

THE RULES AND REGULATIONS IN THIS BOOK ARE INTENDED TO GOVERN THE SLOW-PITCH SOFTBALL GAME. ANY ATTEMPT TO MISINTERPRET OR CHANGE THE TRUE MEANING OF THESE RULES IS PROHIBITED!

THESE RULES ARE COMPILED BY THE SANTA BARBARA SOFTBALL CLUB (SBSC) RULES COMMITTEE AFTER THOROUGH RESEARCH OF AND EXPERIENCE WITH THE PLAYING RULES.

ANY CONSTRUCTIVE SUGGESTIONS FOR RULE CHANGES SHOULD BE DIRECTED IN WRITING TO THE SANTA BARBARA SOFTBALL CLUB RULES COMMITTEE AND WILL BE GREATLY APPRECIATED!

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## **DUTIES OF MANAGERS**

1. The team manager shall be responsible to maintain current rosters and notify the Elings Park of any change in managers or addresses.
2. The manager shall be responsible for the conduct of his/her team members while at the field and use his/her own discretion for disciplinary action of suspending of a player. If action is not satisfactory to the officials, further disciplinary action will result.
  - (a) Includes team spectators, fans and sponsors.
3. All managers and coaches are to be familiar with playing rules, ground rules and league rules.
4. Managers are responsible for seeing their teams adhere to all rules and policies set forth by this document. Infraction could result in penalties of probation or suspension of manager and/or players involved.
5. Managers are responsible for attending or sending a representative to all managers meetings.
  - (a) Managers meetings are mandatory.
  - (b) A special meeting may be called upon the written request of ½ of the eligible voting members.
6. Managers are responsible to bring in writing to the attention of the Board any complaints, problems or recommendations of a general or specific nature which involves their teams or leagues.
7. Managers are responsible for submitting last names for batting orders.
8. Roster additions will be approved by SBSC and Elings Park Recreational staff. Player additions must be submitted and approved 24 hours prior to your next game. Roster additions must be submitted prior to the start of your 5<sup>th</sup> game.

## PLAYERS CODE OF CONDUCT

1. **NO PLAYERS SHALL:** push, shove, strike, or threaten to strike an official, player ..... or spectator (this includes fighting or any other combative situation.)

**PENALTY:** Officials are required to immediately suspend the player from further play and report such player to the Elings Park.

2. **NO PLAYER SHALL:** Use extreme physical or rough tactics in the play of the game (this includes fighting or any other combative situation).

**PENALTY:** Officials are required to immediately suspend the player from further play.

3. **NO PLAYER SHALL:** Throw gloves, bats, balls, or use any other forceful action.

**PENALTY:** The degree of infraction shall, in the official's judgment, draw a minimum penalty of warning or a maximum penalty of removal from the game. Officials are required to immediately suspend from further play, any player who throws a bat in an unsportsmanlike manner.

4. **NO PLAYER SHALL:** Verbally abuse or threaten any official, player, or spectator.

**PENALTY:** Officials are required to immediately suspend the player from further play and report such player to Elings Park. Such player shall remain suspended until his case has been considered by the Advisory Board.

5. **NO PLAYER SHALL:** Except the manager or captain, discuss with an official any decision.

**PENALTY:** The degree of infraction shall, in the official's judgment, draw a minimum penalty of warning or a maximum penalty of removal from the game.

6. **NO PLAYER SHALL:** Permit anyone on the player's bench during the game who is not a playing member of the team.

**PENALTY:** Officials are required to warn members of the team guilty of violation of this rule. Failure on the part of team members to enforce this rule will result in team being reported to Elings Park for further action.

7. **NO PLAYER SHALL:** Leave the players' bench area or the field of play during a game.

**PENALTY:** Officials are required to warn members of the team guilty of violation of this rule. Failure on the part of team members to enforce this rule will result in team being reported to the Elings Park.

8. **NO PLAYER SHALL:** Use profane, obscene, or vulgar language in any manner, or at any time upon the field of play.

**PENALTY:** The degree of infraction shall, in the official's judgment, draw a minimum penalty of warning or a maximum penalty of removal from the game.

9. **NO PLAYER SHALL:** Play in an intoxicated condition. Alcohol is not allowed before or during any game. **No** alcohol or drugs shall appear on the field of play at any time.

**PENALTY:** Officials are required to immediately suspend player from further play and report such player to Elings Park for further consideration. This could also result in game forfeiture and suspension of player and/or manager

10. **NO PLAYER SHALL:** Refuse to abide by officials' decision.

**PENALTY:** Officials are required to immediately suspend the player from further play and report such player to Elings Park. Such player shall remain suspended until his case has been considered by the Advisory Board.

11. **NO PLAYER SHALL:** Smoke while on the field of play.

**PENALTY:** Officials are required to warn players guilty of infraction of this rule, and failure of such players to comply will result in his removal from the game.

**RULE VIOLATIONS OR REGULATIONS THAT OCCUR FREQUENTLY AND ARE OF SPECIAL INTEREST ARE LISTED ON THIS PAGE WITH A BRIEF EXPLANATION.**

1. **INFIELD FLY RULE:** Pop fly that can be played by an infielder. There must be runners at least on 1<sup>st</sup> and 2<sup>nd</sup> base and less than two outs.
2. **CRASH RULE:** When a defensive player has the ball or is about to receive the ball and the runner remains on his/her feet and deliberately crashes into the defensive player, the runner is out. The runner must attempt to avoid the defensive player in some manner. He/she may also be thrown out of the game.
3. **APPEAL PLAY:** Is a play upon which an umpire cannot make a decision until requested by a player. The appeal must be made before the next pitch is delivered to the batter.
4. **INTERFERENCE:** Fielder is unable to make play due to base runner's action.
5. **OBSTRUCTION:** Fielder keeps runner from advancing when not in the act of playing the ball.
  - A. Fielder fakes a tag or play on runner without the ball. Penalty: Runner will be awarded the next base.
  - B. A defensive player or team member hinders or prevents a batter from striking or hitting a pitched ball.
  - C. Runner may not deliberately crash into fielder even if he is obstructed. If runner does not attempt to avoid defensive players he is safe but may be thrown out of the game.
6. **TIME OUT:** ONLY one (1) called time out per inning for pitching position. The pitcher MUST BE REMOVED FROM pitching when a second time out is called for a conference with a pitcher.
7. **TIME OUT:** Time out CANNOT be called until all base running and play has ceased. The pitcher with the ball stepping on the rubber DOES NOT CONSTITUTE TIME OUT!
8. **OVERTHROW RULES:**

On all overthrows into dead territory; the base runners shall be awarded two bases by the position of the runners at the time the throw left the fielder's hand.
9. **GROUND RULES**, establishing the limits of the playing field.  
**ALL FIELDS**  
If the ball rolls beyond the homerun fence;  
**AWARD:** Ground rule double  
If the ball lodges in the fence or goes through an opening in the fence;  
**AWARD:** One base

## **RULES GOVERNING 11" AND 12" SLOW PITCH SOFTBALL PLAY**

### **GENERAL RULES**

1. A team shall consist of ten players. However, a game may be played without forfeit with 8 rostered players present at game time.
2. When the ninth or tenth player arrives after the start of the game, the player will be required to fill the ninth then tenth position in the batting order which will be his place for his turn a bat. (Option: The tenth player that arrives late may be used as a substitute and the team continues playing with only nine (9) players.)
3. When a team has only eight (8) players and while that team is at bat, and a player is injured or ejected from the game while occupying a base as a runner, the game shall be considered a forfeit.

4. No bunting or chop hits are allowed. Penalty: Batter declared out.

**NOTE:** The act must be deliberate to be called out by the umpire.

5. A batsman does not get his base when hit by a pitched ball.
6. A base runner must maintain contact with the base he is legally entitled to occupy until the ball has left the pitcher's hand.
7. No base stealing. If a runner advances illegally to the next base, he is declared out. If the runner does not touch the next base, and is returned to his legal base, he can be forced out if the throw reaches the base first.
8. A runner may advance only on a hit ball that is playable, or when a batter is awarded a base on balls or catcher's interference with a batsman which forces the runner to vacate a base.

#### **EXCEPTION:**

- (a) After a legal pitch which is not hit, if the return throw to the pitcher results in an overthrow or error (pitcher dropping ball, catcher throwing ball into the dirt, etc.) **UMPIRE'S JUDGEMENT!**, the ball will be declared dead and the base runners may not advance.
  - (b) If the ball is thrown to any fielder other than the pitcher and a dropped ball or an overthrow of the intended fielder results, the force is removed. All runners may advance at their own risk.
9. A team will have the option to bat all of their legally rostered players present at game time. The batting order must be followed for the entire game. The team may substitute freely defensively. If in the event another player arrives after the game has started they may be added to the bottom of the batting order.

If a player is injured during play or illness occurs, the official must be notified immediately, the player will be removed from the game without penalty.

If a player must leave the game for any reason other than injury or illness the officials must be notified prior to the start of the game. If for any other reason a batter fails to bat an *out* will be recorded for that position and the next batter in order will bat. That player may not participate any further in the game. That space in the batting order will be skipped for the remainder of the game without penalty.

If a player is ejected from the game with no available substitute, it will be an out every time that position comes to bat.

10. Players, coaches, or managers shall not make disparaging or insulting remarks to or about opposing players, officials or spectators.

There shall be no more than two coaches for each team to give words of assistance and direction to the member of their team while at bat. One shall be stationed near first base and one near third base and they must remain within the coach's box.

