



**2010**  
**International Fastpitch Association**  
**Softball Playing Rules**

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**This rulebook is only a guide.**

**The field umpire will interpret rules.**

**If you have a question or discrepancy, please call a  
timeout and ask to speak with the umpire.**

***ANY RULE CHANGES ARE IN BOLD AND  
ITALICIZED AND IN RED ON-LINE***

## **RULE 1 – DEFINITIONS**

Whenever "she" or "her" or their related pronouns may appear in this rule book either as words or as parts of words, they have been used for literary purposes and are meant in the generic sense (i.e., to include all human kind, or both male and female sexes).

**ALTERED BAT:** A bat is considered altered when the physical structure of a legal softball bat has been changed. 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. Any bat that has been physically changed in any way, except for the tape on the handle.

**APPEAL PLAY:** An appeal play is a play on which an umpire may not make a decision until requested by a manager, coach or player. The appeal may not be made after any one of the following has occurred:

1. A legal or illegal pitch,
2. The pitcher and all infielders have left fair territory,
3. The umpires have left the field of play.

### ***TYPES OF APPEALS***

1. ***Missing a base either advancing or returning (Live or Dead Ball Appeal)***
2. ***Leaving a base early of a caught fly ball before the ball is 1st touched. (Live or Dead Ball Appeal)***
3. ***Batting out of order (Dead Ball Appeal Only)***

**BASE ON BALLS:** A base on balls permits a batter to gain first base without liability to be put out and is awarded to a batter by the umpire when four pitches are judged to be out of the strike zone.

**BASE LINE:** A base line is an imaginary direct line between the bases.

**BASE PATH:** A base path is a direct line between a base and the runner's position at the time a defensive player is attempting (or about to attempt) to tag a runner. The path between the bases. Three feet on both sides of the bag that runs parallel from the base pad and centerline. (Base runners position also establishes base path.)

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

**BATTER'S BOX:** The batter's box is the area in which the batter is positioned while at bat. The lines are considered as being within the batter's box.

**BATTER-RUNNER:** A batter-runner is a player who has finished a turn at bat but has not yet been put out or touched first base. An offensive batter that has just put the ball in play becomes a base runner.

**BATTING ORDER:** *The batting order is the official list of starting offensive players in the order in which they are to bat and recorded on a line-up card.*

**BLOCKED BALL:** A blocked ball is a batted or thrown ball that is touched, stopped or handled by a person not engaged in the game; or which touches 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 bunt is a ball that is intentionally tapped with the bat, slowly, within the infield. A bunt should never be considered an infield fly. When a batter taps the pitched ball and attempts to put the ball in play. Note: If a batter presents her bat for a bunt and does not pull it back prior to the ball reaching her, a strike will be called. On a bunted ball (fair or foul) if the bat is intentionally thrown and hits the ball the batter will be out. If the dropped bat unintentionally hits the ball it is not an out.

**CATCH:** 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.

**A.** In establishing a valid catch, the fielder shall hold the ball long enough to prove complete control of it and/or that the release of the ball is voluntary or intentional. If a player drops the ball after reaching into the glove to remove it or while in the act of throwing, it is a valid catch.

**B.** 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.

**C.** 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 the playable area or one foot touching or the other in the air, before the catch is legal.

**D.** It is not a catch, 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.

**E.** A ball which strikes anything other than a defensive player while it is in flight, is ruled the same as if it struck the ground.

**F.** An illegally caught ball occurs when a fielder catches a batted or thrown ball with anything other than the hand(s) or glove in its proper place. Should the catcher catch any fly ball with the mask, the batter is not out.

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

**CATCHER'S BOX:** The area defined by lines, which are considered within the catcher's box. The catcher's body and equipment are considered within the box unless touching the ground outside the box. The catcher must remain in the box until the pitch is released.

**CHARGED CONFERENCE:** A charged conference takes place when:

**A.** Offensive Conference. The offensive team requests a suspension of play to allow the manager or other team representative to confer with the batter, another team representative, and/or runner(s).

**B. Defensive Conference.** The defensive team requests a suspension of play, and representative enters the playing field and talks with any defensive player.. (Only 1 offensive and 2 defensive conferences allowed per inning, except to replace a pitcher.)

**COURTESY RUNNER:** A courtesy runner is any player who runs for a runner without a charged substitution. Courtesy runners for catchers and pitchers are the last out or a substitute. A courtesy runner is not officially in the game.

**CROW HOP:** *Prior to delivering the pitch, the pitcher replants the pivot foot and pushes off from a spot other than the pitcher's plate.*

**DEAD BALL:** The term used for a ball that:

1. Touches any object or player out-of-play,
2. Is lodged in umpire's gear or in an offensive player's clothing,
3. The umpire has ruled dead. A dead ball line is considered in play. When the ball is not in play the umpire will declare "dead ball".

**DEFENSIVE TEAM:** The defensive team is the team in the field.

**DESIGNATED RUNNER:** A player who is a designated base runner. Designated runner can run for anyone at any time during a game. This runner is listed on batting line-up as DR. DR does not bat or play the field. A team may enter a DR into a game as a substitution, but then the DR is gone for the rest of the game.

**DISLODGED BASE:** A dislodged base is a base displaced from its proper position.

**DISQUALIFIED PLAYER:** A player removed from the game for a rule violation or unsportsmanlike act. If a player is disqualified and there are no substitutes available then the game is a forfeit. Any disqualified player discovered in the game will constitute a forfeit.

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

**DUGOUT:** An out-of-play area designated for player, coaches, batgirls and official representatives of the team only. There shall be no smoking in this area.

**RESTRICTED TO THE DUGOUT PLAYER:** A player or coach removed from the game by the umpire, usually for an unsportsmanlike act or conduct. A flagrant act will require the player or coach to leave the grounds for the remainder of the game. A team may NOT continue to play shorthanded. If no substitutes are available the game is a forfeit. Any restricted to the dugout player or coach discovered participating in the game would constitute a forfeit.

**EXTRA PLAYER:** An extra player is optional, but it allows a team to play up to eleven players on offense and nine on defense. NOTE: *A team may use up to 2 EP's however they must remain in the same batting order.*

**FAIR BALL:** A batted ball 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 the fielder touches the ball. It does not matter whether the ball first touches fair or foul territory, as long as it does not touch anything foreign to the

natural ground in foul territory and complies with all other aspects of a fair ball. A fair ball is 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, equipment or clothing of a player or an umpire.
- D. While over fair territory, a runner interferes with a defensive player attempting to field a batted ball,
- E. Touches first or third base
- F. First falls or is first touched on or over fair territory beyond first or third base,
- G. While over fair territory, passes out of the playing field beyond the out-field fence,
- H. Hits the foul pole.

**FAIR TERRITORY:** Fair territory is 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 neither has the ball nor is about to receive the ball, and which impedes the progress of a runner either advancing or returning to a base. The runner does not have to stop or slide. Merely slowing down when a fake tag is attempted would constitute obstruction. When a defensive player makes the motion of tagging a base runner. ***A fake tag is always considered obstruction.*** Penalty could be ejection of the offending player.

**FIELDER:** A fielder is any player of the team in the field.

**FLY BALL:** A fly ball is any ball batted into the air.

**FORCE PLAY:**

- A. A force play is a play in which a runner(or two or three runners) loses the right to the base occupied and is forced to advance because the batter becomes a batter-runner.***
- B. For a given runner, a force play ends as soon as the runner touches the next base or a following runner is put out.***
- C. If a batted ball is caught before it touches the ground there can be no force play.***
- D. If a forced runner, after touching the next base, retreats for any reason towards the base they had first occupied, the force play is reinstated and they may again be put out if the defense tags the base to which they are forced.***

**FOUL BALL:** A foul ball is a batted ball that:

- A. Settles or is touched 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 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,
- E. First hits the ground or is first touched over foul territory beyond first or third base. A caught fly ball is not a foul ball,

**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, not higher than the batter's head, to any part of the catcher's body or equipment and is caught by another fielder.

