with fewer than two outs.

EFFECT: Dead ball, runners must return to the last base touched at the time of the pitch. If an infield fly is ruled, it has precedence over an intentionally dropped ball.

- K. When the immediate **previous** 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.

EFFECT: The runner shall also be called out.

- L. (Slow Pitch) For excess over-the-fence home runs. In men's class D it also ends the offensive half inning.

- M. The double base shall be used at first base in all divisions of play. The following rules should be enforced:

1. A batted ball hitting or bounding over the white portion is fair.
2. A batted ball hitting or bounding over the colored portion is foul.
3. When a play is being made on the batter-runner, the defense must use the white portion and the batter-runner the colored portion of the base.

EFFECT: The batter-runner is out when there is a play being made at first base and the batter-runner touches only the white portion, providing the defense appeals prior to the batter-runner returning to first base. Once the runner returns to the white or colored portion of the base, an appeal shall not be honored.

4. On any force out attempt from the foul side of first base the defense and the batter-runner may use either the white or colored portion of the base.
5. On an errant throw pulling the defense off the white portion of the base into foul ground, the defense and the batter-runner can use either the white or colored portion.
6. On balls hit to the outfield with no play on the batter-runner advancing to first base, the batter-runner may touch the white or colored portion. Should the batter-runner return, the runner and defense can use the white or colored portion.
7. When tagging up on a fly ball, the white or colored portion of the base may be used.
8. (Fast Pitch, Slow Pitch with stealing & 16-Inch Slow Pitch) On an attempted pick-off play, the runner may return to the white or colored portion of the base.
9. On plays at 1B when the batter-runner touches only the white portion and collides with the fielder about to catch a thrown ball while on the white of the base.

EFFECT M-9: Interference, the ball is dead, the batter-runner is out and runners must return to the last base occupied at the time of interference.

- N. When a spectator reaches into live ball territory and interferes with a fielder's opportunity to catch a fly ball.

EFFECT: Dead ball, the batter is out and runners are awarded the bases that in the umpire's judgment they would have reached had the interference not occurred.

Section 3. TOUCHING BASES IN LEGAL ORDER.

- A. When a runner must return to a base while the ball is live or dead, the bases

must be touched in reverse order.

EFFECT: The runner is out, if properly appealed.

EXCEPTION: On a foul ball.

- B. When a runner or batter-runner acquires the right to a base by touching it before being put out, the runner or batter-runner is entitled to hold that base until legally touching the next consecutive base or is forced to vacate it for a trailing runner. When a runner passes a base, the runner is considered to have touched that base. This also applies to awarded bases.
- C. When a runner dislodges a base from its proper position, that runner and trailing runner(s) in the same series of plays are not compelled to follow a base out of position.
EFFECT - Section 3 B-C: The ball is live and runners may advance or return with liability to be put out.
- D. A runner shall not run bases in reverse order to confuse the fielders nor to make a travesty of the game.
EFFECT: The ball is dead and the runner is out.
- E. Two runners may not occupy the same base at the same time..
EFFECT: The runner who first legally occupied the base is entitled to that base, unless forced to advance. The other runner may be put out by being tagged with the ball.
- F. Failure of a previous 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 trailing 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 trailing runner may score a run.
- G. No runner may return to touch a base missed or one left too soon after a trailing runner has scored or once they leave live ball territory.
- H. Bases left too soon on a caught fly ball must be retouched prior to advancing to awarded bases.
- I. Awarded bases must be touched in legal order.

EXCEPTION: All Adult Slow Pitch. (This does not apply to Master's and Senior's Play). On any fair batted ball hit over the fence for a home run or on a four base award, the batter and all runners are credited with a run. The batter and any runners on base are not required to run the bases. This eliminates any the appeal play on runners.

Section 4. RUNNERS ARE ENTITLED TO ADVANCE WITH LIABILITY TO BE PUT OUT.

- A. (Fast Pitch) 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. When a legally caught fly ball is first touched by a defensive player.
- E. If a fair ball
 1. Contacts an umpire or a runner after having passed a fielder other than the pitcher, and provided no other fielder had a chance to make an out,

or

2. When a fair batted ball has been touched by a fielder, including the pitcher, and the runner did not intentionally interfere with the batted ball or the fielder attempting to field the batted ball.

EFFECT - Section 4 A-E: The ball is live.

- F. (Men's Slow Pitch & **Women's Slow Pitch**). This does not apply to Master's and Senior's Play, Co-ed Slow Pitch or Junior Olympic). Runners may advance when the ball reaches home plate, or
 1. When a pitched ball is batted.
 2. Until the pitcher has possession of the ball in the infield and all immediate play has apparently been completed.
 3. Slow Pitch with stealing, runners may advance when a pitched ball, legal or illegal, reaches the front edge of home plate.
 4. When a pitched ball that hits behind home plate and strikes the umpire, or a thrown ball by the catcher that strikes the umpire.
- G. When a live ball becomes lodged in a defensive player's uniform or equipment.
- H. While the ball is live or on awarded bases, the runner fails to touch a base before attempting to make the next base.
- I. After overrunning first base, the runner attempts to continue to second base.
- J. After dislodging a base, a runner attempts to continue to the next base.
- K. (16-Inch Slow Pitch) A runner may lead off any base with the risk of being picked off by a throw from the pitcher or catcher. If a throw results in an overthrow or blocked ball, no runners may advance. Any runner advancing on a pitch not batted is **in jeopardy** to be put out if tagged before returning to their original base.
- L. When an infield fly is declared and caught, runners may tag up and advance. If the ball is not caught, runners may advance at their own risk.

Section 5. RUNNERS 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.

EFFECT: (Fast Pitch) The ball remains live unless it is blocked. Any runner affected is entitled to one base and may advance farther with liability to be put out if the ball is live. (Slow Pitch) The ball is dead.

EXCEPTION: In 16" Slow Pitch and all divisions with stealing, the ball remains live.
- B. When a fielder not in possession of the ball or not in the act of fielding a batted ball, obstructs the progress of a runner or batter-runner.

EFFECT: When obstruction occurs a delayed dead ball is ruled.

NOTE 1: Obstructed runners are required to touch all bases in proper order.

EFFECT: Delayed dead ball, the runner is called out if properly appealed

RULE 8 - BATTER-RUNNER AND RUNNER

NOTE 2: Should an act of interference occur following any obstruction, enforcement of the interference penalty has precedence.

1. An obstructed runner may not be called out between the two bases where obstructed

Exceptions:

- a. when an obstructed runner, after the obstruction, safely obtains the base they would have been awarded, in the umpire's judgment, had there been no obstruction and there is a subsequent play on a different runner,

- b. an act of interference, or

- c. if passing another runner.

EFFECT a-c: The obstructed runner is no longer protected between the bases where obstructed and may be put out

- d. missing a base

- e. leaving a base before a fly ball was first touched

EFFECT d/e: The obstructed runner is out if properly appealed.

2. If the obstructed runner is put out prior to reaching the base which would have been reached had there not been obstruction,

EFFECT: A dead ball is called and the obstructed runner and all other runners shall be awarded the base or bases which would have been reached, in the umpire's judgment, had there not been obstruction.

3. If the obstructed runner is put out after passing the base which would have been reached had there been no obstruction or advanced beyond the two bases where the obstruction occurred,

EFFECT: The obstructed runner will be called out. The ball remains live.

4. When a runner, while advancing or returning to a base

- a. Is obstructed by a fielder who neither has the ball or

- b. Is attempting to field a batted or thrown ball, or

- c. When a fielder fakes a tag without the ball

EFFECT: The obstructed runner and all other runners shall always be awarded the base or bases which would have been reached, in the umpire's judgment, had there been no obstruction.

NOTE: If the umpire feels there is justification, a defensive player making a fake tag could be ejected from the game.

- C. (Fast Pitch and Slow Pitch with stealing) When a pitched ball that remains live becomes blocked or goes out of live ball territory.

EFFECT: The ball is dead and runners are awarded one base only. The batter is awarded first base only on the fourth ball.

- D. When forced to vacate a base because the batter was awarded first base.

- E. (Fast Pitch) When a pitcher makes an illegal pitch, providing the offensive coach does not take the result of the play.

- F. When a fielder intentionally contacts or catches a fair batted, a thrown, or a

pitched ball with any part of the uniform or equipment that is detached from its proper place.

EFFECT: Delayed Dead Ball and the batter and runners are entitled to:

1. three bases from the time of the pitch on a batted ball,
 2. two bases from the time of the throw on a thrown ball,
 3. one base from the time of the pitch on a pitched ball
 - a. In all games with stealing runners may advance farther with liability to be put out.
 - b. A batter is awarded one base only on the third strike in Fast Pitch and Modified
 4. If the illegal catch or touch is made on a fair batted ball which, in the umpire's judgment would have cleared the outfield fence in flight, the batter-runner shall receive a four base award.
 5. On a pitched ball that eludes the catcher and is retrieved with detached equipment, there is no penalty if:
 - a. the runner(s) are not advancing,
 - b. no apparent play is possible, or
 - c. no advantage is gained.
- G. When the ball is live and is overthrown or is blocked:

EFFECT: All runners shall be awarded two bases. The award shall be governed by the position of the runners when the ball left the fielder's hand. Runners must return to touch a base missed or a base left too soon. When two runners are between the same two bases, the award is based on the position of the lead runner. Once a base runner advances to the next awarded base, the runner may no longer return to touch any base missed or any base left too soon.

EXCEPTION:

1. When a fielder loses possession of the ball, and the ball leaves live ball territory or becomes blocked.

EFFECT: Each runner is awarded one base from the last base touched at the time the ball entered the dead ball area or became blocked.
 2. When the ball becomes dead, runners must return to touch a base missed or bases left too soon if they have advanced, touched, and are a base beyond the base missed or the base left too soon. Runners must be given the opportunity to complete their base running responsibilities. A runner shall not be declared out if a fielder deliberately carries or throws the ball into dead ball territory to prevent that runner from returning to a base missed or a base left too soon. Once a runner leaves live ball territory, they cannot return to touch a missed base or one left too soon.
 3. If the ball becomes blocked due to offensive equipment not involved in the game.

EFFECT: The ball is dead and runners are returned to the last base touched at the time of the blocked ball. If the blocked ball prevented the defense from making an out, the runner being played on is out.
 4. If a base is awarded in error, after a legal or illegal pitch the error cannot be corrected.
- H. When a fair batted fly ball strikes the foul pole above the fence level or leaves

the playing field in fair territory without touching the ground or going through the fence.

EFFECT: The batter-runner shall be entitled to a home run, unless it passes out of the grounds at a distance less than the prescribed fence distances from home plate, in which case the batter-runner is entitled to two bases.

- I. When a fair batted ball bounces over, rolls under or through a fence or any designated boundary of the playing field. When the ball deflects off a defensive player and goes out of play in foul ball territory, deflects off a runner or umpire and goes out of play into foul ball territory, after having passed an infielder excluding the pitcher and provided no other infielder had a chance to make an out.

EFFECT: The ball is dead, and all runners are awarded two bases from the time of the pitch.

- J. When a live ball is unintentionally carried by a fielder from live ball territory. A fielder carrying a live ball into the team area to tag a player is considered to have unintentionally carried it there.

EFFECT: The ball is dead and runners are awarded one base from the last base touched at the time the fielder left live ball territory.

- K. When in the judgment of the umpire, a fielder intentionally carries, kicks, pushes or throws a live ball from live ball territory.

EFFECT: The ball is dead. All runners are awarded two bases from the last base touched at the time the fielder left or the ball was kicked, pushed or thrown from the live ball territory.

- L. When there is spectator interference with any thrown or fair batted ball.

EFFECT: The ball is dead at the moment of interference.

- M. When a ball gets lodged in

1. umpire's gear or clothing or
2. in an offensive player's clothing.

EFFECT: The ball is dead and the umpire should award runners the bases the runners would have reached.

Section 6. A RUNNER MUST RETURN TO THEIR BASE.

- A. When a batted ball is foul.
- B. When an illegally batted ball is declared by the umpire.
- C. When a batter, batter-runner or runner is called out for interference. All other runners shall return to the last base touched at the time of the interference.
- D. (Fast Pitch) When any part of the batter's person or clothing is touched by a pitched ball that is swung at and missed.
- E. (Fast Pitch) When the batter is hit by a pitched ball, unless forced.

EFFECT - Section 6 A-E:

1. The ball is dead.
2. All runners must return to their base without liability to be put out, except when forced to advance to the next base because the batter became a batter-runner.
3. Runners are not required to touch the intervening bases while returning to a base.

- F. (Fast Pitch, Slow Pitch with stealing or 16" Slow Pitch) When the plate umpire interferes with the catcher's attempt to throw out a runner who is stealing, or an attempted pick off play.

EFFECT:

1. Delayed dead ball at the time of the interference. If the runner is ruled out, the ball remains live.
2. If the runner is not out, the ball becomes dead. The runner(s) shall be returned to the base occupied at the start of the pitch.

NOTE: It is not umpire interference if, on a passed ball or wild pitch, the umpire gets hit by a thrown ball from the catcher. The ball is live.

- G. (Slow Pitch) When base stealing is not allowed.

EFFECT: Runners must return to their base after each pitch.

EXCEPTION: (Slow Pitch with stealing) Runners may advance after the ball reaches the front edge of home plate.

- H. When an intentionally dropped ball is ruled.

Section 7. THE RUNNER IS OUT.

- A. When running to any base in regular or reverse order and the runner runs more than three feet from the base path to avoid being touched by the ball in the hand(s) of a fielder.
- B. When the ball is live and while the runner is not in contact with a base, the runner is legally touched with the ball in the hand(s) of a fielder.
- C. When, on a force play, a fielder contacts the base while holding the ball, or tags the runner before the runner reaches the base. If the forced runner, after touching the next base, retreats for any reason towards the base first occupied, the force play is reinstated and the runner may again be put out if the defense tags the runner or the base to which the runner is forced.

EFFECT: Section A-C :The ball is live

- D. When a runner physically passes a preceding runner before that runner has been called out. If this was the third out of the inning, any runs scored prior to the out for passing a preceding runner count.

EFFECT: The ball is live. The runner who passes the preceding runner is out.

- E. When any offensive team member, other than another runner, physically assists a runner while the ball is live.

EFFECT: The ball is live. The running being assisted is out

EXCEPTION – Section E: After a runner has scored and missed home plate and then is physically assisted back to home plate, the ball is dead, the runner is out and the run is nullified.

- F. When the runner leaves a base to advance to another base before a caught fly ball has touched a fielder, providing the ball is returned to an infielder and properly appealed.

- G. When the runner fails to touch a base or bases in regular or reverse order and the ball is returned to an infielder and properly appealed. If the runner put out is the batter-runner at first base, or any other runner forced to advance because the batter became a batter-runner, this is a force out.

RULE 8 - BATTER-RUNNER AND RUNNER

- H. When the batter-runner legally overruns first base, attempts to run to second base and is legally touched with the ball while not in contact with the base.
- I. When running or sliding for any base and the runner fails to touch it, provided the defense properly appeals.

EFFECT - Section 7 F-I:

- 1. These are appeal plays. The defensive team loses the opportunity of having the runner called out if any of the following occur:
 - a) The appeal is not made before the next legal or illegal pitch, (**16 inch SP or hesitation.**)
 - b) The pitcher and all infielders have vacated their normal fielding positions and have left fair territory on their way to the team area, or
 - c) On the last play of the game the umpires have left live ball territory.
- 2. (Live Ball Appeal) If properly appealed during a live ball, the runner is out.
- 3. (Dead Ball Appeal) Once the ball has been returned to the infield and time is called, any infielder with or without possession of the ball, may make a verbal appeal on a runner missing a base or leaving a base too soon on a caught fly ball. No runner may leave a base during this period as the ball remains dead until the next pitch.
 - a) If the ball leaves live ball territory, a dead ball appeal cannot be made until completion of all legal advancement of by base runners.
 - b) If the pitcher has possession of the ball and is in contact with the pitchers plate when making a verbal appeal, no illegal pitch is called.
 - c) If "play ball" has been declared by the umpire and the pitcher then requests an appeal, the umpire shall call "time" and allow the appeal process.
- J. When a runner interferes:
 - 1. With a fielder attempting to field a batted fair ball or a foul fly ball, or
 - 2. With a fielder attempting to throw the ball, or
 - 3) With a thrown ball.

EFFECT: If this interference, in the umpire's judgment is an attempt to prevent a double play and occurs before the runner is put out, the immediate trailing runner shall also be called out.

- 4. Intentionally with any defensive player having the opportunity to make an out with the deflected batted ball.

EFFECT: The ball is dead and the runner is out. All other runners must return to the last base touched at the time of the interference.

- K. When a runner is struck with a fair untouched batted ball while not in contact with a base and before it passes another **infielder** excluding the pitcher, or if it passes an infielder and another **fielder** has an opportunity to make an out.

EFFECT: The ball is dead and the runner is out. All other runners must return

- to the last base legally touched at the time of the interference.
- L. When a runner intentionally kicks a fair ball that an infielder missed.
EFFECT: The ball is dead. All other runners must return to the last base legally touched at the time of the interference.
NOTE: Section 7 J-L: When runners are called out for interference, the batter-runner is awarded first base.
EXCEPTION: If the interference prevents the fielder from catching a routine fly ball, fair or foul, with ordinary effort, the batter is also out.
- M. When the coach near third base runs in the direction of home plate on or near the baseline while a fielder is attempting to make a play on a batted or thrown ball and thereby draws a throw to home plate.
EFFECT: The ball is dead. The runner closest to home is out. Runners not out must return to the last base touched at the time of the interference.
- N. When member(s) of the offensive team stand or collect around a base to which a runner is advancing, confusing the fielders and adding to the difficulty of making the play.
EFFECT: The ball is dead. The runner closest to home is out. Runners not out must return to the last base touched at the time of the interference.
- O. When a coach intentionally interferes with a batted or thrown ball, or interferes with the defensive team's opportunity to make a play on another runner. A batted or thrown ball that unintentionally hits a base coach is not considered interference.
EFFECT: The ball is dead. The runner closest to home is out. Runners not out must return to the last base legally touched at the time of the interference.
- P. When, after being declared out or after scoring, an offensive player interferes with a defensive player's opportunity to make a play on another runner.
EFFECT: The ball is dead. The runner closest to home plate at the time of the interference is out. All runners not out must return to the last base touched at the time of the interference.
NOTE: A runner continuing to run and drawing a throw may be considered a form of interference. This does not apply to the batter-runner running on the dropped third strike rule.
- Q. When a defensive player has the ball and the runner remains upright and crashes into the defensive player.
EFFECT: The ball is dead. The runner is out. All runners must return to the last base touched. If the act is determined to be flagrant, the offender shall be ejected.
- R. (Slow Pitch) When the runner fails to keep contact with the base to which they are entitled until a pitched ball is batted, touches the ground, or reaches home plate.
EXCEPTION: (16-Inch Slow Pitch) A runner may leave a base as soon as the ball is put in play.
- S. (Fast Pitch) When the runner fails to keep contact with the base to which the runner is entitled until the ball leaves the pitcher's hand.
EFFECT - Sections 8 R-S: The ball is dead, "no pitch" is declared when applicable, and the runner is out.

T. (Fast Pitch) **LOOK BACK RULE.**

The "Look Back" rule shall be in effect for all runners when the ball is live, the batter-runner has touched first base or has been declared out, and the pitcher has possession and control of the ball within the pitcher's circle. The pitcher is considered to be in the pitcher's circle when both feet are on or within the lines.

1. When a runner is legitimately off a base after a pitch or as a result of a batter completing a turn at bat, and while the pitcher has control of the ball within the eight foot radius of the pitcher's plate, the runner may stop once, but then must immediately return to the base or attempt to advance to the next base.
2. Once the runner stops at a base for any reason, the runner will be declared out if leaving the base.
3. Responsibilities of the batter-runner after touching first base, and while the pitcher has control of the ball within the eight foot radius of the pitcher's plate. This includes a base on balls or a dropped third strike.
 - a. A batter-runner who rounds first base toward second base may stop once, but then must immediately non-stop return to first base or attempt to advance non-stop to second base.
 - b. A batter-runner who over-runs first base toward right field, turns left and immediately stops, must then return non-stop to first base or attempt to advance non-stop to second base.
 - c. A batter-runner who over-runs first base toward right field, turns left and moves directly toward second base and stops is committed to second base and must attempt to advance non-stop to second base.
 - d. A batter-runner who over-runs first base toward right field, turns left and moves back toward the infield in any direction except directly toward second base is committed to first base and must return non-stop to first base.
 - e. A batter-runner who over-runs first base toward right field, and turns right, is committed to first base and must return non-stop to first base.

EFFECT - Section 7-T (1-3): The ball is dead. "No pitch" is declared when applicable, and the runner is out. When more than one runner is off base, if one is called out, the ball is dead and other runners are returned to the last base touched. One runner only may be called out.

EXCEPTION: The runner will not be declared out if

1. A play is made on any runner. A fake throw is considered a play,
 2. The pitcher no longer has possession of the ball within the eight foot radius, or
 3. The pitcher releases the ball on a pitch to the batter.
- U. When a runner abandons a base and enters the team area or leaves live ball territory.

- V. When a runner is positioned behind and not in contact with a base to get a running start on any fly ball.
EFFECT: The ball remains live.
- W. Whenever a runner on base leaves the game under the shorthanded rule. (Rule 4, Section 1D)
- X. Prior to a legal or illegal pitch to the next batter, if the runner was discovered having used an illegal, altered or non-approved bat
EFFECT: The runner shall be called out. If the bat was altered, the runner shall also be ejected. In either case, if the altered/illegal bat is discovered prior to the next pitch, any runners put out prior to the discovery shall remain out.
- Y. When base runners switch positions on the bases they occupied following any conference.
EFFECT: Each runner on an improper base shall be declared out. In addition, the head coach shall be ejected for unsportsmanlike conduct.

Section 8. RUNNER IS NOT OUT.

- A. When a runner runs behind or in front of the fielder and outside the base path in order to avoid interfering with a fielder attempting to field a batted ball.
- B. When a runner does not run in a direct line to a base, provided the fielder in the direct line does not have the ball in their possession.
- C. When more than one fielder attempts to field a batted ball and the runner comes into contact with the one who, in the umpire's judgment could not have made an out.
- D. When a runner is hit with a fair, untouched batted ball that has passed an infielder, excluding the pitcher, and, in the umpire's judgment no other fielder had an opportunity to make an out.
- E. When a runner is hit with a fair untouched batted ball over foul territory that, in the umpire's judgment no fielder had an opportunity to make an out.
- F. When a runner is hit by a fair batted ball after it touches, or is touched by, any fielder, including the pitcher, and the runner could not avoid contact with the ball.
- G. When a runner off a base:
 - 1. is touched with a ball not securely held by a fielder.
 - 2. is touched with a hand or glove of a defensive player and the ball is in the other hand.
- H. When the defensive team does not appeal:
 - 1. until after the next legal or illegal pitch, or
 - 2. until after the pitcher and all infielders have clearly vacated their normal fielding positions and have left fair territory on their way to the team area, or
 - 3. on the last play of the game, until the umpires have left live ball territory.
- I. When a batter-runner overruns first base after touching it and returns directly to the base.