## **PROTESTS**

**Sec.1. THE NOTIFICATION OF INTENT TO PROTEST** must be made immediately before the next pitch.

- (a) The captain or manager of the protesting team should immediately notify the umpires and the opponent that the game is being continued under protest.
- (b) All interested parties shall take notice of the conditions surrounding the making of the decision that will aid in the correct determination of the issue.

**Sec.2. PROTEST THAT SHALL BE RECEIVED AND CONSIDERED ARE:**

- (a) Misinterpretation of a playing rule.
- (b) Failure of an umpire to apply the correct rule to a given situation.
- (c) Failure to impose the correct penalty for a given violation.

NOTE: Time limit is not protestable.

**Sec.3. PROTESTS MAY INVOLVE BOTH A MATTER OF JUDGEMENT AND THE INTERPRETATION OF A RULE.** An example of a situation of this type follows:

With one out and the runners on second and third base, the batter filed out, the runner on third tagged up after the catch, the player on second did not. The runner on third crossed the plate before the ball was played at second base for the third out. The umpire did not allow the run to score. The question as to whether the runners left their bases before the catch and whether the play at second base was made before the player on third crossed the plate are solely matters of judgment and not protestable. The failure of the umpire to allow the run to score was a misinterpretation of a playing rule and was a proper subject for protest.

**Sec.4. PROTEST SHALL NOT BE RECEIVED OR CONSIDERED** if they are based solely on a decision involving the accuracy of judgment on the part of the umpire. Examples of protest which will not be considered are:

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

**Sec.5. THE WRITTEN PROTEST MUST BE FILED:**

- (a) Within 48 hours (2 days) after the scheduled time of the contest. Failure to turn in a written protest will nullify a consideration of said protest.



**Sec.6. A FORMAL PROTEST SHOULD CONTAIN THE FOLLOWING INFORMATION:**

- (a) The date, time and place of game.
- (b) The names of the umpires and the scorer.
- (c) The rule and section of the OFFICIAL RULES or local rules under which the protest is made.
- (d) The decision and conditions surrounding the making of the decision.
- (e) All essential facts involved in the matter protested.

**Sec.7. THE DECISION MADE ON A PROTESTED GAME:** may result in one of the following:

- (a) The protest is found invalid and the game score stands as played.
- (b) When a protest is allowed for misinterpretation of a playing rule, the game is replayed from the point at which the incorrect decision was made with decision corrected.
- (c) When protest for ineligibility is allowed the offended team shall be credited with a victory. (Forfeit score 7-0).

## **RULE 1. THE GAME – DIAMOND - EQUIPMENT**

**Sec. 1. SOFTBALL IS A GAME** between two teams of ten players each, under direction and control of a manager, played on an enclosed field in accordance with these rules, under jurisdiction of one or more umpires.

**Sec. 2. THE OBJECTIVE OF EACH TEAM** is to win by scoring more runs than their opponent.

**Sec. 3. THE WINNER** of the game shall be that team which shall have scored, in accordance with these rules, the greater number of runs at the conclusion of a regulation game.

**Sec. 4. THE HOME TEAM** shall have first choice of at bats.

**Sec. 5. A REGULATION GAME SHALL CONSIST OF SEVEN INNINGS**, unless the team second at bat scores more runs in six innings than the team first at bat scored in seven innings, or at the end of four (4) complete innings a team leads by 15 runs, or at the end of five (5) complete innings a team leads by 12 runs.

**Sec. 6. IT IS A REGULATION GAME** when the team last at bat in the seventh inning scores the winning run before the third man is out.

**Sec. 7 IT IS A REGULATION GAME** if it is called by the umpire on account of darkness, rain, fog fire, panic, or other cause which puts the patrons or players in peril provided four innings have been completed or if the home team has scored more runs in three or three and a fraction half-innings than the visiting team has scored in four complete half-innings. The game is considered completed also when the home team scored one or more runs in its half of the fourth inning to tie the score.

**Sec. 8 WHEN A GAME IS CALLED** in any inning after the fourth, the score shall be what it was at the time the game was called if the team second at bat has more runs than the team first at bat or if the team second at bat has in that inning tied the score. If the team second at bat has less runs than the first team at bat when the game is called, the score shall be that of the last completed inning by both sides. When a game is suspended due to catastrophic incident, for example: heart attack, epileptic seizure, aneurysm or death— the game will be replayed from the point of incident. Any game not completing 3 or less innings, will start over.

**Sec. 9 IF THE GAME IS TIED** and there is sufficient time at the end of seven innings, play shall be continued until one side has scored more runs than the other in an equal number of innings; provided that if the side last at bat scored the winning run before the third man is out in any inning after the seventh, the game shall terminate and be a regulation game.

**Sec. 10 A REGULATIONS DRAWN (TIE) GAME** shall be declared by the umpire if the score is equal on the last total inning played, when he terminates play in accordance with Section 7 of this rule after each team has played four or more complete innings. If the side that went second to bat is at bat when the game is terminated, and has scored in the uncompleted inning the same number of runs as the other side, the umpire shall declare the game drawn without regard to the score of the last equal inning. If the side last at bat shall, before the completion of its fourth inning, equals the score made by the opposing side in four complete innings, the game shall be legally drawn.

**Sec. 11. FORFEITED GAMES.** A forfeited game shall be declared by the umpire in favor of the team not at fault in the following cases:

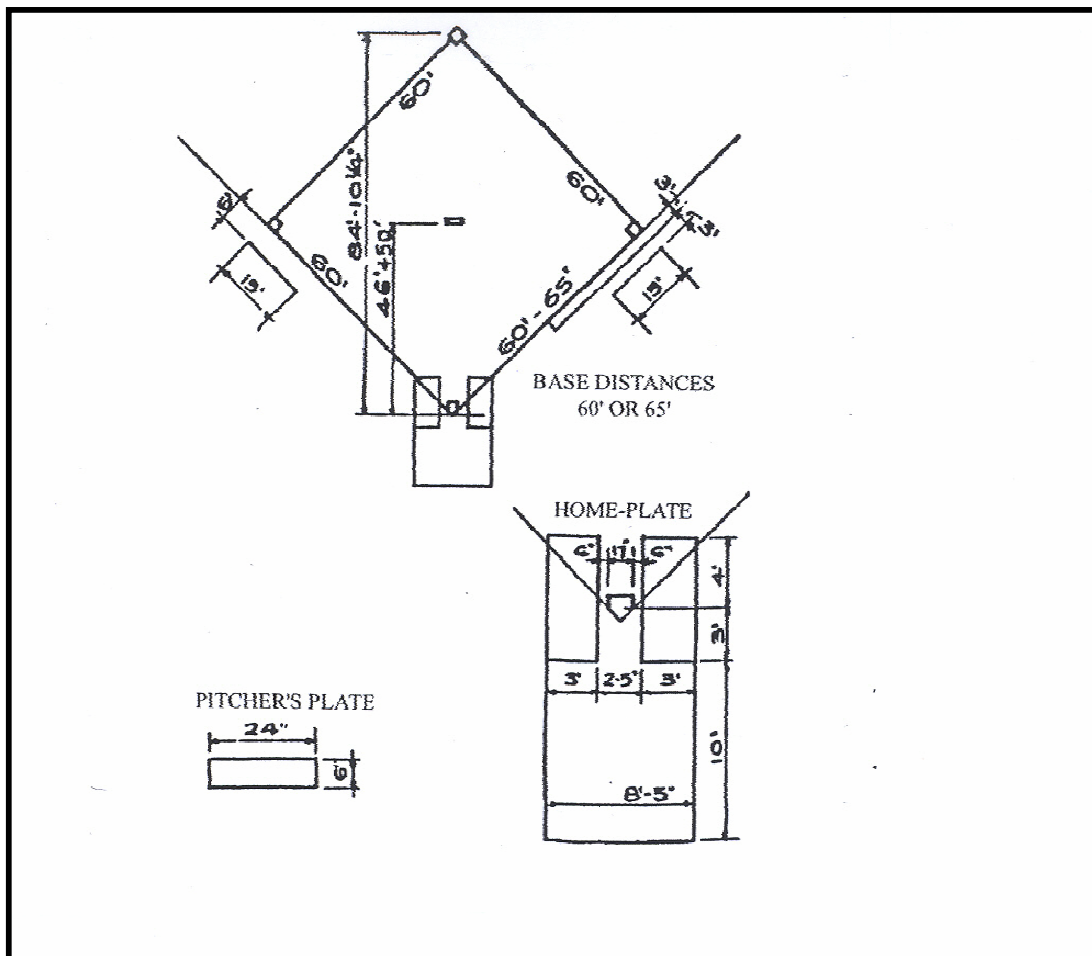
- (a) If a team fails to appear upon the field, or being upon the field, refuses to begin a game for which it is scheduled or assigned at the time scheduled or within the time set for forfeitures by the organization in which the team is playing.
- (b) If, after the game has begun, one side refuses to continue to play, unless the game has been suspended or terminated by the umpire.
- (c) If, after play has been suspended by the umpire, one side fails to resume playing within two minutes after the umpire has called "PLAY BALL."
- (d) If a team employs tactics designed to delay or hasten the game.
- (e) If, after warning by the umpire, any one of the rules of the game is willfully violated.
- (f) If the order for the removal of a player is not obeyed within one minute.
- (g) If, because of the removal of a player or players from the game by the umpire, or for any cause, there are less than eight players on either team.
- (h) Game officials have the authority to forfeit a game when they feel the situation is such that physical harm may come to themselves, players, or spectators.
- (i) Games begin at 6:30, 7:40, and 8:50. If there aren't enough players to field a team, this will be the forfeit time. The exception to this is the 6:30 game, where 5 additional minutes will be given.