**H.** *A foul ball is a dead ball and runners can not advance.*

**FOUL TIP:** A batted ball that goes directly from the bat, not higher than the batter's head, to the catcher's hand(s) or glove and is legally caught by the catcher. When the batted ball is glanced off the bat and into the catcher's glove. ***A foul tip is a live ball and runners may advance.***

**HESITATION:** When a base runner advances toward a base and then retreats back to previous base when the pitcher has possession of the ball in the Pitcher's circle and the pitcher does not attempt to make a play on the base runner.

**HIT BY PITCH:** When the batter is hit by the pitched ball and the batter is not swinging at the ball or a strike is not called. Dead ball results with the batter advancing to first base.

**HOME TEAM:** The home team shall be designated by mutual agreement or by a flip of a coin.

**ILLEGAL BAT:** An illegal bat is one that does not meet the requirements of Rule 2, Section 1. Any bat that has been altered from its original condition (other than grip tape on the handle).

**ILLEGALLY BATTED BALL:** An 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 or altered bat is used.

**D.** When, at the time the bat makes contact with the ball, the batter's entire foot had stepped back 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 lineup, either on offense or defense, who does not have a legal right to the position.

**ILLEGAL PITCH:** ***An illegal pitch is a delayed dead ball and is an infraction of the pitching rule.***

**IN FLIGHT:** In flight is 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:** In jeopardy is 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 to register. The determination of eligibility is not the responsibility of the umpire. ***The use of an ineligible player will constitute a forfeit of any games played or in progress if properly protested.***

**INFIELD:** The infield is that portion of the field in fair territory that includes areas normally covered by infielders.

**INFIELD FLY:** A fair fly ball (not including a line drive or an attempted bunt) which can be caught by an infielder with ordinary effort when first and second bases or first, second and third bases are occupied before two are out. Any defensive player who takes a position in the infield at the start of the pitch shall be considered an infielder for the purpose of this rule. The infield fly is ruled when the ball reaches the highest point based on the position of the closest infielder regardless who makes the play. When it seems apparent that a batted ball will be an infield fly, the umpire shall immediately declare: "Infield Fly". The ball is live and runners may advance at the risk of the ball being caught. The runners can tag up and advance once the batted ball is touched (prior to catching), the same as on any fly ball. If a declared infield fly becomes a foul ball, it is treated the same as any foul.. ***When umpire calls infield fly, the batter is out whether the ball is caught or not.***

**INNING:** An inning is 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.

**INTERFERENCE:** Interference is 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. ***Interference can be physical or verbal***

**LEAPING:** An act by the pitcher, which causes the pitcher to be airborne on the initial move and push from the pitcher's plate. This is an illegal act.

**LEGAL TAG:**

**A. Runner.** A legal tag occurs when a runner or batter-runner that is not touching a base is tagged by the ball while it is securely held in a fielder's hand(s) or glove. The ball is not considered as having been securely held if it is juggled or dropped by the fielder after tagging the runner, unless the runner deliberately knocks the ball from the hand(s) or glove of the fielder.

**B. Base.** Once the defensive player has control of the ball in her hand(s) or glove, she may touch the base with any part of her body to be a legal touch. (E.g. The defensive player could touch the base with her foot, with her empty hand; sit on the base, etc.) This would apply in force out or appeal situations.

**LINE DRIVE:** A line drive is a fly ball that is batted sharply and directly into the playing field. A line drive will never be considered an infield fly.

**LIVE BALL:** Any and all times that the ball is in play or until the umpire calls "time" or "dead ball".

**OBSTRUCTION:** ***Obstruction is the act of a defensive team member that hinders or impedes a batters attempt to make contact with a pitched ball or that impedes the progress of a runner or batter-runner who is legally running bases, unless the fielder is in possession of the ball or is making the initial play on a batted ball. This may be intentional or unintentional and may be physical or verbal.***

**OFFENSIVE TEAM:** The offensive team is the team at bat.

**ON-DECK BATTER:** The on-deck batter is the offensive player whose name follows the name of the batter.

**STEALING:** Stealing is the act of a runner attempting to advance during a pitch to the batter. Runners can advance once the pitched ball leaves the pitcher's hand.

**STRIKE ZONE:** When a batter assumes a natural batting stance adjacent to home plate, the strike zone is that space over any part of home plate between the batter's armpits and the top of the knees.

**SUBSTITUTE:** Any member of a team's roster who is not listed as a starting player, or a starting player who re-enters the game. If a substitute enters the game without reporting, and after a pitch has been thrown (legal or illegal), the player will be disqualified when discovered. If a substitute is illegal for any reason, the player will be subject to the penalty for that violation.

**TIME:** Time is the term used by the umpire to order the suspension of play.

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

**TURN AT BAT:** A 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 wild pitch is a legally delivered ball that the catcher cannot catch or stop and control with ordinary effort.

## **RULE 2 – EQUIPMENT**

### **Section 1. THE OFFICIAL BAT**

**A.** Shall be a smooth cylinder with a knob and pass through a 2 1/4" diameter bat ring. The bat hand must be round or oval.

**B.** Shall be metal, plastic, graphite, carbon, magnesium, fiberglass, ceramic or any other approved composite material. Any new composite construction bat must be reviewed for approval.

**C.** Shall not be more than 34 inches (87.0cm) long, or exceed 38 ounces (1100.Og) in weight.

**D.** Shall not have exposed rivets, pins, rough or sharp edges or any form of exterior fastener that would present a hazard. A metal bat shall be free of burrs and cracks.

**E.** Shall have a safety grip of cork, tape (no smooth plastic tape) or composition material. The safety grip shall not be less than 10 inches (25.0cm) long and shall not extend more than 15 inches (40.0cm) from the small end of the bat. Any molded finger-formed grip made by the bat manufacturer, if used, must be permanently attached to the bat or attached to the bat with safety tape and must be approved by the Equipment Standards Committee. Resin, pine tar or spray substances placed on the safety grip to enhance the grip are permissible on the grip only. Tape applied to any bat must be

continuously spiraling. It does not have to be a solid layer of tape. It may not exceed two layers. Taping of a bat less than the required length is considered illegal.

APPROVED GRIPS: Bear Grip, Rotary Grip, Dome Style Power Grip, Finger Style, Sure Grip, and Power Pad rubber knob attachment are all approved.

**F.** If metal, and not made of one-piece construction with the barrel end closed, shall have a rubber or vinyl plastic or other approved material insert firmly secured at the large end of the bat.

**G.** It may be molded, lathe, welded or permanently fastened. A "flare" or "cone" grip attached to the bat will be considered altered. The knob may be taped as long as there is no violation of this section. Shall have a safety knob of circular cross section concentric to the bat handle with a minimum diameter one-half inch greater than the handle diameter including the grip. The knob portion adjacent to the grip must extend at least one-eighth inch beyond the grip within ten degrees (10) of the perpendicular to the longitudinal axis of the handle. The remainder of the knob portion may have curvature to the apex at the maximum knob diameter. The distance, when measured along the longitudinal axis of the handle, from the point of the knob which is adjacent to the grip to the apex of the knob at its maximum diameter shall not exceed three-eighths of an inch.

**H.** The weight, distribution of weight, or length 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 in this Rule 3, Section 1.

### **IFA NON-APPROVED BAT LIST**

Effective January 1st of each current year a list of illegal bats will be listed on the IFA website. See website for any updates throughout the year.