RULE 8 - BATTER-RUNNER AND RUNNER

- J. When the runner is not given sufficient time to return to a base.
EFFECT: The runner will not be called out for being off a base before the pitcher releases the ball. "No pitch" will be called by the umpire.
- K. When the runner has legally started to advance.
EFFECT: The runner may not be stopped by the pitcher receiving the ball while on the pitcher's plate, or by the pitcher stepping on the pitcher's plate with the ball in their possession.
- L. When the runner stays on the base until a fly ball is touched by a fielder and then attempts to advance.
- M. When hit by a batted ball while in contact with a base, unless the runner intentionally interferes with the ball or a fielder making a play.
- N. When the runner slides into a base and dislodges it from its proper position. The base is considered to have followed the runner.
- O. When a fielder makes a play on a batter, batter-runner or runner while using an illegal glove/mitt, and it is discovered by the umpire before:
1. the next legal or illegal pitch or
 2. the pitcher and all infielders have vacated their normal defensive positions and have left fair territory or
 3. On the last play of the game, the umpires have left live ball territory,
EFFECT: The manager of the offended team is given two options:
 - a. Have the entire play nullified with each runner returning to their original base and the batter batting again, assuming the ball and strike count prior to the pitch that was hit or on a steal attempt.
 - b. Take the result of the play.
- P. When a runner legally returns to a base left too soon or missed prior to an appeal being made, or is returning to a base during a dead ball.

Section 9. RUNNING (MASTERS AND SENIORS)

A. (Masters and Seniors Fast Pitch).

1. Courtesy Runners may be used only for the pitcher and the catcher.
2. The pitcher and catcher are identified as the last players who physically played that position on defense. In the top of the first inning only, the pitcher and catcher are identified as those players listed on the line-up card as pitcher and catcher.
3. Any eligible player on the official line-up including available substitutes may be used as a courtesy runner. One courtesy runner only may be used per inning.

B. Masters/Senior Men and Women Slow Pitch

1. (Senior Men and Senior Women) Unlimited courtesy runners are allowed each inning.
2. (Women's Master 35-OSP, Men's Master 40-OSP and 45-OSP) Any eligible player on the official line-up including available substitutes may be used as a courtesy runner. One courtesy runner only may be used per inning.

C. Courtesy Runners

1. A courtesy runner is in the game when announced by the offensive team representative.
2. A courtesy runner whose turn at bat comes while on base:
EFFECT: Will be called out. The courtesy runner will be removed from the base and take their turn at bat. A second courtesy runner is not permitted at this time.
3. A player may be a courtesy runner only once an inning.
EFFECT: If a courtesy runner is used more than once they will be called out and removed from the base.
4. A courtesy runner may not run for an existing courtesy runner except for an injury.
EFFECT: Violations result in an out and the runner is removed from the base.
5. A runner who is replaced with a courtesy runner may not be used as a courtesy runner for the remainder of the inning.
EFFECT: Violations result in an out and the runner is removed from the base.

D. Senior Slow Pitch

1. Defensive players can touch only the original home plate and runners can touch only the second home plate.
2. Runners must touch the second home plate located adjacent to the right-handed batter's box in order to be safe at home.
3. Runners tagged by a defensive player will not be out.
4. Should a defensive player touch the second home plate and still touch the original home plate before the runner reaches the second home plate, the runner is out.
5. If the runner touches the original home plate, the runner is out and the ball remains live.
6. Once a runner passes the commitment line, 20 foot marking from a second home plate, the runner cannot return to third base.
EFFECT: The runner is called out if the runner returns, and the ball remains live.
7. If the runner has passed the commitment line, 20 foot marking, and continues running on the original foul line, and interferes with the fielder taking a throw at or in contact with the original home plate:
EFFECT: A dead ball shall be declared and the runner is out.

Section 10. COURTESY RUNNERS (GIRLS AND BOYS J. O. FAST PITCH).

- A. The team at bat may use a courtesy runner:
 1. For the pitcher and/or the catcher at any time.
 2. Neither the pitcher nor the catcher will be required to leave the game under such circumstances.
 3. The same courtesy runner may not run for both the pitcher and the catcher in the same half inning or at any time during the game.

RULE 8 - BATTER-RUNNER AND RUNNER

- B. In the top of the first inning only, the pitcher and catcher are identified as those players listed on the line-up as the pitcher and catcher. Thereafter, the pitcher and catcher are identified as the last players who physically played that position on defense. If a substitute enters in the following half inning and gets on base, should the pitcher or catcher re-enter no courtesy runner can be utilized for the pitcher or catcher during that half inning
- C. Players who are currently in the game or have participated in the game in any playing capacity are not eligible to serve as courtesy runners.
- D. A player may not be a substitute for any player in the half inning that they participated as a courtesy runner.

EXCEPTION: Should an injury or disqualification occur and no substitutes are available the courtesy runner must be used as a substitute and take the place of the injured player. Should the courtesy runner be on base and is entered as a substitute, the pitcher or catcher for whom the courtesy runner is running must run in their place.

- E. The courtesy runner is not permitted to run as a courtesy runner for the Designated Player (DP) if the DP is batting for the pitcher or the catcher.
- F. Once the courtesy runner is designated for that half-inning, the pitcher or catcher for whom they are running may not return to run while that courtesy runner is on base. A courtesy runner cannot run for a courtesy runner.

EXCEPTION: Should an injury or disqualification occur to any offensive player, and no substitutes are available, the courtesy runner must take the place of the injured player. In this case, the courtesy runner enters as a substitute and the pitcher or catcher for whom the courtesy runner is running must run in their place.

- G. A courtesy runner must be reported to the plate umpire.

EFFECT A-G: If a courtesy runner fails to report or violates the courtesy runner rule they are considered an illegal runner and shall be disqualified.

Section 1. Protests will not be considered if based solely on a decision involving the accuracy of judgment on the part of an umpire.

A. Examples of protests which will not be considered are:

1. Whether a batted ball was fair or foul.
2. Whether a runner was safe or out.
3. Whether a pitched ball was a ball or a strike.
4. Whether there is a legal or illegal pitch.
5. Whether a runner did or did not touch a base.
6. Whether a runner did or did not leave a base too soon on a caught fly ball.
7. Whether a fly ball was or was not caught legally.
8. Whether a batted ball was or was not an infield fly.
9. Whether there was or was not interference or obstruction.
10. Whether the field is or is not fit to continue or resume play.
11. Whether there is or is not sufficient light to continue play.
12. Whether a player or live ball did or did not leave the live ball territory or touch some object or person in a dead ball area.
13. Whether a batted ball did or did not clear the fence in flight.
14. Whether a batted ball was or was not touched by a fielder before clearing the fence in flight.

B. Any other matter involving only the accuracy of the umpire's judgment.

Section 2. PROTESTS. There are three types of protests:

A. Misinterpretation of a playing rule - must be made:

1. before the next pitch legal or illegal,
2. before the next play
3. before all infielders have left fair territory,
4. on the last play of the game, before the umpires leave live ball territory

B. Illegal player - must be made while the player in question is in the game and before the umpires leave the playing field.

NOTE: A-B An umpire cannot reverse a decision after a pitch, legal or illegal.

C. Ineligible player - can be made any time. Eligibility is the decision of the protest committee.

Section 3. Protests may only involve the interpretation of a rule.

Section 4. The manager, acting manager or captain of the protesting team shall immediately notify the plate umpire that the game is being played under protest. The plate umpire shall in turn notify the opposing manager and official scorekeeper. To aid in the correct determination of the issue, all interested parties shall take notice of the information, details and conditions surrounding the decision to protest.

Section 5. Protest of eligibility can be made or appealed at any time. Eligibility protests can not be waived by the Local Association.

Section 6. The written protest should contain the following information:

- A. The date, time and place of the game.
- B. The names of the umpires and scorers.
- C. The rule and section of the official rules or local rules under which the protest is made.
- D. The information, details and conditions relevant to the decision to protest.
- E. All essential facts concerning the matter protested.

Section 7. The decision rendered on a protested game must result in one of the following:

- A. The protest is considered to be invalid and the game score stands as played.
- B. When a protest is determined to be valid because of the misinterpretation of a playing rule, the decision will be corrected and the game shall be replayed from the point at which the incorrect decision was made. If the protesting team wins the game the protest then becomes meaningless.
- C. When a protest for ineligibility is determined to be valid, the offending team shall forfeit the game being played or the game last played to the offended team.

Failure of umpires to adhere to Rule 10 shall not be grounds for protest. These are guidelines for umpires.

Section 1. POWER AND DUTIES.

The umpires are the representative of the league or organization by which they have been assigned to a particular game and, as such, are authorized and required to enforce each section of these rules. They have the power to order a player, coach, captain or manager to carry out or to omit any act which, in their judgment is necessary to give force and effect to one or all of these rules, and to impose penalties as herein prescribed. The plate umpire shall have the authority to make decisions on any situations not specifically covered in these rules. The following is the general information for umpires.

Section 2. CHANGE OF UMPIRES.

Teams may not request a change of umpires during a game

- A. No umpire may be replaced during a game unless incapacitated by injury or illness.

Section 3. UMPIRE'S JUDGMENT.

- A. There will be no appeal on any decision involving accuracy of judgment. No decision rendered by any umpire will be reversed except when the umpire is convinced it is in violation of one of these rules. In case the manager, acting manager or captain of either team does seek reversal of a decision based solely on a point of rules, the umpire whose decision is in question will, if in doubt, confer with the other umpire(s) before taking any action; but under no circumstances will any player or person, other than the manager, acting manager or captain of either team, have any right to protest any decision and seek its reversal on a claim that it is in conflict with these rules.
- B. Under no circumstances will any umpire seek to reverse a decision made by an associate, nor will any umpire criticize or interfere with the duties of their associate(s) unless asked to do so.
- C. The plate umpire may rectify any situation in which the reversal of an umpire's decision or a delayed call by an umpire places a batter-runner, a runner or the defensive team in jeopardy. This correction is not possible after one pitch legal or illegal or after the pitcher and all infielders have clearly vacated their normal fielding positions and have left fair territory on their way to the bench or dugout area, or after the last play of the game, the umpires have left the field of play.

Section 4. SUSPENSION OF PLAY.

- A. Umpires may suspend play when, in their judgment, conditions justify such action.
- B. The plate umpire shall call time to perform other duties..
- C. The umpire will suspend play whenever a batter or pitcher steps out of position for a legitimate reason.
- D. An umpire will suspend play if a fair batted ball hits the umpire prior to pass-

ing an infielder.

EFFECT: The batter-runner is awarded a base hit. No runners are advanced unless forced to advance.

- E. An umpire will not call time while any play is in progress, including when a thrown ball hits an umpire.

EXCEPTION: During a live ball situations, when a player becomes injured and requires immediate attention, then umpire shall call time.

- F. An umpire will not call time if requested by the offensive team after the pitcher has started the delivery.
- G. During a live ball situations, when a player becomes injured and in the umpire's judgment requires immediate attention, the umpire shall call "TIME". Award any bases that would have been reached.
- H. Umpires will not suspend play at the request of players, coaches or managers until all action in progress has been completed.
- I. (Slow Pitch) When, in the judgment of an umpire, all immediate play is apparently completed, the umpire should call time.
- Failure of official scorer to adhere to Rule 11 shall not be grounds for protest. These are guidelines for the official scorer.

Section 5 Uniform:

The male and female umpire shall wear:

1. A powder blue or navy blue, short-sleeve polo shirt. ASA letters are worn on the left chest of the polo shirt.
2. Navy blue or heather gray slacks and navy or black socks.
3. The approved navy cap with white ASA letters, trimmed with light blue on the front and the US Flag positioned on the left side, with the stars forward.
4. The approved navy blue ball bag with ASA letters to be worn with either navy or heather gray slacks,
5. The approved navy jacket with white ASA letters on the left chest,
6. Black shoes and belt.
7. A t-shirt is optional to wear under the powder blue or navy blue polo shirt; If a t-shirt is worn, it must be a white t-shirt under the powder blue polo shirt and navy t-shirt under the navy blue polo shirt.
8. The plate umpire in fast pitch MUST wear a black mask, with black or tan padding and a black throat protector. (An extended wire protector may be worn in lieu of a throat protector on the mask.)

Section 1. THE OFFICIAL SCORER SHALL KEEP RECORDS OF EACH GAME AS OUTLINED IN THE FOLLOWING RULES.

The official scorer shall have sole authority to make all decisions involving judgment in relation to scorekeeping. For example, it is the scorer's responsibility to determine whether a batter-runner's advance to first base is the result of a hit or an error; however, a scorer shall not make a decision which conflicts with the official playing rules or with an umpire's decision.

Section 2. THE BOX SCORE.

- A. Each player's name and the position or positions played shall be listed in the order in which the player batted or would have batted had the player not been removed or had the game not ended before the player's turn at bat.
1. (Fast Pitch) The designated player (DP) is optional, but if one is used it must be made known prior to the start of the game and listed on the score sheet in the regular batting order. Ten names will be listed, with the 10th name being the FLEX player, playing defense only. This 10th player may bat only if they move into the DP position in the batting order.
 2. (Slow Pitch) The extra player (EP) is optional, but if one is used it must be made known prior to the start of the game and be listed on the score sheet in the regular batting order. There will be 11 names for men's and women's slow pitch and 12 names for co-ed slow pitch on the official batting order and all will bat.
 3. (ADA Slow Pitch) If the physically challenged player is playing defense only (FLEX), they will be listed last on the score sheet.
- B. Each player's batting and fielding record must be tabulated.
1. The first column will show the number of times at bat by each player, but a time at bat will not be charged against the player when:
 - a. The player hits a sacrifice fly that scores a runner.
 - b. The player is awarded a base on balls.
 - c. (Fast Pitch) The player hits a sacrifice bunt.
 - d. (Fast Pitch) The player is hit by a pitched ball.
 - e. (Fast Pitch) The player hits a sacrifice slap hit.
NOTE: A slap hit is defined as a fake bunt followed by a controlled swing and resulting in the runner(s) advancing, as in the case of a sacrifice bunt.
 - f. The third out occurs and the batter is not entitled to run to first base.
EXCEPTION: Third strike foul rule in slow pitch.
 2. The second column will show the number of runs scored by each player.
 3. The third column will show the number of base hits made by each player. A base hit is a batted ball that permits the batter to reach base safely:
 - a. On a fair ball which settles on the ground, clears the fence or strikes the fence before being touched by a fielder.
 - b. On a fair ball which is hit with such force or such slowness or which

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- takes such an unnatural bounce that it is impossible to field with ordinary effort in time to make an out.
- c. When a fair ball which has not been touched by a fielder becomes dead because of touching the person or clothing of the umpire.
 - d. When a fielder unsuccessfully attempts to retire a previous runner and in the scorer's judgment, the batter-runner would not have been retired at first base by perfect fielding.
4. The fourth column will show the number of opponents put out by each player.
- a. A put out is credited to a fielder each time they:
 1. Catch a fly ball or line drive.
 2. Catch a thrown ball that retires a batter-runner or runner.
 3. Touch a runner with the ball when the runner is off the base to which the runner is entitled.
 4. Is nearest the ball when a runner is declared out for being struck by a fair batted ball or for interference with a fielder, or when a runner is called out for being in violation of Rule 8, Sections 8E, J, S or T.
 5. Is the nearest fielder to an unreported substitute who is declared out in accordance with Rule 4, Section 6B OFFENSE 1(b).
 - b. A put out is credited to the catcher:
 1. When a third strike is called.
 2. (Slow Pitch) When the batter bunts or chops the ball.
 3. When the batter fails to bat in correct order.
 4. When the batter interferes with the catcher.
 5. (Slow Pitch) When the batter hits a third strike foul ball.
 6. (Slow Pitch) When a batter hits a home run in excess of the limit.
5. The fifth column shall show the number of assists made by each player. An assist shall be credited:
- a. To each player who handles the ball in any series of plays which results in the put out of a runner or batter-runner. One assist only shall be given to any player who handles the ball on any put out. The player who makes the put out in a rundown or similar type play shall be credited with both an assist and a put out.
 - b. To each player who handles or throws the ball in such a manner that a put out would have resulted except for an error of a teammate.
 - c. To each player who, by deflecting a batted ball, aids in a put out.
 - d. To each player who handles the ball on a play which results in a runner or batter-runner being called out for interference or for running out of the base path.
6. The sixth column will show the number of errors made by each player. Errors are recorded:
- a. For each player who commits a misplay which prolongs the turn at bat of the batter or extends the existence runner.

- b. For the fielder who fails to touch a base after receiving a thrown ball to retire a runner on a force out, or when a runner is compelled to return to a base, and provided the thrown ball could be caught by the fielder with ordinary effort.
- c. For the catcher if a batter is awarded first base because of catcher obstruction.
- d. For the fielder who fails to complete a double play because of a dropped ball.
- e. For a fielder if a runner advances a base because of that fielder's failure to catch, stop or try to stop a ball accurately thrown to a base, provided there was occasion for the throw. When more than one player could receive the throw, the scorer must determine which player should receive the error.

Section 3. A BASE HIT shall not be scored:

- A. When a runner is forced out on a batted ball or would have been forced out except for a fielding error.
- B. When a player fielding a batted ball retires a preceding runner with ordinary effort.
- C. When a fielder fails in an attempt to retire a preceding runner and, in the scorer's judgment, the batter-runner could have been retired at first base.
- D. When a batter reaches first base safely as a result of a preceding runner being called out for interfering with a batted or thrown ball, or with a defensive player.

Section 4. A RUN BATTED IN is a run scored because of:

- A. A safe hit.
- B. A sacrifice bunt (Fast Pitch), a sacrifice slap hit (Fast Pitch) or a sacrifice fly (Fast Pitch and Slow Pitch).
- C. An infield put out or fielder's choice.
- D. A runner forced home because of obstruction, a hit batter or a base on balls.
- E. A home run and all runs scored as a result.
- F. Subject to the provisions of Rule 11, Section 4G, when the batter ends a game with a safe hit which drives in as many runs as are necessary to put a team in the lead, the batter shall be credited with only as many bases on the hit as are advanced by the runner who scores the winning run, and then only if the batter runs out the hit for as many bases as are advanced by the runner who scores the winning run.
- G. When the batter ends a game with a home run hit out of the playing field, all runners on base are entitled to score.

Section 5. A PITCHER SHALL BE CREDITED WITH A WIN.

- A. When a starting pitcher has pitched at least four innings and the pitcher's team is not only in the lead when the pitcher is replaced but remains in the lead for the remainder of the game.
- B. When a starting pitcher has pitched at least three innings and the pitcher's

team scores more runs than the opposing team in a game that is terminated after five innings of play, or in a game that is terminated after the pitcher's team has scored more runs in four or more innings than the opposing team has scored in five or more innings and provided that the pitcher's team is not only in the lead if the pitcher is replaced after three innings of pitching but remains in the lead for the remainder of the game.

Section 6. A PITCHER WILL BE CREDITED WITH A LOSS. Regardless of the number of innings the pitcher has pitched, a pitcher shall be charged with a loss if replaced when the pitcher's team is behind in the score and fails to tie the score or gain the lead thereafter.

Section 7. THE SUMMARY shall list the following items in this order:

- A. The score by innings and the final score.
- B. The runs batted in and by whom.
- C. Two-base hits and by whom.
- D. Three-base hits and by whom.
- E. Home runs and by whom.
- F. Sacrifice flies and by whom.
- G. Double plays and players participating in them.
- H. Triple plays and players participating in them.
- I. Number of bases on balls charged to each pitcher.
- J. Number of strike outs by each pitcher.
- K. Number of hits and runs allowed by each pitcher.
- L. The name of the winning pitcher.
- M. The name of the losing pitcher.
- N. The time of the game.
- O. The names of the umpires and scorers.
- P. (Fast Pitch Only) Stolen bases and by whom. This includes a batter advancing to second base on an awarded base on balls.
- Q. (Fast Pitch Only) Sacrifice bunts and by whom.
- R. (Fast Pitch Only) The names of batters hit by a pitched ball and the names of the pitchers who hit them.
- S. (Fast Pitch Only) The number of wild pitches charged to each pitcher.
- T. (Fast Pitch Only) The number of passed balls charged to each catcher.

Section 8. STOLEN BASE. (Fast Pitch) A stolen base is credited to a runner whenever they advance one base unaided by a hit, put out, force out, fielder's choice, passed ball, wild pitch, an error, illegal pitch or obstruction.

Section 9. FORFEITED GAME. All records of a forfeited game will be included in the official records except that of a pitcher's won-lost record.

Section 10. TIE BREAKER RULE. In scoring, the run scored by the player starting as a runner at second base shall be charged to the defensive team and not the pitcher. Depending on the judgment of the official scorekeeper, a run scored by any other player will be charged to the pitcher's ERA.

The ASA Softball Playing Rules shall only apply to ASA Championship Play. Provided, however, in accordance with Article 520(B&D) of the ASA Code, ASA Local Associations as well as other organizations may adopt or use all or any part of the ASA Softball Playing Rules as they deem appropriate for use in Non-Championship Play. The use of all or any part of such rules is strictly a local matter and such rules may be altered as league officials deem appropriate or necessary to conduct Non-Championship Play.

- B. Non-Championship Local League.** The ASA, as national governing body for softball in the United States understands that local city or county leagues may adopt and use ASA's official playing rules. The use of any or all of ASA's playing rules is strictly a local matter and the rules may be altered as league officials deem necessary to conduct their own league play. ASA expressly disclaims any and all liability associated with the use of its official playing rules or any modification of its official playing rules, including its equipment standards, is to promote competitive balance and to preserve the integrity of the sport of amateur softball. ASA's official playing rules, or any modification thereof, should not be considered a guarantee that participants, spectators or others will be safe of free from injury or ham. As stated in the preamble to the ASA Code, there are many risks and dangers incidental to the game of softball and ASA disclaims any and all liability associated with the game of softball or the use of its rules or Code. ASA does not review, sanction or approve of any modifications to its official playing rules. To the extent ASA's official playing rules are modified by local leagues; such modification may increase the potential or likelihood of injury, death or property loss, including the dangers associated with increased batted ball speeds. ASA shall not be responsible for any injury (including death) or property loss to any person in connection with any modification of ASA's official playing rules or the use of ASA's rules or any modified rules at any game or event.
- D. Use of ASA Official Playing Rules.** ASA's official playing rules are designed to be used at ASA championship events and implemented by ASA officials and volunteers. ASA shall not be responsible for any injury (including death) or property loss to any person in connection with the use and implementation of ASA's official playing rules at any event, whether or not the event is recognized or sanctioned by ASA.

