
Softball

Guidelines and Provisions for All Divisions

DPR Youth Sports
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ZERO-TOLERANCE POLICY

The following policy should be read and followed by all persons participating in any Davenport Parks and Recreation activity.

Before, during, and after all games, the following will be enforced:

- A. Players, coaches, assistants, parents, and spectators MAY NOT make insulting or negative remarks, directly or indirectly, to or about opposing players, officials, or spectators or commit other acts that could be considered unsportsmanlike.
- B. Players, coaches, assistants, parents, and spectator MAY NOT directly or indirectly make comments to or about the officiating crew or otherwise badger the officiating crew.
- C. Officials will give one warning to a coach or other person(s) for misconduct. Upon the second infraction, the coach or person(s) will be ejected from the game site and subject to further disciplinary action. If further misconduct occurs the game may be forfeited.
- D. A penalty for violating rules of conduct or the tolerance policy will lead to the temporary or permanent expulsions of anyone involved.
- E. Penalties for violations which occur following a game will be enforced during the next game.
- F. If there is a physical altercation between a coach, other team representative or an official, they are subject to suspension for a period to be determined by the Davenport Parks and Recreation Youth Sports and Recreation Supervisor.

SPORTSMANSHIP “NO EMBARRASSMENT SUGGESTION”

Last Batter in any inning in which the team at bat has gained a 5 run advantage and has had 5 or more batters, team is allowed only 1 more batter who is the last batter.

- A. If batter is declared out and it is the 3rd out of the inning, the correct batter in the next inning shall be the player who would have come to bat had the player been put out by ordinary play.
- B. If error is discovered after first legal or illegal pitch to the next batter, the turn of the incorrect batter is legal, all run scored and bases advanced are legal.

OVERVIEW OF RULES

- A. Visit the Davenport Parks and Recreation Weather Line for rainout information - NO ONE will call you!
- B. **Coaches and players will be notified by text, phone, and email via Davenport Direct at least one hour before their scheduled game to check for cancellations. If notification has not been made then games are on as scheduled.**
- C. Each field's condition will determine if it is playable.
- D. Coaches should sign the umpire's game report at the end of each game.
- E. NO innings started 5 minutes before time limit is reached.
- F. Coaches must meet with umpire prior to game starting behind home plate to discuss any question, ground rules, and disciplinary actions must be made known.
- G. Players **MAY NOT** wear any type of hard hair accessories or jewelry, other than a medical ID, wrist bracelet or necklace (these must be taped to the person).
- H. Only 10 players max on the field at a time.
- I. Please help keep the field/park clean! Help pick up your team's trash.
- J. **Blood Rule:** Any blood must be covered or clothing changed. A player may not play until this is met. It is umpires discretion if clean-up is appropriate.

DAVENPORT JUNGE PARK POLICY

Davenport Park & Recreation Department will use the Davenport Junge Park for field rental. Make sure parking restrictions are carefully followed. NO PARKING ON GRASS OR SIDEWALK.

GENERAL GUIDELINES

PURPOSE OF THE PROGRAM

“We will make our game fun for our players, not a glory for ourselves, we will, by our actions and attitudes practice true sportsmanship, remembering that by our examples, we are teaching the young and contributing to the forming of their character. We will teach our young players to win with humility and to lose gracefully. We will strive to teach the skills of the game with patience and understanding. We will praise when deserved and encourage, not condemn when a mistake is made. We will remember that the feelings and welfare of our players are far more important than the outcome of the game.”

These are the truths that DPR Youth Sports is dedicated to and they will be followed by one and all without fail.

COACH'S RESPONSIBILITIES

- A. Each coach and assistant coach should carefully study the policies and procedures so that correct information is passed along to the players and parents.
- B. Coaches must attend the Davenport Parks and Recreation Coaches Meeting when provided to improve coaching skills and help keep the program moving forward.
- C. Make sure players on roster meet eligibility requirements.
- D. Make sure players understand and comply with the uniform and dress codes; jewelry off, no metal spikes, etc.
- E. There must be one ADULT, 18 OR OLDER, at all practices, games, and team activities. (No exceptions.)
 - a. In the absences of an adult, the game will be forfeited.
- F. Each coach/manager is personally responsible for his conduct and sportsmanship as well as that of his/her coaching assistants, players, parents, and other spectators.
- G. Set a good example for the players and fans. This means ALWAYS act and dress in good taste, to at least the degree required of players. Children learn by your example.
 - a. NO PROFANE/ABUSIVE LANGUAGE
 - b. NO ALCOHOL/TOBACCO PRODUCTS (during practice, games or around players)