#### **Penalty for using an illegal bat:**

At The Umpire's discretion, The player and coach may be restricted to the dugout from the game. If the team is caught a second time during the same event the player and coach will be restricted to the dugout and the coach will be suspended from the next game in the same tournament.

#### **Illegal Bat Challenge Rule:**

It is extremely difficult to keep our bat list up to date, and it is possible that a bat may be illegal for league play but not yet on our list. Since safety is the primary reason for our bat policies, the use of questionable bats will not be allowed. Just because a bat is not on the list does not mean that it is not illegal. Once a bat is challenged, if the umpire deems it illegal, it cannot be used. If the umpire deems the bat legal, it will be allowed and play will continue. If the umpire is unsure of the legality of the bat, it can be removed from the game at the umpire's discretion. In this case, the automatic out call is waived, and the player is allowed to get another bat and continue her at-bat. The challenged bat is then disqualified for the rest of the game and must be cleared through the league office before it can be used again in a game. It is the players or managers responsibility to contact the league office to have a bat declared legal for league play. Bringing an identified illegal bat to the plate will still result in an out being called, the bat being disqualified, and the player & head coach are immediately restricted to the dugout from the game. It is also the responsibility of the team manager to inform their team as to the rules and regulations of our league concerning bats. Managers may also contact the league office with any questions regarding legal or illegal bats.

### **Section 2. THE OFFICIAL SOFTBALL**

8u & 10U teams will play with 11" balls. All other teams will play with 12" balls.

### **Section 3. GLOVES**

May be worn by any player, but mitts may be used only by the catcher and first baseman. The pitcher's glove shall be of one solid color other than white, gray, or yellow optic. Multicolored gloves are acceptable for all other players. Gloves with white, gray, or yellow optic circles on the outside, giving the appearance of a ball, are illegal for all players.

#### **Section 4. MASKS, BODY PROTECTORS, SHIN GUARDS AND HELMETS**

Catchers must wear a mask with throat protector, approved helmet with earflaps, shin guards that offer protection to the kneecaps and body protector.

##### **A. FACE MASKS**

Any defensive player or offensive player can wear an approved plastic face mask/guard. EXCEPTION: Fastpitch catchers cannot wear the plastic face mask/guard. Face masks/guards that are cracked or deformed, or if padding has deteriorated or is missing, are prohibited from use. Approved are the Game Face and Sports-Guard facemasks.

##### **B. HELMETS**

**1. OFFENSE.** All fastpitch offensive players, including the on-deck batter, and players acting as coaches in the coach's box, must properly wear double earflap NOCDAE-approved batting helmets. Any offensive player may wear an approved helmet of similar color as the team caps. Batting helmets that are broken, cracked, dented, or that have been illegally altered are prohibited from use. All batting helmets and catching gear must be approved and in original condition. All batting helmets are required to have face guards. This is mandatory for all youth age divisions (8U-18U) for batters and base runners. (Numbers and personalized designs are okay). Player safety is the main concern. If a batter proceeds out of the dugout without a chinstrap in use the batter will automatically be considered out. EFFECT: Failure to wear the batting helmet or chin strap when ordered to do so by the umpire shall cause the player to be restricted to the dugout for 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.

**2. DEFENSE.** Any defensive player may wear an approved helmet, with or without earflaps, of similar color as the team caps. It must have a bill.

#### **Section 5. UNIFORM**

All players on a team shall properly wear uniforms that are alike in color, trim and style. 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.

##### **A. HEADWEAR**

Ball caps, visors and headbands are optional for player. If worn, they can 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 alike 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 alike in color and style. No player may wear ragged, frayed or slit legs on exposed sliding pants.

EXCEPTION: Pitchers may not wear their sliding pads turned inside where it shows an optic yellow softball. This will be a distraction to the batter therefore is not allowed.

### **C. UNDERSHIRTS**

Players may wear a solid-colored undershirt (it may be white). It is not mandatory that all players wear an undershirt, but if more than one player wears them, they must be alike 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, at least six inches (15.24cm) high must be worn on the back of all uniform shirts. No player on the same team may wear identical numbers. (Numbers 0 and 00 or 3 and 03 are examples of 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 scorebook or have the player(s) change jerseys in case of duplication, and continue play. Numbers must be worn on uniforms, with no two players on a team having the same number.

### **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 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. No jewelry is allowed on the players

(except medical alert bracelets).

### **G. SHOES**

Must be worn by all players. 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 spikes on the plates do not extend more than 3/4 of an inch (1.91cm) from the sole or heel of the shoe. Shoes with round metal spikes are illegal. No shoes with detachable cleats that screw ON are allowed; however, shoes with detachable cleat that screw into the shoe are allowed. Shoes and socks must be worn and plastic cleats are recommended. **(Metal cleats may be worn by 16U, 18U and HS divisions only).**

## **Section 6. ELECTRICAL EQUIPMENT**

**There are no electrical equipment allowed by coaches, fans, parents, & scorekeepers such as TV Monitors, Radar Guns, Computers, and Radio's.**

**EXCEPTION:** This will be looked at on a case-by-case basis, but please remember you must have permission from National Office or Area Tournament Director.

## **Section 7. ALL EQUIPMENT**

Notwithstanding the foregoing, we reserve the right to withhold or withdraw approval of any equipment which, in the 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.

## **RULE 3-THE PLAYING FIELD**

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.

## **RULE 4-PLAYERS, COACHES, SUBSTITUTES**

### **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. Players listed in the starting lineup and not available at game time may be substituted for and re-entered later. Lineup sheets 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 lineup is inspected and approved by the plate umpire and team manager at the pre-game meeting. The lineup shall contain the first and last name, position and uniform number of each player. If a wrong number is on the lineup sheet, correct it and continue playing with no penalty. Numbers are for courtesy purposes only. All substitutes should be listed in the designated place by their last name, first name and uniform number. IFA rostered players who will be arriving late should also be included.

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

**1.** Nine players: pitcher (F-1), catcher (F-2), first baseman (F-3), second baseman (F-4), third baseman (F-5), shortstop (F-6), left fielder (F-7), center fielder (F-8) and right fielder (F-9).

**2.** Extra Players: Two (2) extra players are allowed to bat in the lineup and are interchangeable on defense without being charged a substitution.

### **C. SHORT-HANDED 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 taken when the vacant position in the batting order appears

**2.** To continue a game once started with a full team listed on batting order:

**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 lineup whenever a player leaves the game for any reason other than ejection. Under no circumstances shall a team be permitted to bat less than eight.

**EXCEPTION: If a team is batting 10 or 11 players and 1 becomes injured then that spot in the batting order will be an out if there is no eligible substitute available. If batting 10 or 11 a team may actually lose more than 1 to injury as long as they can still field at least 8 defensively. Each spot vacated due to an injury will result in an out.**

**b.** If playing shorthanded and a substitute arrive, she must be inserted immediately into the vacant spot. If she refuses to enter for any reason, that player becomes ineligible the remainder of the game.

**c.** If the player **has safely reached base, then the most recent batter not on base will be allowed to run for that player, until that player is put out, scores or the ½ inning ends.**

**d.** 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.

**e.** The player who has left the game cannot return to the lineup.

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 forfeiture.

3. This rule is in effect only if a team has less than 9 players.

## **Section 2: EXTRA PLAYER**

**A.** An extra (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 scoring sheet in the regular batting order. If the EP is used, the EP must be used the entire game.

**B.** the EP must remain in the same position in the batting order for the entire game.

**C.** If an EP is used, all 11 on the starting lineup must bat and any 9 of those 11 may play defense. Defensive positions may be changed, but the batting order must remain the same.

**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.** Designated Runner is allowed & batting up to 11 in the line-up.

## **Section 3: RE-ENTRY**

**A.** Any of the starting players, including an EP may be substituted or replaced and re-entered once, provided players occupy the same batting positions whenever in the lineup.