1. APPEALS

A. Types.

1. Missing a base, forward or backward, or touching the white portion only of the double base when a play is being made on the batter-runner at first base.
EXCEPTION: A play from foul territory, or an errant or missed throw pulling the defensive player into foul territory.
2. Leaving a base on a caught fly ball before the ball is first touched.
3. Attempting to advance to second base after making a turn at first base.
4. Batting out of order.

B. Live. In all games an appeal may be made during a live ball by any fielder in possession of the ball touching the base missed or left too soon on a caught fly ball, or by tagging the runner committing the violation if they are still on the playing field.

C. Dead. The dead ball appeal may be made:

1. Once all runners have completed their advancement and time has been called. Runners must be given ample opportunity, in the umpire's judgment, to complete their base running responsibilities. Any infielder, with or without the ball, may make a verbal appeal on a runner missing a base or leaving a base too soon on a caught fly ball. The pitcher and the catcher are considered infielders for the appeal process. The appropriate umpire should then make a decision on the play.
2. When a ball goes out of play, runners must be given the opportunity to complete their base running responsibilities before the dead ball appeal can be made.

D. May Not Return. A runner may not return to touch a base missed or one left too soon on a caught fly ball if:

1. They have left the field of play.
2. A following runner has scored.
3. **Once a runner advances to and passes the next base awarded.**

NOTE: A "dead ball" should be called and runners given the opportunity to complete their base running responsibilities. Returning to touch a base missed or one left too soon must occur prior to an award; therefore, on an overthrow the umpire should hesitate in making the award while watching what the runner does. If the runner shows no intention of returning to touch a base missed or re-tag a base left too soon, then the umpire should make the award. Once the umpire awards bases, and if a runner reaches the first base of the award, and then for any reason retreats to a previous base missed or left too soon, this is an illegal act. The defense may appeal and the umpire should rule the runner out.

- E. **When.** Appeals must be made:
1. Before the next pitch, legal or illegal.
 2. At the end of an inning, before the pitcher and all infielders have left fair territory on their way to the bench or dugout area.
 3. On the last play of the game, an appeal can be made until the umpires leave the field of play.
- F. **Advance.** Runners may advance during a live ball appeal. If the ball is not dead in fast pitch, each runner may leave their base when:
1. The pitcher no longer has possession of the ball within the pitcher's circle.
 2. The pitcher makes a play on any runner; a fake throwing motion is considered a play. If time out is requested for an appeal, the umpire should grant time in fast pitch or slow pitch and runners may not advance until the next pitch.
- G. **More Than One Appeal.** More than one appeal play may be made, but guessing should not be allowed.
EXAMPLE: The runner misses second base by a step, but just touches the corner of third base. Even though an appeal is made at third base and the umpire called the runner safe, an appeal may be made at second base on the same runner.
- H. **Awards.** An appeal should be honored even if the base missed was before or after an award.
- I. **Plate and Tag Missed.** If a runner misses home plate and the catcher misses the tag, the umpire should hesitate. If no tag is made, the umpire should call the runner safe. If an appeal play is made by tagging the runner or home plate, the umpire should then render a decision.
- J. **Force Out.** When an appeal is the third out and a force out, no runs shall score. The force is reinstated when a forced runner retreats toward the base first occupied and they may be put out if the defense tags the runner or the base to which they are forced. When the batter-runner is put out prior to reaching first base, all force outs are eliminated. On an appeal play, the force out is determined when the appeal is made, not when the infraction occurred.
- K. **Tag-Ups.** When a runner leaves a base too soon on a caught fly ball and returns in an attempt to retouch, this is considered a time play and not a force out. When the appeal is the third out, all runs scored in advance of the appealed runner and prior to the legal appeal count.
- L. **Missing First Base Before the Throw Arrives.** When a runner passes first base before the throw arrives, they are considered to have touched the base unless properly appealed. On appeals involving the double base, when the batter-runner touches the white rather than the colored portion and a play is made, the same procedure applies. When an appeal is made in both situations, it must be made prior to the runner returning to first base while the ball is live.
EXCEPTION: If a play is being made from first base foul territory, or

an errant or missed throw pulls the defensive player into foul territory, the runner may touch the white or colored portion of the base. This is not considered missing the base.

- M. **Fourth-Out Appeal.** An appeal may be made after the third out of an inning as long as it is made properly. The appeal must be made on a runner who has scored but missed a base or left a base too soon. **EXAMPLE:** One out with runners on first and third base. The batter hits a fly ball that is caught. Both runners leave their base before the caught ball is touched. An appeal is made at first base for the third out. The defense then makes an appeal at third base before all infielders leave the infield. The runner on third base should be called out, and the run does not count.
- N. **End of Game.** When a situation arises that could lead to an appeal by the defense on the last play of the game, umpires should wait until all infielders have crossed the foul line on their way to the dugout before leaving the infield. If teams line up for “high-fives” there is little chance for an appeal even if the infielders have not crossed the foul line. Umpires should leave the field at this time. No appeal can be made once the umpires leave the field.

2. BALL ROTATION PROCEDURE.

Many local associations now use the same ball rotation procedure that is used in championship play. The procedure is as follows:

A. The pitcher has a choice of which ball to use at the start of each half inning. However, if both balls do not get into play in the first half of the first inning, the pitcher in the bottom half of the first inning **MUST** throw the unused ball. No choice is offered.

B. The current game ball should be used until it goes out of play or becomes unplayable. When the ball goes out of play, the umpire should put another ball in play. The pitcher now **MUST** pitch with that ball unless the ball is deemed unplayable by the umpire.

C. If the pitcher requests another ball because it is unplayable, give them another ball and remove the unplayable ball from the game. Do **NOT** give the pitcher a choice of balls when nothing is wrong with the ball.

D. After an inning is completed, the ball should be returned to the vicinity of the pitcher's plate by the team leaving the field. The pitcher taking the field now has a ball with which to start the next half inning. The pitcher may request another ball from the plate umpire, and the umpire should give them another ball after receiving the ball from the pitcher. The pitcher has now made their choice and must pitch that ball.

3. BAT WITH DENTS.

In determining whether or not a bat with a dent(s) is legal, an umpire should use a bat ring to slide over the barrel of the bat. Should the bat ring slide over the entire barrel, the bat is legal.

4. BATTING WITH AN ILLEGAL BAT:

When a batter uses an illegal or altered bat and reaches base safely, and the next batter steps into the batter's box with the same bat, the following penalty is in effect:

A. If noticed before a pitch is thrown to the next batter, the umpire should call out the batter who used the bat and is now on base.

B. If the bat is altered, the player is ejected from the game and the tournament. The bat is removed from the game, runners put out prior to discovering this infraction remain out, and runners not put out return to the base they occupied at the time of the batted ball.

C. After a pitch to the current batter, that batter is called out and there is no penalty to the previous batter for using the illegal or altered bat.

5. BATTER REMAINS IN BATTER'S BOX. (Junior Olympic Fast and Slow Pitch and Adult Modified Pitch Only)

This rule is not intended to penalize the player, but is used to speed up the game. The batter can still get a signal with one foot in the box and take practice swings.

If the batter leaves the box illegally, a warning should be given. Any number of warnings on the same batter may be given. A strike should not be called without a warning. One, two or three strikes may be called on the same batter under this ruling.

6. BATTING ORDER IS OFFICIAL.

The batting order is considered official when it is reviewed by the manager and the plate umpire at the pre-game meeting. Once the manager approves the line-up and returns it to the umpire, any changes thereafter are considered a substitution.

7. BATTING OUT OF THE BATTER'S BOX.

To call a batter out for batting out of the batter's box, one foot or both feet must be on the ground completely outside the lines of the batter's box when contact is made with the ball. The lines of the batter's box are considered inside the batter's box.

A batter should be called out immediately for hitting a pitched ball while out of the batter's box, or for re-entering the batter's box and making contact with the ball. The ball is dead, and the batter is out whether the ball is fair or foul. When there are no batter's box lines, good judgment should be used and the benefit of doubt should go to the batter. If contact is not made with the ball, there is no penalty.

8. CATCHER'S BOX.

The catcher's box is described in Rule 2, Section 3 D.

(Slow Pitch) The catcher may not have any part of their body or equipment touching the ground outside the lines of the catcher's box until the ball is batted, touches the ground or plate, hits the batter, or reaches the

catcher's box. It is an illegal pitch if the catcher touches the ground outside the lines of the catcher's box. The catcher, even when within the catcher's box, may still obstruct the batter.

(Fast Pitch) Catchers must remain in the catcher's box until the pitch is released. The catcher may move closer to the plate without penalty when the batter is positioned in the front portion of the batter's box during a pitch. However, the catcher must, at all times, still avoid catcher's obstruction as the batter has the right to the entire batter's box.

Obstruction does not require contact between the catcher and the bat or the batter. The umpire's request for the catcher to move farther away from the batter to avoid injury or obstruction should be obeyed. (See catcher obstruction under RS #36.)

9. CHARGED CONFERENCES.

A. **Defensive.** A defensive charged conference occurs when the defense requests a suspension of play for any reason, and a representative enters the playing field to communicate with any defensive player. Should a defensive player approach the dugout and receive instructions, this is considered a defensive conference. The umpire should advise a team representative when a defensive conference has been charged. **A TEAM IS ALLOWED THREE CONFERENCES PER SEVEN INNINGS.** They may use all three conferences in one inning or spread them out over a seven inning game. Once the three conferences have been used, the pitcher must be removed for each additional charged conference. In extra inning games, there will be one charged conference allowed in each extra inning. On the second conference in an extra inning of a game, the pitcher must be removed. If the pitcher returns to the pitching position after being removed and one pitch is thrown, the pitcher is disqualified.

B. **Offensive.** An offensive charged conference occurs when the offensive team requests a suspension of play and is granted time by an umpire to permit a team representative to confer with a batter, a runner(s), or another team representative. Only one such conference is allowed per inning. The umpires should refuse to grant the second conference.

EFFECT: If the offensive team insists on holding a second conference in an inning after being informed by the umpire that it is not permitted, the umpire should eject the team representative from the game.

It is not an offensive conference when a team representative confers with a batter and / or runner(s) during a defensive charged conference as long as they are ready to play when the defense is ready, or when the pitcher is putting on a warm-up jacket.

C. **Umpires.** A conference should not be charged to either team when time-out is called by the umpire for a legitimate reason. **FOR EXAMPLE:** An injured player, blood rule, scorekeeper problems, field maintenance repairs, etc. A coach may confer with a pitcher, batter, or a runner

during an umpire's time-out without penalty, as long as they are ready to continue once the problem is resolved.

10. CHECK SWING / BUNT STRIKE.

Normally, there are four areas which constitute whether or not a batter swung at the pitched ball or checked their swing.

- A. Did the batter roll their wrists?
- B. Did the batter swing through the ball and bring back the bat, unless the batter draws the bat back before the pitch arrives?
- C. Was the bat out in front of the body?
- D. Did the batter make an attempt to hit the pitch?

On a bunt attempt where the batter puts the bat across the plate and the pitched ball is out of the strike zone, a ball should be called unless the batter moves the bat toward the ball.

In each of the above situations, the umpire should think in terms of priorities. First, was the pitch in the strike zone? If so, it is simply a strike. Second, did the batter swing at the pitched ball, or, in the case of a bunt attempt, did the batter move the bat toward the pitched ball? In either case, it is the plate umpire's call. If in doubt, or if blocked out, the umpire should call the pitch a ball. If the umpire calls the pitch a ball and the catcher requests the umpire to go for help, the plate umpire should ONLY ask for help if there is doubt in their mind as to whether or not the batter swung at the pitched ball. On a missed bunt attempt with two strikes, the dropped third strike rule applies. (Rule 8, Section 1 B)

11. COMMUNICATION DEVICES.

Communication devices are not allowed on the playing field or in the dugouts. Head phones and ear phones have been used by coaches to communicate from one coaches' box to the other, to communicate between coaches and the dugout, and from the stands to the dugout. Signs and signals have been stolen while outside the field of play, stands or the outfield area and communicated to coaches or players. Therefore, umpires must prohibit any use of such equipment. Electronic scorebooks, however, are not considered a communication device and are legal for use by base coaches.

12. COURTESY RUNNER.

The "courtesy runner" is a part of the Junior Olympic Girls and Boys Fast Pitch and Master and Senior Fast and Slow Pitch divisions of play.

- A. In J.O. play, only players who have not been used in the game can be used as a "courtesy runner", but only for the pitcher and catcher.
- B. In Master and Seniors Fast Pitch, "courtesy runners" may be ANY player on the line-up card and may be used once per inning, but only for the pitcher and catcher.
- C. In Masters Men and Women's Slow Pitch "courtesy runners" may be ANY player on the line-up card and may be used once per inning.

D. In Senior Men and Women's Slow Pitch, unlimited "courtesy runners" may be used and can be ANY player on the line-up card.

A "courtesy runner" not reported is disqualified when brought to the umpire's attention by the offended team. See Rule 8, Sections 9 and 10 for other guidelines to follow.

13. CRASHING INTO A FIELDER WITH THE BALL. (INTERFERENCE)

In an effort to prevent injury and protect a defensive player attempting to make a play on a runner, a runner must be called out when they remain on their feet and crash into a defensive player who is holding the ball and waiting to apply a tag. To prevent the out ruling, the runner may slide, jump over the defender holding the ball, go around the defender or return to the previous base touched. If the act is determined to be flagrant, the offender is ejected. A runner may slide into the fielder.

- A. When a runner is called out for crashing into a fielder holding the ball, the ball becomes dead. Each runner must return to the last base touched at the time of the crash as this constitutes interference.
- B. When, as in A above, the runner crashes into a fielder holding the ball before being put out and, in the judgment of the umpire, it was an attempt to break up an obvious double play, the immediate succeeding runner is also called out. Rule 8, Section 7 J.
- C. When a crash occurs after the runner is called out, the runner closest to home plate is also out. Rule 8, Section 7 P.
- D. When an obstructed runner crashes into a fielder holding the ball, the obstruction is ignored and the runner is out. (Rule 8, Section 7 Q) This type of award, Rule 8, Section 5 B (2 and 3), does not give the runner the right to violate Rule 8, Section 7 Q.
- E. When a runner runs outside the three-foot lane to avoid a crash with a defender holding the ball and waiting to apply a tag, the runner should be called out.
- F. When a defensive player is fielding a thrown ball and the flight of the ball carries or draws them into the path of the base runner, it is not a crash.
- G. When the ball, runner and the defensive player arrive at the same time and place, and contact is made, the umpire should not invoke the crash rule, interference, or obstruction. This is merely incidental contact, or what some persons commonly call, "a wreck."

NOTE: If the ball does not enter dead ball territory in either E or F, the ball remains live.

14. DELAYED DEAD BALL.

There are five situations in which a violation of a rule occurs, the umpire recognizes the violation, but the ball remains live until the conclusion of play. These situations are:

- A. An illegal pitch. (Rule 6, Section 1-8 Fast Pitch and Modified Pitch) (Rule 6, Section 1-7 Slow Pitch and 16-Inch Slow Pitch)

- B. Catcher's obstruction. (Rule 8, Section 1 D)
- C. Plate umpire interference. (Rule 8, Section 6 F)
- D. Obstruction. (Rule 8, Section 5 B)
- E. Batted or thrown ball contacts detached equipment. (Rule 8, Section 5 F)
In each situation, once the play is completed, the proper enforcement should be made.

15. DESIGNATED PLAYER OR DP (Fast Pitch).

The designated player may be listed in any of the nine batting positions in the batting order. The player listed tenth in the batting order plays defense for the DP, but may also play offense for the DP, and is called the FLEX.

- A. A designated player (DP) may be used for any defensive player provided it is made known to the plate umpire prior to the start of the game. The DP must be indicated on the line-up card as one of the nine hitters in the batting order.
- B. The name of the player for whom the DP is batting, FLEX, must be placed in the tenth position in the batting order.
- C. The DP and any substitutes for the DP must remain in the same position in the batting order throughout the game. The FLEX and all substitutes for the FLEX must enter the game in the tenth position in the line-up card.
- D. The DP may be substituted for at any time by a pinch hitter or pinch runner. The substitute becomes the DP and has all the options of the DP position. The starting DP and a substitute for the DP may not be in the game at the same time.
- E. The FLEX may be substituted for at any time. The substitute becomes the FLEX and has all the options of the FLEX position. The starting FLEX and a substitute for the FLEX may not be in the game at the same time.
- F. The starting DP and their substitute may be replaced by the FLEX as a hitter or as a runner. This reduces the number of players in the game from ten to nine. The DP and the FLEX may not be on offense at the same time.
- G. The FLEX may be replaced on defense by the DP. This reduces the number of players in the game from ten to nine. The DP and the FLEX may be on defense at the same time.
- H. The starting DP may re-enter the game one time, but only in the original DP position in the batting order. If the DP re-enters and the FLEX is batting in the DP position, the FLEX must:
 - 1. Return to the number ten position in the line-up and play defense only. This is not considered to have left the game. Or,
 - 2. Leave the game.
- I. The starting FLEX may re-enter the game one time and must:
 - 1. Return to the original FLEX position, tenth in the line-up card, or

2. Take the place of the starting DP in the batting order. If the FLEX re-enters and the DP is playing defense in the FLEX position, the DP must continue to bat in the DP position in the batting order, play offense only or play defense for another player. This is not considered to have left the game.
- J. The DP may play defense for any player and at any position. Should the DP play defense for a player other than the FLEX, that position player continues to bat and does not play defense. That player is not considered to have left the game.
- K. The role of the DP / FLEX is never terminated. A team may go from ten to nine players and back to ten players any number of times during the game. The game may end with ten or nine players.
- L. If the DP replaces the FLEX, or the FLEX replaces the DP, the change must be reported to the umpire. If not reported, the change is treated the same as an unreported substitute.

16. DUGOUT CONDUCT.

This rule reflects on all game participants. Once the game begins, only players involved in the game may be outside the dugout, except when the rule allows or the reason is justified by an umpire. A manager walking on the field for a conference is an example of a rule allowing a coach or player on the field. An example of umpire justification is when a game participant must leave the dugout to go to the restroom. Except for the on-deck batter, players may not be out of the dugout between innings standing near the batter's box observing the pitcher warming up, nor should game participants be allowed to step outside the dugout to have a smoke or to observe the game from behind the backstop.

17. EQUIPMENT ON THE PLAYING FIELD.

Loose equipment, miscellaneous items or a detached part of a player's uniform, other than that being legally used in the game at the time, should not be within live ball territory. Official equipment which may be in live ball territory with no penalty includes the batter's bat, the catcher's mask, umpire paraphernalia, a helmet which has inadvertently fallen off an offensive or defensive player during play or any equipment belonging to a person assigned to the game. Loose equipment, miscellaneous items or detached uniform parts which are in live ball territory and are not being legally used in the game at the time could cause a blocked ball or interference.

- A. Thrown Ball.
 1. When a thrown ball hits loose equipment belonging to the team at bat, the ball is dead immediately. If such action interferes with a play, interference should be ruled. The runner being played on at the time of the interference is called out, and each runner must return to the last base touched prior to the interference. If a play is not apparent, a blocked ball should be ruled, no one is called out, and all runners must return to the last base touched at the

time of the dead ball.

2. When the loose equipment belongs to the team in the field, it becomes a blocked ball and the overthrow rule applies.

B. Batted Ball.

1. A batted foul ball touching loose equipment is a foul ball.
2. A batted fair ball touching loose equipment belonging to:
 - a. The offense, it is a dead ball and runners return, unless they are forced to advance when the batter-runner is awarded first base on a base hit, or
 - b. The defense, it is a dead ball and all runners, including the batter-runner, are awarded two bases from their position at the time of the pitch.

18. EXTRA PLAYER OR EP (Slow Pitch).

If a team uses the EP, it must be indicated on the line-up card at the start of the game. The team must end the game with 11 players or play using the shorthanded rule.

All 11 players bat, but only ten play defense. Defensive changes may be made at any time; however, the batting order may not change. **EXAMPLE:** The EP may sit on the bench one inning, play third base one inning, play the outfield one inning, sit on the bench again and then play first base. All these defensive changes are legal as long as the EP remains in the same position in the batting order. This applies to all of the starting 11 players.

Any of the 11 starting players may leave the game once and re-enter. A starting player and their substitute may not be in the game at the same time. If this occurs, the player listed in the wrong position in the batting order is disqualified.

19. FAKE TAG.

A fake tag occurs when a fielder without the ball deceives the runner by impeding their progress; for example, causing a runner to slide, slow down or stop running.

1. Obstruction is called when a fake tag is made as mentioned above. The umpire should signal delayed dead ball and let the play continue to its completion. The obstructed runner, and each runner affected by the obstruction, should always be awarded the base or bases they would have reached had the obstruction not occurred. Again, each runner is awarded only the base or bases that in the judgment of the umpire they would have reached had there not been obstruction.
2. The umpire should rule obstruction on all fake tags. Continued fake tags should result in ejections. In flagrant cases where the sliding player gets hurt, the offending player should be ejected without warning.
3. When a fielder fakes a tag but the runner continues on to the next base without sliding or breaking stride, there is no rule violation since the runner's progress was not impeded. However, a warning should be given.

20. FALLING OVER THE FENCE ON A CATCH.

The fence is an extension of the playing field, which makes it legal for a player to climb the fence and make the catch. When a player catches a ball in the air and their momentum carries them through or over the fence, the catch is legal, the batter-runner is out, the ball is dead, and with fewer than two outs all runners are advanced one base without liability to be put out. Guidelines are as follows:

1. When a player catches the ball before they touch the ground outside the playing area, the catch is legal, or
2. When a player catches the ball after they touch the ground outside the playing area, it is not a catch. When a collapsible, portable fence is used and a defensive player is standing on the fence when the catch is made, it is a legal catch. A defensive player may climb a fence to make a legal catch; therefore a defensive player should also be able to stand on a fence that has fallen or is falling to the ground. As long as the defensive player has not stepped outside the playing area, the other side of fence, the catch is legal.

21. FORCE OUT.

A force out can be made by tagging a runner who is forced to advance to a base as the result of the batter becoming a batter-runner, or by touching the base to which they are being forced. It is not possible to have a force out on a caught fly ball as the batter-runner is no longer a runner. On an appeal play, the force out is determined at the time the appeal is made, not when the infraction occurred.