**Sec. 12. THE SCORE OF A FORFEITED GAME SHALL BE SEVEN TO NOTHING (7-0) IN A FAVOR OF THE OFFENDED TEAM. FOR PURPOSES OF PLAYOFFS AN AVERAGE OF RUNS ALLOWED WILL BE USED INSTEAD OF 7 RUNS.**

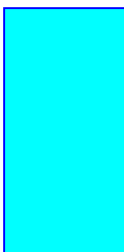
## THE DIAMOND

**Sec. 13. THE PLAYING FIELD** is the area within which the ball may be legally played of fielded. The field shall have a clear and unobstructed area within the outfield fence to home plate and between the foul lines.

### OFFICIAL DIMENSION OF SOFTBALL DIAMOND



50' to 56' Pitchers Plate Area .....



**Sec.14. GROUND OR SPECIAL RULES** establishing the limits of the playing field may be agreed upon by the league or opposing teams whenever backstops, fences, stands, vehicles, spectators, or other obstructions are within the prescribed area. Any obstruction with the fence to home plate should be clearly marked for the umpire's information.

1. Any ball that goes out of the ball park on the fly without hitting an obstruction will be a home run.
2. Clarifications:

\* Balls that roll pass the home run fence will be a ground rule double.

**Sec. 15. THE OFFICIAL DIAMOND** shall have 60' baselines with a pitching distance of 46' for "fast pitch", and 65-foot baselines with a pitching distance of 50' to 56' for "slow pitch".

**Sec. 16. THE THREE-FOOT LINE** is drawn parallel to and three feet from the base line starting at a point halfway between home plate and first base, and extending to a point three feet beyond first base.

**Sec. 17. THE BATTER'S BOX**, one on each side of home plate, shall measure three feet by seven feet. The inside lines of the batter's box shall be six inches from home plate. The front line of the box shall be four feet in front of a line drawn through the center of home plate.

**Sec. 18. THE CATCHER'S BOX** shall be ten feet in length from the rear outside corners of the batter's boxes and shall be eight feet five inches wide.

**Sec. 19. THE COACH'S BOX** is behind a line fifteen feet long drawn outside the diamond. The line is parallel to and six feet from the first and third baseline extending from the bases toward home plate.

**Sec. 20. THE PITCHER'S PLATE** shall measure twenty-four inches long and six inches wide, made of either wood or rubber. The top of the plate shall be level with the ground and the front line of the plate shall be fifty feet to fifty six from the outside corner of home plate.

**Sec. 21. THE HOME PLATE** shall be made of rubber or other suitable material. It shall be a five-sided figure seventeen inches wide across the edge facing the pitcher. The side shall be parallel to the inside lines of the batter's boxes and shall be eight and one-half inches long. The sides of the point facing the catcher shall be twelve inches long.

**Sec. 22. FITNESS OF DIAMOND.** The question of fitness of a diamond for play shall be determined in advance by the director or supervisor of the area. (Telephone such location in advance if such questions arise.) If both teams and the umpire are on the field of play ready to begin a game, the question of the diamond for play shall be determined by the director and the umpire. After play has been called by the umpire he alone shall be the judge as to the fitness of the diamond for continuing play.

**Sec. 23. BASES.** The bases, other than home plate shall be fifteen inches square and shall be made of canvas or other suitable material. The bases shall be securely fastened in position.

(a) Safety bases will be used at all first bases for all leagues; men, women and coed including Fast Pitch.

## **EQUIPMENT**

**Sec. 24. THE OFFICIAL BAT.** Refer to the ASA website for the list of illegal bats.

**Sec. 25. THE OFFICIAL 12" BALL** shall be regular, smooth-seam, concealed stitch or flat-surfaced ball of any type. The ball shall be not less than 11 7/8 inches nor more than 12 1/8 inches in circumference, and shall weigh not less than six ounces nor more than 6 3/4 ounces.

**THE OFFICIAL 11" BALL** shall be a regular, smooth-seam, concealed stitch or flat-surfaced ball of any type. The ball shall be not less than 10 7/8 inches nor more than 11 1/8 inches in circumference, and shall weight not less than 5 7/8 ounces nor more than 6 1/8 ounces. The Advisory Board shall determine the size of ball for each league.

**Sec. 26. FOOTWEAR** Shoes of some sort must be worn; bare feet will not be permitted. NO METAL CLEATS IN SLOW PITCH. NOTE: Umpires shall require players to remove any spike or illegal shoe which in his opinion are dangerous or hazardous.

**Sec. 27. GLOVES.** A glove or mitt may be worn by any player.

**Sec. 28. PENALTY FOR USE** of illegal equipment (with the exception of an (illegal bat) shall be its removal from the game.

**Sec. 29. PENALTY FOR USE** of Illegal bats: If contact is made, BATTER declared out, ball declared dead, all runners return, warning to Manager, player ejected, and bat removed from game. If no contact is made, warning to Manager and the bat removed from the game.

**Sec. 30. PENALTY FOR USE** of Altered bats will be immediately confiscated and player suspensions will be issued by the Santa Barbara Softball Club and Elings Park. The penalty will be suspension for the remainder of the season for all leagues, if the bat is turned over to the official when requested. If the player refuses to turn over the bat when requested by the official, the suspension will be in effect for one calendar year.

**Sec. 30.** Only regulation softball bats or official warm-up bats allowed on the on-deck circle. No weighted bats, do-nuts or steel bars, etc.

**Sec. 31.** All bats and equipment will be inspected by the umpire prior to game time. Any illegal equipment will be thrown out at that time.

**Sec. 32.** Only apparel suitable to the game of softball will be allowed on the playing field. (To include, but not limited to, make-up, clothing and jewelry.)

## **RULE 2. DEFINITION OF TERMS**

(All definitions in Rule 2 are listed alphabetically.)

**ADJUDGED** is a judgment decision by the umpire.

**AN APPEAL PLAY** is a play upon which an umpire cannot make a decision until requested by a player. The appeal must be made before the next ball is delivered to the batter.

**BASE** is one of four points which must be touched by a runner to score: usually applied to the canvas bags and the rubber plate which mark the base points.

**BASE COACH** is a team member who is stationed in the coach's box at first or third base to direct the batter and runners.

**BASERUNNER** is a player of the team at bat who has finished his turn at bat, reached first base, and has not yet been put out or reached home.

**BASE ON BALLS** is an award of first base granted to a batter who, during his time at bat receives four pitches outside the strike zone.

**BATTER** is an offensive player who takes his position in the batter's box.

**BATTED BALL** is any ball that hits the bat or is hit by the bat and which lands either in fair or foul territory. No intention to hit the ball is necessary.

**BATTER-RUNNER** is a player who has finished his turn at bat but has not yet been put out or touched first base.

**BATTER'S BOX** is the area within which the batter shall stand during his time at bat.

**BATTERY** is the pitcher and the catcher.

**BATTING ORDER** is the order in which a team must come to bat.

**BUNT** is a legally tapped ball not swung at, but intentionally met with the bat and tapped slowly within the infield.

**BENCH OR DUGOUT** is the seating facility for players, substitutes and other team members when they are not actively engaged on the playing field.

**CATCH** is the act of a defensive player in receiving and holding firmly in his hand or glove, a batted or thrown ball. It is not a catch, however, if simultaneously or immediately following his contact with the ball, he collides with a player or with a wall, or if he falls down, and as a result of such collision or falling, drops the ball, if the player has made the catch and drops the ball while in the act or making a throw following the catch, the ball shall be adjudged to have been caught. In establishing the validity of the catch, the player shall hold the ball long enough to prove that he has complete control of the ball and that his release of the ball is voluntary and intentional.

**CATCHER'S BOX** is the area within which the catcher shall stand until the pitcher delivers the ball.

**COURTESY RUNNERS** One courtesy runner allowed per inning. The runner must be the last out. **NOTE:** Coed may use one male and one female runner per inning, and must be the last out.

**CHARGED CONFERENCE** – Defense one (1) per inning;

**DEAD BALL** is a ball not in play and is not considered in play again until the pitcher holds it in pitching position and the umpire has called "PLAY BALL."

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

**FAIR BALL** is a batted ball that settles on fair territory between home and first base, or between home and third base; or that is on or over fair territory when bounding to the outfield past first or third base; or that touches first, second or third base; or that, while on or over fair territory, touches the person of an umpire or player; or that, while over fair territory, passes out of the playing field in flight.

**NOTE:** A fair fly shall be judged according to the relative position of the ball and the foul line, including the foul pole, and not as to whether the fielder is on fair or foul territory at the time he touches the ball.

**FAIR TERRITORY** is that part of the playing field within, and including the first and third base lines, from home base to the bottom of the playing field fence and perpendicularly upward. All foul lines are in fair territory.

**FIELDER** is any defensive player.

**FIELDER'S CHOICE** is the act of a fielder who handles a fair grounder and, instead of throwing to first base to retire the batter-runner, throws to another base in an attempt to retire a preceding runner. The term is also used by scorers to:

- (a) Account for the advance of the batter-runner who takes one or more extra bases when the fielder who handles his safe hit attempts to retire a preceding runner.
- (b) Account for the advance of a runner (other than by a stolen base or error) while a fielder is attempting to retire another runner.
- (c) Account for the advance of a runner made solely because of the defensive team's indifference (undefended steal).