- H. Be prepared to start your game at the scheduled starting time and see that each player gets his/her required playing time. Providing they have fulfilled the required guidelines set for players.
- I. Required: team members and fans pick up trash after each game. Take sack if no trash can available.
- J. DO NOT ARGUE WITH THE UMPIRE! Direct questions in a positive manner at the appropriate time (i.e., between quarters and after the game). Noncompliance with this can result in removal of coaches and players and/or forfeiture of the game.
- K. Stress good sportsmanship and having fun. Teach players to win and lose with the proper attitude. Greet opposing coaches both before and after the game to set the tone.
- L. If a player, team, coach, assistant coach, or spectator habitually violates any of the guidelines or official rules as outlined in this rulebook, is habitually abusive to the umpire or players, or threatens an umpire with physical violence (EVEN ONCE), they will be subject to denial of further participation in the program.
- M. Spectators must watch the games from the bleachers and bleacher area. NOT along the baseline fence.
- N. Each coach will identify themselves to the umpire during equipment check. Only the coaches will be allowed to address the umpire between innings or at the end of the game.
- O. Up to three coaches will be allowed on the team side of the field. They must stay inside of the team dugout with their players. (Only 2 coaches are allowed on the field for the team at bat).
- P. Practice Restrictions: This is recreational soccer which should be fun and interesting to the kids, not a chore. The players are to be involved in Davenport
 - a. Pre-Kindergarten through 4th-grade: 2 per week
 - b. 5th through 8th-grade: 3 per week.

*** This means that before the season begins, a 1st-grade team can have no more than two practices per week. Once the season begins, you can have at most one practice per week because the game played on Saturday counts as your other involvement with them.**

**** The purpose of our league is developmental and instructional, less emphasis should be put on “set plays” and more should be put on the fundamentals.**

PLAYER’S RESPONSIBILITIES

- A. Follow the team rules set by your coach.
- B. Be willing to learn and give 100 percent.
- C. Be a team player, not an individual star.
- D. Be ready to start play at the scheduled time.
- E. Contact your coach if you can't make it to a practice or a game.
- F. Be a good sport and have fun.
- G. **DO NOT ARGUE WITH THE UMPIRE!** Non-compliance with this can result in removal of players and/or forfeiture of the game.
- H. If a player habitually violates any of the guidelines or official rules as outlined in this rulebook is habitually abusive to the umpire or other players or threatens an umpire with physical violence (EVEN ONCE), they will be subject to denial of further participation in the program. This decision will be made by the Youth Sports and Recreation Supervisor.

UMPIRE’S RESPONSIBILITIES

- A. Umpires will be paid by and work for the City of Davenport.
- B. The umpire has **FULL JURISDICTION** from the time he/she enters the playing field until he/she leaves the playing field. His/her decisions are final.
- C. The umpire shall enforce the **RULES** of the game, but shall refrain from stopping the game for an infraction when he/she is satisfied that doing so would be giving an advantage to the offending team.
- D. The umpire can stop or terminate the game for:
 - a. Infringement of the rules by players, coaches, or spectators.
 - b. Severe Weather (lightning, tornados, etc.)
 - c. Injury to another player on the field.
- * **Only the umpire can stop a game. The ONLY exception is an injury not seen by the umpire.**
- E. In accordance with guidelines and provisions of the game, the umpire can caution or eject a player.

- F. The umpire acts as the timekeeper and keeps a record of the game.
- G. The umpire will examine the equipment of each player before the game to ensure that it complies with the rules.
- H. Assistance umpire will be paid by and work for the City of Davenport.

WEATHER POLICY

The City of Davenport Park & Recreation Staff may determine whether all games will be canceled for the day or if they will be canceled on an hourly basis. Be sure to show up at the field you are scheduled to play on.

- A. Rainouts are determined by two factors:
 - a. Precipitation occurring prior to and during the time of the game.
 - b. Previous precipitation from the night before the games.
- B. Rain out games are will be re-scheduled by the Davenport Parks and Recreation Administrative office if there is enough time and field available.