22. FOUL BALL / FOUL TIP

The reference of the "height of the batter's head" as it relates to a Foul Ball and Foul Tip no longer applies. This change, instituted in 2006, allows more opportunity for the catcher to obtain "outs" by catching foul batted balls the same as the first and third base person who is playing closer to home plate. Umpires only need to judge whether the ball moves from the bat "sharply" and "directly" versus a ball that has a perceptible arc and / or if the catcher moves their glove / mitt to catch the ball after contact with the bat.

The definition of a foul ball has not changed. However, a foul tip is now defined as a batted ball that goes sharply and directly from the bat to the catcher's glove / mitt or hand and is legally caught by the catcher. It is not a foul tip unless caught and any foul tip that is caught is a strike, and the ball remains live in Fast Pitch and Slow Pitch with stealing. It is not a catch if the ball rebounds off the catcher, unless the ball has first touched the catcher's glove / mitt or hand. Again, a foul tip can only be caught by the catcher. Examples of foul ball and foul tip follow:

- A. A foul ball with "perceptible" arc goes toward the catcher's left and the catcher moves their glove / mitt to catch the ball. In this situation, the batter is out and the ball remains live just as it would when

- any other fielder catches a foul fly ball.
- B. The foul ball rebounds from the bat with a “perceptible arc” shoulder high and the catcher moves upward with the glove / mitt to make the catch. In this situation, the batter is out and the ball remains live just as it would when any other fielder catches a foul fly ball.
 - C. The pitcher throws a rise ball and the catcher is moving up as the pitch is on the way to home plate. The batter squares to bunt the ball above their head and the ball goes in a straight line from the bat to the glove / mitt and the catcher catches the ball. In this situation, it is a foul tip. It does not matter that the ball is above the batter’s head. The only thing that matters when determining whether it is a foul tip is the fact that the ball goes directly from the bat to the catcher’s glove / mitt or hand and then is caught by the catcher.

Umpires must be alert to the fact that runners need to tag-up on a batted foul ball that is caught. This increases the opportunity for more “outs”, not only with the catcher catching the ball but the opportunity for more appeal plays with a runner leaving a base too soon on a caught fly ball. Remember, the runner must wait until “first touch” before breaking contact with a base on a caught fly ball, fair or foul. Runners may leave when the pitch is released in Fast Pitch and when the pitch reaches the front edge of home plate in Slow Pitch with stealing, if the ball is judged to be a foul tip.

23. GLOVE / MITT (Using an illegal glove / mitt).

- A. If discovered or brought to the umpire’s attention, it should be corrected immediately. If a player refuses to correct the use of an illegal glove / mitt, they may not play.

24. HITTING THE BALL A SECOND TIME.

When considering the act of a batter hitting the pitched ball a second time, umpires should place the act into one of three categories.

- A. If the bat is in the hands of the batter when the ball comes in contact with bat, and the batter is in the batter’s box, it is a foul ball. If, when the bat contacts the ball a batter’s entire foot is completely outside the batter’s box, the batter is out. When in doubt, don’t guess the batter out. Call a foul ball.
- B. If the bat is out of the batter’s hands, dropped or thrown, and it hits the ball a second time in fair territory, the ball is dead and the batter-runner is out. However, if the BALL hits the bat on the ground, the batter is not out and the umpire must then determine whether the ball is fair or foul based on the fair / foul rule. If the ball rolls against the bat in fair territory, the ball remains live. If the ball stops or is touched in fair territory, it is a fair ball. If the ball touches the bat in fair territory and then rolls to foul ground and stops, it is a foul ball. If the ball rolls against the bat in foul territory, it is a foul ball.

- C. If a batter swings at and misses the pitched ball but:
1. Accidentally hits it on the follow-through, or
 2. Intentionally hits it on the second swing, or
 3. Hits the ball after it bounces off the catcher or mitt / glove.
- The ball is dead, and all runners must return to the base they occupied prior to the pitch. (FP and 16" SP) In (2) and (3), if the act is intentional with runners on base, the batter is called out for interference. If this occurs on strike three in fast pitch, Rule 8, Section 2F has precedence.

25. HOME RUNS (SLOW PITCH) AND RUNNING BASES.

This rule applies only to games involving Women's Open, Coed Major, and Men's Class "A" Slow Pitch divisions. It does not apply to Masters or Senior Slow Pitch Play. When an over-the-fence home run is hit, the batter and all base runners may go directly to the dugout. Appeals for runners missing a base are not allowed. This speeds up the game as batters and runners do not have to run the bases.

26. HOME RUNS / FOUR BASE AWARDS / GROUND RULE DOUBLES.

When a ball does not hit the ground and leaves the playing field in fair territory, it is a home run. In Slow Pitch, any fair fly ball touched by a defensive player on either side of the fence that clears or has cleared the fence in fair territory, should be declared a four-base award and shall not be included in the total of over-the-fence home runs.

- A. A batted ball hitting a foul pole above the fence is a home run.
- B. A batted ball hitting the top of the fence and bouncing over in fair territory is a home run.
- C. A batted ball going over the fence in fair territory at a distance shorter than the recommended minimum distance is a two base award.
- D. A batted ball hitting a defensive player in fair territory, but going over the fence in foul territory is a two base award.
- E. A batted ball that leaves the park in fair territory and first touches the ground in foul territory is a home run.

27. IMAGINARY LINE OR DEAD BALL AREA.

When a fielder carries a live ball into a dead ball area, the ball becomes dead and a base or bases are awarded to all runners. If the act is unintentional, the award is one base. If the act is intentional, the award is two bases. The base award is governed from the last base legally touched at the time the ball became dead.

When a chalk line is used to determine an out-of-play area, the line is in play. If a fielder is touching the line, the fielder is in the field of play and may make a legal catch or throw. If a foot is on the ground completely in dead ball territory, not touching the line, the ball becomes dead and a play may not be made.

When a player has one foot inside the line or touching the line, and

another foot in the air at the time the catch is made, the catch is legal and the batter is out. If the fielder then steps into a dead ball area, foot on the ground, the ball becomes dead and all runners are awarded one base from the last base touched when the ball became dead.

Defensive players cannot take advantage and intentionally throw or step into a dead ball area in order to prevent a runner who has missed a base or left a base too soon from returning to the base. If it is ruled that the defensive player intentionally threw the ball or stepped into the dead ball area, allow the runner to return to the base.

28. INFIELDER

An infielder, pitcher, or catcher for purposes of an appeal play or the intentional fly rule is any player who defends the area of the field around first, second, third or shortstop areas. This also assists in placing fielders in the COED slow pitch game, which requires four players in the outfield and four in the infield.

29. INJURED PLAYER

During any live ball, when a player becomes injured and, in the umpire's judgment, requires immediate attention, the umpire should call time and allow first aid treatment. If runners are on base when time out is called, those runners should be awarded the bases that the umpire judges they would have reached if time out not been called.

30. INTENTIONALLY DROPPED BALL.

The ball cannot be intentionally dropped unless the fielder has actually caught it, and then drops it. Merely guiding the ball to the ground is not an intentionally dropped ball.

31. INTENTIONAL WALK (Fast Pitch).

The ball is live during an intentional walk in fast pitch. All defensive players must be in fair territory until the pitch is released, except the catcher who must remain in the catcher's box and the pitcher who must be in a legal pitching position at the start of each pitch. If the defensive players do not position themselves in fair territory, an illegal pitch should be called each time a pitch is made while a member of the defense is standing in foul territory. All four pitches must be thrown to the catcher.

32. INTENTIONAL WALK (Slow Pitch).

An intentional walk is permissible and occurs during a dead ball. A pitch is not required and the intentional walk starts by the defensive team notifying the plate umpire of their intent. The umpire should call time out and award the batter first base without liability to be put out. A possible appeal on a previous play is nullified. When two successive batters are walked intentionally, the second walk may not be administered until the first batter reaches first base.

33. INTERFERENCE.

Interference is the act of an offensive player or team member that impedes, hinders or confuses a defensive player attempting to execute a play. Interference may be in the form of physical contact, verbal distraction, visual distraction, or any type of distraction that hinders a fielder in the execution of a play. Defensive players must be given the opportunity to field the ball anywhere on the playing field or throw the ball without being hindered.

A. Runner interference includes:

1. A runner or batter-runner who interferes with a fielder executing a play, including the batter-runner touching the white portion of the double base at first base and colliding with the fielder trying to catch a thrown ball from a fielder,
 - a) When a runner interferes with a fielder, the umpire must determine if the interference occurred before or after the runner who interfered was put out and then apply the appropriate rule.
 - b) When a runner is hit by a fair batted ball, it is interference if it occurred before the ball passed an infielder, excluding the pitcher, and provided the runner was not in contact with the base. It is interference if the batted ball deflects off one defensive player and the runner interferes with any defensive player who has an opportunity to make an out.
 - c) A runner could be standing on a base and a defensive player bumps the runner while watching the flight of the ball. If the defensive player fails to make a catch on a ball that could have been caught, it is the umpire's judgment whether or not interference should be called. The rule provides that a runner must vacate any space needed by a fielder to make a play on a batted ball, unless the runner has contact with a legally occupied base when the hindrance occurs. In this case, the runner should not be called out unless the hindrance is intentional.
 - d) If interference occurs by the runner on a foul fly ball not caught but, in the umpire's judgment, could have been caught with ordinary effort had interference not occurred, the runner is out and the batter is also out. If, in the judgment of the umpire, the foul fly ball could have not be caught with ordinary effort, a strike is called, the ball is dead, and the batter remains at bat. (Slow Pitch) If on the third strike, the batter is out.
 - e) For crash interference, refer to RS #14.
2. A runner or batter-runner who is hit by a fair touched or untouched batted ball, or
3. Interfering with a thrown ball.

B. Batter interference occurs while the batter is at bat and before the

ball is batted. It occurs in fast pitch when the batter interferes with the catcher's throw on an attempted steal or when the batter interferes with the catcher on a play at the plate. The batter's box is not a sanctuary for the batter when a play is being made at the plate. Interference could also occur when a batter releases the bat in a manner that it hits the catcher and prevents them from making a play. If the batter merely drops the bat and the catcher trips over it, there is no interference. Batter interference is also described in RS #24B.

- C. Offensive players in the dugout may be charged with interference if they interfere with a fielders' opportunity to make an out on a fly ball.
- D. On-deck batters may be charged with interference if they interfere with a throw, a possible tag on a runner, or a fielder's opportunity to make an out on a fly ball.
- E. Coach's interference occurs when a base coach runs toward home and draws a throw or when they interfere with a fielder attempting to catch or throw a ball. The coach's box is not a sanctuary.
- F. Spectator interference occurs when a spectator:
 - 1. Enters the field and interferes with a play.
EFFECT: The batter and runner(s) should be placed at the bases that they would have reached had spectator interference not occurred. The field belongs to the fielder and the stands belong to the spectator. Or
 - 2. Reaches onto the field from the stands and prevents a fielder from catching a fly ball in the field of play.
EFFECT: A dead ball is ruled and the batter is out. All runners should be placed at the bases they would have reached had the interference not occurred. It is not interference if the fielder reaches into the stands.
- G. Umpire interference occurs:
 - 1. When an umpire is hit by a fair, untouched batted ball before it passes an infielder, excluding the pitcher. The batter-runner is awarded first base. This is an exception to the statement that someone must be called out on interference.
 - 2. (Fast Pitch & Slow Pitch with Stealing) When an umpire interferes with a catcher's attempt to put out a runner stealing, or an attempted pick-off from the catcher to any base. It is interference only if the runner is not put out; in which case runners are returned to the base they occupied at the time of the pitch. Umpire may not be called in any other case.

When batter, batter-runner, runner, on-deck batter or coach interference occurs, the ball is dead, someone must be called out, and each other runner must return to the last base touched at the time of the interference.
- H. Offensive team interference occurs when a thrown ball strikes loose equipment left in live ball territory; but only when play is actually affected (RS #18).

- I. Batter-Runner interference occurs when the batter-runner steps back while running to first base to avoid a tag by a defensive player, or when running to first base, runs outside the three foot lane over fair or foul territory and interferes with a thrown ball to first base.

34. LOOK-BACK RULE (Fast Pitch) (Rule 8 Section 7 T).

When a runner is legitimately off base after a pitch, or as a result of a batter completing their turn at bat, and is stationary when the pitcher has the ball in the circle, the runner **MUST** immediately attempt to advance to the next base or immediately return to the base left.

The responsibility is entirely on the runner. There is no obligation on the pitcher to look, fake or throw.

- A. The “look back” rule does not go into effect for any runner until the batter-runner touches first base or is called out, and the pitcher has control of the ball within the eight foot radius circle.
- B. Failure to immediately proceed to the next base or return to their original base after the pitcher has the ball within the circle results in the runner being called out.
- C. Once the runner returns or stops at any base for any reason, the runner is out if they leave that base.

EXCEPTION B-C: A runner will not be declared out when:

1. A play is made on another runner, or
 2. The pitcher leaves the circle or drops the ball, or
 3. The pitcher releases the ball to the batter, or
 4. The pitcher places the ball under their arm or between their legs to free both hands to fix their uniform, hair, etc. The ball is not controlled unless it is held in the glove or hand. Once the pitcher controls the ball again in the glove or hand, the “Look Back” rule is again in effect.
- D. If multiple runners are off base and more than one umpire calls a runner out, the umpires must determine which runner was called out first and return the other runner(s) to the base they left. When a runner is declared out in this situation, the ball is dead. It is impossible to call two outs on the “look back” rule.
 - E. A pitcher fielding a ball in the circle is an infielder and runners can leave their base. If runners leave their base, the same rule applies while the pitcher holds the ball in the circle: once the runner stops, they must decide which way to continue or be called out.
 - F. A base on balls or a dropped third strike is treated as a batted ball if the batter-runner continues past first base without stopping or stops only once and then immediately moves one way or the other. However, if the runner stops at first base and then steps off the base after the pitcher has the ball in the circle, the runner is out.
 - G. Batter-runners overrunning first base can not start back to the base, and before reaching first advance to second base. If a batter-runner commits to first base, moving toward first base, the runner must return

to that base. The batter-runner may not change their mind and advance to second base once they have started moving directly to first base following the overrun. If they do so, the runner is out. Umpire's judgment determines what is committing toward a base.

- H. If a runner is moving toward a base, other than first base, when the pitcher receives the ball in the circle, that runner may stop once then immediately advance to the next base or return to the previous base. A runner failing to advance to the next base or return to the previous base should be called out. Making an attempt or fake justifies the runner being called out. If, after the pitcher has the ball in the circle, the runner starts back to their original base or forward to another base and then stops or reverses direction, the runner is out unless the pitcher makes a play on them or another runner. When a play is made on any runner, other runners may also stop or reverse their direction.
- I. A runner is out when standing off the base and they do not immediately attempt to advance or return after the pitcher has the ball in the circle.
- J. While in the circle and in possession of the ball, any act by the pitcher that, in the umpire's judgment, causes the runner to react is considered making a play.
- K. The pitcher must have control of the ball while in the circle. Placing the ball on the ground, holding the ball between their legs or under their arm is not considered having control of the ball.
- L. Being in the eight-foot circle is defined as both feet within or partially within the lines. The pitcher is not considered in the circle if either foot is completely outside the lines.

35. MEDIA COVERAGE.

Media authorized by the tournament committee can be on the playing field. All media personnel must be able to move to avoid being hit by an errant throw or by a batted ball. Should the media accidentally be hit, the ball remains live. All photographic equipment must be carried or on the photographer. No equipment can be left on the ground, including tripods. Should an errant throw or batted ball become lodged in the photographer's equipment, the overthrow or out of play rule applies.

36. OBSTRUCTION.

Obstruction is the act of a fielder:

- A. Not in possession of the ball, or
- B. Not in the act of fielding a batted ball,

which impedes the progress of a batter-runner or runner who is legally running the bases.

If a defensive player is blocking the base or base path without the ball, they are impeding the progress of the runner and this is obstruction. In past years, coaches taught their players to block the base, catch the ball and make the tag. Now defensive players must catch the ball,

block the base and then make the tag.

Whenever obstruction occurs, whether or not a play is being made on a runner, the umpire should declare obstruction and signal a delayed dead ball. The ball remains live. If the obstructed runner is put out prior to reaching the base they would have reached had obstruction not occurred, a dead ball is called and the obstructed runner, and all other runners affected by the obstruction, shall be awarded the base(s) they would have reached, in the umpire's judgment, had obstruction not occurred. An obstructed runner may be called out between the two bases the runner was obstructed if the runner is properly appealed for missing a base or leaving a base before a fly ball is first touched. If the runner committed an act of interference after the obstruction or passed another runner, this also would overrule the obstruction.

When an obstructed runner is awarded a base that they would have reached had obstruction not occurred and a preceding runner is on that base, the obstructed runner shall be awarded that base and the runner occupying it is entitled to the next base without liability to be put out.

When an obstructed runner safely obtains the base they would have been awarded, in the umpire's judgment, had obstruction not occurred and there is a subsequent play on a different runner, the obstructed runner is no longer protected between the two bases where they were obstructed. That runner may now be put out anywhere on the base paths.

It should also be clear that the statement "a runner cannot be called out between the two bases the runner was obstructed" does not apply when the runner committed another violation and that violation is being played upon. EXAMPLE: A runner leaving second base too soon on a fly ball is returning after the ball is caught and is obstructed between second base and third base. If the runner would not have made it back to second base prior to the throw arriving, the runner remains out.

Should the obstructed runner be put out after passing the base they would have reached had obstruction not occurred, the runner is advancing at their own risk and, if tagged, should be called out. The ball remains live and other plays may be made.

When the runner is obstructed during a rundown, a delayed dead ball is declared and signaled. If the runner is tagged out after being obstructed, a dead ball is called and the runner is awarded the base they would have made had obstruction not occurred. Should the ball be overthrown after the obstruction, the runner may advance. The runner may not be called out between the two bases where they were obstructed.

Catcher obstruction is a delayed dead ball call. Should catcher obstruction be called when the batter hits the ball, but the batter-runner reaches first base safely and all other runners advance at least one base, the obstruction is canceled. All action as a result of the batted ball stands. Should the batter not reach first base, or if one of the other runners does not advance at

least one base, the manager of the offensive team has the option of taking the result of the play or taking the award. The award is, place the batter at first base and runners are advanced ONLY if forced because of the award to the batter.

Should catcher obstruction occur when a batter steps out of the batter's box on a legitimate attempt to hit the ball, the obstruction takes precedence and the penalty for catcher obstruction is enforced.

NOTE: The batter must be given the opportunity to hit the ball. Should the batter delay their swing, and clearly the attempt is no longer to hit the ball but rather to interfere with the catcher's throw on a steal attempt, interference should be called on the batter. (Also see RS #8 - Catcher's Box)

(Fast Pitch and Slow Pitch with stealing allowed) Should a catcher reach forward, over or in front of home plate, in an attempt to catch the pitched ball, catcher's obstruction may be ruled.

37. OVER-RUNNING FIRST BASE.

After over-running first base, the batter-runner may legally turn to their left or right when returning to the base. If any attempt is made to advance to second base, regardless of whether the runner is in fair or foul territory, they are liable for an appeal out if tagged with the ball by a defensive player while off the base. Overrunning first base on the look back rule is covered under RS # 34.

When using the double base, the batter-runner may use the white portion any time a play is not being made at first base. If a play is made at first base, but the ball is overthrown or the fielder is pulled off the base by an errant or missed throw, the batter runner is now allowed to use the white portion of the base. Should the batter-runner overrun first base and return to either portion of the base before an appeal, an appeal is not allowed.

38. OVERTHROWS.

Runners are always awarded two bases on balls that are overthrown or become blocked as a result of hitting loose equipment that belongs to the defensive team and should not be on the field (RS #18). Regardless of who made the throw, two bases are awarded from the last base touched at the time the thrown ball was released.

The runner's direction of movement has no effect on the award. When an overthrow is made on a runner returning to a base, the runner is awarded two bases from that base.

EXCEPTION: When the runner is returning to first base and the throw is from the outfield, it leaves the outfielder's hand while the runner is between 2B and 3B, but the runner is between 1B and 2B when the ball goes out of play, the runner is awarded home plate.

When two runners are between the same bases at the time of the award, the award is determined by the position of the front runner. Two runners between first base and second base will be awarded second base and third base; however, if two runners are between second base and third base, both

will be awarded home plate. Should the umpire err in the award of bases, after one pitch, legal or illegal, the umpire may not change the award.

When a fielder loses possession of the ball on an attempted tag and the ball then enters dead ball territory or becomes blocked, all runners are awarded one base from the base last touched at the time the ball entered dead ball territory, or became blocked.

(Fast Pitch and Slow Pitch with Stealing) On pitched balls that go out of play, runners are awarded one base from the last base touched at the time of the pitch. Should a batter receive a base on balls and the fourth ball gets away from the catcher and goes out of play, the award is first base only.

39. PASSING A RUNNER.

Passing a runner may occur while runners are advancing or returning to a base. Normally it occurs when a lead runner stops to see if a ball will be caught and the trail runner, also watching the ball, does not see the lead runner stopped. The trail runner, the runner doing the passing, is called out and the ball remains live. To pass a runner, the trail runner must pass the entire body of the lead runner, not just an arm or leg ahead of the trail runner.

40. PITCHING (Fast Pitch).

There are six basic features in the pitching rule. These are:

- A. **Contact with the Pitcher's Plate.** The pitcher must have both feet on the ground within the 24-inch length of the plate. The shoulders shall be in line with first and third base.
The male pitcher shall take a position with the pivot foot in contact with the pitcher's plate and the non-pivot foot on or behind the pitcher's plate.
The female pitcher shall take a position with both feet in contact with the pitcher's plate.
- B. **Signal.** A pitcher must take a signal or simulate taking a signal from the catcher while in contact with the pitcher's plate as described in (A) above. The ball must be held in the hand or the glove / mitt while taking the signal. The ball held in one hand may be in front of or behind the body. Taking or simulating taking a signal prevents the pitcher from walking onto the pitcher's plate and putting the batter at a disadvantage by throwing a quick pitch. The actual signal may be taken from the catcher, the dugout or any other location.
- C. **Preliminary to Delivery.** MALE pitchers shall have one or both feet in contact with the pitcher's plate. FEMALE pitchers must keep both feet in contact with the pitcher's plate during the entire preliminary process. After taking or simulating taking the signal, bringing the hands together and keeping them together a minimum of one second and not more than 10 seconds; the pitcher may begin their pitching motion. FEMALE, during this entire period the pivot foot must remain in contact with the pitcher's plate. MALE, if the pitcher wants to step back with the non-

pivot foot they may do so prior to separating the hands. No rocking movement which pulls the pivot foot off the pitcher's plate is allowed. If the pivot foot turns or slides in order to push off the pitcher's plate, it is acceptable as long as contact is maintained. It is not considered a step when the pitcher slides their foot across the pitcher's plate.