**FLY BALL** is a batted ball that goes high in the air in flight.

**FORCE OUT** is an out which can be made only when a base runner loses the right to the base occupied because of the batter becoming a base runner.

**FORCE PLAY** is a play in which a runner loses his right to occupy a base by reason of a batter becoming a runner.



**FORFEITED GAME** is a game declared ended by the umpire in favor of the offended team by the score of 7 to 0 for violation of the rules.

**FOUL BALL** is a legally batted ball that settles on foul territory between home and first base, or between home and third base; or that bounds past first or third base on a or over foul territory; or that first falls on foul territory beyond first or third base; or that, while on or over foul territory, touches the person of an umpire or a player, or any object foreign to the natural ground.

- NOTE:** (1) a foul shall be judged according to the relative position of the ball and the foul line, including the foul pole, and not to whether the fielder is on foul or fair territory at the time he touches the ball.
- (2) If a batter hits or bunts a pitched ball that hits fair territory immediately in front of home plate (within the front part of batter's box) and rebounds striking the batter while both the batter's feet remain in the batter's box, it shall be ruled a foul ball and the ball declared dead.
- (3) **THREE STRIKE RULE FOR ALL LEAGUES** – with two strikes on the batter, the next ball hit must be fair.

**FOUL TERRITORY** is that part of the playing field outside the first and third base lines extended to the fence and perpendicularly upwards.

**FOUL TIP** is a batted ball that goes sharp and direct from the bat to the catcher's hands and is legally caught. It is not a foul tip unless caught, and any foul tip that is caught is a strike and the ball is in play. It is not a catch if it is a rebound, unless the ball has first touched the catcher's glove or hand. A foul hit which rises higher than the batsman's head shall not be a foul tip under this rule.

**GROUND BALL** is a batted ball that rolls or bounces close to the ground.

**ILLEGALLY BATTED BALL** is a ball batted fair or foul in any way by the batsman when either or both of his feet are upon the ground outside the lines of the batsman's position.

**ILLEGALLY CAUGHT BALL** occurs when a fielder catches a batted or thrown ball with his cap, glove, or any part of his uniform while it is detached from its proper place.

**ILLEGAL PITCH** (see pitching rule).

**INFIELD** is that portion of the field which is included within the diamond made by the baselines.

**INFIELD FLY** is a fair ball (not including a line drive) which can be caught by an infielder with ordinary effort when first and second, or first, second and third bases are occupied, before two are out. The pitcher, catcher, and any outfielder who station himself in the infield on the play shall be considered infielders for the purpose of this rule.

When it seems apparent that a batted ball will be an Infield Fly, the umpire shall immediately declare "INFIELD FLY" for the benefit of the runners. If the ball is near the baselines, the umpire shall declare, "INFIELD FLY IF FAIR."

The ball is alive and runners may advance at the risk of the ball being caught, or retouch and advance after the ball is touched. The same as on any fly ball. If the hit becomes a foul ball, it is treated the same as any foul.

**NOTE:** If a declared Infield Fly is allowed to fall untouched to the ground, and bounces foul before passing first or third base, it is a foul ball. If a declared Infield Fly falls untouched to the ground outside the baseline and bounces fair before passing first and third base, it is an Infield Fly.

## **INTERFERENCE**

- (a) Offensive interference is an act by the team at bat which deliberately interferes with, obstructs, impedes or hinders any fielder attempting to make a play. If the umpire declares the batter, batter-runner, or a runner out for interference, all other runners shall return to the last base that was, in the judgment of the umpire, legally touched at the time of the interference, unless otherwise provided by these rules.
- (b) Umpire's interference occurs:
  - (1) When an umpire hinders, impedes or prevents a catcher's throw.
  - (2) When a fair ball touches an umpire on fair territory before passing a fielder.
- (c) Spectator interference occurs when a batted or thrown ball is touched, stopped, or handled by a person not engaged in the game. If the ball touches an object which is not part of the official equipment or playing area whether it was thrown or batted it shall be treated the same as spectator interference and shall carry the same penalty adjudged by the umpire. The penalty for spectator interference shall be the sole judgment of the umpire.

**LEGAL TOUCH** occurs when a runner or batter-runner that is not touching a base is touched by the ball while it is securely held in the fielder's hand. The ball is not considered as having been securely held if it is juggled or dropped by the fielder after having touched the runner unless the runner deliberately knocks the ball from the hand of the fielder. It is sufficient for the runner to be touched with the hand or glove in which the ball is held.

**LEGALLY CAUGHT BALL** occurs when a fielder catches a batted or thrown ball provided it is not caught in the fielder's hat, cap, protectors, pockets, or other part of his uniform.

**LINE DRIVE** is an aerial ball that is batted sharp and direct into the playing field.

**LIVE BALL** is a ball which is in play.

**OBSTRUCTION** is the act of a fielder who, while not in possession of the ball and not in the act of fielding the ball, impedes the progress of any runner.

**OFFENSIVE TEAM** is the team, or player of the team at bat.

**OVERSLIDE (OR OVERSLIDING)** is the act of an offensive player when his slide to a base, other than when advancing from home to first base, is with such momentum that he loses contact with the base, which act places him in jeopardy.

**OVERTHROW** is a play in which a ball is thrown from one fielder to another to retire a runner who has not reached or is off base and which goes into foul or fair territory.

**A PASSED BALL** is a legally delivered ball that should have been held or controlled by the catcher with ordinary effort.

“Play” is the umpire’s order to start the game or to resume action following any dead ball.

**RETOUCH** is the act of a runner in returning to base as legally required.

**STRIKE ZONE** is the area approximately 17” x 34”, which includes home plate and mat behind. Umpire’s judgement.

**A TAG** is the action of a fielder in touching a base with his body while holding the ball securely and firmly in his hand or glove; or touching a runner with the ball, or with his hand or glove holding the ball, while holding the ball securely and firmly in his glove or hand.

“**TIME**” is the announcement by an umpire of a legal interruption of play, during which the ball is dead.

**A WILD PITCH** is one so high, so low or so wide of the plate that it cannot be handled with ordinary effort by the catcher.

### **RULE 3. TEAMS, PLAYERS AND SUBSTITUTES**

**Sec. 1. TEN PLAYERS** shall constitute a team. No team shall start or continue a game with less than eight players and except for the pitcher and catcher, the team in the field may be stationed at any desirable point on fair ground.

**Sec. 2. A SUBSTITUTE MAY REPLACE** a player whose name appears in his team's batting order, but such relieved player shall not thereafter participate in the game except as a coach or manager.

**Sec. 3. A MANAGER MAY HAVE ANOTHER PLAYER** run for a base runner once per inning. If a team has used the courtesy runner in an inning, and another runner is requested, if the team requesting a second runner has a substitute the substitute can take the place of said player for remainder of the game. If the team requesting the second runner has no substitutes and another player runs for said player, the position will be recorded as an out each time the position comes to bat. The player making the last official out in the inning shall be the designated runner. If no outs have been made in the inning, the player making the third out in the prior inning shall be the designated runner. Exception if team bats around in an inning they may continue to use granted courtesy runner.

**Sec.4. IN RELIEVING A PITCHER** the new pitcher shall, unless incapacitated, continue to pitch until the batsman then at bat or his substitute has either been put out or has reached first, or the side has been retired.

**Sec. 5. ON SUBSTITUTIONS** whether for the batsman, base runner or fielder, the manager making such changes must immediately notify the umpire who shall call time out and announce same to spectators, players and scorekeepers. If through oversight such announcement is not made, the substitute shall not be called out therefore.

**Sec. 6. SUBSTITUE PLAYERS** will be considered in the game on the following conditions:

- (a) If a pitcher, when he takes his place in the pitcher's plate in the pitcher's box.
- (b) If a batter, when he takes his place in the batter's box.
- (c) If a fielder, when he takes the place of the fielder substituted for and play is resumed.
- (d) If a runner, when the substitute replaces him on the base the runner is holding. Failure of a manager or an umpire to make the necessary report and announcement shall place no penalty against the substitute player if such substituted player is considered in the game according to the above conditions.

**Sec. 7. THE OFFENSIVE TEAM** shall be allowed TWO COACHES ONLY one near first base and one near third base, who shall remain within the coach's box at all times.

**Sec. 8.** No manager, player, substitute, coach, trainer or batboy shall at any time, whether from the bench, the coach's box or on the playing field, or elsewhere—

- (1) Incite, or try to incite, by word or sign a demonstration by spectators.
- (2) Use language which will in any manner refer to or reflect upon opposing players, an umpire, or any spectator

- (3) Call "Time" or employ any other word or phrase or commit any act while the ball is alive and in play for the obvious purpose of trying to make the pitcher commit an illegal pitch.
- (4) Take a position in the batter's line of vision, and with deliberate unsportsmanlike intent, act in a manner to distract the batter.

**PENALTY:** The offender shall be removed from the game and shall leave the playing field.

**Sec. 9.** Dugout-Only players, Coaches, Manager, Scorekeeper, (1) Bat Boy or Girl may be in the Dugout during the game.