*** Coaches and players will be notified by text, phone, and email via Davenport Direct at least one hour before their scheduled game to check for cancellations. If notification has not been made then games are on as scheduled.**

**** If you see lightning anywhere notify the umpire and wait for further instructions. We ask teams to wait for 30-minutes in their cars to see if the lightning will pass and games can resume. Games will be considered complete after completion of ½ of the game. If the game is called and ½ of the game has not been completed, the game will be rescheduled if possible.**

SOFTBALL RULES

ORGANIZATION OF GAME

- A. Team rosters shall consist shall not be changed or added to without the approval of Davenport Parks and Recreation Administrative office.
- * **The Youth Sports and Recreation Supervisor may, at his/her discretion, change number of field players and grade division, to meet fluctuation in registrations.**
- B. A full team consists of a minimum of 10-players and a max of 12 players for all divisions.
- C. Minimum to start a game is 3 less than a full team.
- D. All players must be properly registered prior to any participation.
- E. Opposing coaches must meet with umpire prior to game starting behind home plate to discuss any question, ground rules, and disciplinary actions must be made known.
- F. Games will start on time when one or more games are scheduled:
 - a. Between games warm-ups will be given if time permits (determined by the umpire).
 - b. Coaches meetings, warm-ups, etc....Must be completed prior to game time.
- G. The home team is the first team listed on the schedule and will wear blue.
- H. The home team will use 3rd baseline dugout and arrange for an official score keeper.

FORFEIT

- A. A forfeit will incur if a team is not fielded by 5-minutes after the scheduled game time.
- * **If you are aware before the game day that you will not have the minimum number of players to field a team you should call the Davenport Parks and Recreation Administrative office. If you arrive at a game and you find you are short players you should play a game using "borrowed" players from the opposing team. (For 6th-8th grade - the team that has to borrow players will forfeit the game. The winning team will receive points for a win regardless of the outcome.)**

PLAYER UNIFORMS & EQUIPMENT

- A. DPR Youth Sports' all-sports reversible shirt is required for Pre-K through 8th-grade teams.
- B. Gloves are required.
- C. Athletic type shoes. Soles may be smooth or with molded rubber cleats. Metal of any description or screw-in cleats are illegal. Sandal or loafer type footwear, football or baseball cleats are not allowed.
- D. Due to the slide rule for all 2nd–4th grade Novice and 5th-8th grade Girls long pants, sweatpants, sliding shorts, or baseball/softball pants are highly recommended.
- E. The following is a list of equipment that will be considered illegal:
 - a. Headgear unless it's a sweatband or bandana.
 - b. Jewelry of any kind; **NO EARRINGS, OR HARD HAIR ACCESSORIES.**
 - c. Pads or braces worn above the waist.
 - d. Shoes with metal, ceramic or detachable cleats.
 - e. Shoes with Velcro fasteners or that tie must be worn.
 - f. Soles may be smooth with rubber cleats (no hard wedged shaped plastic) **METAL** of any description is illegal.
 - g. Shirts or jerseys that do not tuck in.
 - h. Leg or knee braces made of hard unyielding material.
 - i. Un-padded wrist cast.
- F. Padded casts are allowed; however, if the umpire determines the player is using the cast for advantage, they will be removed from the game.
- G. The goalkeeper shall wear a different color shirt than the Umpire and the other players on both teams.
- H. No team may have a sponsor's name present on shirts.
- I. Equipment that can/cannot be used in DPR Youth Softball.
 - a. NOSCOE approved batting helmet are mandatory for Novice and higher divisions.
 - 1. Helmets are recommended for T-ball & Coach Pitch but are not mandatory.
 - b.. Game safety masks are highly recommended for all infielders, specifically the pitcher for all 2nd-4th grade Novice and 5th-8th grade Girls participants for the safety of the players.

- c. No wood or steel hard ball bats are allowed. Penalty is immediate ejection of the bat and the batter is out.
- d. If second offense then the coach will be ejected.
- e. Safety non-reflective (non-mirror) sunglasses for defense only are allowed.
- f. Breaking into an equipment box by any coach, player, and/or spectator will just cause for removal from DPR Youth Sports Program.

PLAYING TIME

- A. Equal playing time is **REQUIRED** by DPR Youth Sports.
- B. Every player on each team must be permitted to bat at least once.
 - a. A player scheduled to bat at the bottom of the inning, in which they are the home team is ahead so the game is over, does not count as an at bat.
- C. Older Divisions in which multiple innings are played each player must play a minimum of 2 full innings in every game.
 - a. To avoid the same player playing the minimum each game, playing only 2 innings may not do so until all others on the team have also done so.
 - b. NO defensive player shall be removed from the field until the completion of an inning.
 - 1. **Exception:** injury that would force the removal or the need of the player to leave the game location.
 - c. If there is a discipline problem, coach **MUST** address it with DPR Youth Sports and Recreation Supervisor and the child's parent before playing time can be affected.
- D. All divisions will have unlimited substitutions in the outfield/infield positions, only between innings unless due to injury.