**B.** Substitutes may re-enter. Starting players may not re-enter a second time. The starting player and her substitute may not be in the line-up at the same time.

**C.** If a substitute player re-enters the game in a position in the batting order other than their original starting position, this is considered an illegal re-entry.

EFFECT: Violation of the re-entry rule is considered an illegal player. The illegal player shall be disqualified.

## **Section 4: SUBSTITUTES**

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

**A.** The manager or team representative of the team making the substitution shall immediately notify the plate umpire at the time the substitute enters. The plate umpire shall then report the change to the scorer.

**B.** If a substitute enters the game without reporting, and after a pitch has been thrown (legal or illegal), or after a play has been made, the player will be disqualified when discovered. The use of an illegal substitute is handled as a protest by the offended team while the player is in the game. If the team manager or player in violation informs the umpire prior to the offended team's protest there is no violation regardless of how long the player or players were illegal in the game. All action prior to the discovery is legal. If the team in violation has no substitutes to replace the player disqualified, it is treated the same as the shorthanded rule - the player disqualified is also called out, and the next batter bats.

EXCEPTION:

1. If an unreported substitute on offense bats and reaches base safely, and then is discovered and protested before a pitch to the next batter, or if at the end of the game and before the umpire leaves the field, all runners (including the batter) will return to the

base occupied on the batted ball, and the unreported substitute is disqualified. All outs that occur on this play will stand.

**2.** If the substitute is an illegal player for any reason, she will be subject to the penalty for that violation.

**C.** Any player may be removed from the game during any dead ball. The pitcher is not required to pitch until the first batter facing her has completed her turn at bat or the side has been retired.

**D.** If an accident 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.

## **Section 5: ILLEGAL PLAYERS**

An illegal player is a player who takes a position in the lineup, either on offense or defense, which does not have a legal right to that position. A player will not violate the illegal player rule until one pitch, legal or illegal, has been thrown. The use of an illegal player is handled as a protest by the offended team while the player is in the game.

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

Illegal players include:

**A. ILLEGAL PITCHER:** An illegal pitcher is a player who returns to pitch after being removed from the pitching position by the umpire because of excess charged defensive conferences.

**EFFECT:** Once discovered, the illegal pitcher shall be disqualified and all plays stand.

**B. ILLEGAL RUNNER:** An illegal runner occurs when:

**1.** Placing an offensive player in the line-up as a runner for another offensive player;

**EXCEPTION:** Pitcher and Catcher only.

**2.** Not reporting a courtesy runner or using an ineligible/illegal courtesy runner.

**C. ILLEGAL RE-ENTRY:** An illegal re-entry occurs when:

**1.** A starting player returns to the game a second time after being substituted for twice.

**2.** A starting player returns to the game, but is not in her original position in the batting order.

**3.** A substitute returns to the game after being replaced.

**EFFECT:** Any action that occurs while the illegal player is in the game is governed as follows:

**i. OFFENSE:** If the illegal player is discovered by the defense:

**1.** While the illegal player is at bat, she is disqualified, **and is out**. Any advance of runners while the illegal player is at bat shall be legal.

**2.** After the illegal player has completed a turn at bat and before the next or illegal pitch, before the defensive team has left the field, and before the umpires have left the game, the illegal player is called out, disqualified, and any advance of runners as a result of the illegal player becoming a batter-runner is nullified. Any additional outs that were recorded on the play will stand.

**3.** After the illegal player has completed a turn at bat and after the next legal or illegal pitch, or after the defense has left the field, **the illegal player is disqualified and is called out**. Any advance of runners as a result of the illegal player becoming a batter-runner is legal.

**4.** If the player is in the game illegally as a runner, the player is disqualified and replaced on the base. Any advance of the runner(s) is legal.

**ii. DEFENSE:** If the illegal player is discovered by the offense:

1. After the illegal player makes a play and before the next legal or illegal pitch, before the defense has left the field, and before the umpires have left the game, the illegal player is disqualified, and the offensive team has the option of:
  - a. Taking the result of the play, or
  - b. Having the last batter return and assume the ball and strike count the batter had prior to the discovery of the illegal player. Each runner would return to the base occupied prior to the play.
2. After a legal or illegal pitch to the next batter, the illegal player is disqualified and all plays stand.

### **Section 6: COACH**

- A.** A coach is a person who is responsible for the team's actions on the field and she represents 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 team uniform in accordance with the color code of the team. If a coach wears a hat/cap, it must be approved headwear.
  - C.** A base coach is an eligible team member, head coach or assistance coach of the team at bat who occupies the coach's box at first or third, to direct the batter or runner.
    - a. One coach can have in her possession in the coach's box, a scorebook, pen, pencil, and an indicator all of which shall be used for scorekeeping or record keeping purposes only.
    - b. A base coach shall be obligated to stay within the confines of these boxes with both feet **until after the pitch has been delivered**. 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 interfere with the play.
    - c. Base coaches may not use language that will reflect negatively upon players, umpires or spectators.
    - d. A base coach may address only their team members.
    - e. No communication equipment is allowed between dugout and coaches, players, and spectators.
- EFFECT: Disqualification or ejection from the game after a warning.

### **Section 7: DISQUALIFIED OR RESTRICTED TO THE DUGOUT PLAYER**

- A.** A player or coach who has been restricted to the dugout from the game is restricted to the bench. **They are only allowed to leave the dugout if it is to tend to an injured player**. If the act is determined to be flagrant, the player or coach must leave the confines of the complex and go to the parking lot. Any disqualified or restricted to the dugout player discovered participating in the game would constitute a forfeit.
- B.** Any arguing on the judgment of balls and strikes will constitute a team warning.
- C.** If a player is disqualified a team can **not** play shorthanded, however if a player is restricted to the dugout and the team does not have enough players to continue, the game is forfeited.

### **Section 8: BLOOD RULE**

A player, coach 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 player and re-entry if necessary.

## **RULE 5-THE GAME**

### **Section 1: HOME TEAM**

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

### **Section 2: FITNESS OF THE GROUND**

The fitness of the ground for a game shall be decided solely by the tournament director.

### **Section 3: REGULATION GAME**

A. A regulation game shall consist of seven innings **or until completion of the time limit**. 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.

**8U/10U Teams will play 6 innings. (Or until completion of the time limit)**

B. A game that is tied at the end of six innings for 8u & 10u, all others seven innings **or at the completion of the time limit** shall be continued by playing additional innings **using the International Tie Breaker(see rule 5 sec.10)** 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 in five or more innings. The umpire is empowered to call a game at any time because of darkness, rain, fire, panic or other cause that place the patrons or players in peril.

D. Games that are **tied and have to be suspended for any reason will be started back at the point of interruption.**

### **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 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 warning by the umpire, any one of the rules of the game is willfully violated.
- G. If the order for the ejection or restriction of a player, manager or coach is not obeyed within one minute.
- H. If the ejection or restriction of a player or players from the game results in fewer than the required number of players to continue the game.
- I. If an illegal player is discovered in the game or a restricted to the dugout player is discovered participating again.

- 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.
- L. If a team takes a forfeit or is disqualified there will be no tournament placement or trophies awarded.

### **Section 5: SCORING OF RUNS**

- A. One run shall be scored each time a runner touches first, second, third bases and home plate.
  - 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.
    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.
- NOTE: An appeal can be made after the third out in order to nullify a run.

### **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.
- 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 the manager and/or other 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: Restriction of the manager or coach 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 defense 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 pitcher position for the remainder of the game. The removed pitcher can play another position on defense but cannot pitch again.

**There can be no more than two conferences in the same half inning and if the pitcher is removed it does not count as a charged conference.**

### **Section 8: HOME RUN RULE**

Any fair fly ball touched by a defensive player that goes over the fence in fair territory should be declared a four-base award. A home run will be awarded for any ball hit over the fence in fair territory.