**Sec. 10.** Player eligibility – a male or female may play on one team per league.

**EXCEPTION:** Cannot play on two teams within the same league.

**Sec. 11.** Women may not play on men's teams due to the availability of women & Co-ed. Leagues.

**EXCEPTION:** If type of game is not available to women.  
Example: Fast pitch

**Sec. 12.** Player(s) playing on a team under assume name will be suspended for entire calendar year from the time of violation is discovered. Manager of the offended team may also be suspended for one year.

## **RULE 4. PITCHING**

**Sec. 1.** The pitcher must have at least one foot within the pitchers box.

**Sec. 2.** The pitcher shall deliver the ball underhanded and at a moderate speed.

**Sec. 3.** The ball must arc at least above the batters head.

**Sec. 4.** The pitcher shall not quick pitch the batter.

**Sec. 5.** The pitcher shall deliver the ball within 10 seconds after receiving the ball.

**Sec. 6.** The pitcher shall not be considered in position until the catcher is ready to receive the ball.

**Sec. 7.** The pitcher shall not take position until in possession of the ball.

**Sec. 8.** The pitch starts with the first motion of the pitcher's hands.

**Sec. 9.** The pitcher may use any wind up desired providing:

- (a) He/she does not make any motion to pitch without immediately delivering the ball.
- (b) His/her wind up is a continuous motion.
- (c) He/she does not use a wind up in which there is a stop or reversal of the pitching motion.
- (d) He/she delivers the ball on the first forward swing of the pitching arm past the hip.
- (e) He/she does not continue to wind up after he/she releases the ball.
- (f) He/she does not pitch the ball behind his/her back or between his/her legs.

**Sec. 10.** NO PITCH will be declared whenever the pitcher pitches when play is suspended. NO PITCH will also be called when a base runner leaves too soon.

NOTE: On a NO PITCH call, the ball is dead and all action will be cancelled.

**Sec. 11.** Powdered rosin may be used under the supervision and control of the umpire.

**Sec. 12.** The pitching distance shall be 46' for Fast Pitch and 50' to 56' pitching area for Slow Pitch.

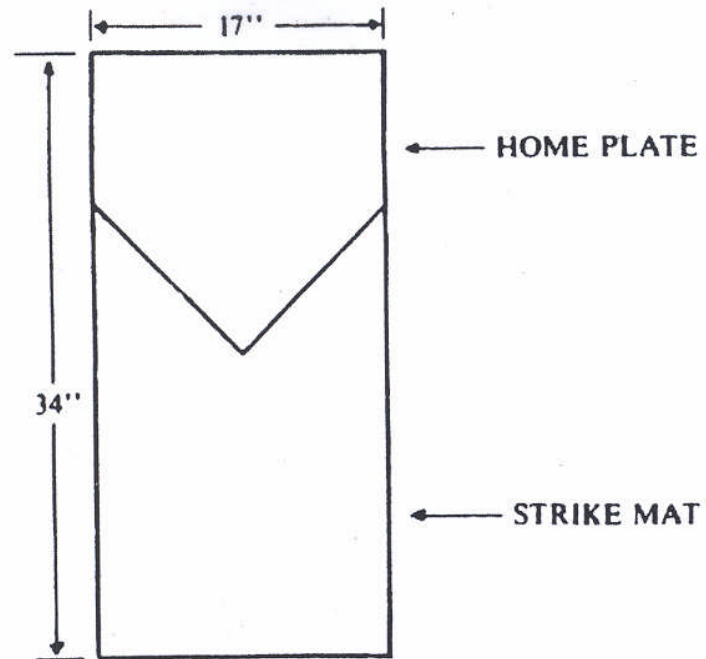
**Sec. 13.** At the beginning of each inning no more than one minute will be used to deliver no more than 1 pitch to the catcher or other teammate. A relief pitcher will have 3 pitches.

**Sec. 14.** There shall be only one charged conference between the manager or other team representative with the pitching position in an inning.

The second charged conference shall result in the removal of the pitcher from pitching for the remainder of the game.

**Sec. 15.** Pitched ball must be over the batters head and no higher than 12 feet.

## HOME PLATE AND STRIKE MAT



**DIMENSION:  
17" X 34" HOME PLATE & STRIKE MAT**

## RULE 5. BALL DEAD – BALL ALIVE AND IN PLAY

### Sec. 1. THE BALL IS DEAD AND NOT IN PLAY UNDER THE FOLLOWING CIRCUMSTANCES:

- (a) When a pitched ball touches any part of the batsman's person or clothing while the batsman is standing in his position, whether the ball is struck at or not.

**NOTE:** If the batter swings at a ball and the ball hits his hands, the hands on the bat are considered a part of the bat and the ball shall be played as a legally hit ball.

- (b) When a ball is batted illegally.
- (c) When 'NO PITCH' is declared.
- (d) When a batter steps from one box to another when the pitcher is ready to pitch.
- (e) When a foul ball is not legally caught.
- (f) When a base runner is called out for leaving the base too soon.
- (g) When the offensive team causes an interference:
  - (1) After hitting a fair ball, his bat hits the ball a second time in fair territory, the ball is dead and no runners may advance. If the batter-runner drops his bat and the ball rolls against the bat in fair territory and, in the umpire's judgment, there was no intention to interfere with the course of the ball, the ball is alive and in play.
  - (2) After hitting a foul ball, he intentionally deflects the course of the ball in any manner while running to first base. The ball is dead and no runners may advance.
  - (3) When an overthrow is touched intentionally by the person or cloth of a base coach.
  - (4) When a fair ball strikes a base runner or umpire before touching or passing a fielder.
- (h) When a wild pitch or passed ball goes under, over or through a backstop, or lodges in the umpire's mask or paraphernalia.
- (i) When an overthrow touches any obstruction or person other than spectator protection fence or players in the game.
- (j) When a play is completed and runners are stopped and attempting no further advance, the umpire shall declare "Time Out."
- (k) When a ball is pitched illegally.
- (l) When the catcher interferes with the batter.

**NOTE:** The interference will be disregarded if the batter reaches first base on a hit, an error or otherwise and all other runners advance at least one base, in which the play proceeds.
- (m) When a legally caught fly ball in playable territory is carried by the fielder unintentionally into dead ball territory, the ball is dead, the batter is out and all runners advance one base beyond the base they occupied at the time of the pitch. If in the judgment of the umpire, the fielder INTENTIONALLY carries a legally caught fly ball into dead ball territory, the ball is dead, the batter is out and all runners are awarded two bases beyond the base they occupied at the time of the pitch.
- (n) When the umpire calls "TIME."



**NOTE:** In the foregoing cases the ball shall not be considered in play until it is held by the pitcher standing in his position and the umpire declares "PLAY."

**Sec. 2. THE BALL IS ALIVE AND IN PLAY:**

- (a) When a fly ball, either fair, foul or foul tip has been legally caught.
- (b) When "four balls" have been called.
- (c) After interference by a fielder with a base runner, provided that the runner interfered with cannot be put out before he reaches the base to which he is entitled.
- (d) When the infield fly rule is enforced.
- (e) When a thrown or pitched ball goes into foul territory and is not obstructed.
- (f) When a thrown or pitched ball strikes an umpire.
- (g) When a thrown ball goes past a fielder and remains in fair territory.
- (h) When a fair ball strikes an umpire or base runner on fair ground after passing or touching fielder.
- (i) When a fair ball strikes an umpire on foul ground.
- (j) When the base runners have reached the base to which they are entitled when the fielder illegally fields a batted or thrown ball.
- (k) When a base runner is called out for passing a preceding runner.
- (l) When after base runners have reached the bases to which they were entitled under Rule 7.
- (m) When a batter swings at a legal pitch that hits in front of the plate.

## **RULE 6. BATTING**

**Sec.1. THE BATTER SHALL** take his position in the batters box promptly when it is his time at bat.

- (a) The batter shall not have either one of both feet touching the ground entirely outside the lines of the batter's box when the ball is hit.
- (b) If the batter's bat hits the ball fair or foul while any portion of his body is touching the plate, he shall be declared out.
- (c) The batter shall not step to the other side of the plate while the pitcher is in position ready to pitch.
- (d) The batter must take his position after the umpire declares "PLAY."
- (e) **THREE STRIKE RULE FOR ALL LEAGUES** – with two strikes on the batter, the next ball must be fair.

**NOTE:** If the batter refuses to take his position in the batter's box during his time at bat, the umpire shall order the pitcher to pitch and shall call "STRIKE" on each such pitch. The batter may take his proper position after any such pitch and the regular ball and strike count shall continue, but if he does not take his proper position before three strikes are called, he shall be declared out.

**Sec. 2. EACH PLAYER OF THE SIDE AT BAT SHALL BECOME A BATTER** in the order in which his name appears on the score sheet.

- (a) The batting order of each team must be on the score sheet and must be delivered before the game by the manger or captain to the scorekeeper. He shall submit it for the inspection by the manager or captain of the opposing team.
- (b) The batting order delivered to the scorekeeper must be followed through out the game unless a player is substituted for another, in which case the substitute must take the place of the removed player in the batting order.
- (c) The first batter in each inning shall be the batter whose name follows that of the last player who completed his turn at bat in the preceding inning.