- D. Start of Pitch. The pitch starts when the pitcher takes one hand off the ball after bringing the hands together.
- E. Delivery. The delivery may not be two full revolutions. The pitcher's hand may go past the hip twice as long as two full revolutions are not completed. The wrist may not be any farther from the hip than the elbow. The delivery may not have a stop or reversal of the forward motion, and must be made on the throwing arm side of the body. The pitch may not be delivered behind the back or between the legs.
- F. Step or Release. A step, only one, must be taken and it must be forward, toward the batter and within the 24-inch length of the pitcher's plate; however, beginning in 2007 MALE ADULT pitchers no longer are required to step forward within the 24-inch length of the pitcher's plate. Dragging or pushing off with the pivot foot from the pitcher's plate is required. Pushing off from a spot other than the pitcher's plate is considered a crow hop and is illegal. The ADULT MALE may push off with the pivot foot and drag the foot in the dirt, or may be airborne with both feet as long as the pivot foot toe is pointing downward toward the ground. Should the pivot foot toe not be pointed downward, an illegal pitch should be called. The release of the ball must be simultaneous with the step.

Much attention and discussion has been given to recognizing the differences between the crow hop and the leap on the pitching delivery:

1. A CROW HOP is defined as a replant of the pivot foot prior to delivering the pitch. This can be done by (1) sliding the foot in front, but not in contact with, the pitcher's plate; (2) lifting the pivot foot and stepping forward; or (3) jumping forward from the pitcher's plate with the pivot foot prior to starting the pitch. Umpires should look at the location of the pivot foot when the hands separate, the start of the pitch. If the pivot foot is off and in front of the pitcher's plate before the hands separate, this would be a crow hop and an illegal pitch should be called.
2. A LEAP occurs when both of the pitcher's feet become airborne on the initial move as the pitcher pushes from the pitcher's plate. In the WOMEN'S and YOUTH Fast Pitch divisions the pivot foot must stay in contact with the ground following the push off from the pitcher's plate. ADULT MALE pitchers are allowed to have both feet airborne as long as the pivot foot toe is pointed downward toward the ground. If the pivot foot toe is not pointed downward, an illegal pitch should be called. ADULT MALE pitchers can also

legally push and drag the pivot foot on the ground during the step.

- G. Pitcher returning to pitch. A pitcher returning to pitch in the same half inning shall not receive warm-up pitches. There is no limit as to the number of times a player can return to the pitching position as long as the player has not left the batting order, or has not been removed from the pitcher's position by rule.

41. PITCHER'S UNIFORM.

A pitcher should be dressed identically to the other players on the team. A long-sleeve sweatshirt of any color is acceptable under the jersey. If worn, the sweatshirt sleeves may not extend past the wrist so a clear gap can be seen between the ball and the end of the shirt. If two or more players, including the pitcher, wear sweatshirts, they must be identical in color and style. No player may wear ragged, frayed or slit sleeves on an exposed undershirt.

A pitcher may wear a batting glove and / or wristband on the glove hand and wrist. The batting glove may not be the color of the ball being used in the game. A pitcher may wear the pitcher's toe plate on their shoe.

In Fast Pitch, the pitching rule allows a pitcher to wear a band-aid on the finger, or an arm wrap on the arm, as long as the umpire feels neither is distracting to the batter. If a band-aid on the finger or a wrap on the arm is flesh colored, they should be allowed, even if a sweatshirt is not worn. If a design or writing is on the wrap, and the umpire feels it is distracting, the pitcher should be asked to remove the wrap. The pitcher's glove / mitt may be of one solid color or multi-colored as long as the glove / mitt does not contain colors that are the same as the color of the ball being used in the game.

In Slow Pitch, a pitcher may wear a wristband on the pitching arm, may have tape on the pitching fingers and wear any color fielder's glove. A batting glove may not be worn on the pitching hand.

42. PROTESTED GAME UPHeld AND RESCHEDULED.

When the protest of a game is upheld, the game shall to be rescheduled from the point at which it was protested. Although the same line-ups must be used when the game is resumed, there is no penalty for substitutions legally placed into the line-ups. Even if a player was not at the protested game, they are legal for substitution purposes when the game is rescheduled as long as they are on the roster at the time of the rescheduled game. If a player was ejected or disqualified in the original game after the protest was filed, that player may legally play in the rescheduled game because they were legally in the game at the time of the protest, unless the ejection also drew suspension for unsportsmanlike conduct.

43. RUN SCORING ON THE THIRD OUT OF AN INNING.

A run can not score when the third out of an inning is a putout of the batter-runner at first base, or at another base if a preceding runner is forced because of the batter becoming a batter-runner.

Bases missed could result in a force out. FOR EXAMPLE, should the runner from first base miss second base on a base hit and, when properly appealed, that is the third out of the inning, any runs scored do not count. Remember, on an appeal play the force out is determined when the appeal is made, not when the infraction occurred.

An appeal play on a runner leaving a base too soon on a caught fly ball is a time play, not a force. When the appeal results in the third out of an inning, any run scored prior the appeal counts..

44. RUNNER HIT BY A FAIR BATTED BALL.

A. While in Contact With the Base. A runner who is hit by a fair batted ball while in contact with the base should not be called out unless the act is intentional. The ball remains live, or becomes immediately dead, depending on the closest defensive player. When the closest defensive player is in front of the base that the runner is in contact with, the ball remains live. However, when the closest defensive player is behind the base, the ball is dead. Should the ball be ruled dead and the batter awarded a base hit, only runners forced to advance because the batter was placed on first base shall advance one base.

B. While Not in Contact With the Base. A runner who is hit by a fair batted ball while not in contact with a base should be called out or ruled safe, depending on the interference rule. (Rule 8, Section 7 J & K or Rule 8, Section 8 D-F)

45. RUNNERS SWITCHING POSITIONS ON THE BASE PATH.

Following a "Time Out", should two or more base runners change positions on the base they originally held, the runners involved shall be called out and the manager of the offending team ejected.

46. SHOES.

Metal cleats are legal in Adult Fast Pitch and Slow Pitch. They are not legal in Adult COED Slow Pitch, seniors, or any level of Youth Fast Pitch and Slow Pitch. Polyurethane or plastic cleats shaped to look like a metal triangle, toe or heel plate are illegal in youth, seniors, and COED play. If there are nubbins or round plastic cleats in addition to the triangle plate, the shoe is legal. Cleats that screw onto a post are illegal, but cleats that screw into the shoe are legal.

47. SHORTHANDED TEAMS (STARTING THE GAME).

All divisions of play may begin the game one player short, that is Slow Pitch and COED may start with nine players and Fast Pitch may begin with eight players. When a team plays one short, an out must be recorded in

the last position in the batting order. In COED, the out is in the 9th or tenth position, depending on which sex is missing from the alternate batting order. If a player arrives after the game begins, that player must be placed in the last position in the batting order. If the player brings the team to a full batting order, and a player leaves for any reason other than an ejection or disqualification, it is permissible to return to one less and continue play shorthanded.

In Slow Pitch, should a team begin the game with nine players, they are not allowed to use the “shorthanded rule” and play with eight.

In Fast Pitch, should a team begin the game with eight players, they are not allowed to use the “shorthanded rule” and play with seven.

48. SHORTHANDED TEAMS (CONTINUING AFTER STARTING WITH FULL TEAM).

After beginning the game with a full team, a team may continue a game with one player less than it uses to begin a game as long as the player vacancy is not created by an ejection. This rule is designed to avoid forfeits whenever possible. In all divisions of play, when a team starts with the required number of players, and a player leaves the game for any reason other than an ejection, the following guidelines apply:

- A. When a team is short one player due to a player being disqualified, the game continues using the shorthanded rule. If the team is already playing shorthanded and the disqualification occurs, the game is forfeited.
- B. When a player leaving the game is a runner, the runner is called out even if the runner reached base safely.
- C. Each time the absent player is due to bat, an out is recorded. This is the same in COED play; therefore, two males or two females may not follow each other in the batting order without an out.
- D. When a team plays shorthanded because a player leaves the game, the player may not return to the line-up.

EXCEPTION: A player being treated under the blood rule may return. (Rule 4, Section 8)

- E. If there is an eligible substitute at the game, or if an eligible substitute arrives before the game is over, the substitute **MUST** enter the game. Refusal to do so makes the player ineligible for the remainder of the game.
- F. A team may not bat less than nine in Slow Pitch or eight in Fast Pitch. The game is forfeited.

Should a team have only ten players, one is injured in the third inning, a substitute arrives in the fifth inning and is entered in the game, and another player becomes injured, the team can continue play with nine players. If the same team does not have a substitute when the second person is injured, this reduces the number of players to eight and the game must be forfeited.

The purpose of this rule is to allow all players on a team to play without fear of injury or illness that previously created forfeitures. Playing

shorthanded is not a strategic option for a coach.

- G. In Women's and Youth Fast Pitch, when a team playing shorthanded is involved in the tiebreaker and the shorthanded spot in the batting order is suppose to begin the half inning at second base, an out should not be called. Instead, place on second base the player who precedes the absent player in the line-up.

49. SPORTING BEHAVIOR

The values of softball competition are based on good sporting behavior and fair play. The following are examples, although not limited to, of un-sporting behavior:

- A. Uniforms not worn properly, such as jerseys not tucked in, sleeves rolled under, and caps worn backwards.
- B. Exposed undergarments of different colors worn by different teammates on the same team.
- C. Coaching tactics that endanger the safety of players.
- D. After equipment check, illegal equipment being put back into play.
- E. Use of equipment for other than its intended design.

50. STEALING (Slow Pitch).

Base stealing is not legal in Youth and Women's C & D Slow Pitch, in COED play, Master's and Senior's play. Since the ball is dead on balls and strikes, the runner is not out and they are returned to the base held at the time of the pitch. Because a runner may not steal, the runner can not be picked off either. Runners should be called out when they fail to keep contact with a base to which they are entitled until a legally pitched ball is batted, touches the ground, hits the batter, or reaches the front edge of home plate.

Base stealing is legal in Adult Men's Slow Pitch and Women's Open Slow Pitch. This does not apply to Men's Master and Senior's play. Stealing is permitted as long as the runner does not leave the base until the ball reaches the front edge of home plate. If the ball either hits the plate or touches the ground prior to reaching the front edge of home plate, the ball is dead and runners may not advance. The ball remains live until the pitcher has possession of the ball in the infield and the completion of all immediate play is apparent. The ball is also dead when the pitched ball hits the batter. The ball is live and runners may advance when:

- A. A play is made on a runner.
- B. The pitcher fails to catch the ball.
- C. The catcher hits the batter on a throw to the pitcher or to a base during a play. When a play is made on a runner, the ball is live and runners may advance.

51. SUBSTITUTIONS.

All substitutions must be reported to the plate umpire who, in turn, will report the changes to the official scorer. All substitutes' names and numbers should

be listed on the official line-up card that is submitted to the plate umpire at the start of the game; however, should a player not be listed on the card but is on the official roster, the player can be added after the game begins.

A substitute is considered in the game when reported to the plate umpire. An unreported substitute is considered in the game after a pitch, legal or illegal, has been thrown or a play has been made.

If a substitute has not reported and it is brought to the attention of the umpire, the player is disqualified. All action prior to the discovery is legal. Should the manager or player in violation inform the umpire prior to the offended team's protest, there is no violation. Should an unreported substitute bat and it is discovered prior to the next pitch, all runners are returned to their original base, any outs recorded stand, the unreported substitute is disqualified and called out. The re-entered player or legal reported substitute assumes the ball / strike count. If the unreported substitute is discovered on the last play of the game and before the umpires leave the field, runners are returned to their previous base and the unreported substitute is disqualified.

Any player may be substituted for or replaced, and re-enter once, providing players occupy the same batting position whenever in the line-up.

A game is forfeited for a substitution violation when a player removed by the umpire returns to the same game as this is use of an illegal player, or if the ejection or disqualification creates a situation where there are not enough players to continue the game.

52. THROWING OR CARRYING A BAT.

When a player throws the bat intentionally in anger, the player should be ejected. Should the bat slip from the batter's hands, there is no penalty unless the discarded bat prevents the defense from making a play on the ball, and then interference should be ruled.

There is no penalty when a player carries a bat to first base or any other base. Should the player use the bat to prevent a defensive player from making a play, then interference should be ruled.

53. TIE GAMES OR GAMES CALLED WHICH ARE LESS THAN REGULATION.

When games that are called with less than the regulation innings completed or tied are rescheduled, the same procedure should be followed as stated in RS #42, PROTESTED GAME UPHeld AND RESCHEDULED.

In determining tie games after five innings have been played, regulation game, the home team must have had the opportunity to bat and tie the score. If the home team has scored more runs than the visiting team and the game is called in the bottom of the fifth or sixth inning, the home team shall be the winner. If the visiting team has scored more runs than the home team in the sixth or seventh inning and the home team has not had the opportunity to complete its turn at bat, the game reverts to the previous inning. If that score was tied, it is a tie game. If the score is not tied, a winner is declared if one

team is ahead and five full innings have been played.

Should a game be called before five full innings are played, four and one-half if the home team is ahead, the game should be resumed at the point it was called.

54. TIE BREAKER RULE. (Women's, Girls' JO Fast Pitch and Men's Senior Slow Pitch).

During each half inning of the inning used to enforce the tiebreaker, the offensive team shall begin its turn at bat with the player scheduled to bat ninth in that respective half inning being placed at second base. For Example, if the number five batter is to lead off, the number four batter in the batting order should be placed on second base. A substitute may be inserted for the runner.

It is the responsibility of the umpire and scorer to notify the teams involved as to which player starts the half inning at second base. Should the wrong player be placed on second base and it is brought to the umpire's attention, there is no penalty. Correct the error and place the correct person on the base. This should occur even if a pitch has been thrown, or the runner has advanced a base. An unreported substitute would be disqualified after a pitch has been thrown or a play has been made.

When a team playing shorthanded is involved in the tiebreaker and it is the shorthanded spot in the batting order that should start at second base, do not call an out. Instead place on second base the player who precedes the absent player in the line-up.

In scoring, the run scored by a player starting as a runner at second base shall be charged to the defensive team and not the pitcher. Depending on the judgment of the official scorer, a run scored by any other player should be charged to the pitcher's ERA.

When playing pool play in Junior Olympic "A" and "B" divisions and 18U Gold Fast Pitch, all Girl's Slow Pitch, and in all Girls 10-under pool and double elimination games, a time limit of one hour forty minutes will be in effect for each game. Should a game be tied at the conclusion of the time limit, the tiebreaker shall begin with the next full inning.

55. WHEEL CHAIR USE

Under the American Disability Act ruling of July 25, 1990, known as the ADA ruling, wheel chairs are allowed on the playing field. Players while batting, running bases or playing defense, coaches in coaching boxes and umpires behind the plate or on the bases may use wheel chairs. The ADA ruling for slow pitch is explained under Rule 4, Section 2.

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Start of game.....	4	1	D (1)	
..... Coed	4	1	D (1) d	
Stepping across home plate while pitcher is in pitching position	7	3	D	
Stepping out of batter's box (R/S # 7)	7	6	D-F	Effect
When third out is made while at bat	7	2	F	

PLAYING RULES AND RULES SUPPLEMENT INDEX

	Rule	Section	Article
BATTER'S BOX	1		
Dimensions.....	2	3	C
Violation (JO & Modified Only) (R/S # 5) ..	7	3	C
BATTER-RUNNER	1		
.....	8	1	A-G
Accident prevents running to awarded base.....	4	6	D
Batter-runner is out.....	8	2	A-N
Going directly to first base.....	8	2	D
Home run does not have to run (Women's Open, Co-Ed Major and Men's Class "A" SP).....	8	3	I
Moving back to home	8	2	H
Overrunning first base (R/S #37)	8	7	H
..... FP/MP	8	7	T(3)
Running outside three-foot line	8	2	E
BATTER'S ON-DECK CIRCLE	1		
.....	2	3	B
BATTING ORDER	1		
Extra player	1		
.....	4	4	
For designated player..... FP/MP	1		
.....	4	3	
Out of order	7	2	A-F
BLOCKED BALL	1		
Offensive equipment on field.....	8	5	G (3)
BLOOD RULE	1		
.....	4	9	
BOX SCORE	11	2	A, B
BUNT (R/S # 10)	1		
With two strikes on the batter	7	6	G
.....SP	7	6	H
CAPS			
For coaches.....	4	7	B

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	Rule	Section	Article
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CATCH			
Legally caught ball.....	1		
CATCH AND CARRY	1		
Intentionally carried out play.....	8	5	K
Unintentionally carried out of play	8	5	J
CATCHER'S BOX (R/S # 8)	1		
..... FP/MP	6	7	A
..... SP/16"	6	6	A
.....Dimensions	2	3	D
CATCHER'S OBSTRUCTION	8	1	D (1-4)
CHARGED CONFERENCES (R/S # 9)			
Defensive	1		
.....	5	7	B
Offensive	1		
.....	5	7	A
CHANGE OF UMPIRES	10	2	
CHOPPED BALL	1		
.....SP	7	6	H
CLEATS	3	6	G
COACH	1		
.....	4	7	
Assists runner.....	8	7	E
Communications Equipment (Use of).....	4	7	C (5)
Interferes with throw	8	7	M
.....	8	7	O
Leave the coach's box.....	4	7	C (2)
Removal from the game	5	7	A

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	Rule	Section	Article	
.....	10	1		
Scorebooks in coach's box.....	4	7	C (1)	
Uniform.....	4	7	B	
COACH'S BOX	1			
Dimensions.....	2	3	E	
CODE (Rules from ASA Code)				
Divisions of play				
Softball (Approved).....	3	3		
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Tie-Breaker.....	5	11		
Time Limit	5	10		
COED RULES				
Ball	3	3		
Base distances	2	1		
Batting order.....	7	2	E	
Defensive positioning	4	1	C (3E)	
Extra player (EP)	2			
.....	4	1	C (3F)	
.....	4	4	E	
Male base on balls	8	1	C (4)	
Outfield distance.....	2	1		
Pitching distance	2	1		
Shoes	3	6	G	
Shorthanded.....	4	1	D (1) (d) (2) (c)	
Starting game	4	1	D (2) (c)	
Uniforms	3	6		
Use of the wrong ball.....	7	2	E	Effect
CONDITION OF FIELD	5	2		
CONFERENCES (Offense/Defense)(R/S #9)	5	7		
COURTESY RUNNER (R/S # 12)	1			
J.O. Girls and Boys	8	10	A-G	Effect
Master's & Senior's	8	9	A-C	

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	Rule	Section	Article
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CROW HOP (R/S # 40)	1		
.....	6	3	H
DEAD BALL	1		
DEFENSIVE TEAM	1		
Defensive player distracts batter ... FP/MP	6	5	B
..... SP/16"	6	4	B
DEFINITIONS	1		
DELAYED DEAD BALL (R/S # 14)			
Illegal pitch	6	1-8	
..... FP/MP	6	1-7	
..... SP/16"			
Catcher obstruction	8	1	D
Detached equipment hitting ball	8	5	F
Obstruction	8	5	B
Plate umpire interference	8	6	F
DESIGNATED PLAYER (DP) (R/S # 15)	1		
.....	4	3	A-I
Scoring	11	2	A (1)
DETACHED EQUIPMENT	8	5	F
DIAMOND DIMENSIONS	2	1	
DELIBERATE CRASH (Runner) (R/S # 13)	8	7	Q
DISABLED PLAYER OR COACH (ADA) ...	4	2	
DISLODGED BASE	1		
Following a base	8	3	C
Not out if off dislodged base	8	8	N
Runner attempts to continue	8	4	I
DISQUALIFIED PLAYER	1		

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	Rule	Section	Article	
.....	4	8	A	
Altered bat	7	6	B	
Batter	4	6	C (1-4)	
Pitcher	4	6	C (7-8)	
Re-entry.....	4	5		
Runner.....	4	6	C (5-6)	
Substitute	4	6	C	
DOUBLE BASE	2	3	H	
Batter-runner interference	8	2	M	
Batter-runner touching white portion during play	8	2	M	
Errant or missed throw	8	2	M (5)	
DOUBLE PLAY	1			
DROPPED BALL DURING WINDUP FP/MPSP 16"	6 6 6	11 9 9	 D B	
DROPPED THIRD STRIKE.....FP	8	1	B	
DUGOUT	1			
Conduct (R/S # 16).....	5	12		
EJECTED PLAYER	1			
EJECTION FROM GAME	5	4	G-I	
Crash	8	7	Q	
Second offense after warning.....	4	8	C	
Second offensive conference (Coach)	5	7	A	EFFECT
Violation of the rules	10	1		
EQUIPMENT	3	1-7		
Left on field (R/S # 17)	8	5	G (3)	
ERROR	11	2	B (6) (a-e)	
EXTRA PLAYER (EP) (R/S # 18)	1			
.....SP	4	4	A-F	

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	Rule	Section	Article
Minimum number of players	4	1	C (3) (b,f)
Penalty	4	4	A
.....	4	5	A
Scoring	11	2	A (2)
Two (Senior SP)	4	4	F
 FAIR BALL	 1		
FAIR TERRITORY	1		
FAKE TAG (R/S # 19)	1		
FIELDER	1		
FITNESS OF GROUND	5	2	
FLEX PLAYER (R/S #15)	1		
.....	4	3	A-I
FLY BALL	1		
Carried into dead ball area	8	5	J-K
 FORCE OUT (R/S # 21)	 1		
.....	8	7	G
 FOREIGN SUBSTANCE ON PITCHING HAND	 6	 6	
..... FP/MP			
..... SP/16"	6	5	
 FORFEITED GAME	 5	 4	 A-K
Records	11	9	
Score of	5	6	C
 FOUL BALL	 1		
 FOUL TIP	 1		
.....	7	4	E
 FOUR BASE AWARDS...(R/S #26)	 5	 8	 A(1-6) Note

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	Rule	Section	Article	
GAME CALLED	5	3	C	
GAME STARTS	5	10		
GLOVES	3	4		
Illegal glove usage (R/S #23)	8	8	O	
Softball glove specifications	3	4		
GROUND RULE DOUBLE	8	5	I	
GROUND RULES	2	2		
HEADBANDS	3	6	A (2)	
HEADWEAR	3	6	A	
Mixed headwear	3	6	A (2)	
HEIGHT OF PITCH	6	3	H	
..... 16"	6	3	D	
HELMET				
Cracked, broken, altered	3	5	E	
Defensive	3	5	E	
Usage	3	5	E	
HESITATION PITCH	6	3	F	
HIT BATTER AFTER SWING	7	6	A	
In the strike zone	7	6	A	
HOME PLATE				
Dimensions.....	2	3	G	
Second home plate (Senior SP).....	2	3	G	
HOME RUN (R/S #26)	8	5	H	
Home run rule.....SP	5	8		
Running bases (all Men's Major and Class "A" SP) (R/S # 25)..	8	3	I	Exception