### **Section 9: RUN AHEAD RULE**

**A.** A run ahead rule must be used at all Tournaments; 12 after three innings, 10 after four innings or 8 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: TIEBREAKER RULE**

If, after the completion of seven innings of play (or time limit), the score is tied, the following tiebreaker rule will be played to determine a winning team.

**A.** Starting with the top of the eighth inning or the when the time clock runs out, and each half inning thereafter, the offensive team shall begin its turn at bat with the players who are 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 courtesy runner may be inserted for the pitcher or catcher as usual). And all IFA rules continue in tiebreaker play.

**B. The IFA Shootout** is for the "if" games on 1 day events, 2 Day events during the school year & severe weather problem events. This is a new game with a new line up & coin flip. The last person in lineup goes to second base. The game is international tiebreaker from then on. The team that holds the lead for a full inning is the Champion.

### **Section 11: DUGOUT CONDUCT**

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

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

## **RULE 6 - PITCHING REGULATIONS**

### **Section 1. PRELIMINARIES**

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

**A.** Both feet must be in contact with the pitching rubber.

**B.** While on the pitching plate, the pitcher shall take the signal or appear to be taking a signal with the hands separated. The ball must remain in either the glove or pitching hand.

**C.** The pitcher shall not be considered in the pitching position unless the catcher is in position to receive the pitch.

**D.** The pitcher may not take the pitching position on the pitcher's plate without having the ball in her possession.

### **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. Both feet must remain in contact with the pitching rubber until the pitch has started. All motion should be forward and towards home plate.

**B.** The pitcher must not use a pitching motion in which, after having the ball in both hands in the pitching position, the pitcher removes one hand from the ball, and returns the ball to both hands in front of the body.

- 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 underhanded motion with the hand below the hip and the wrist not farther from the body than the elbow. If the underhanded arm movement is more than 12" away from the parallel of the body, the pitch will be considered a sidearm pitch.
- F. The release of the ball and follow through of the hand and wrist must be forward and past the straight line of the body.
- G. The pitcher may not make another revolution after releasing the ball.
- H. The pitcher shall not deliberately drop, roll or bounce the ball in order to prevent the batter from hitting it.
- I. The pitcher has 20 seconds to release the next pitch after receiving the ball or after the umpire indicates "play ball".
- J. Pitcher can ask the umpire for a different ball at any given time before the start of her pitch. During wet conditions, a coach can towel dry the balls for the pitcher.
- K. When a pitcher leaps or crow hops it is considered an illegal pitch.
- L. A pitcher may use slingshot, slip pitch or windmill as long as they meet pitching requirements.
- M. Both feet of the pitcher must remain within or partially within the 24" length of the rubber.**

#### **Section 4. INTENTIONAL WALK**

If there are no base runners on and the pitcher desires to walk a batter intentionally, pitches do not have to be delivered to the batter. The pitcher simply notifies the home plate umpire and the intentional walk is granted. **If there are base runners present, the pitcher must pitch to the batter.**

#### **Section 5. DEFENSIVE POSITIONING**

- A. The pitcher shall not deliver a pitch unless all 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. The offending player shall also be restricted to the dugout from the game.

#### **Section 6. FOREIGN SUBSTANCE**

Any 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 into the glove and then placing the ball in the glove is an illegal act. Resin must be on the ground behind the pitcher's plate. A pitcher who licks her fingers must wipe the fingers off before bringing them in contact with the ball. The pitcher shall not wear tape on the fingers, a sweatband, bracelet, or similar type item 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 restricted to the dugout for the ball game.

#### **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 putout or an attempted putout made by the catcher.

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 her hand. Stepping forward or sideways at any time constitutes an illegal pitch.

EFFECT:

**A.** Any infraction of Sections 1-8 is an illegal pitch.

**B.** The umpire shall give a delayed dead ball signal.

**C.** 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, she is considered to have touched a base.

**D.** 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.

**E.** 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, etc. 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 if the player has not left the batting order or has not been removed from the pitcher's position by the umpire.

### **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 as a result of a previous pitch.

**C.** A runner is called out for leaving a base prior to the pitcher releasing the ball.

**D.** The pitcher pitches before a runner has retouched her base after being legitimately off that base.

### **Section 11. PITCHING RUBBER**

**A.** 8U & 10U teams will be at 35 feet.

**B.** 10U, 12U, 14U, 16U, HS teams will be at 40 feet.

**C.** 18U teams will be at 43 feet.

## **RULE 7- RUNNER REGULATIONS**

## **Section 1. BATTER HIT BY PITCH**

When a pitched ball not swung at nor called a strike touches any part of the batter's person or clothing. It does not matter if the ball strikes the ground before hitting the batter. The batter's hands are not to be considered a part of the bat.

**EFFECT: 1.** the ball is dead. The batter is entitled to one 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.

**2.** If the batter is hit on the hands while swinging at a pitch and hits the ball, fair or foul, the ball will be played as usual.

## **Section 2. BATTER-RUNNER IS OUT**

**A.** When the catcher drops the third strike and is legally put out prior to reaching first base 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 legally put out prior to reaching first base.

**C.** When, after a fly ball is hit, the ball is caught by a fielder before it touches the ground, any object or person other than a defensive player. **EFFECT:** The ball is in play.

**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, a dropped third strike or catcher obstruction. **EXCEPTION:** If the ball is dead, the batter-runner is not out and runners cannot advance unless forced.

**E.** When she runs outside the three-foot (0.91m) lane and, in the judgment of the umpire, 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.

**F.** When the batter-runner interferes with a fielder attempting to field a batted ball, interferes with a fielder attempting to throw the ball, intentionally interferes with a thrown ball while out of the batter's box, makes contact with a fair batted ball before reaching first base, or interferes with a dropped third strike. If this interference, in the umpire's judgment, is an obvious attempt to prevent a double play, the runner closest to home plate shall be called out. A batter-runner being hit with a thrown ball does not necessarily constitute interference.

**G.** When the batter-runner interferes with a play at home plate in an attempt to prevent an obvious out at home plate. 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:**

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.

**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. A trapped ball shall not be considered as having been intentionally dropped.

**EFFECT: The ball is dead, and each runner 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 preceding runner who is not yet 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: Batter-runner is out. The runner shall also be called out.**

L. If, when using the double base, and there is a play on the batter-runner, the batter-runner touches only the white portion and the defense appeals prior to the batter-runner returning to first base. This is treated the same as missing the base.

EXCEPTION:

1. If the ball is thrown from the foul side of first base line, or

2. When an errant or missed throw pulls the defensive player into foul ground.

M. If, when using the double base, and there is a force play by an infielder on the batter-runner, who touches only the white portion and collides with the fielder about to catch a thrown ball while on the white.

EFFECT: Interference is ruled, the ball is dead, the batter-runner is out, and all other runners are returned to the base last occupied at the time of interference.

N. If a spectator reaches into the field of play and interferes with a fielder's opportunity to catch a fly ball, the batter is out and runner(s) must return to the last base legally touched.

### **Section 3. TOUCHING BASES IN LEGAL ORDER**

A. When a runner must return to a base while the ball is in play or dead, the runner must touch the base(s) in reverse order.

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 the base until legally touching the next base in order or is forced to vacate it for a succeeding runner. When a runner passes a base she is considered to have touched the base. This also applied to awarded bases.

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

**EFFECT – Section 3 B-C: The ball is in play and runners may advance or return with liability to be put out.**

D. A runner shall not run bases in reverse order either to confuse the fielders or 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 simultaneously.