**Sec. 3. BATTING OUT OF ORDER:**

- (a) If the error is discovered while the incorrect batter is at bat, the correct batter may take his place, assume any balls and strikes, and any runs scored or bases run while the incorrect batter was at bat shall be legal.
- (b) If the error is discovered after the incorrect batter has completed his turn at bat and before there has been a pitch to another batter, the player who should have batted is out. Any runs scored are cancelled and base runners must return to the bases occupied when the incorrect batter took his position in the batter's box. The next batter is the player whose name follows that of the player called out for failing to bat. If the batter declared out under these circumstances is the third out, the correct batter in the next inning shall be the player who would have come to bat had the players been put out by ordinary play.
- (c) **TEAM batting CHOICE:**
  - 1. Bat defensive players only 10 or less or
  - 2. Bat everyone must be determined before game starts.
- (d) If the error is discovered after the first pitch to the next batter, the time at bat of the incorrect batter is legal, and all runs scored and bases run are legal, and the next batter in order shall be the one whose name follows that of the

incorrect batter. No one is called out for failure to bat. Players who have not batted and who have not been called out have lost their turn at bat until reached again in the regular order.

- (e) When the third out in an inning is made before the batter has completed his turn at bat. He shall be the first batter in the next inning.

**Sec. 4. THE BATTER SHALL NOT HINDER THE CATCHER FROM** fielding or throwing the ball by stepping out of the batter's box or intentionally hinder the catcher while standing within the batter's box.

**NOTE:** The ball is dead and base runners must return to the last base that, in the judgment of the umpire was touched at the time of interference. The batter is out except:

- (a) If the base runner is put out, the batter is not out.
- (b) When with less than two outs and a runner on third base and the batter interferes with a play being made at home plate, the batter is not out because the runner is out.

**Sec. 5. MEMBERS OF THE TEAM AT BAT SHALL NOT INTERFERE WITH A PLAYER** attempting to field a foul fly ball.

**NOTE:** The ball is dead and batter is out, base runners must return to their original base.

**Sec. 6. THE BATTER SHALL NOT INTENTIONALLY** strike the ball a second time, strike it with a thrown bat, or deflect its course in any way while running to first base.

**NOTE:** The ball is dead, the batter is out and base runners may not advance.

- (a) If a batter hits a pitched ball that hits home plate or the ground and rebounds striking the bat a second time, while both batter's feet remain in the batter's box, it will be ruled a foul ball providing the second hit was not intentional.
- (b) If a batter hits a pitched ball that hits fair territory immediately in front of home plate (within the front part of batter's box) and rebounds striking the batter while both the batter's feet remain in the batter's box, it shall be ruled a foul ball and the ball declared dead.

**Sec. 7. A STRIKE IS CALLED BY THE UMPIRE:**

- (a) For each legally-pitched ball entering the strike zone before touching the ground at which the batter does not swing.
- (b) For each legally-pitched ball struck at and missed by the batter.
- (c) For each foul hit not caught on the fly unless the batsman has two strikes.
- (d) For each pitched ball at which the batsman strikes but misses and which touches any part of his person.
- (e) For each foul tip held by the catcher.

**NOTE:** On a foul tip held by the catcher, the ball is in play and base runners may be p

**Sec. 8. A BALL IS CALLED BY THE UMPIRE:**

- (a) For each pitched ball which does—not enter the strike zone or touches the ground before reaching home plate and which is not struck at by the batter.
- (b) For each illegally-pitched ball (see illegal pitches).

**Sec. 9. THE BATTER IS OUT UNDER THE FOLLOWING CIRCUMSTANCES:**

- (a) After he has three strikes.
- (b) When his fair or foul fly ball (other than a foul tip) is legally caught by a fielder.
- (c) When an infield fly is declared.
- (d) When he attempts to hit a third strike and the ball touches him.
- (e) When his fair ball touches him before touching a fielder.
- (f) When, after hitting a fair ball, he intentionally strikes the ball a second time in fair territory.
- (g) After hitting a fair ball, his bat hits the ball a second time in fair territory. The ball is dead and no runners may advance. If the batter-runner drops his bat and the ball rolls against the bat in fair territory and, in the umpire's judgment, there was no intention to interfere with the course of the ball, the ball is alive and in play.
- (h) When after he hits a fair ball, he or first base is tagged before he touches first base.
- (i) When a fielder intentionally drops a fair fly ball or line drive with first, first and second, first and third, or first, second and third base occupied before two are out. (Ball is dead, batter is out).

**NOTE:** In this situation, the batter is not out if a fielder permits the ball to drop untouched to the ground except when the infield fly rule applies.

- (j) When he steps's from one batters box to the other while the pitcher is in position ready to pitch.
- (k) When he interferes with the catcher's fielding or throwing by stepping out of the batter's box or making any other movement that hinders the catcher's play at home base.

**EXCEPTION:** Batter is not out if any runner attempting to advance is put out, or if runner trying to score is called out for batter's interference.

- (l) When batting out of order.
- (m) If the batter refuses to take his position.
- (n) Three Strike rule for all leagues – with two strikes on the batter, the next batted ball must be fair, if not, the batter is called out.

**Sec. 10. THE BATTER BECOMES A RUNNER AND IS ENTITLED TO FIRST BASE WITHOUT LIABILITY TO BE PUT OUT** (provided he advances to and touches first base) when:

- (a) "Four balls" has been called by the umpire.
- (b) The catcher or any fielder interferes with him. If a play follows the interference, the manager of the offense may advise the plate umpire that he

elects to decline the interference penalty and accept the play. Such election shall be made immediately at the end of the play. However, if the batter reaches first base on a hit, an error, a base on balls, or otherwise, and all other runners advance at least one base, the play proceeds without reference to the interference.

- (c) A fair ball touches an umpire or a runner on fair territory before touching a fielder.

**Sec. 11. THE BATTER BECOMES A BASE RUNNER WHEN:**

- (a) He hits a fair ball.
- (b) A fair ball strikes the person or clothing of an umpire on fair ground.
- (c) The catcher interferes with or prevents him from striking at a pitched ball.

**Sec. 12. CHARGED CONFERENCE – OFFENSIVE** There shall be only one (1) charged conference between the manager or other team representative and the batter or base runner in an inning.

**PENALTY:** Ejection of manager or coach who insists on another charged conference.

**RULE 7. BASE RUNNING**

**Sec. 1. THE BASE RUNNER MUST TOUCH BASES IN LEGAL ORDER.** I.e. first, second, third and home plate.

- (a) When a base runner must return while the ball is in play, he must touch the bases in reverse order.
- (b) When a base runner acquires the right to a base by touching it before being put out, he is entitled to hold the base until he has legally touched the next base or is forced to vacate it for a succeeding base runner.
- (c) When a base runner dislodges a base from its proper position, neither he nor succeeding runners in the same series of plays are compelled to follow a base unreasonably out of position.
- (d) A base runner shall not run bases in reverse order either to confuse the fielders or to make a travesty of the game.
- (e) Two base runners must not occupy the same base simultaneously.

**NOTE:** The runner who first legally occupied the base shall be entitled to it; the other base runner may be put out by being touched with the ball.

- (f) The failure of a preceding runner to touch a base and who is declared out does not affect the status of a succeeding base-runner who touches bases in proper order unless two are out. If such third out is the result of a force play, neither preceding nor following runners shall score.

**Sec. 2. BASE RUNNERS ARE ENTITLED TO ADVANCE WITHOUT LIABILITY TO BE PUT OUT** under the following conditions:

- (a) When forced to vacate a base because the batter was awarded a base on balls (one base).
- (b) When a fielder obstructs the base runner from making a base unless the fielder is trying to field a batted or has the ball ready to touch the base runner.

**NOTE:** When obstruction occurs, the umpire shall call or signal "OBSTRUCTION."

- (1) If a play is being made on the obstructed runner or if the batter-runner is obstructed before he touches first base, the ball is dead and all runners shall advance without liability to be put out, to the bases they would have reached in the umpire's judgment, if there had been no obstruction. The obstructed runner shall be awarded at least one base beyond the base he had last legally touched before the obstruction. Any preceding runners forced to advance by the award of bases as the penalty for obstruction, shall advance without liability to be put out.
  - (2) If no play is being made on the obstructed runner, the play shall proceed until no further action is possible. The umpire shall then call "TIME" and impose such penalties, if any, as in his judgment will not nullify the act of obstruction.
  - (3) When a defensive player fakes a tag or play when he does not have the ball, obstruction will be called.
- (c) When a wild pitch or passed ball goes under, over, through or lodges in the backstop or in the umpire's mask or paraphernalia, the ball is dead.
  - (d) If the batter becomes a runner on ball four and ball goes into dead territory or lodges in the umpire's mask or paraphernalia, the ball is dead.
  - (e) When a fielder contacts or catches a batted or thrown ball with his cap, glove or any part of his uniform while it is detached from its proper place on his person.

**PENALTY:** The base runners shall be entitled to three bases if a batted ball or two bases if a thrown ball; in either case the base runners may advance further at their own risk. If the illegal catch or touch is made on a fairly-hit ball which, in the umpire's judgment, would have cleared the fence in flight, the runner shall be awarded a home run.

- (f) Two bases when an overthrown ball goes in dead territory. In all cases the umpire shall be governed by the position of the runners at the time the wild throw left the infielder or fielder's hand.

**Sec. 3. A PLAYER FORFEITS HIS EXEMPTION FROM LIABILITY TO BE PUT OUT WHEN:**

- (a) If while the ball is in play, he fails to touch the base to which he was entitled before attempting to make the next base. If the runner put out is batter-base runner at the first base, or any other base runner forced to advance because the batter became a base runner, this is a force-out.
- (b) If after overrunning first base, the batter-base runner attempts to continue to second base.
- (c) If after dislodging the base, the batter-base runner tries to continue to the next base.