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	Rule	Section	Article	
HOME TEAM.....	1			
ILLEGAL BAT	1			
Legal bat.....	3	1		
ILLEGAL BATTER.....	4	6		F (2)
ILLEGAL PITCH	6	1-8		Effect
..... FP/MP	6	1-7		Effect
..... SP/16"	6	1-7		Effect
ILLEGAL PITCHER	4	6		F (1)
Excessive speed	6	3		G
Motion before stepping on plate	6	1		D
Removed from position	4	6		F (1) Effect
ILLEGAL PLAYER.....	1			
.....	4	6		F
ILLEGAL RE-ENTRY	4	6		F (4)
ILLEGAL RUNNER.....	4	6		F (4)
ILLEGALLY BATTED BALL	1			
Batter must return.....	8	6		B
Batter is out	7	6		D-F
Batter is not out	7	6		K-F Exception
ILLEGALLY CAUGHT BALL				
Detached equipment	8	5		F
Illegal glove/mitt.....	8	8		O
INCOMPLETE GAME	5	3		D, F
INELIGIBLE PLAYER	1			
INFIELD.....	1			
INFIELD FLY	1			
.....	8	2		I

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	Rule	Section	Article
INFIELDER R/S #28)	1		
IN FLIGHT	1		
IN JEOPARDY	1		
INJURED PLAYER (R/S #29)	4	10	
INJURED RUNNER	4	6	E
Blood rule	4	10	
INNINGS.....	1		
Regulation games	5	3	
New inning starts.....	5	10	
INSULTING REMARKS TOWARD PLAYERS OR UMPIRES.....	4	7	C (3)
INTENTIONALLY CARRIED/THROWN BALL (R/S #27)	8	5	K
INTENTIONALLY DROPPED FLY BALL (R/S # 30)	8	2	J
INTENTIONAL WALK (R/S # 31 & 32).....SP	8	1	C (3)
INTERFERENCE (R/S #33)	1		
Aiding a runner	8	7	E
At home plate	8	6	F
Ball hitting umpire	8	1	E (7)
By base coach.....	8	7	M, O
By batter	7	3	D
By batter-runner	8	2	E-G
.....	7	6	P
By on-deck batter	7	1	D
By plate umpire FP/MP/SP	8	6	F
By runner.....	8	7	J, K, L, P, Q
Crash by runner (R/S # 13)	8	7	Q
Offensive equipment on field.....	8	5	G (3)
Runners return	8	6	C

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	Rule	Section	Article	
.....	8	7	J-Q	Effect
Spectator	8	2	N	
.....	8	5	L	
While fielding foul ball	7	6	I	
With a bat	7	6	K	
JEWELRY	3	6	F	
Medical alert bracelets / necklaces	3	6	F	Note
JUNIOR OLYMPIC				
Base distances	2	1		
Batter's box violation	7	3	C	
Catchers	3	5	C	
CatchersFP	3	5	B	
CatchersSP	3	5	E	
Coaching	3	5		
Courtesy runner (Girls/Boys FP Only) (R/S #12)	8	10		
Field dimensions	2	1		
FP pitching.....	6	3	I	
Helmets	3	5	E	
Helmets (Defensive).....	3	5	E	
Metal spikes	3	6	G	
On-deck batters.....	3	5	E	
Pitching distances	2	1		
Strike called by umpire	7	4	J	
.....	8	1	B (2) Excep-	
tion				
Tie breaker (Girls FP Only).....	5	11		
Warm-Up	3	5	C	
JUNIOR OLYMPIC PLAYER	1			
Ball	3	3	J, K, M	
Bases	2	1		
LEAPING (R/S #40)FP	1			
LEAVE GAME (Re-entry)	4	5		
Substitutes.....	4	6		

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	Rule	Section	Article	
LEGAL DELIVERY OR PITCH	FP/MP	6	3	A-J
.....SP		6	3	A-M
..... 16"		6	3	A-J
LEGALLY CAUGHT BALL (CATCH)		1		
LEGAL TAG		1		
LINE DRIVE		1		
LINE-UP		4	1	A (1)
.....		7	2	A-F
LOOK BACK RULE (R/S # 34)	FP/MP	8	7	T
LOSS, CREDITED TO PITCHER		11	6	
MASKS AND THROAT PROTECTORS		3	5	
Catchers	FP	3	5	C Note
Face masks		3	5	E
MAXIMUM/MINIMUM ARC	SP	6	3	H
..... 16"		6	3	D
MEDIA COVERAGE (R/S # 35)				
MITTS		3	4	
Illegal glove penalty		8	8	O
MODIFIED PITCHING RULES	MP	6	1-11	
Ball	MP	3	3	L
Legal delivery	MP	3	3	A-M
Major delivery	MP	6	3	F (1) J(1)
Class A delivery	MP	6	3	F (2) J(2)
10 Man delivery	MP	6	3	F (3) J(2)
MULTI-COLORED GLOVES	FP	3	4	

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	Rule	Section	Article
NO PITCH	6	10	A-E
.....FP/MP	6	9	A-E
.....SP	6	9	A-E
.....16"	6	9	A-C
NUMBERS	3	6	D
OBSTRUCTION (R/S # 36)	1		
.....	8	5	B
Catcher obstruction	8	1	D
Catcher with batter on attempted squeeze play.....FP/MP	8	1	D (3,4)
OFFENSIVE TEAM	1		
OFFENSIVE TEAM CONFERENCE (R/S #9)	5	7	A
OFFICIAL BALL – 10", 11", 12" & 16"	3	3	
OFFICIAL SCOREKEEPER	11	1	
ON-DECK BATTER	1		
.....	7	1	A-D
ON-DECK CIRCLE			
Dimensions.....	2	3	B
Violation.....	7	1	D
OUTFIELD	1		
OVERRUN FIRST BASE (R/S # 37)	8	8	I
.....	8	7	T (3)
OVERSLIDE	1		
Runner is out.....	8	7	B
OVERTHROW (R/S # 38)	1		
.....	8	5	G Except. 1-4
From pitching plate.....FP	8	5	C
PASSED BALL	1		

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	Rule	Section	Article
PICK OFF	6	3	F,G (4)
PINE TAR	3	1	H
PITCH (FP AND MODIFIED PITCH)			
Delivered with catcher out of catcher's box	6	5	A
Illegal	6	1-8	Effect
No pitch declared	6	10	A-E
Quick return pitch	6	10	B
Returned by catcher	6	7	B
Slips from pitcher's hand	6	11	
Warm-up pitches allowed	6	9	
Wind up	6	3	A-O
PITCH (SLOW PITCH)			
Delivered with catcher out of catcher's box	6	4	A
Height of pitch)	6	3	H
Illegal	6	1-7	
No pitch declared	6	9	A-F
Quick return pitch	6	7	
Returned by catcher	6	6	B
Slips from pitcher's hand	6	9	D
Warm-up pitches	6	8	
Wind up	6	3	A-K
PITCH (16-INCH)			
Delivered with catcher out of catcher's box	6	4	A
Height of pitch	6	3	D
Illegal	6	1-7	
No pitch declared	6	9	A-C
Quick return pitch	6	7	
Returned by catcher	6	6	B
Slips from pitcher's hand	6	9	B
Warm-up pitches	6	8	
Wind up	6	3	A-H
PITCH BEGINS (R/S # 40)	6	2	
..... FP/MP			
..... SP/16"	6	2	

	Rule	Section	Article
PITCHER (FAST PITCH)			
Allotted time.....	6	3	M
Batting glove on pitching hand	6	6	B
Credited with loss	11	6	
Credited with win	11	5	A, B
Defensive conference.....	1		
.....	5	7	B
Deliberately dropped or rolled ball.....	6	3	L
Substance on ball.....	6	6	
Illegal pitch penalty.....	6	1-8	Effect
.....	7	5	D
Legal delivery	6	3	A-L
Playing runners back to base from eight-foot circle	8	7	T
Position of feet..... Male)	6	1	C (1) & E (1)
..... Female)	6	1	C (2) & E (2)
Re-enter	4	5	
Removal after conference with manager..	5	7	B
Starting pitcher	1		
Step during delivery.....	6	3	G
Tape on finger.....	6	6	
Uniform (R/S # 41)	3	6	
Warm-up pitches allowed between innings	6	9	
Wristbands.....	6	6	B
PITCHER (MODIFIED PITCH)			
Allotted time.....	6	3	M
Batting glove on pitching hand	6	6	B
Credited with loss	11	6	
Credited with win	11	5	A, B
Defensive conference.....	1		
Deliberately dropped or rolled ball.....	6	3	L
Foreign substance on ball	6	6	
Illegal pitch penalty.....	6	1-8	Effect
.....	7	5	D
Legal delivery	6	3	A-M
Nine Player	6	3	F & J (1)
Ten Player	6	3	F & J (2)
Playing runners back to base from eight-foot circle	8	7	T
Position of feet.....	6	1	C
Re-enter	4	5	

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	Rule	Section	Article
Removal after conference with manager..	5	7	B
Starting pitcher	1		
Step during delivery.....	6	3	J
Tape on fingers.....	6	6	
Uniform (R/S # 41)	3	6	
Warm-up pitches allowed between innings	6	9	
Wristbands.....	6	6	B
PITCHER (SLOW PITCH).....			
Allotted time.....	6	3	J
Batting glove on pitching hand	6	5	
Credited with loss	11	6	
Credited with win	11	5	A, B
Defensive conference.....	1		
Foreign substance on ball	6	5	
Illegal pitch penalty.....	6	1-7	Effect
.....	7	5	D
Legal delivery	6	3	A-K
Position of feet.....	6	3	E
Re-enter	4	5	
Removal after conference with manager..	5	7	B
Starting pitcher	1		
Tape on fingers.....	6	5	
Uniforms (R/S # 41).....	3	6	
Warm-up pitches allowed between innings	6	8	
Wristbands.....	6	5	
PITCHER (16"SP)			
Allotted time.....	6	3	H
Batting glove on pitching hand	6	5	
Credited with loss	11	6	
Credited with win	11	5	A, B
Defensive conference.....	1		
Foreign substance on ball	6	5	
Hesitation throws	6	3	G-H (1-4)
Illegal pitch	6	1-7	Effect
Legal delivery	6	3	A-J
Penalty for illegal pitch	6	1-7	Effect
.....	7	5	D
Pick-off attempts.....	6	3	G (4C)
Position of feet.....	6	3	A
Re-enter	4	5	
Removal after conference with manager..	5	7	B

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	Rule	Section	Article
Starting pitcher	1		
Tape on fingers	6	5	
Uniform (R/S #41)	3	6	
Warm-up pitches allowed between innings	6	8	
Wristbands.....	6	5	
PITCHER'S PLATE	2	3	F
Contact at delivery.....	6	3	E, G, J
Eight-foot circle.....	2	3	F
Pitcher throws while in contact with..... FP	6	8	
..... MP	6	8	
..... 16"	6	1	E
PITCHER'S SIGNALS FP/MP	6	1	D
PITCHING DISTANCES	2	1	
PITCHING POSITION FP/MP	6	1	A-E
.....SP	6	1	A-D
..... 16"	6	1	A-F
PIVOT FOOT	1		
PLAY BALL	1		
Fail to resume play in two minutes	5	4	D
PLAY MADE BY UNANNOUNCED			
SUBSTITUTE	4	6	C (7-9)
PLAYERS	4	1	A-D
Disabled (ADA Rule).....	4	2	
Minimum number to play	4	1	C
Officially entering the game	4	6	A, B
Positions	4	1	C (1-3)
Short-handed rule.....	4	1	D
PLAYING FIELD	2	1-3	
Fitness for play	5	2	

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	Rule	Section	Article	
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PROTESTS (R/S #42)	1			
.....	9	1-7		
Correcting errors	9	2	A	
Decisions	9	7	A-C	
Examples	9	1		
Information needed	9	6		
Notification of intent.....	9	4		
Time limit	9	5		
Types	9	2	A-C	
QUICK RETURN PITCH	1			
..... FP/MP	6	10	B	
..... SP/16"	6	7		
RE-ENTER GAME	4	5		
RE-ENTRY, PENALTY FOR ILLEGAL	4	5	A-C	
.....	4	4	E (4)	
REFUSING TO PLAY	5	4	B-D	
REGULATION GAME	5	3		
REMOVAL FROM GAME	5	4	G, H	
Batter using altered bat	7	6	B	
Manager or coach	5	7	A	Effect
Re-entry.....	4	5	A-C	
Substitute not announced.....	4	6	C	
RESIN FP/MP	6	6	A	
..... SP/16"	6	5		
RETURN OF PITCH TO PITCHER ... FP/MP	6	7	B	
..... SP/16"	6	6	B	
REVERSAL OF UMPIRE'S DECISION	10	3	B,C	

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	Rule	Section	Article	
ROSTERS (Male and Female)	4	1	B	
RUN AHEAD RULE	5	9		
RUNNER	1			
Abandons base	8	7	U	
Aiding a runner who misses home plate...	8	7	E	Exception
Assisted by anyone	8	7	E	
Award of bases on overthrow of ball out of play	8	5	G	
Base stealing	8	4	A	
.....SP	8	4	F (3)	
Bases touched in legal order	8	3		
Coach draws throw at home	8	7	M	
Comes into contact with fielder attempting to field ball	8	7	J	
Comes into contact with fielder not entitled to field ball	8	8	C	
Correcting errors on awards	8	5	G (4)	
.....	9	2	A	
Courtesy runner.....(Senior SP Only)	8	9	B, C	
..... (Master & Seniors FP Only)	8	9	A-C	
..... (J.O. Girls/Boys FP Only)	8	10	A-G	
Deliberate contact with a fielder with the ball	8	7	Q	
Enters team area	8	7	U	
Entitled to advance with liability to be put out	8	4	A-K	
Entitled to advance without liability to be put out	8	5	A-M	
Fails to keep contact with base until pitched ball reaches home plate.....SP	8	7	R	
Fails to keep contact with base until the ball leaves the pitcher's hand	8	7	S	
Fails to return to base or proceed to next base when ball is in the eight-foot circle... ..FP	8	7	T	
Hit by batted ball (R/S #44)	8	8	D-F	
Homerun does not have to run (all Men's Class "A"	8	3	I	
Illegal bat	8	7	X	
Illegal pitch	8	5	E	

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	Rule	Section	Article	
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Interferes with play after being declared out	8	7	P	
Interferes with play before being				
declared out.....	8	7	J	
Leading off.....FP	8	7	S	Effect
.....SP	8	7	R	Effect
.....16"	8	4	K	
Leaving base after returning.....FP	8	7	T (2)	
Leaving base on an appeal	8	7	F-I	Effect
Leaving base too soon	8	3	H	
.....	8	8	L	
Misses home plate	8	7	I	
Must return to his base.....	8	6	A-H	
Not out.....	8	8	A-P	
Obstructed.....	8	5	B	
Offensive team collecting to confuse the				
defense.....	8	7	N	
Out.....	8	7	A-Y	
Overruns first base and attempts to go to				
second.....	8	7	H	
Passes another runner (R/S # 39).....	8	7	D	
Return after thrown ball goes out-of-play..	8	5	G (2)	
Running the bases in reverse order	8	3	D	
Running out of baseline.....	8	7	A	
Running start.....	8	7	V	
Struck by fair ball while off base.....	8	7	K	
Struck by fair ball while on base.....	8	8	M	
Switching positions on base after a time out.	8	7	Y	
(R/S # 45)				
Two occupying a base at the same time ..	8	3	E	
 RUN AHEAD RULE	 5	 9		
 RUNS BATTED IN	 11	 4	 A-G	
 RUNS NOT SCORED	 5	 5	 B-C	
.....	8	3	F	
Force out.....	5	5	B (1)	
 RUNS SCORED ON THIRD OUT (R/S # 43)	 5	 5	 B	

PLAYING RULES AND RULES SUPPLEMENT INDEX

	Rule	Section	Article	
SACRIFICE FLY	1			
SCOREKEEPER'S SUMMARY	11	7	A-T	
SCORING	11	1 -10		
Excessive home runs	11	2	B (4) (b) (6)	
Forfeited game records	11	9		
Base hit	11	3	A-C	
Runs	5	5		
Tie-breaker	5	11		
.....	11	10		
SENIOR SLOW PITCH RULES				
Ball	3	3		Chart
Commitment Line	8	9	D (6)	
Courtesy runner.....SP	8	9	B,C	
Courtesy runner out.....	8	9	C	
Double first base	2	3	H	
Double home plate	2	3	G	
.....	8	9	D	
Extra player	4	4	F	
Home run rule.....SP	5	8		
Metal spikes	3	6	G	
No return line.....SP	8	9	D	
Second courtesy runner	8	9	C (4)	
SHOES (R/S # 46)	3	6	G	
SHORT-HANDED TEAMS (PR/S #47-48) ...	4	1	D	
Continuing a game.....	4	1	D (2)	
Forfeit	5	4	J	
In tie breaker	5	11	A	
Starting less that ten.....SP	4	1	D (1)	
.....Coed	4	1	D 1 (d)	
Starting less than nine.....FP	4	1	D (1)	
Continuing a game	4	1	D (2)	
SIXTEEN-INCH SLOW PITCH RULES				
Ball	3	3		
Base distance.....	2	1		
Foul tip.....	7	4	E	
Lead off.....	8	4	K	

PLAYING RULES AND RULES SUPPLEMENT INDEX

	Rule	Section	Article
Pick off.....	6	3	F,G (4) (c)
Pitching.....	6	1-9	
Pitching distance	2	1	
Pitching hesitation	6	3	G (1-4)
Outfield distance.....	2	1	
Runner is not out	8	7	R Excep- tion
SOFTBALL – 10", 11",12", & 16"	3	3	
SPECTATORS, ABUSIVE LANGUAGE			
Attacking umpire	5	4	A
SPEED OF PITCH.....SP	6	3	G
..... 16"	6	3	C
SPIKES	3	6	G
Youth, Seniors & Coed	3	6	G Excep- tion
STARTING LINEUP	4	1	A
Number of players	4	1	C
Positions	4	1	C
Re-enter	4	5	
STARTING PLAYER	1		
STEALING (R/S # 50).....	1		
.....SP	8	6	F, G
Base runner out..... FP	8	7	T (2)
Leaving bases after returning..... FP/MP	8	7	S
Scoring	11	8	
Not allowed.....SP	8	6	G
When ball leaves pitcher's hand.... FP/MP	8	4	A
STEP TAKEN BY PITCHER	6	3	G
.....MP	6	3	J
.....SP	6	3	E
..... 16"	6	3	A

PLAYING RULES AND RULES SUPPLEMENT INDEX

	Rule	Section	Article
STEPPING OUT OF BATTER'S BOX	7	6	D
.....	7	3	D
STRIKE	7	4	A-M
Ball hitting batter on third strike	7	4	H, I
Dropped third strike	8	1	B
STRIKE ZONE			
.....FP	1		
.....SP	1		
..... Seniors	1		
SUBSTITUTIONS (R/S # 51)	1		
Courtesy runner (J.O. Girls/Boys FP Only)	8	10	A-G
Courtesy runner .. (Masters & Seniors FP)	8	9	A-B
Courtesy runner .. (Seniors SP)	8	9	B,C
No substitute available	5	4	H
.....	4	1	D
Notify umpire	4	6	A
Officially in game	4	6	B
Re-enter	4	5	
Unannounced	4	6	C
SUBSTITUTE RUNNER.....			
Automatic out	4	1	D
Injury to runner	4	6	D
SUSPENSION OF PLAY.....	5	4	D
.....	7	3	D
.....	10	8	A-I
TAPE ON PITCHING HAND			
..... FP/MP	6	6	
..... SP/16"	6	5	
TEAM	4	1	
Delay or hasten game	5	4	E
Home team	5	1	
Refusing to play.....	5	4	B-D
To continue playing.....	4	1	D(2)
To start a game.....	4	1	A,D (1)

PLAYING RULES AND RULES SUPPLEMENT INDEX

	Rule	Section	Article
THIRD STRIKE RULE	8	1	B
.....	7	6	M
.....SP	7	6	L
.....FP, SP with stealing	7	4	E
.....SP.	7	4	G
.....	8	1	B (2) Excep-
tion			
 THREE-FOOT LINE			
Dimensions.....	2	3	A
Violation.....	8	2	E
 THROAT PROTECTORS (Masks)	3	5	A-C
 THROWING BAT (R/S # 52)			
 THROWING GLOVE AT BALL	8	5	F
 THROWING TO A BASE WHILE FOOT IS IN CONTACT WITH THE PITCHER'S PLATE	6	8	
..... 16"	6	3	G(4) (a)
 TIE GAMES (R/S # 53)	5	3	B, E, F
Regulation tie	5	3	B, E, F
Tie breaker (R/S # 54)	5	11	
TIME	1		
By umpire	10	4	A-I
Player, manager, coach..... FP/MP	6	10	E
.....SP	6	9	E
..... 16"	6	9	C
 TIME LIMIT RULE	5	10	
 TRIPLE PLAY	1		
 TURN AT BAT	1		

PLAYING RULES AND RULES SUPPLEMENT INDEX

	Rule	Section	Article
UMPIRES	10	1-4	
Hit by thrown ball	10	4	E
Interference	8	1	E (1-7)
.....	10	4	D
Interference (plate umpire).....FP	8	6	F
Judgment.....	10	3	
Reversal of decision	10	3	B
 UNIFORMS			
For players	3	6	
Logos from other organizations.....	3	6	
Mixed long/short pants	3	6	B
Numbers on uniform.....	3	6	D
Straps on uniform tops.....	3	6	
 WALK (Base on Balls)	1		
.....	8	1	C
 WARM-UP BATS	3	2	
 WHEEL CHAIR USAGE (R/S # 55) (ADA)..	4	2	
 WILD PITCH	1		
Goes out of play	8	5	C
 WIN CREDITED TO PITCHER	11	5	A, B
 WINNING TEAM 5 6			

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2007 LOCAL ASSOCIATION CHAMPIONS