*** Please consider the welfare of all the players and only play a player 3 innings or more if all others have played AT LEAST two innings. To avoid the same player playing the minimum each game, a player only playing two innings may not do so again until all players on the team have also taken their turn playing only two quarters.**

OFFICIAL GAME

- A. Home team and visiting team is designated on the game schedule. Please follow the instructions on your schedule for which end to dugout, shirt color to wear and which team is up to bat first.
- B. Both teams will provide a score keeper.
 - a. They must sit together to assist in identifying players and compare game progress.
- C. An unofficial score sheet should have:
 - a. Main body of the score sheet filled in.
 - 1. First and last name of players of all players on roster.
 - 2. Mark the inning (top and bottom), whenever a sub enters.
 - 3. Runners progress: construct a diamond in the appropriate square. Mark the diamond completely or put a large “R” in center of the completed diamond if a runner scores.
- D. Regulation games will consist of 7 innings.
 - a. Games will be considered official and complete after 5 innings for any reason.
 - 1. Example: Time limit, weather conditions, darkness, etc...
 - 2. A game going less than 5 innings and being called for time limit will also be considered official and complete.
- E. Called games because of time limit.
 - a. **NO** innings shall be started 5 minutes before time limit is reached.
 - 1. The umpire has the authority to extend the game due to extenuating circumstances.
 - 2. Extenuating circumstances are defined as a delay of the game that is out of the control of the umpire and coaches/managers
- F. All divisions will use an Incrediball.

GAME RULES

- A. All pitches must be delivered in a legal manner to the batter.
 - a. No intentional walks are NOT allowed.
 - b. DPR Youth Sports will use the modified fast pitch rule.
 - 1. NO windmill delivery.

2. All delivered as low arch (under underhand).
- c. If the ball slips from the pitcher's hand during his/her delivery, a ball is declared live.
 1. Runners may advance at their own risk.
- B. All divisions will use a continuous batting order.
 - a. Players arriving after the game has started shall be added to the bottom of the batting order.
 - b. A player leaving before the game is over shall be dropped from the order with no penalty being assessed.
 - c. DPR Youth Sports does NOT use a designated hitter in any division.
 - d. If a batter throws his/her bat dangerously, upon discretion of the umpire, he/she may be called out.
 1. This will be a dead ball.
 - e. Coaches shall announce *Last Batter*.
 1. Last batter will be out when a defensive player, with the ball, touches any base preceding the last batter.
 - A. Any baserunner that crosses home plate before last batter is out shall be scored.
 2. Last batter cannot be walked.
 - f. The 10th player is considered an outfielder and must play in the outfield.
 - g. An out must be *OBVIOUS*, if the play is close, then the base will be given to the runner.
- C. Catchers in all divisions (except T-Ball) must wear chest protectors, catcher's mask and glove.
 - a. Throat protectors are required in all divisions in which a catcher's mask is used.
- D. Bases will be used in all divisions.
 - a. Throw down bases will be used for T-ball and Coach Pitch.
 - b. Safety bases will be used for Novice and Softball.
- E. All players not in the field or batting must remain in the dugout. Any coaches not coaching a baseline or pitching must remain in the dugout.
- F. Equipment is supplied by DPR Youth sports including bats.
 - a. Any bat suitable for child's needs and size must meet safety requirements.
 - b. Exception: When small enough bats are not available with official softball markings, must be tape and unbroken.
- G. SPECIAL PROVISIONS AND RULINGS

- a. T-Ball and Coach Pitch
 1. Time limit of 1 hour per game.
 2. No sliding.
 3. Infield fly rule will not be called.
 4. No bunting is allowed.
 5. No stealing is allowed.
 6. *Coach Pitch Only:*
 - A. Coach/Manager of team will pitch 4 balls to each batter. If ball is not hit, the coach/manger will leave the field and a tee will be used.
 - B. Coach/Manager shall not interfere with a batted ball, players or base runners.
 - B. He/she may provide instruction BEFORE ball is pitched.
 7. There will be no ball or strikes called.
 8. A portion of the ball must be hit to be considered a hit.
 9. There will be a **MAXIUM** of 10 players in the field.
 - A. Defensive players must play designated position.
 - B. Coach/Manager of team that is in the field and pitching, the player that is the pitcher will place him/her no closer than the pitching rubber as to not interfere with the pitch.
- b. 2nd-4th Grade Novice
 1. DPR Youth Sports minimum playing time will be observed.
 2. Sexes alternate in batting or and both sexes in the infield and outfield, unless insufficient numbers of either sex allow that.
 - A. Then enough of the predominate sex may be used to complete the lineup.
 - B. Allow substitutions at coaches' discretion.
 3. Time limit of 1 hour 20 minutes.
 4. Team will bat until last batter is reached or 3 outs are made whichever comes first.
 5. Infield fly rule will be called.
 6. There is NO stealing.
 7. **Any batter hit by pitch shall continue to the base.**
 - A. The pitch shall be declared a dead ball.
 - B. Batter must make an attempt to get out of the way.