**Sec. 4. THE BASE RUNNERS ADVANCE IS LIMITED:**

- (a) When a fair-batted fly ball goes over the fence, it shall entitle the batter to a home run. The batter must touch the bases in regular order.

- (b) When any bounding fair ball is deflected by the fielder into dead ball territory, or over or under a fence in fair or foul territory in which case the batter and all runners shall be entitled to advance two bases beyond the base they occupied at the time of the pitch.

**NOTE:** If in the umpire's judgment a fielder intentionally throws, kicks or carries ball into dead ball territory, the umpire may award as many bases he feels the runner(s) would have reached.

**Sec. 5. THE BASE RUNNER MUST RETURN TO HIS BASE UNDER THE FOLLOWING CIRCUMSTANCES:**

- (a) When a foul ball is illegally caught and is so declared by the umpire.
- (b) When an illegally-batted ball is so declared by the umpire.
- (c) When a batter or base runner is called out for interference. Other base runners shall return to the last base which was, in the judgment of the umpire, legally touched by them at the time of the interference.
- (d) When there is interference by the plate umpire or his clothing with the catcher's attempt to throw.
- (e) When any part of the batter's person is touched by a pitched ball that is a swung at the missed.
- (f) When an umpire is struck by a fair ball before it is touched by a fielder.
- (g) When a coach or a member of the team at bat with intent or design permits a thrown ball to touch his person or clothing.
- (h) When the umpire declares a dead ball, unless it is also the fourth ball on the batter and he is thereby forced to advance to the next base.
- (i) When a legally caught fly ball in playable territory is carried by the fielder unintentionally into dead ball territory, the ball is dead, the batter is out and all runners advance one base beyond the base they occupied at the time of the pitch. If in the judgment of the umpire, the fielder INTENTIONALLY carries a legally caught fly ball into dead ball territory, the ball is dead, the batter is out and all runners are awarded two bases beyond the base they occupied at the time of the pitch.
- (j) When the umpire calls "TIME."

**NOTE:** In the foregoing cases the ball shall not be considered in play until it is held by the pitcher standing in his position and the umpire declares 'PLAY.'

**Sec.6.BATTER - BASE RUNNERS ARE OUT UNDER THE FOLLOWING CIRCUMSTANCES:**

- (a) When after a fair ball is hit, he is legally touched with the ball before he touches first base.
- (b) When after a fair ball, the hit ball is held by a fielder touching first base with any part of his person before the batter-base-runner touches first base.
- (c) When after a fly ball, the ball is caught by a fielder before it touches the ground or any object other than a fielder.
- (d) When he runs outside the three-foot line and, in the opinion of the umpire, interferes with the fielder taking the throw at first base. However, he may run outside the three-foot line to avoid a fielder attempting to field a batted ball.
- (e) When after a fair hit he runs to the inside of the baseline from home to first and is struck with a thrown ball before reaching first.

**Sec. 7. THE BASE RUNNER IS OUT UNDER THE FOLLOWING CIRCUMSTANCES:**

- (a) When in running to any base, he runs more than three feet from a direct line between a base and the next one in regular or reverse order to avoid being touched by the ball in the hand of a fielder.
- (b) When, while the ball is in play, he is legally touched with the ball in the hand of a fielder while not in contact with a base.
- (c) When, on a force-out, a fielder holds the ball on the base to which the base runner is forced to advance before the runner reaches that base.
- (d) When the umpire calls the base runner out for failure to return to touch the base when play is resumed after a suspension of play.
- (e) When a base runner passes a preceding base runner before that runner has been put out.

**NOTE:** In the above instances the ball is in play and the base runner is out.

- (f) When a base runner leaves his base to advance to another base before a fly ball has been touched, providing the ball is returned to a fielder and legally held on that base or legally touches the base runner before the runner can return.
- (g) When the base runner fails to touch the intervening base or bases in regular or reverse order and the ball is in play and legally held on that base, or the base runner is legally touched while off base.
- (h) When the base runner legally overruns first base, attempts to run to second base before returning to first and is legally touched while off base.
- (i) When a base runner interferes or obstructs a fielder attempting to field a batted ball or intentionally interferes with a thrown ball.
- (j) He is struck by a fair ball in fair territory before the ball has touched or passed an infielder. The ball is dead and no runner may score, nor runners advance, except runners forced to advance.

**EXCEPTION:** If a runner is touching his base when touched by an Infield Fly, he is not out, although the batter is out.

**NOTE:** If runner is touched by an Infield Fly when he is not touching his base, both runner and batter are out.



- (k) When a runner intentionally kicks a ball which an infielder has missed.
- (l) When, with a base runner on third base, the batter interferes with a play being made at home plate with less than two outs.
- (m) When, in the judgment of the umpire, the coach touches or holds the runner physically to assist him in returning or leaving a base. However, the runner shall not be declared out if a play is not being made on him.
- (n) 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 batter or thrown ball and thereby draws a throw to home plate. The base runner nearest to third base shall be out.
- (o) When one or more members of the offensive team stand or collect at or around a base to which a baserunner is advancing thereby confusing the fielders and adding to the difficulty of making the play.
- (p) When the base runners run the bases in reverse order
- (q) When the coach intentionally interferes with a thrown ball.

**NOTE:** SEC 1-Q. The ball is dead and the baserunner is out; no bases may be run unless necessitated by the batter becoming a baserunner.

- (r) When the baserunner fails to keep contact with the base to which he is entitled until a legally pitched ball has been released. When a baserunner is legitimately off his base, movement off base after an attempt to stretch a hit or after a play, it is the duty of the pitcher to play him back to base. This rule does not apply to a runner who is legitimately off base after a pitch not hit. In this situation, the pitcher must only allow sufficient time (umpire's judgement) to return to his base and does not have to play the runner back. If the runner does not return to his base, after being give sufficient time he shall be called out. If the pitcher does not comply with this obligation, said runner may advance legally and not be called out for being off his base. After the baserunner has returned to his base and the pitcher is standing on the pitcher's plate with the ball in his possession, the runner cannot move off the base until a pitched ball is released.

**NOTE:** The ball is dead, NO PITCH is declared and the baserunner is out.

- (s) Any batter or runner who has just been put out, and who hinders or impedes any following play being made on a runner. Such runner shall be declared out for the interference of his teammate.
- (t) If, in the judgement of the umpire, a base runner willfully and deliberately interferes with a batted ball or a fielder in the act of fielding a batted ball with the obvious intent to break up a double play, the ball is dead. The umpire shall call the runner out for interference and also a call out the batter-runner because of the action of his teammate. In no event may bases be run or runs scored because of such action by a runner.
- (u) The base runner or batter runner is out when he does not slide or attempt to get around the fielder when the fielder who has the ball, or is about to receive the ball, is waiting to tag the runner out.

**Sec. 8. BASE RUNNERS ARE NOT OUT UNDER THE FOLLOWING CIRCUMSTANCES:**

- (a) When a base runner runs behind the fielder and outside the baselines in order to avoid interfering with a fielder attempting to field the ball in the base path.
- (b) When a base runner does not run in a direct line to the base providing the fielder in the direct lines does not have the ball in his possession.
- (c) When more than one fielder attempts to field a batted ball and the baserunner comes in contact with the one who, in the umpire's judgement, was not entitled to field the ball.
- (d) When a baserunner is hit with a fair ball that has passed through an infielder and, in the umpire's judgement, no other fielder had a chance to play the ball.
- (e) When a baserunner is touched with the ball not securely held by a fielder.
- (f) When the baserunner overruns first base after touching it and returns directly to the base.
- (g) When the base runner is not given sufficient time to return to a base, he shall not be called out for being off base before the pitcher releases the ball. He may advance as though he had left the base legally.
- (h) A runner who has started to advance cannot be stopped by the pitcher receiving the ball while on the pitching plate nor by stepping on the plate with the ball in his possession.
- (i) When a baserunner holds his base until a fly ball touches a fielder and then attempts to advance.
- (j) When a baserunner slides into a base and dislodges it from its proper position, the base is considered to follow the runner.

**NOTE:** a baserunner having made such a base safely shall not be out for being off that base. He may return to that base without liability to be put out when the base has been replaced. A runner forfeits this exemption if he attempts to advance beyond the dislodged base before it is again in proper position.

**RULE 8. SCORING OF RUNS**

**Sec. 1. ONE RUN SHALL BE SCORED** every time a baserunner, after having legally touched the first three bases, shall legally touch the home base before three men are out; provided, however, that if he reaches home on or during a play in which the third man is forced out or is put out before reaching first base, a run shall not count; also, if the third out is made by a preceding runner failing to touch a base, a run shall not count.

**NOTE:** An out for leaving a base too soon on a caught fly ball is not a force-out and when such an out is the third out in an inning, any preceding runner scoring before the out was actually made, will count.

**NOTE:** In the case of a runner failing to touch a base, if the base missed is the one to which a runner is forced to advance by reason of the batsman becoming a baserunner and the out is the third out in an inning, no run scored in that series of plays will count regardless of whether the runs were across the plate before the out was actually made.

**Sec. 2. WHEN A PITCH IS STARTED,** a runner on base cannot score on any pitched ball which passes the batter, except when the bases are full and the runner is forced to advance by reason of the batsman becoming a baserunner by reason of a base on balls, or if an illegal pitch is declared.