**EFFECT: The runner who first legally occupied the base shall be entitled to it, unless forced to advance. The other runner may be put out by being touched with the ball.**

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

G. No runner may return to touch a missed base or one left too soon after a following runner has scored or once she leaves the field of play.

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.

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

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

- B. On a thrown ball or a fair batted ball that is not blocked.
  - C. On a thrown ball that hits an umpire.
  - D. When a legally caught fly ball is first touched by any defensive player.
  - E. If a fair ball strikes an umpire or a runner after having passed an infielder other than the pitcher, and provided no other infielder had a chance to make an out, or when a fair batted ball has been touched by an infielder, including the pitcher.
- EFFECT – Section 4 A-E: The ball is in play.**
- F. When a fair ball becomes lodged in a defensive player's uniform or equipment.

**Section 5. A RUNNER FOREITS HER EXEMPTION FROM LIABILITY TO BE PUT OUT.**

- A. If, while the BALL is in play or on awarded bases, the runner fails to touch a base before attempting to make the next base.
- B. If, after overrunning first base, the runner attempts to continue to second base.
- C. IF, after dislodging a base, a runner attempts to continue to the next base.

**Section 6. 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: The ball remains in play unless it is blocked. Any runner affected is entitled to one base and may advance farther at their own risk if the ball is in play.

**B.** When a fielder not in possession of the ball, not in the act of fielding a batted ball, or not about to receive a thrown ball, impedes the progress of a runner or batter-runner that is legally running bases. Obstructed runners are still required to touch all bases in proper order, or they could be called out on a proper appeal by the defensive team. Should an act of interference occur following any obstruction, enforcement of the interference would have precedence.

**1.** If the obstructed runner is put out prior to reaching the base which would have been reached had there not been obstruction, a dead ball is called and the obstructed runner and each other runner affected by the obstruction will always be awarded the base or bases which would have been reached, in the umpire's judgment, had there not been obstruction. An obstructed runner may not be called out between the two bases where obstructed unless properly appealed for missing a base, leaving a base before a fly ball was first touched, for an act of interference, or if passing another runner.

**2.** If the obstructed runner is put out after passing the base, which would have been reached, had there not been obstruction, the obstructed runner will be called out. The ball remains alive.

**3.** When a runner, while advancing or returning to a base, is obstructed by a fielder who neither has the ball nor is attempting to field a batted or thrown ball, or a fielder who fakes a tag without the ball, the obstructed runner and each other runner affected by the obstruction, will always be awarded the base or bases which would have been reached, in the umpire's judgment, had there been no obstruction. If the umpire feels there is justification, a defensive player making a fake tag could be restricted to the dugout from the game.

**4.** Catcher obstruction on the batter is when the catcher is too close and interferes with the batter's swing.

EFFECT: When any obstruction occurs (including a rundown), the umpire will signal a delayed dead ball. The ball will remain live.

**D.** When a wild pitch or passed ball lodges in or goes under, over or through the backstop.

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

**E.** When forced to vacate a base because the batter was awarded first base.

**F.** When a pitcher makes an illegal pitch, providing the offensive coach does not take the result of the play.

**G.** When a fielder intentionally contacts or catches a fair batted, a thrown, or a pitched ball with her cap, helmet, mask, protector, detached glove or any part of the uniform which is detached from its proper place on their person.

**EFFECT:** The batter and runners would be entitled to three bases from the time of the pitch if a batted ball, two bases from the time of the throw if a thrown ball, or one base from the time of the pitch if a pitched ball and in all games where stealing is permitted, they may advance farther at their own risk. If the illegal catch or touch is made on a fair hit ball, which, in the judgment of the umpire, would have cleared the fence in flight, the batter-runner shall be awarded a four base award.

**H.** When the ball is in play and is overthrown (beyond the boundary lines) or is blocked.

**EFFECT:** All runners will be awarded two bases, and the award will be governed by the positions of the runners when the ball left the fielder's hand. Runner may return to touch a missed base or base left too soon. If two runners are between the same bases, the award is based on the position of the lead runner. **EXCEPTION:**

**1.** When a fielder loses possession of the ball, such as on an attempted tag, and the ball enters the dead ball area or becomes blocked, 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, no runner may return to touch a missed base or a base left too soon if she has advanced, touched, and remains a base beyond the missed base or the base left too soon. 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 missed base or a base left too soon.

**3.** If the ball becomes blocked due to offensive equipment not involved in the game, the ball is ruled 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 called out.

**4.** If an awarded base is in error, after one pitch is thrown (legal or illegal), the error cannot be corrected.

**I.** 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, it shall entitle the batter-runner 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 would be entitled to only four bases.

**J.** When a fair ball bounces over or rolls under or through a fence or any designated boundary of the playing field. Also, when it deflects off of a defensive player and goes out of play in foul territory, deflects off a runner or umpire and goes out of play after having passed an infielder excluding the pitcher and provided no other fielder 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.

**K.** When a live ball is unintentionally carried by a fielder from playable territory into dead ball territory. A fielder carrying a live ball into the dugout or team area to tag a player is considered to have unintentionally carried it there.

**EFFECT:** The ball is dead and each runner is awarded one base from the last base touched at the time the fielder entered dead ball territory.

**L.** If, in the judgment of the umpire, a fielder intentionally carries, kicks, pushes or throws a live ball from playable territory into dead ball territory.

EFFECT: The ball is dead. Each runner is awarded two bases from the last base touched at the time the fielder entered or the ball was kicked, pushed or thrown into dead ball territory.

**M.** When there is a spectator interference with any thrown or fair-batted ball, the ball is dead at the moment of interference.

**N.** When a ball gets lodged in (a) umpire's gear or clothing or (b) in an offensive player's clothing.

EFFECT: Section 6 L-M: the ball is dead and the umpire should award the runners the bases in her judgment they would have received.

### **Section 7. A RUNNER MUST RETURN TO HER 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. Each other runner shall return to the last base, which in the umpire's judgment, was legally touched by the runner at the time of the interference.

**D.** When any part of the batter's person or clothing is touched by a pitched ball that is swung at and missed.

**E.** When a batter is hit by a pitched ball, unless forced.

EFFECT – Section 7 A-E:

**1.** The ball is dead.

**2.** Each runner must return to her base without liability to be put out, except when forced to go to the next base because the batter became a batter-runner.

**3.** Runners need not touch the intervening bases in returning base.

**F.** When the plate umpire or any part of the plate umpire's clothing interferes with the catcher's attempt to throw out a runner stealing, or an attempted pick off play.

EFFECT: This is a delayed dead ball at the time of the interference. If the runner is ruled out, the ball remains live. If the runner is not out, return her to the base occupied at the start of the pitch. 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.** When an intentionally dropped ball is ruled.

### **Section 8. 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. Base runner cannot run out of the base path to avoid a tag. This will result in base runner being called out.

**B.** When the ball is in play 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, touches the ball to the base or tags the runner before the runner reaches the base.

**D.** When the runner physically passes a preceding runner before that runner has been put out. If this were the third out of the inning, any runs scoring prior to the out for passing a preceding runner would count.

**E.** When anyone other than another runner physically assists the runner while the ball is in play.

EFFECT: Section 8 A-E: The ball is in play and the runner is out.

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

**G.** When the runner fails to touch the intervening base or bases in regular or reverse order and the ball is returned to an infielder and properly appealed 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. If a base runner misses a base, this is an appeal play.

**H.** When the batter-runner legally overruns first base, attempts to run to second base and is legally touched while off the base.

**I.** When running or sliding for home plate and the runner fails to touch it, and a fielder properly appeals to the umpire for the decision.

EFFECT-Section 8 F-I:

**1.** These are appeal plays, and the defensive team loses the privilege of putting the runner out if:

(a) the appeal is not made before the next legal or illegal pitch, (b) 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 (c) on the last play of the game the umpires have left the field of play.