Alabama Adult	Women's 35-Over SP Pioneer Bar	Girls' A 12-Under FP AZ Hotshots 94	Girls' A 10-Under FP Blast '96
Men's C SP Brackins	Youth	Girls' B 12-Under FP River Rockers	Girls' B 10-Under FP Legend
Men's D SP Walker Bros.	Girls' B 12-Under FP Alaska Northstars	Girls' A 14-Under FP AZ Storm 92	Girls' A/B 12-Under FP Showtime
Men's Church SP Southside Baptist	Girl's B 14-Under FP Arctic Storm	Girls' B 14-Under FP Insanity	Girls' A/B 14-Under FP Southern Tag
Women's C SP No Mistake Mets	Girls' B 16-Under FP T-Birds	Girls' A 16-Under FP Inferno	Girls' A/B 16-Under FP Side Winders
Women's D SP Advantage Bonding	Girls' B 18-Under FP Arctic Heat	Girls' B 16-Under FP Brats	Girls' C 16-Under FP Lightening Queens
Youth	Other	Girls' A 18-Under FP Americans	Girls' A/B 18-Under FP Cole Minnows
Girls' 6U Saraland	Coed B Van's Auto Sales	Other	Boston Adult
Girls' 8U South Saraland	Coed C Matrix	Coed B Gila Electronics	Men's A FP Donahue's
Girls' 8U North Huntsville All Stars	Coed D PIC	Arkansas Adult	Men's B FP Guido's
Girls' A 10-Under FP Comets 96	Coed E VECO	Men's D SP L.T.B.	Men's C FP Joe Sent Me
Girls' A 12-Under FP Huntsville Sparks 94	Arizona Adult	Men's E SP A.B.R Men's EE SP Absolute Medical	Men's A SP DDM Title
Girls' B 12-Under FP Southern X-Treme	Men's B FP Luna Towing	Men's B/C Church SP 1st Baptist	Men's B SP AB Handy
Girls' A 14-Under FP Birmingham Vipers Hayes	Men's C FP Cool Arrows	Women's E/EE SP Texas Heat	Men's C SP N.E. Mechanical
Girls' B 14-Under FP TAA Bobcats	Men's C SP Salsa	Youth	Men's D SP 66th SYSC Hanscomb AFB
Girls' A 16-Under FP Birmingham Vipers	Men's D SP Crush/Pacesetter's Homes	Girls' 6-Under Coach Pitch Magic	Men's A FP X-TRA Innings
Girls' A 18-Under FP Pride	Men's E SP Team Basha's	Girls' 8-Under Coach Pitch Boom	Women's Open SP Walsh Landscaping
Other	Men's 50-Over SP Pop-A-Top Stew	Girls' A 8-Under Machine Pitch Boom	Women's B SP Tania's
Coed A Team Crush	Men's 60-Over SP Rusty's	Girls' B 8-Under Machine Pitch Queen Bees	Youth
Alaska Adult	Men's A 16-Inch SP Kong's/SunRental	Girls' C 8-Under Machine Pitch Zero Tolerance	Girls' A 12-Under FP Revere All Stars
Men's C SP Rockstar	Women's B FP Brennan Aire	Girls' 8-Under SP Neece Stars	Girls' B 12-Under FP N. Reading Hornets
Men's D SP Valley Cubs	Women's C SP Who's Next	Girls' 10-Under SP Bock Stars	Girls' A 14-Under FP Woburn
Men's E SP Riptide	Women's D SP LM2	Girls' 16-Under SP Fully Loaded	Girls' B 14-Under FP Reading Rebels
Women's C SP Hooter's	Youth	Girls' 16-Under SP Side Winders	Girls' A 16-Under FP Tanner Pride
Women's D SP Bush Company	Girls' A 10-Under FP Aztecs		Girls' B 16-Under FP Raptors
Women's E SP Local Electric	Girl's B 10-Under FP AZ Cats		

2007 LOCAL ASSOCIATION CHAMPIONS

Girls' A 18-Under FP
Boston Bat Busters

Girls' B 18-Under FP
Stoneham Spark

Other

Men's Major Modified
Royal Taxi

Women's Modified
Century 21

Coed A SP
Greenlight

Central California Adult

Men's C FP
Deadbolts

Men's Senior 50-Over
Goleta Storm

Men's Senior 55-Over
Over the Edge

Men's Senior 55 & 60
Over
SLO Masters

Youth

Girls' A 10-Under FP
Fresno Force

Girls' B 10-Under FP
Goleta Thunder

Girls' C 10-Under FP
Goleta Storm

Girls' A 12-Under FP
South Valley Blitz

Girls' B 12-Under FP
Bakersfield Blast

Girls' C 12-Under FP
Tuff 'N' Nuff

Girls' A 14-Under FP
California Stars

Girls' B 14-Under FP
Goleta Thunder

Girls' C 14-Under FP
Five Cities Fury

Girls' A 16-Under FP
California Connexion

Girls' B 16-Under FP
Clovis East Outwas

Girls' A 18-Under FP
South Valley Blitz

Central Florida Adult

Men's C SP
Russell's Paint & Body

Men's D SP
Attitude

Women's D SP
All-For One

Women's 35-Over SP
All-For One

Youth

Girls' A 14-Under FP
Orlando No Fear

Girls' A 16-Under FP
Oviedo Blaze

Girls' A 18-Under FP
Winter Springs Panthers

Cleveland Adult

Men's C SP
Meager Masonry

Men's D SP
Dave Nager Softball
Teresa's Pizza

Youth

Girls' USA/ASA 10-Under
FP
Aurora Raptors

Girls' A 10-Under FP
Tri County Hurricanes

Girls' B 10-Under FP
Ohio Ice

Girls' A 10-Under FP
Tri County Hurricanes
Blue

Girls' B 10-Under FP
Ohio Ice

Girls' USA/ASA 12-Under
FP
Holly Hills

Girls' A 12-Under FP
Tri County Hurricanes
Blue

Girls' B 12-Under FP
Ohio Pride

Girls' USA/ASA 14-Under
FP
Lasers Orange

Girls' A 14-Under FP
Wildcats

Girls' B 14-Under FP
Valley Sting

Girls' USA/ASA 16-Under
FP
Ohio Top Gun

Girls' A 16-Under FP
Tri County Hurricanes
Blue

Girls B 16-Under FP
Starzz

Girls' USA/ASA 18-Under
FP
Ohio Bandits

Girls' A 18-Under FP
Northern Ohio Edge

Girls' B 18-Under FP
Valley Sting

Other

Coed A
DQP Scooters

Cincinnati Adult

Men's Major SP
Blitz/Watanabe/Tiny Town

Men's A SP
E.A.P./WHN

Men's B SP
Western Hills Windows

Men's C SP
Emanon/Wessel Shorts

Men's D SP
Hardknocks

Men's E SP
Bronson's Painting

Men's A 35-Over SP
B&A Sports/EAP

Men's B 35-Over SP
Cincy Softball.com

Women's C SP
Bobcat Enterprises

Women's D SP
Drunk "N" Stuff

Youth

Girls' A 10-Under FP
LSO Riptides

Girls' A 14-Under FP
Cincy Doom 92

Girls' B 14-Under FP
Cincy Storm/14

Girls' A 16-Under FP
Cincy Storm/16

Girls' A 18-Under FP
Cincy Storm/18

Other

Men's A Industrial
Builder's 1st Source

Men's B Industrial
Reimier Reimier Lumber

Men's C Industrial
Masters RX

Coed B SP
Easy Going

Colorado Adult

Men's C FP
Bandits

Youth

Girls' B 10-Under FP
Rocky Mountain Thunder

Girls' C 10-Under FP
Colorado Stars Craig

Girls' B 12-Under FP
Colorado Stars Medrano

Girls' A 14-Under FP
FC Stars Lukensaw

Girls C 14-Under FP
Strasbourg Lady Warriors

Girls' A 16-Under FP
Colorado Styxx

Girls' B 16-Under FP
Buckaroos 1613

Girls' A 18-Under FP
Buckaroos

Connecticut Adult

Men's C SP
Heritage Carpentry

Men's D SP
Beamer's

Men's E SP
Donavan's Reef

Men's 35-Over SP
Heritage Carpentry/Team
Matingly

Women's Major FP
Brakettes

Women's D SP
Adv. Home Audio

Youth

Girls' A 12-Under FP
Conn. Eliminators/
Cheshire

Girls' A 14-Under FP
Tradition

2007 LOCAL ASSOCIATION CHAMPIONS

Girls' A 16-Under FP
Extreme Chaos

Girls' A 18-Under FP
Tradition

Other

Men's Industrial
Sikorsky
Stamford Police

Coed B SP
Jimmy's Seaside

Dallas Adult

Men's C SP
Balazos

Men's D SP
Smack Crew

Men's E SP
Slackers

Men's 55-Over SP
Gray Hounds

Women's C SP
Warriors

Women's D SP
Spanky's

Youth

Girls' A 10-Under FP
Diamonds

Girls' B 10-Under FP
Texas Glory

Girls' A 12-Under FP
Texas Elite

Girls' B 12-Under FP
Lady Jaguars

Girls' A 14-Under FP
Texas Elite

Girls' B 14-Under FP
Texas Spirit

Girls' A 16-Under FP
Texas Elite Easton Gold

Girls' A 18-Under FP
Texas Fusion Gold

Other

Coed B SP
Conference Café

Dayton Adult

Men's C SP
Oakley Blacktop/Trophy
Sports

Men's D SP
Outkast

Youth

Girls' B 12-Under FP
Southern Ohio Outlaws

Girls' B 14-Under FP
Warriors

Girls' B 16-Under FP
Ohio Danger

Delaware Adult

Men's C SP
Bestrans

Men's D SP
Shoal Construction

Women's Open SP
Rhino Linings

Youth

Girls' 10-Under FP
Delaware Magic

Girls' 14-Under FP
Central Bay Cruisers

Girls' 16-Under FP
Delaware Diamonds

Girls' 18-Under FP
Delaware Cobras

Other

Co-Rec
Bad Company

Greater San Joaquin Adult

Men's A FP
Italian Athletic Club

Men's C FP
Outlaws

Men's C SP
Controlled Chaos

Youth

Girls' A 10-Under FP
AASA

Girls' A 12-Under FP
Lady Lightning

Girls' A 14-Under FP
CA Grapettes

Girls' B 14-Under FP
Calavaras

Girls' A 16-Under FP
CA Grapettes

Girls' A 18-Under FP
CA Grapettes

Louisiana Adult

Men's D SP
Mike's Club & Lounge

Men's E SP
Maniac Softball

Women's 35-Over SP
Touche II

Youth

Girls' 8-Under Coach Pitch
Stars & Stripes

Girls' A 10-Under FP
Voo Doo

Girls' B 10-Under FP
LA Rippers

Girls' A 12-Under FP
Voo Doo

Girls' B 12-Under FP
Chaos

Girls' A 16-Under FP
Pride

Girls' A 18-Under FP
Nightmares

Girls' B 18-Under FP
Franklinton Stars

Girls' 10-Under SP
Spirit

Girls' 12-Under SP
Lake Charles Sluggers

Girls' 14-Under SP
Elite

Girls' 16-Under SP
Whooz Nexx

Girls' 18-Under SP
Silver Bullets

Hawaii Adult

Men's C SP
Team Imua

Men's D SP
Homeboys

Women's C SP
808 Softball

Youth

Girls' A 10-Under FP
Pookela

Girls' B 10-Under FP
Na Paani

Girls' A 12-Under FP
Island Ladies

Girls' B 12-Under FP
Country Girls

Girls' A 14-Under FP
Kupono

Girls' B 14-Under FP
Maui Blend

Girls' A 16-Under FP
Guava Jam

Girls' B 16-Under FP
Hurricanes 2

Girls' A 18-Under FP
Pearls 1
Kaikamahi

Houston Adult

Men's C FP
Geo-Per

Men's 40-Over FP
Texas Stars

Men's 35-Over SP
Voltage

Youth

Girls' A 10-Under FP
Texas Showstoppers

Girls' B 10-Under FP
Texas Swing

Girls' A 12-Under FP
Texas Tazors

Girls' B 12-Under FP
Katy Express

Girls' A 14-Under FP
Texas Showdown

Girls' B 14-Under FP
Katy Express

Girls' A 16-Under FP
Houston Power/Lady Stros

Girls' B 16-Under FP
Tornados

Girls' A 18-Under FP
Texas Hawks

Idaho Adult

Men's C
Rally Time Sports

Men's D North
Sports Edition

Men's D South
Creekstone Homes

2007 LOCAL ASSOCIATION CHAMPIONS

Women's D
North Idaho Merchants

Youth

Girls' 10-Under
Idaho Xplosion

Girls' 12-Under
Coeur d'Alene Crush

Girls' 14-Under
Magic Valley Sooner's

Girls' 16-Under
Northwest Wildfire

Girls' 18-Under
Golden Gloves

Illinois Adult

Men's A FP
Vandalia Air Freight

Men's B FP
Villa Grove Log Cabin

Men's B SP
Galesburg Quinns

Men's C North SP
Macomb Salty Dogs

Men's C South SP
Alton AV Pro

Men's D SP
Virden Hatella Flooring

Women's Major FP
Carbondale Cougars

Women's B SP
Quad City Shaw

Youth

Girls' A 10-Under FP
Glen Carbon Black Widows

Girls' B 10-Under FP
Mokena Storm

Girls' A 12-Under FP
East Alton Illinois Sluggers

Girls' B 12-Under FP
Quincy Diamonds

Girls' A 14-Under FP
Quad City Fireballs

Girls' B 14-Under FP
Streator Wildcats

Girls' A 16-Under FP
Johnson City Southern Force

Girls' B 16-Under FP
Mulkeytown St. Dirt Bags

Girls' A 18-Under FP
Matton Pride

Girls' B 18-Under FP
Hannibal Cyclones

Other

Coed A
Plainview Grothas
Trucking

Indiana Adult

Men's C FP
Goshen Gators

Men's D FP
Kokomo Don Poncho Vil-
las/Chicos

Men's B SP
Decatur Wildman Uniform/
Freedom Windows

Men's C SP
C&C Sports

Men's D North SP
Kokomo ReMax Feath-
erstwn

Men's D South SP
Bloomington Stafford
Realty

Men's E North SP
South Bend Precision
Auto Body

Men's E South SP
Danville Magic Bats

Men's A/B/C 35-Over SP
Salem AllSport/Jackson's
Tune Up

Men's E 35-Over SP
Bloomington DDI

Women's C North SP
Kokomo Schwartz Softball

Women's D South SP
Bedford Lineal Contracting

Women's E South SP
Ellettsville Heitink

Women's E South SP
Kokomo Wildones

Youth

8-Under Coach Pitch
Center Grove Xtreme

8-Under Coach Pitch
WWGSL Diamond Dusters

Girls' B 10-Under FP
Diamond Attitude

Girls' A 12-Under FP
Diamond Edge

Girls' B 12-Under FP
Indy Dreams '94

Girls' A 14-Under FP
Shockwaves '93

Girls' B 14-Under North FP
Goshen Indiana Thunder

Girls' B 14-Under South
FP
Edgewood Blaze

Girls' A 16-Under FP
Indiana Shockwaves Red

Girls' A 18-Under FP
Indiana Magic

Iowa Adult

Men's A FP
Palazzo's Java House

Men's B/C FP
Quad City Door

Men's C SP
Wellman's Pub/A Plus
Lawn

Men's D SP
Frogtown/Akadema

Men's E SP
Mayhem Select

Men's 14-Inch Major SP
CJ's Sports Bar

Men's A 14-Inch SP
Ambush

Men's B 14-Inch SP
Madness

Men's 16-Inch Major SP
CJ's Sports Bar

Men's A 16-Inch SP
Star Bar

Men's B 16-Inch SP
Victor's

Men's 40-Over FP
Original Des Moines Metro

Women's D SP
Ya Just Never Know

Youth

Girls' 8-Under Coach Pitch
South Des Moines Lil' JT's

Girls' A 10-Under FP
Bettendorf Lil Dawgs

Girls' B 10-Under FP
PV Spartans Blue

Girls' C 10-Under FP
Davenport Falcons

Girls' A 12-Under FP
ATK Attack

Girls' B 12-Under FP
Jack Pinney Reds

Girls' C 12-Under FP
MAC Cremators

Girls' A 14-Under FP
West Des Moines Pan-
thers Black

Girls' B 14-Under FP
Central Iowa Impact

Other

Coed B
Indigo Joe's/Tradewinds

Kansas Adult

Men's C FP
Bruna Implement
MoKan Twins

Men's D SP
S. D. Softball

Women's D SP
Elliott Communication

Youth

Girls' 8-Under Gold Coach
Pitch
Mustangs-Grey

Girls' 8-Under Silver
Coach Pitch
Stealers

Girls' B 10-Under FP
Titan Express

Girls' C Gold 10-Under FP
Spoiled Bats

Girls' C Silver 10-Under
FP
Chaos

Girls' B 12-Under FP
Lady Wildcats

Girls' C Gold 12-Under FP
Lady Express

Girls' C Silver 12-Under
FP
The Crew

Girls' A 14-Under FP
Wichita Wave

Girls' B 14-Under FP
Chili Peppers

2007 LOCAL ASSOCIATION CHAMPIONS

Girls' C Gold 14-Under FP
Buhler Renegades

Girls' C Silver 14-Under
FP
Rebels

Girls' A 16-Under FP
Kansas Renegades

Girls' B 16-Under FP
Phenix-Finucane

Girls' C Open 16-Under FP
Sweet Thunder

Girls' C Silver 16-Under
FP
Sonic Blast

Girls' B 18-Under FP
Dirt Devils

Girls' C Open 18-Under FP
Mavericks

Girls' C Silver 18-Under
FP
Shredders

Kansas City Adult

Men's D SP
KC Lumberkings

Youth

Girls' A 12-Under FP
Flash

Girls' B 12-Under FP
Missles

Girls' A 14-Under FP
Originals

Girls' A 16-Under FP
Olathe Rockets

Girls' A 18-Under FP
KC White Sox

Girls' B 18-Under FP
Ozone

Kentucky Adult

Men's B SP
Berties

Men's C SP
Allantis

Men's D East SP
HDI

Men's D West SP
K.H.S.

Men's E SP
KY. Thunder

Men's Church SP
Calvary

Men's Church Rec
St. Martins

Men's 35-Over SP
Atlantis-Johnson

Women's C SP
Fraleys

Women's D SP
Dizzy Hens

Women's Church SP
Hawk Creek

Youth

Girls' A 10-Under FP
Rage

Girls' A 12-Under FP
B.G. Crush

Girls' A 14-Under FP
Colonels

Girls' A 16-Under FP
Stunners

Girls' A 18-Under FP
Outlaws

Girls' 6-Under SP
South Hardin

Girls' 8-Under SP
Mac Magic

Girls' 10-Under SP
Germantown

Girls' 12-Under SP
Germantown

Girls' 14-Under SP
Davie's Co.

Girls' 16-Under SP
Germantown

Girls' 18-Under SP
Country Heights

Other

Coed A
W.E.T.

Maine Adult

Men's C SP
Portland Pipe/Winners

Men's D SP
20 M Club

Men's E SP
Inegry Energy/Tiger

Men's Church SP
Columbia Street Baptist

Youth

Girls' A 10-Under FP
Capital Maniacs

Girls' A 12-Under FP
Capital Maniacs

Girls' B 12-Under FP
Brewer Witches

Girls' A 14-Under FP
Maine Attraction Blue

Girls' B 14-Under FP
Skowhegan

Girls' A 16-Under FP
Capital Mainiacs

Girls' B 16-Under FP
Gorham

Girls' A 18-Under FP
Southern Maine Flame

Other

Men's 10-Man Modified
Smith and Wilson

Coed B
Vipers

Coed C
Worth It

Massachusetts Adult

Men's D SP
Shutesbury A.C.