8. Runner's may advance only one base on an over throw regardless if it is in or out of play.
 9. Once a ball hit to the outfield is returned to the infield all base runners must stop at the base they are on.
 10. If a runner is in between bases they may choose to advance at the risk of getting out.
 11. Batters may not advance on a dropped 3rd strike.
 - A. Batter is out and runners on 2nd and 3rd may advance at their own risk **ONLY** if the ball hits the back stop.
 12. Batter is out when running in reverse order.
 13. Batter is out when an entire foot is touching the ground completely outside the lines of the batter's box when the ball is hit fair or foul.
 14. Batter is out when bunts a ball foul with 2 strikes.
 15. Batters will either strike out or hit the ball, there are no walks.
 16. If players pitch they can throw up to 4 pitches, after that coach will pitch up to 3 more in which the count will continue. At which point the batter will either hit the ball or be called out.
 17. If a team does **NOT** have a pitcher a coach will pitch up to 7 pitches if not using a player to pitch.
 18. After 2 innings if it obvious to the umpire that teams do NOT have a player that can get the ball across the plate and in the strike zone. They will inform the teams that only coaches will pitch from that point.
 19. *Last Batter* in any inning in which the team at bat has gained a 5 run advantage and has had 5 or more batters, team is allowed only 1 more batter who is the last batter.
 - A. If batter is declared out and it is the 3rd out of the inning, the correct batter in the next inning shall be the player who would have come to bat had the player been put out by ordinary play.
 - B. If error is discovered after first legal or illegal pitch to the next batter, the turn of the incorrect batter is legal, all run scored and bases advanced are legal.
- c. 5th-8th Grade

1. DPR Youth Sports minimum playing time rule will be observed.
2. Time limit is 1 hour 20 minutes.
3. Infield Fly rule will be called.
4. If a play at home is close the runner **MUST** slide.
 - A. If runner fails to slide the runner is out.
 - B. Runners shall not leave the base until a pitched ball crosses home plate
5. If a runner leaves early they will be called out.
6. In order to steal, the catcher has to miss the ball and the ball must hit the backstop **BEFORE** a base runner can attempt to steal.
7. Any inning in which there are 2 outs and, the team batting catchers is a base runner, they may substitute the last batted out to run for the catcher **ONLY**.
8. The base path is a direct line between a base and the runners position at the time a defensive player attempting, or about to attempt, to tag a runner.
 - A. The runner will have up to 3 feet outside the base line to avoid defender.
 - B. Anything outside this 3 feet runner shall be called out.
 - C. **Any batter hit by pitch shall continue to the base.**
9. The pitch shall be declared a dead ball.
10. Batter must make an attempt to get out of the way.
 - A. Batters may not advance on a dropped 3rd strike.
 - B. Batter is out and runners on 2nd and 3rd may advance at their own risk **ONLY** if the ball hits the back stop.
11. The pitcher shall not throw to a base during a live ball while her foot is in contact with the pitcher's plate after she has taken pitching position.
12. Catcher must remain inside the lines of the catcher's box until pitch is released.
13. If ball pop up foul and it is caught, the batter is considered out, however the ball shall remain live and in play until returned to the pitcher.