**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 has been called, any infielder (including the pitcher or catcher), with or without possession of the ball, may make a verbal appeal on a caught fly ball. The administering umpire should acknowledge the appeal and then make a decision on the play. No runner may leave a base during his period as the ball remains dead until the next pitch.

**a.** If the ball goes out of play, the dead ball appeal cannot be made until completion of all legal advancement of all base runners.

**b.** If the pitcher has possession of the ball and is in contact with the pitching 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 would again call “time” and allow the appeal process.

**J.** When the runner interferes:

**1.** With a fielder attempting to field a batted fair ball, or

**2.** With a fielder attempting to field a fly ball over foul territory, or

**3.** With a fielder attempting to throw the ball, or

**4.** Intentionally with a thrown ball.

**a.** If this interference, in the judgment of the umpire, is an obvious attempt to prevent a double play and occurs before the runner is put out, the immediate succeeding runner shall also be called out.

**b.** If a ball ricochets off one defensive player and any player has the opportunity to make an out, the runner will be ruled out.

**5.** Base runner cannot interfere with a defensive player making a play on the ball. This will result in the batter being out and all base runners will return to previous bag before the interference occurred.

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

**L.** When the runner intentionally kicks a fair ball that an infielder has missed. NOTE:

Section 8 J-L: When runners are called out for interference, the batter-runner is awarded first base and credited with a fielding choice.

EXCEPTION: If interference occurs by the runner on a foul fly ball, the runner is out, the ball is dead, a strike is called, and the batter remains at bat.

**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. The runner closest to home shall be declared out.

**N.** When member(s) of the offensive team stand or collect around a base to which a runner is advancing, thereby confusing the fielders and adding to the difficulty of making

the play. Members of a team include batgirl and any other person authorized to sit on the team's bench.

**O.** When a coach intentionally interferes with a thrown ball while in the coach's box, or interferes with the defensive team's opportunity to make a play on another runner. The runner closest to home plate at the time of the interference shall be declared out.

**P.** When, after being declared out or after scoring, a runner intentionally interferes with a defensive player's opportunity to make a play on another runner. The runner closest to home plate at the time of the interference shall be declared out. 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, or is about to catch a thrown ball, and the runner remains on her feet and crashes into the defensive player. If the act is determined to be flagrant, the offender shall be restricted to the dugout. An errant throw drawing the defense into the path of the runner is not interference. Base runner must attempt to slide or avoid contact with the defensive player at home plate if there is a defensive play being made (This is for the safety of the girls.) Any non-sliding aggressive act will result in base runner being called out.

EFFECT: Section 8 J-Q: the ball is dead and the runner is out. Each other runner must return to the last base legally touched at the time of the interference.

**R.** 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: Section 8 R: The ball is dead, "no pitch" is declared when applicable, and the runner is out.

### **S. LOOK BACK RULE**

**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 the ball within an eight foot (2.44m) 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, she will be declared out if she leaves the base.

**3.** Responsibilities of batter-runner after completing a turn at bat, and while the pitcher has the ball within an eight foot (2.44m) radius of the pitcher's plate. This includes a base on balls or a dropped third strike (Exception 10U fast pitch).

**a.** A batter-runner who rounds first base toward second base may stop, but then must immediately return to first or attempt to advance non-stop to second base. If a base runner attempts to advance to the next base while the pitcher has possession of the ball in the pitcher's circle, she must continue to the next base. Any attempt to retreat back to previous base (without pitcher attempting to make a play on the base runner) the base runner will be called out. This is called "hesitation".

**b.** A batter-runner who over-runs first base toward right field, turns left and immediately stops, must then return non-stop to first 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 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 and must return 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 to first base.

EFFECT: Section 8 S (1-3): the ball is dead. "No pitch" is declared when applicable, and the runner is out. If two runners or more runners are off their bases, when one is called

out, the ball is dead and other runners are returned to the last base touched. Only one runner may be called out.

**T.** When she abandons a base and enters her team area or leaves the field of play.

**U.** When she positions herself behind and not in contact with a base to get a running start on any fly ball. The ball remains alive.

**V.** Whenever a runner on base leaves the game under the shorthanded rule.

**W.** Prior to a pitch (legal or illegal) to the next batter, if the runner was discovered having used an illegal bat, she shall be declared out. If the bat was altered, she shall also be declared out.

### **Section 9. COURTESY RUNNERS**

**A.** A courtesy runner is the last out **or any available eligible substitute**. Courtesy runners are allowed for pitchers and catchers. The courtesy runner for the pitcher or catcher may be inserted at any time.

**B.** The courtesy runner is not officially in the game.

**C.** 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 lineup as pitcher and catcher.

## **RULE 8-BATTING**

### **Section 1: ON-DECK BATTER**

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

**B.** The on-deck batter may take a position within the lines of the on-deck circle on either side of the infield, (This is for safety purposes)

**C.** The on-deck batter may loosen up with no more than two official softball bats. Any detachable piece placed on the bat must be approved.

**D.** The on-deck batter may leave the on-deck circle:

1. When the on-deck batter becomes the batter.

2. To direct runners advancing from third to home plate.

**E.** The on-deck batter may not interfere with the defensive player's opportunity to make an out.

### **Section 2: PLACEMENT**

When the third out in an inning is made before the batter has completed her turn at bat, this player shall be the first batter in the next inning and the ball and strike count shall be canceled. The next batter in the line-up will follow.

### **Section 3: BATTING POSITION**

**A.** Prior to the pitch, the batter must have both feet within the lines of the batter's box. The batter may touch the lines, **but the foot may not be completely outside the lines prior to the pitch.**

**B.** The batter must take the batter's position within 10 seconds after being directed by the umpire.

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

**C.** 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: 1. if the ball is hit fair or foul

2. on the swing, slap or check swing

3. if forced out of the box by a pitch

4. on a wild pitch or passed ball
5. if there is an attempted play
6. if time out has been called
7. if the pitcher leaves the eight-foot circle or the catcher leaves the catcher's box
8. on a three ball pitch that is a strike that the batter thinks is a ball

EFFECT: If the batter leaves the batter's box and delays play, and none of these exceptions apply, 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. The batter shall not step directly in front of the catcher to the other batter's box while the pitcher taking the signal or anytime thereafter prior to the release of the pitch. The ball is dead, the batter is out and the runners may not advance.

#### **Section 4. A STRIKE IS CALLED BY THE UMPIRE**

**A.** For each legally pitched ball entering the strike zone.

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

**B.** For each legally pitched ball swung at and missed by the batter.

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

**C.** For each foul tip.

EFFECT: The ball is in play and runners may advance with liability to be put out. The batter is out if it is the third strike.

**D.** For each foul ball when the batter has fewer than two strikes.

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

**F.** When any part of the batter's person or clothing is hit with a batted ball when the batter is in the batter's box and has fewer than two strikes.

**G.** When a delivered ball by the pitcher hit the batter while the ball is in the strike zone.

**H.** When, between pitches, the batter leaves the batter's box illegally or does not return to the box after a warning.

**I.** If the batter does not take the batter's position within 10 seconds after being directed by the umpire.

**J.** During a bunt if the batter does not pull the bat back on a delivered pitch (legal or illegal).

**K.** During a bunt attempt, the batter pulls the bat back in a manner that will interfere with the catcher catching the pitch. This is at the umpire's discretion.

EFFECT: The ball is dead and each runner must return to her base without liability to be put out.

#### **Section 5. A BALL IS CALLED BY THE UMPIRE**

For each legally pitched ball which does not enter the strike zone, touches the ground before reaching home plate, or touches home plate, and the batter does not swing.

#### **RULE 9- 8U RULES**

8U tournaments will be coach pitch or machine pitch.