**Sec. 3. A RUNNER ON THIRD, WHEN THE PITCH IS STARTED, MAY SCORE:**

- (a) On a fair hit ball
- (b) On a foul fly ball that is legally caught.
- (c) If the ball is thrown to any other player except the pitcher and an error is committed.
- (d) On catcher's interference, if forced.

**Sec. 4. SCOREKEEPER**

- (a) Has the authority to assist the umpire on runs scored.
- (b) Has the authority on the official game time. Umpire will start the game; scorekeeper will then keep the official game time. Umpire may or may not stop the game clock due to an injury or any official time outs.
- (c) Results are the official score and is final.

## **RULE 9. FASTPITCH RULES**

**Sec. 1. DESIGNATED PLAYER**

- (a) A designated player (DP) may be used for any player, provided it is made known prior to the game.
- (b) The player listed as DP must remain in the same position in the batting order for the entire game. The starting player and his substitute cannot be in the game at the same time. The starting DP may reenter one time.
- (c) The DP may be substituted for either by a pinch hitter, pinch runner or the defensive player being hit for. If the substitute is the defensive player, he must bat in the same order as the DP and the DP will be terminated. The starting DP may reenter once.
- (d) The DP may play defense in any position. Should the DP play defense for a player he is batting or, that player will continue to bat but not play defense.

**Sec. 2. EXTRA HITTER**

- (a) An extra hitter (EH) may be used provided it is made known prior to the game.
- (b) The EH must remain in the same position in the batting order for the entire game.
- (c) The EH may not play defense.
- (d) The EH may be substituted for at any time, either by a pinch runner or pinch hitter. The starting EH may reenter.

**Sec. 3. DESIGNATED RUNNER**

- (a) A designated runner (DR) may be used provided it is made known prior to the game.
- (b) The designated runner may be used once each inning.
- (c) The DR may play defense but if he does the rule of the DR is terminated.

**Sec. 4. FIELD DIMENSIONS,**

- (a) 60 foot baselines
- (b) 46 foot pitching distance.

## **Sec. 5. FAST PITCH PITCHING**

- (a) NAFA Pitching Rules will apply.

## **RULE 10. CO-ED SOFTBALL RULES**

### **Sec. 1. PITCHING**

- (a) 12 foot arc limit for women and men and must be over the batters head.
- (b) A male batter who is walked for four consecutive balls with no strike thrown during his time at bat or intentionally walked prior to any pitches, shall be awarded second base. Base runners advance only if forced to vacate their bases.

**NOTE:** After a male batter receives one (1) or more strikes and is then issued an intentional walk, he shall be awarded first base.

- (c) A female batter who immediately follows a male batter that was walked by four consecutive balls or intentionally walked, shall have the option to bat or to take first base.

### **Sec. 2. DEFENSE**

- (a) Each team must have a minimum of eight players (can be (3) men/ (5) women (5) men/ (3) women, or (4) men/ (4) women). No more than 5 of either male or female players are allowed on the field.
- (b) A minimum of four outfielders (with 10 defensive players) must be behind an outfield restriction line (180 foot arc from home plate) when a female is batting until she hits the pitch. PENALTY: The batter and all baserunners will be awarded one base unless each has advanced one base safely, in which case the play proceeds without reference to the violation.
- (c) 180 foot outfield line; all outfielders must stay behind the line until the ball is hit. PENALTY for crossing the line: one base awarded to the batter and all base runners.

### **Sec. 3. BATTING**

- (a) Alternate male/female batting order only.
- (b) Bat 10 regular substitution rule applies.
- (c) Bat everyone, free substitution rule applies.
- (d) Uneven number of male/female, overlap batting is allowed.

\*Under no circumstances can two (2) male batters bat back to back!

### **Sec. 4. COURTESY RUNNER**

- (a) One male, one female per inning.

# **SANTA BARBARA SOFTBALL CLUB 2007 CONSTITUTION**

## **Name – Objectives**

1. The official name of this organization shall be the Santa Barbara Softball Club (S.B.S.C.).
2. The purpose of this club is to:
  - a) Foster, promote, regulate, develop, conduct and supervise amateur softball in the Santa Barbara area.
  - b) Engender a spirit of cooperation and friendship between the members of the Club in amateur softball competition and to see that the standards of good sportsmanship are maintained at all times.
  - c) To set forth such rules and regulations as may be necessary to govern softball among the members of the club.
3. The Santa Barbara Softball Club shall consist of members, the Advisory Board, Managers, and Umpires

## **Article 1 – Membership**

1. Any person participating on a softball team in any S.B.S.C. sponsored activity in any calendar year shall be a regular member of the Club for that year.
2. A team is an association of players joined together to participate in the game of softball. It shall consist of players, managers, and coaches.
  - d) Women may not play on Men's teams due to the availability of women's and Co-ed leagues. Exception: If type of game is not available to women. Example: Fast pitch
3. A league shall be an association of teams joined by a common interest in the sport of softball. It may be made up of any number of teams, a minimum to be decided at the discretion of the Advisory Board.
4. Membership fees may be assessed at the discretion of the Advisory Board.
5. Expulsion from the S.B.S.C. may occur upon violation of Club rules. The person or persons expelled shall be given the right of full hearing.

## Article 2 – Advisory Board

### 1. Function:

- a) The advisory Board shall be the governing body and its members shall hold office until their successors are duly elected and seated. The Board shall have the authority to organize leagues and teams and to enforce such rules as then may adopt governing the operation of these leagues and teams. They shall cooperate with Elings Park Foundation in the use of grounds and facilities.

### 2. Meetings:

- a) The advisory Board shall regularly meet on the fourth Monday of each month. All Board members shall be notified as to the time and location of the next meeting.
- b) The President or Elings Park Foundation may schedule an emergency meeting at any time they deem necessary with 24 hrs notice to all Board members. **Exception:** The president may not call an emergency meeting if an item has any bearing on the President's team or league. However, the next office (Vice-President, Secretary/Treasurer, etc.) not involved may call an emergency meeting.
- c) A majority vote of quorum of at least five (5) Board members will be required for Board action.
- d) Any member of the Advisory Board directly involved with a league in which a game is protested will not be allowed to vote during the protest hearings. The Board, Elings Park, and Chief Official shall determine all policies and actions pertaining to softball.
- e) Only one (1) chairman or representative of committees or Advisory committees will be allowed to appear at Advisory Board sessions and will not be allowed a vote on the Advisory Board if he/she is not a member of the Board.

### 3. Board Membership:

- a) There will be ten (10) Board members. Qualifications for Board Membership: S.B.S.C. member in good standing and/or a desire to serve on the Board.
- b) The first alternate shall fill the first vacancy on the Advisory Board.
- c) Vacancies of any Board memberships shall be filled at the next regular meeting of the Board and shall be filled by a majority vote of the Board members.
- d) Removal of a Board member can be accomplished upon 2/3 majority vote of all Board members present at the meeting advertised ten (10) days in advance.

### 4. Officers:

- a) The Board shall elect the following officers from the board membership: President, Vice-President, Treasurer, Recording Secretary, Technology Chair, Awards Chair, and Tournament Coordinator. The Umpire in Chief will also serve on the Advisory Board.
- b) The President shall preside at all meetings of the Advisory Board and the S.B.S.C. He/she shall appoint all regular and special committees,

subject to the Advisory Board's approval. He/she shall be an ex-officio member of all committees.

- c) The Vice-President shall discharge all duties of the President in the absence of the President. The Vice-President shall assist the President in his duties.
- d) The Recording Secretary shall keep the minutes of all Board and S.B.S.C. meetings and have such minutes available at all meetings.

## **Article 3 – Penalties**

### **1. Roster Violations:**

- a) Manager or player who plays under an assumed name will be suspended for one (1) season or three (3) months.
- b) Any player suspended for 1 season / 3 months from the league is also suspended from S.B.S.C. tournament play for the same time period.

### **2. Players Code of Conduct:**

- a) There shall be absolutely no smoking, drinking, or profane language on the playing field at any time. Violations shall call for ejection from the game by the game officials. Players under the influence of intoxicating beverages or controlled substances shall not be permitted on the field.
- b) Any player, coach, or manager, who is ejected from a game or in violation of the Players Code of Conduct rules listed in the League Rule Book, will receive AUTOMATIC penalties listed below
  - i. Every violation of the roster requirements or of the Player's Code of Conduct shall be reviewed by the Board. The Board shall make the final determination of the penalty or fine to be imposed, which penalty or fine may exceed the automatic penalty or fine previously set by the Softball League Office.
  - ii. Violation of the Players Code of Conduct or roster regulations while on probation will result in suspension as a participant for one calendar year.

### **3. Team Penalties and Fines:**

- a) Failure to field an official team will result in a forfeit. A forfeit fee of \$20.00 must be paid before the next game.
- b) Teams will be penalized for not observing field reservations.
- c) Roster violations will result in a forfeit of the game. In the event both teams are in violation, both teams will receive a forfeit. A forfeit fee will be assessed and must be paid BEFORE the next scheduled game.
- d) Each team member is responsible for the payment of fees and fines and will not be allowed to play until the fee or fine has been paid
- e) Players are not to practice pepper against the fence or backstop.

#### **4. Suspension Clarifications:**

- a) Any player who is suspended shall not participate with any S.B.S.C. team while on suspension.
- b) The term PLAYER as used above shall apply to all team personnel such as managers, coaches, batboys, scorekeepers, sponsors, etc.
- c) Any violations of probation will result in suspension as participant for one calendar year.



**NOTES:**