Youth

Girls' A 10-Under FP
New England Riptide

Girls' A 12-Under FP
Central MA Thunder

Girls' B 12-Under FP
Rehoboth Thunder

Girls' A 14-Under FP
Mass Drifters Elite

Girls' B 14-Under FP
AB Lightning

Girls' A 16-Under FP
Xtreme

Girls' B 16-Under FP
Somerset Wildcats

Girls' A 18-Under FP
Bay State Strikers

Other

Men's 10-Man Modified
Eagles

Memphis Adult

Men's A FP
Memphis Possee

Men's B FP
Memphis Dawgs

Men's C FP
Stephens Construction

Men's 40-Over FP
Memphis Po-Men

Men's C SP
McGlasson & Baker
Softball

Men's D SP
Team Memphis

Men's Major Church SP
Disciple

Women's C SP
Memphis Traders

Youth

Girls' GOLD 18-Under FP
Germantown Red Devils

Other

Coed B
Turtle's

Michigan Adult

Men's B FP
Twisters

Men's C FP
Marquette Fence

Men's D FP
Cary's Trucking

Men's E FP
Priority Mortgage

Men's C SP
Street Kids

Men's D SP
Kapow Softball

Men's E SP
Westwood Dental

Men's F SP
Budweiser

Men's 35-Over Div. I
Hayes Insurance

Men's 35-Over Div II
Northsiders

Women's B/C FP
Cheboygan

2007 LOCAL ASSOCIATION CHAMPIONS

Women's C SP
For Sport

Women's D SP
Cruisers Pub

Women's E SP
National City

Youth

Girls' A 10-Under
Kalamazoo Klash

Girls' B 12-Under
Oakland Sidewinders-
Hastings

Girls' A 14-Under
Michigan Athletics

Girls' B 14-Under
SCS Vipers

Girls' A 16-Under
Team Michigan

Girls' B 16-Under
Kalamazoo Klash

Girls' A 18-Under
Michigan Batbusters

Girls' B 18-Under
Mt. Pleasant Drillers

Other

Coed B
MC Sports

Coed C
Kerry/Cobble Stone

Men's B 9-Man Modified
Wild's Heating

Men's Div. II Modified
Litigators

Men's 10-Man Modified
Jet's/O'Connors

Minneapolis Adult

Men's C SP
Cardinal Bar/Fuzzy's North

Men's D SP
AGT/Knight Cap

Men's 35-Over South SP
Cardinal Bar

Men's 35-Over Northeast
Sp
Shaw's

Men's 40-Over Slow Pitch
Northeast Yacht Club

Other

Coed C
The Gang

Coed D
Colo Kaety

Men's Industrial D
Adrian's

Mississippi Adult

Men's C SP
Worth/Sport Center
Grenada

Men's D SP
Hoots

Men's E SP
ALFA

Men's Major Church SP
Colonial Hills

Women's B SP
Shake-It-Off

Women's C SP
Cidra

Women's D SP
Hurricanes

Women's 35-Over SP
B & S Auto

Youth

Girls' A 10-Under FP
Southern Swing

Girls' B 10-Under FP
The Crush

Girls' A 12-Under FP
Collierville Dragons

Girls' B 12-Under FP
DC Heat

Girls' A 14-Under FP
Blast

Girls' B 14-Under FP
Crossfire

Girls' A 16-Under FP
Full Count

Girls' B 16-Under FP
MS. Majic Stix

Girls' A 18-Under FP
MS. Bombers

Missouri Adult

Men's C FP
Graff-Pepsi

Men's B SP
Kelsey's Desparadoes

Men's C SP
Mudd Dawgs

Men's D SP
Wizards

Men's E North SP
Tornadoes

Men's E South SP
Scrappers

Women's C SP
Springfield Crush

Women's D SP
Spares

Youth

Girls' A 10-Under FP
Missouri Pride

Girls' A 12-Under FP
Missouri Pride

Girls' B 12-Under FP
Kirksville Katz

Girls' A 14-Under FP
Missouri Pride

Girls' B 14-Under FP
Trojanettes

Girls' A 16-Under FP
Missouri Madness
Girls' B 16-Under FP
Trojanettes

Girls' A 18-Under FP
Diamond Wildcats

Girls' B 18-Under FP
Loose Cannons

Other

Coed A
Liberty Orthopedics

Coed B North SP
A.L. Post 359/Terribles
Casino

Coed B South SP
Farm Bureau/Rocbox
Designs

Montana Adult

Men's C FP
Gallery Lounge

Men's B SP
Sonny's

Men's C SP
Fat Boys

Men's D SP
Dirty Dogs

Men's 35-Over SP
Sonny's

Women's C SP
Sports Page

Women's D SP
Rocky Mountain

Youth

Girls' B 10-Under FP
Electric City Heat

Girls' B 12-Under FP
Bulldogs

Girls' B 14-Under FP
Bulldogs

Girls' B 16-Under FP
Blaze

Girls' 18-Under FP
Big Sky Blast

Other

Coed B
Milesnick

Coed C
ReMax

Nebraska Adult

Men's C FP
Brazilian Springs

Men's 40-Over FP
CBS Insurance

Men's C SP
Max Muscle/Drafthouse

Men's D SP
Dirtbags

Men's E SP
Linemen/Wheeler Inn

Men's 35-Over SP
T's 13

Men's 40-Over SP
Mahris Custom Homes

Men's 50-Over SP
Local Moves

Men's 55-Over SP
Spirit 55

Women's C FP
Lincoln Black Magic

Women's C SP
Roeder Concrete

Women's D SP
Sportscasters

Youth

Girls' A 10-Under FP
Nebraska Blue Diamonds

2007 LOCAL ASSOCIATION CHAMPIONS

Girls' B 10-Under FP
Elkhorn Slammers

Girls' A 12-Under FP
Lincoln Swingers

Girls' B 12-Under FP
Seward Jazz

Girls' A 14-Under FP
Lincoln Swingers Gold

Girls' B 14-Under FP
Seward Jazz

Girls' A 16-Under FP
Lincoln Jaguars

Girls' B 16-Under FP
Adams Outlaws

Girls' A 18-Under FP
Twin Rivers Viper Softball

Girls' B 18-Under FP
Tellaman Herman Gold

Other

Coed B
Sportscasters

New Hampshire Adult

Men's D SP
Longa/Gold Parities

Youth

Girls' A 10-Under FP
Nashua Nightmare Black

Girls' A 12-Under FP
Hudson Heat Gold

Girls' A 14-Under FP
Hudson Heat Fire

Girls' A 16-Under FP
Seacoast Hurricanes

Girls' A 18-Under FP
Dracut Panthers

Other

Coed B
Sub Contractors

Men's D 9-Man Modified
Natural Healing

Men's C 10-Man Modified
T & H Computers

Men's E 10-Man Modified
C.J's

Women's B Modified
Evans Law

Women's C Modified
David Ford

Women's D Modified
Fairfields

New Jersey Adult

Men's D SP
American Vending/Cullen
Construction

Women's 23-Under FP
New Jersey Elite

Youth

Girls' A 16-Under FP
West Jersey Witches Elite

Girls' A 18-Under FP
North Jersey Rocks

New Mexico Adult

Men's C FP
Las Cruces Wolf Pack

Men's A SP
Farmington Ballers

Women's D SP
Albuquerque Get Dirty

Youth

Girls' B 10-Under FP
Las Cruces Rebels

Girls' B 12-Under FP
Carlsbad C-Bad Girls

Girls' A 14-Under FP
Albuquerque Scorpions

Girls' B 14-Under FP
Albuquerque Sol

Girls' A 16-Under FP
Albuquerque Starz

Nevada Adult

Men's B SP
Bully's Sports Bar

Men's C SP
Bucks/Bullys

Men's D SP
Taylormade

Men's E SP
Gametime

Youth

Girls' B 10-Under FP
SNFA Southwest Vegas
Heat

Girls' C 10-Under FP
Majestic

Girls' A 12-Under FP
Lil Rebels

Girls' B 12-Under FP
Majestic

Girls' A 14-Under FP
808 Konnexion

Girls' B 14-Under FP
Henderson Heavy Hitters

Girls' C 14-Under FP
Sunrise All-Stars

Girls' A 16-Under FP
Nevada Lightning

Girls' B 16-Under FP
Reno Gold Diggers

Girls' A 18-Under FP
Lil Rebels

Other

Coed B SP
DSSbats.com

Men's Woodbat
ATTR

North Carolina Adult

Men's C FP
Warriors

Men's D SP
Big Mike's

Men's Major Church SP
Pleasant Plains Baptist

Youth

Girls' A 10-Under FP
Southern Avalanche
Sluggers

Girls' A 12-Under FP
Johnston County Clippers

Girls' A 14-Under FP
Cape Fear Storm-Purple

Girls' A 16-Under FP
NC Lady Lightning

Girls' A 18-Under FP
Carolina Cardinals

Other

Men's A Modified
Warriors

North Dakota Adult

Men's B SP
Fargo Tharaldson Enter-
prises

Men's C SP
Bismarck Stadium
Men's D SP
Minot Budweiser/Keller
Paving

Men's Rec I SP
Bismarck Oswald Brothers
Auto Repair

Men's Rec II East SP
Grand Forks Southgate

Men's Rec II West SP
Dickinson Mikkelson
Drywall

Men's Rec III East SP
Fargo Mikkelson Drywall
Knocks

Men's Rec III West SP
Minot Lamplighter/Coors
Light

Men's Rec IV East SP
Holmes

Men's Rec IV West SP
Mandan BMDL

Men's Masters Div I
35-Over SP
Fargo Bellerud Transport

Men's Masters Div II
35-Over SP
Grand Forks Rumors

Men's Masters Div III
35-Over SP
Mandan Veracity Motors

Men's Masters Div IV
35-Over SP
Rolette Wagon Wheel

Men's Masters Div I
40-Over SP
Mandan Dust-Tex

Men's Masters Div II
40-Over SP
Fargo Don's Plumbing

Men's Masters 50-Over
SP
Mandan Dust-Tex

Men's Masters 50-Over
SP (Wood Bat)
Mandan Dust-Tex

Men's C FP
Devils Lake

Women's C SP
Fargo Mr. Spindle, Inc.

Women's D SP
Bismarck Gold & Silver

Women's Rec I SP
Wahpeton Casey's/
POETS

Women's Rec II East SP
Devils Lake Radio Works

2007 LOCAL ASSOCIATION CHAMPIONS

Women's Rec II West SP
Minot Magic City Beverage/Bud

Women's Rec III East SP
Mayville Woodard Financial

Women's Rec II West SP
Beulah J.O.

Women's Masters Div I SP
Bismark Bistro

Women's Masters Div II SP
Bismarck Missouri Valley Ag

Women's Masters Div III SP
Beulah Nite Owl Saddle Sore Saloon

Women's Masters Div IV SP
Harvey Mike's Music

Youth

Girls' 14-Under FP
West Fargo

Girls' 18-Under FP
West Fargo

Girls' A 12-Under SP
Casselton I

Girls' B 12-Under SP
Wahpeton

Girls' A 14-Under SP
Lisbon VFW

Girls' B 14-Under SP
Valley City #1

Girls' A 16-Under SP
Valley City

Girls' B 16-Under SP
Casselton Maroon

Girls' A 18-Under SP
Minot Magic City Select

Girls' B 18-Under SP
Lidgerwood Express

Oklahoma Adult

Men's A SP
OK Worth

Men's B SP
Sides Screen Printing

Men's C SP
Frozen Ropes

Men's D SP
Team Bravo

Men's E SP
Sand Gnats

Men's F SP
Stick With It

Men's 35-Over SP
Norman 35's

Men's 40-Over SP
Taco Stop

Men's 50-Over SP
Taco Stop

Men's A Church SP
Holy Family

Men's B Church SP
Sought Out

Men's C Church SP
Grandview

Women's D SP
Team Tainted

Women's E SP
Cross Fire

Women's F SP
Smack

Youth

Girls' 8-Under Coach Pitch
Hot Shots

Girls' 8-Under Machine
Pitch Hot Shots

Girls' 10-Under Machine
Pitch Sulfur Titans

Girls' Class B 10-Under FP
OK Twisters

Girls' B 12-Under FP
Ardmore Attitude

Girls' C 12-Under FP
Lindsey Rage

Girls' A 14-Under FP
OK Ice

Girls' B 14-Under FP
OK Bandits

Girls' C 14-Under FP
Lady Warriors

Girls' A 16-Under FP
OK Select

Girls' A 18-Under FP
OK Dynamites

Girls' 10-Under SP
Stars

Girls' 12-Under SP
Slammers

Other

Coed A
Knuckleheads

Coed B
MBM

Coed C
ReMax

Coed D
Bat Busters

Oakland Youth

Girls' B 10-Under FP
Phantom

Girls' A 12-Under FP
Strike Zone

Girls' B 12-Under FP
Synergy

Girls' A 14-Under FP
All-American Sports Academy

Girls' B 14-Under FP
Livermore Smoke

Girls' A 16-Under FP
Concord Mavericks Red

Girls' B 16-Under FP
Livermore Smoke

Girls' A 18-Under FP
Nuggets

Oregon Youth

Girls' A/B 10-Under FP
Hillsboro Thunder 96

Girls' C 10-Under FP
Sandy Slammers

Girls' A 12-Under FP
Beaverton Blaze (Edwards)

Girls' B 12-Under FP
Oregon Fever

Girls' C 12-Under FP
JR Eagles

Girls' A 14-Under FP
Beaverton/Southridge/Blaze (Kelly)

Girls' B 14-Under FP
Tualatin Wolves

Girls' C 14-Under FP
South County Lancer FP

Girls' A 16-Under FP
Oregon Silver Bullets (Wallo)

Girls' B 16-Under FP
Ashland 16U

Girls' A 18-Under FP
Eugene Lightning

Girls' B 18-Under FP
Dave's Food Mart

Portland Adult

Men's Major FP
CR/DeMarini

Men's B FP
CR Adidas

Men's C FP
Riverside Container

Men's C SP
A-1 Lite Truck

Men's D SP
Goldtooth

Men's E SP
8th Day Audio & Video

Men's 50-Over SP
Fourseasons & Vancouver Merchants

Men's A Industrial SP
Columbine Steel

Women's C SP
The Fury

Women's D SP
Roughriders

Youth

Girls' B 14-Under FP
Aftershox
Voodoo Dollz

Girls' A 16-Under FP
Eliminators

Girls' A 18-Under FP
Outlaws Select

Girls' B 18-Under FP
Red Hots

Other

Coed B
Sidekicks

Pennsylvania Adult

Men's C FP
Marysville VFW

Men's C Church FP
Garden Spot

2007 LOCAL ASSOCIATION CHAMPIONS

Men's B SP Craig's Bullshippers	Girls' B 18-Under FP Tri County Thunder	Girls' A 12-Under FP CA Breeze	Men's Div I SP Sanford Power
Men's C SP Gates Logging	Girls' 10-Under SP Cumberland Valley Red	Girls' B 12-Under FP Cordova Fury	Men's Div II SP Fence Softball
Men's D SP Santanna Banana	Girls' 12-Under SP Greencastle	Girls' A 14-Under FP Lady Magic	Men's Div III East SP The Pack
Men's Church SP Mount Calvary	Girls' 14-Under SP Cumberland Valley	Girls' B 14-Under FP Aftershock	Men's Div III West SP North Star Construction
Men's 35-Over SP Brickyard	Girls' 18-Under SP Suburban 18 & U	Girls' A 16-Under FP CA Flames	Men's Div IV East SP Walnut Bar/Dakota Beverage
Men's D AA 35-Over SP Union City	Other	Girls' B 16-Under FP Woodland All-Stars	Men's Div IV West SP George's Pizza
Men's D AAA 35-Over SP Edinboro	Coed B Iron Heads	Girls' A 18-Under FP CA Breeze	Women's Div I SP Subway/Sports Con- nection
Men's 40-Over SP Enola Sportsmen/Vector	Coed C East House of Pizza	Southern California Youth	Women's Div II SP Roys Sport Shop
Men's 45-Over SP Summa Pizza/Big Dogs	Coed C West Parktown	Girls' A 10-Under FP Downey Nemesis	Women's Div III SP Frankfort
Men's 50-Over SP State College	Coed D East Genesis	Girls' B 10-Under FP West Covina	Women's Div IV East SP Rumors
Men's 55-Over SP TNT	Coed D West Preston Motors	Girls' C 10-Under FP Valley Mesa	Women's Div IV West SP Budlight
Men's 60-Over SP Spring Ford A.A. Red	Men's Major Open Modified Bonnell's	Girls' A 12-Under FP Lakewood Ladies	Women's Div V East SP Sharps/McKeevers
Men's 65-Over SP Spring Ford A.A. Red	Men's 9-Man Open Modified Bonnell's	Girls' B 12-Under FP Westlake Agoura	Women's Div V West SP Morris, Inc
Women's C SP Yards Team Pink	Men's 9-Man A Modified Penn Building	Girls' C 12-Under FP Santa Paula	Women's Div VI East SP Huron Heat
Women's D SP Team Crush	Men's 9-Man B Modified Noble Assist.com	Girls' A 14-Under FP OC Wildcats	Women's Div VI West SP Tom's T's
Youth	Men's 9-Man C Modified Johnson's Bluestone	Girls' B 14-Under FP Bonita Valley	Women's 35-Over Upper Division SP T&R Ranch
Girls' A 10-Under FP Philadelphia Spirit	Men's 10-Man A Modified Pit Stop	Girls' C 14-Under FP Fillmore	Women's 35-Over Lower Division SP Stulken
Girls' B 10-Under FP Central Pa. Krunch	Men's 10-Man B Modified Indian's	Girls' A 16-Under FP Orange County Batbusters Victory USA	Youth
Girls' A 12-Under FP Central Pa. Krunch	Men's 10-Man C Modified R.C. Printing	Girls' B 16-Under FP Riverside	Girls' A 12-Under FP Xplosion
Girls' B 12-Under FP Bethel Park	Men's 10-Man Church Modified Maple Grove	Girls' A 18-Under FP Artesia Punishers	Girls' B 12-Under FP Panthers
Girls' A 14-Under FP Pennsbury Diamonds	Sacramento Adult	Girls' B 18-Under FP Imperial Valley	Girls' A 14-Under FP Brandon Speed
Girls' B 14-Under FP Lady Patriots	Men's D SP Titan	South Dakota Adult	Girls' B 14-Under FP Panther
Girls' A 16-Under FP Milton Panthers	Youth	Men's Masters 40-Over FP Scarlett O'Hara's	Girls' A 16-Under FP Sioux Falls Flash
Girls' B 16-Under FP Juniata Jaguars	Girls' A 10-Under FP CA Breeze	Men's A FP Crow Bar	Girls' B 16-Under FP Flash
Girls' A 18-Under FP Pittsburg Patriots	Girls' B 10-Under FP Davis Dominators	Men's C FP Silver Stars	

2007 LOCAL ASSOCIATION CHAMPIONS

Girls' A 18-Under FP Brandon Blizzard	Tennessee Adult	Tidewater Adult	Girls' A 10-Under FP Riptide
Girls' B 18-Under FP Electric Reindeer	Men's C SP Select Softball	Men's C SP 4 U Floors/CAJO	Girls' B 10-Under FP Pearland Power
Girls' 12-Under SP GCI Gems	Men's D SP C.S.C.	Men's D SP Auto Depot	Girls' C 10-Under FP Explosion
Girls' 14-Under SP NE Orthodontics	Men's E East SP Alley's Automotive	Men's E SP Wild Wings Café	Girls' C 12-Under FP Angels
Girls' 16-Under SP American Homes	Men's E West SP New Wave	Men's Major Church SP London Bridge Baptist	Girls' A 14-Under FP Stars
Girls' 18-Under SP Mid-Continent	Men's Church Journey	Men's 50-Over SP Tidewater Sixties	Girls' B 14-Under FP Reckless
Boys' 14-Under FP Embroidery Touch	Men's B East Church Hixson Church of Christ	Men's 55-Over SP Village Engraving	Girls' C 14-Under FP Focus
Boys' 18-Under FP Rookies	Men's B West Church 1st Nazarene	Men's Major 16-Inch SP DHF Contractors	Girls' A 16-Under FP Texas Lady Cats
Boys' 14-Under SP American Legion	Women's 23-Under FP Routter Nighthawks	Youth	Girls' A 18-Under FP Panthers
Boys' 16-Under SP Turbak Law	Women's D SP Alley's Automotive	Girls' 18-Under GOLD FP Virginia Legends	Girls' B 18-Under FP East Texas Blast
Boys' 18-Under SP McKeever's Vending	Women's E East SP Pizza Cottage	Other	Other
Other	Youth	Coed B Wild and Out	Coed Salt Lick
Coed B Martinmaas Dairy	Girls' 8-Under West Coach Pitch Columbia Stars	Texas Adult	Utah Adult
Coed C Dr. Lucky's	Girls' 10-Under Rec East FP Team Knoxville	Men's FP Titans	Men's C FP Gore Construction
Men's A 14-Inch SP Zoo Bar/Huff Construction	Girls' B 10-Under West FP O.C. Stars	Men's C SP Budweiser	Youth
Men's A 14-Inch 35-Over SP Lagers/Coors Light	Girls' 12-Under Rec East FP Sweetwater Cats/Athens Sliders	Men's D SP Fighting Cocks	Girls' A 10-Under FP Sliders
Men's B 14-Inch SP Krueger Contracting/Adams Roofing	Girls' B 12-Under West FP Southern Stars	Men's Church SP 1st Methodist	Girls' A 14-Under FP Salt Lake Flames
Men's B 14-Inch 35-Over Sp Strudles "C" Store	Girls' A 14-Under FP Parker Eagles	Men's Industrial SP Solutia Stars	Girls' A 16-Under FP T.C. Thunder
Men's C 14-Inch SP Great Plains/Moccasin Bombers	Girls' 14-Under Rec East FP McMinn Blast	Men's Hispanic SP Bud Crew	Girls' A 18-Under FP Thunderbirds
South Florida Youth	Girls' 14-Under Rec West FP Dickson Dust Devils	Men's African/American SP ATX Express	Vermont Adult
Girls' A 12-Under FP Gold Coast Hi-Lift	Girls' A 16-Under FP Nashville Cruisers	Women's SP Lady Blue Jays	Men's C SP Casella/ Men's D SP Gross Trucking
Girls' A 14-Under FP West Pines Diamond Dusters	Girls' A 18-Under FP Chattanooga Fillies	Youth	Men's E SP Energizer
Girls' A 16-Under FP Miken Lady Gators	Girls' B 18-Under West FP West TN Express	Girls' 6-Under Pixie North Aces	Women's C SP Wild Things
Girls' A 18-Under FP Miami Stingrays		Girls' 6-Under Pixie South Pearland Power	Women's D SP Eastside Pub
		Girls' 8-Under Pixie North Country Girls	
		Girls' 8-Under Pixie South Pearland Power	

2007 LOCAL ASSOCIATION CHAMPIONS

Other

Coed A SP
Delabrueere Auto

Coed B
County P&H

Men's Wooden Bat
Lowery Auto

Washington Youth

Girls' B 10-Under FP
Base Blasters

Girls' A 12-Under FP
Shock

Girls' B 12-Under FP
Aberdeen Storm

Girls' A 14-Under FP
Blaze Intensity

Girls' B 14-Under FP
Tri-City Heat

Girls' A 16-Under FP
Vancouver Wildcats

Girls' B 16-Under FP
Washington Reign

Girls' A 18-Under FP
Vancouver Posse

Girls' B 18-Under FP
Walla Walla Sting

West Central Florida Adult

Men's D SP
Drillers

Men's C SP
Russell's Paint & Body

Women's D SP
Lady Dyme

Youth

Girls' A 10-Under FP
Florida Elite

Girls' A 14-Under FP
South Florida Mini Bulls

Girls' A 16-Under FP
Sarasota Heat Barry

Girls' A 18-Under FP
Tampa Mustangs Holle

Other

Coed A
PCB Lawn Medics

West Virginia Youth

Girls' A 10-Under FP
West Virginia Flamin
Fury

Girls' A 12-Under FP
West Virginia Flamin
Fury

Girls' A 14-Under FP
West Virginia Flamin
Fury

Girls' A 16-Under FP
KC Diamond Elite

Girls' A 18-Under FP
West Virginia Wicked

Wisconsin Adult

Men's B SP
Stichert's Roofing

Men's C SP
X-Treme Measures

Men's D SP
Ready Randy's

Women's A FP
Hyland House

Youth

Girls' A 10-Under FP
Kenosha Cyclones

Girls' B 10-Under FP
Kimberly Cardinals

Girls' A 12-Under FP
Kenosha Cyclones

Girls' B 12-Under FP
Howard Heat

Girls' A 14-Under FP
Wisconsin Renegades

Girls' B 14-Under FP
Kaukauna Ghosts

Girls' A 16-Under FP
Competitors Black

Girls' B 16-Under FP
Kimberly Cardinals

Girls' A 18-Under FP
Chippewa Valley Flash

Girls' B 18-Under FP
Wisconsin Elite

Other

Coed A
After Hours/Miller Lite

Men's B 10-Man
Modified
Hooligan's

Men's C 10-Man
Modified
Schmitt's Oar House

Women's A Modified
Shoots Blue

Wisconsin Adult

Men's B SP
Gibbon's Automotive/
Old Chicago

Men's C SP
Evans Construction

Men's D SP
Nads Urology Clinic

Youth

Girls' 10-Under Recre-
ation FP
Gillette Heat

Girls' B 10-Under FP
Cheyenne Extreme

Girls' 12-Under Recre-
ation FP
Cheyenne Ravens

Girls' B 12-Under FP
Cheyenne Extreme

Girls' 14-Under Recre-
ation FP
Cheyenne Storm
Girls' B 14-Under FP
Cheyenne Extreme

Girls' C 14-Under FP
Torrington Twisters

Girls' 16-18 Recreation
FP
Green River All Stars

Girls' B 16-Under FP
Rock Springs Storm

Girls' B 18-Under FP
Cheyenne Extreme

Other

Coed Recreation
Coors Light

Coed B
Doc's Ball Babies