**Rule 1** - A regulation game shall consist of 6 innings or 65 minutes which ever comes first!

**Rule 2** - The offensive team may bat all players present at the beginning of the game, however, they can only bat ten (10) per inning.

**Rule 3** - An offensive representative shall pitch with one foot on the 35" rubber. The defensive pitcher must take a position behind or to the side of the pitchers rubber, with at least one(1) foot inside the pitcher's circle. The offensive representative is not allowed to coach or speak to the base runners. After a warning, the offensive representative will be removed from the game.

**Rule 4** - The batter will receive five pitches or three strikes whichever comes first. No walks or called strikes are allowed. A foul ball on the 5th pitch constitutes one more pitch whether hit, swung at or looked at, this is the last pitch.

**Rule 5** -. Mercy rules are as follows 12 runs in the 3rd, 10 runs in the 4th, and 8 runs in the 5th.

**Rule 6** - Each team may have two defensive coaches (left and right field lines), and three offensive coaches on the playing field (two in the coaches boxes at 1st and 3rd and one behind home plate to help with missed pitches). All players playing in an outfield position must be positioned behind the baselines.

**Rule 7** - Ten defensive players are permitted. Before the ball is batted, no more than six may take a defensive position inside the baselines. Unlimited defensive substitutions are permitted.

**Rule 8** – Runners may not leave the base until the ball reaches home plate or the ball is hit by batter.

**Rule 9** - Bunting or half swings are not permitted. In the umpire's judgment, if a batter intentionally takes a half swing or bunts, the ball is dead, a strike is called, and the offensive team manager is given one warning. If it happens again, the umpire will declare the batter out.

**Rule 10** - The infield fly rule is not in effect. The ball remains alive with all runners in jeopardy of being put out.

**Rule 11** - The ball is considered dead during an appeal.

**Rule 12** -Time will be called by the umpire when one of the following has occurred:

A. The player-pitcher has the ball under control inside the circle, and the lead runner has stopped.

B. When the ball is held in front of the lead runner.

C. When an infielder has control of the ball in the infield, and all runners have stopped.

**Rule 13** – Courtesy Runner Rule is same as other age groups.

**Rule 14** - If a batted ball hits the offensive representative, (coach-pitcher), the ball is dead, all runners return to their previous base, and the count on the batter remains the same. If in the judgment of the umpire, the offensive representative intentionally gets hit with a batted ball, or obstructs the fielder, the batter is out, and all runners must return their previous base before the pitch was made. If the ball is being thrown back in and the ball hits the machine the ball is dead and the umpires would make judgment on the runner's advancement. . If the ball is being thrown back in and the ball hits the pitching coach the runners are frozen and return back to their bases. There will be no advancement.

**Rule 15** – Comeback Rule: When time has expired, if the home team enters their half of the inning behind by more than 10 runs, the home team will be allowed to bat until the score is tied or 3 outs. If the home team ties the score then time is called and the inning is over. We will then follow International Tie Breaker Rules until we have a winner.

**Rule 16** - The coach pitcher may only give instructions to the batters.

**Rule 17** - There are no walks, stealing, or bunting.

**Rule 18** - The designated pitcher may use a glove on the field while pitching for his/her own protection. While pitching the designated pitcher may not coach his/her team. The designated pitcher may not distract the defensive players in any way, either by actions or verbally. Violations of this rule will result in the designated pitcher receiving one warning from the umpire. If a second violation occurs, the designated pitcher shall be removed from the position for the remainder of the game.

**Rule 19** - The offensive team must announce the 10th batter. ***This should be done before the batter enters the batters box, however it can be done at any time while the batter is still batting. Once a pitch has been thrown to the batter the defense can then appeal the batter as being an unannounced 10<sup>th</sup> batter. If this appeal is***

***made while the batter is still in the box and before the offensive team announces her as the 10<sup>th</sup> batter then the batter would be called out and the inning would end. If the batter safely reaches base and the defense appeals before the defensive team or umpires have left the field then the batter would be called out and no runs that may have scored on the play would be allowed. If the appeal is not made until after the defensive players or umpires have left the field then there would be no penalty.***

**Rule 20** - If, on the 10th batter, the catcher ends up with the ball on home plate the play is stopped. This is to avoid players' collision..

**Rule 23** - If an over throw occurs and the ball stays in a live area the runners can advance at risk (the lead runner still needs to be stopped). All 10U tournament rules will be the same as other age groups.

**EXCEPTION:** Ball size is 11 inch and pitching rubber at 35 feet. 10U play 6 innings, time limit or run rule. (12-10-8)

## **RULE 10-PROTESTS**

### **Section 1. UNCONSIDERED PROTESTS**

A protest will not be received or considered if they are based solely on a decision involving the accuracy of judgment on the part of an umpire. Examples are as follows:

- A.** Whether a batted ball was fair or foul.
- B.** Whether a runner was safe or out.
- C.** Whether a pitched ball was a ball or a strike.
- D.** Whether a pitched ball was legal or illegal.
- E.** Whether a runner did or did not touch a base.
- F.** Whether a runner did or did not leave a base too soon on a caught fly ball.
- G.** Whether a fly ball was or was not caught legally.
- H.** Whether it was or was not an infield fly.
- I.** Whether there was or was not interference or obstruction.
- J.** Whether the field is or is not fit to continue to resume play.
- K.** Whether there is or is not sufficient light to continue play.
- L.** Whether a player or live ball did or did not enter a dead ball area or touch some object or person in a dead ball area.
- M.** Whether a batted ball did or did not clear the fence in flight.
- N.** Whether a batted ball was or was not touched by a fielder before clearing the fence in flight.
- O.** Any other matter involving only the accuracy of the umpire's judgment.

### **Section 2. TYPES OF PROTESTS**

- A.** Misinterpretation of a playing rule: must be made before the next pitch or, before all infielders have left fair territory, or if in the last play of the game, before the umpires leave the playing field.
- B.** Illegal player: must be made while they are in the game and before the umpires leave the playing field. NOTE: An umpire cannot reverse a decision after a pitch (legal or illegal) to the next batter.
- C.** Ineligible player: can be made any time. Eligibility is the decision of the tournament director.

### **Section 3. COMBINATION PROTEST**

A protest may involve both a matter of judgment and the interpretation of a rule.

EXAMPLE: With one out and runners on second and third, the batter flies out. The runner on third base tags up after the catch, but the runner on second does not. The runner on third crosses the plate before the ball is played as second base for the third out. The umpire does not allow the run to score. The questions as to whether the runners left their bases before the catch or whether the play at second base was made before the runner on third crossed the plate are solely matters of judgment and are not protestable. It is a misinterpretation of a playing rule and a proper subject for protest however, if the umpire fails to allow the run to score.

#### **Section 4. NOTIFICATION OF PROTEST**

**A.** A protest must be accompanied by \$200.00 cash. A judgment call is not protestable.

**B.** The manager, acting manager or captain of the protesting team shall immediately notify the plate ***umpire before the next pitch legal or illegal of their intent to protest. At this point the protesting team must pay the protest fee and then a UIC or Site Director will make a ruling on the protest. Once the protest has been ruled upon then that decision will be final and the game will then resume. If the protest is deemed to be valid then the protest fee will be returned. If the protest is not valid then the fee will be forfeited.***

**3.** 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.

#### **Section 5. SPORTSMANSHIP**

IFA pledges to provide positive support, care and encouragement in a safe and healthy environment to everyone participating in our sports events. All Coaches, Players, Parents and Spectators are expected to use sportsmanlike behavior. IFA will not tolerate the use of profanity, alcohol or drugs at any IFA tournaments. All Players, Coaches, Fans and Officials should be treated with respect regardless of the situation. Anyone who does not follow these simple guidelines will be asked to leave the tournament grounds.