14. *Batting out of order*: appeal may be made by only the defensive team. Appeal is forfeited after a legal or illegal pitch has been made.
 - A. If error is discovered while the incorrect batter is at bat. Correct batter must take batting position and assume the count. *All runs scored shall be counted.* Team at bat may make correction without penalty.
 - B. If discovered AFTER incorrect batter has completed their at bat but BEFORE another pitch has been made to the next batter then:
 - a. The player who should have batted is out.
 - b. Any advance or score shall be nullified.
 - c. The next batter whose name follows that player is out for failing to bat. Exception: the incorrect batter was out in there at bat and is schedule to be the next batter, skip them and go to the batter after them.
15. Catcher must return the ball directly back to the pitcher after each pitch except; after a strike out, put out or an attempted put out made by the catcher.
 - A. *EXCEPTION*: does not apply with runner(s) on base or the batter becoming a runner.
16. *Last Batter* in any inning in which the team at bat has gained a 5 run advantage and has had 5 or more batters, team is allowed only 1 more batter who is the last batter.
 - A. If after 5 runs or more batters and the offensive team is 10 runs ahead, and the runner on 3rd steals home, the player at bat will assume last batter with the count remaining the same.
17. If it is discovered a batter uses an illegal bat and any advancement on the bases happen after discovery runners must return back to the previous base and batter using illegal bat shall be called out.
18. If a pitcher hits two batters in an inning, the pitcher must be removed from pitching for that inning.
 - A. Pitcher may re-enter the game as the pitcher in a different inning.
 - B. If they hit a 3rd batter they must be removed for the remainder of the game.

BLOOD RULE

- A. In the event of any exposed blood, injury **must** be covered; clothing must be covered or changed. It is the umpire's discretion if this is taken care of appropriately to allow the player to continue.
- a. Next batter following incorrect batter shall be the next batter; no one is out for failure to bat.
 - b. Player that should have batted will have to wait until their spot in the order is reached.

DEFINITIONS

BASELINE (PATH) - The direct line between the bases in which the base runner has to run (they have up to 3' either side of the line to run).

BASE RUNNER – The offensive player that is on the base and must run between the bases.

BATTER'S BOX – The designated area in which the batter must remain in their turn at bat.

BATTING ORDER – The order in which each player comes up to bat.

BUNT- Is a hit, in which the batter squares their body to the pitcher and places the ball just in front of home plate.

CATCHER'S BOX – The area behind the plate in which the catcher must remain until the ball is pitched.

COURTESY RUNNER – Is a runner that substitutes for a teammate (Typically for the catcher with 2 outs).

DEAD BALL - A dead ball is a ball that is out of play. The ruling of a dead ball halts the game and no plays can legally occur until the umpire resumes the game, though baserunners can advance as the result of acts that occurred while the ball was live.

DESIGNATED HITTER (DH) – Is a teammate that hits for another person on the team for the game but do not play the field.

ERROR – Is a mistake by a fielder that allows the offensive player at bat to reach base

FOUL BALL – A ball that is hit and goes outside of the 1st and 3rd base line, the ball can either stay in the field of play or go out.

HIT - Is credited to a batter when the batter safely reaches first base after hitting the ball into fair territory, without the benefit of an error.

INFIELD HIT – Is a hit that does not leave the infield but the batter reaches base without the benefit of an error.

INFIELD FLY (RULE) – a fair fly ball (not including a line drive or a bunt) which can be caught by an infielder with ordinary effort, when first and second, or first, second, and third bases are occupied before two are out. The pitcher, catcher, and any outfielder stationed in the infield on the play shall be considered infielders for the purpose of this rule and less than 2 outs.

INTENTIONAL WALK – Is when the pitcher purposely throws 4 balls to but the batter on 1st base to get to the next batter.

INTEREFENCE – When a runner causes the fielder to purposely miss the ball so that they cannot make a play.

LAST BATTER – Is the last person to hit in the batting order. This batter cannot walk. They must hit or strike out. If they hit they must run the bases until they are put out at base that precedes them.

LIVE BALL – The game can proceed. The pitcher may pitch the ball, the batter may attempt to hit such a pitch, baserunners may attempt to advance at their own risk, and the defense may attempt to put the batter or baserunners out.

NON-WINDMILL PITCH – Is a pitch that is delivered fully under hand with just a back swing of the arm and step forward and the ball is released, when the arm swings forward.

OVER THROW – Is when the ball is thrown over the head of a defensive player when trying to make a play on a base runner to get them out at a base.

PASSED BALL – Is when a pitched ball gets past the catcher and to the backstop.

PITCH COUNT – Is the number of balls and strikes that the batter has in their turn at bat.

STEAL – Is when the baserunner advances to the next base, without the batter getting a hit or walked. The requirement that a runner on base not "dance around" while the pitcher is ready, has control of the ball, and in no way is attempting to make a play on a runner.

STRIKE ZONE – The area around the plate in which the umpire calls balls and strikes. Most the time this is from shoulders to knees but is at the umpire's discretion.

WALK – Is when the pitcher throws 4 pitches that are outside the strike zone. The batter gets to advance to first without putting the ball in play.