



SOUTHERN CALIFORNIA MUNICIPAL ATHLETIC FEDERATION

# 2024 Official Rule Book

Official Softball Rules Adopted,  
Published and Distributed by

SOUTHERN CALIFORNIA MUNICIPAL ATHLETIC FEDERATION

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SOUTHERN CALIFORNIA MUNICIPAL ATHLETIC FEDERATION 2024

PROPERTY  
OF SCMAE  
SOFTBALL

# TABLE OF CONTENTS

	Page
SCMAF Mission and Philosophy.....	4
Officials Training and Certification .....	5
Men’s Softball Tournament Information .....	7
Men’s Softball Tournament Rules .....	8
2023 SCMAF Final Points Rankings .....	10
Women’s Softball Tournament Rules .....	11
COED Softball Rules & Tournament Information.....	13
Senior Softball Rules.....	16
Senior Softball Diamond (Diagram) .....	17
Rules Changes and Clarifications.....	18
Official Dimensions of Softball Diamond (Diagram).....	19
Softball — Official Rules of Play	
Rule 1 The Game — Diamond — Equipment .....	20
Rule 2 Definitions of Terms .....	25
Rule 3 Teams, Players and Substitutes .....	30
Rule 4 Pitching Regulations .....	32
Rule 5 Ball Dead — Ball Alive and in Play .....	37
Rule 6 Batting.....	39
Rule 7 Base running .....	43
Rule 8 Scoring of Runs .....	48
Rule 9 Player’s Code of Conduct.....	49
Appendix A Protest Procedures .....	51
Appendix B Duties of Umpires .....	53
Appendix C Points of Emphasis.....	55
Appendix D Scoring Information.....	57
SCMAF Player’s Medical Benefit Fund/Fees.....	60
SCMAF Player’s Accident Protection Program.....	61
Index to Rules.....	62
Past SCMAF Softball Champions.....	63

*ANY RULE OR COMMENT NOT COVERED IN THIS BOOK, PLEASE REFER TO THE OFFICIAL BASEBALL RULE BOOK, PUBLISHED ANNUALLY BY TRIUMPH BOOKS OR FOUND ON THE MLB.COM WEBSITE.*

# SOUTHERN CALIFORNIA MUNICIPAL ATHLETIC FEDERATION

## MISSION

SCMAF creates healthier communities through sports and physical activities.

## PHILOSOPHY

The philosophy of SCMAF is to instill in young people a positive attitude, good sportsmanship, sound fundamentals, confidence and high moral standards. The administrators, supervisors, officials and coaches representing the agencies and associations shall coach and act in a courteous and professional manner while on or off the playing area. All coaches shall attempt to play all players unless sick or injured. All safety precautions should be observed to secure the well being of all participants. SCMAF seeks to uphold the spirit of sportsmanship and full participation. SCMAF believes that in team sports every athlete must be offered every opportunity to play in each game.

Youth Sports competition includes: Basketball, Cross Country, Flag Football, Skateboarding, Swimming, Tennis, Track and Field, and Volleyball.

Adult Sports competition includes: Soccer and Softball.



SCMAF WISHES TO ACKNOWLEDGE AND THANK THE COUNTY OF LOS ANGELES, DEPARTMENT OF PARKS AND RECREATION FOR THEIR CONTINUED PARTICIPATION, SUPPORT AND REGIONAL COMMITMENT, WHICH HAS BENEFITED SCMAF, ITS MEMBER AGENCIES AND THE SOUTHERN CALIFORNIA SPORTS AND ATHLETIC COMMUNITY.

## 2024 SOFTBALL UMPIRE TRAINING & CERTIFICATION CLINICS

SCMAF Certification and Training Clinics are open to all officials. Agencies and/or associations may send their rookie and veteran officials to this quality training. In addition, individual umpires may enroll to be certified for the new year.

The interactive nature of this clinic ensures an appropriate training session for all levels of experience, veterans as well as those officiating for the first time. Trainers provide ample opportunity for questions in order to fortify understanding.

All clinics will include:

- SCMAF Certification for 2024
- Extensive instruction and testing in rules, mechanics, appearance, conduct, liability and more to ensure a thorough understanding.

All clinics are open to all officials. Check the calendar below for the clinic in your area and call the contact person listed for specific details, such as specific locations, times, costs, etc. Updated clinic information will be posted on the SCMAF website at [www.scmf.org/umpireclinics](http://www.scmf.org/umpireclinics).

Month	Date(s)	Location	Contact Person	Telephone
JANUARY	Jan. 10 Jan. 24 TBA TBA TBA TBA TBA TBA	Thousand Oaks Ventura Santa Clarita Torrance Carson Escondido Simi Valley Orange County	Paul McCarter Lauren Chumbley Chris Padula Jesus Castro Matt Jordan Jim Shelton Greg Laranjo Bill Bant	(805) 495-4674 (805) 658-4738 (661) 250-3756 (310) 618-2935 (310) 847-3576 (619) 994-5395 (805) 584-4474 (626) 448-0853
FEBRUARY	TBA	Dana Point		(949) 248-3538
MARCH	TBA TBA TBA	Burbank Palmdale Bishop	Scott Matthews Ryan Herman Waylon Cleland	(818) 307-0405 (661) 267-5617 (760) 873-5863
ONGOING		Various Locations	Rex Davidson - MLS*	duo@mlsoftball.com

Additional clinics will be added. Watch for future announcements regarding these sessions, or contact your association representative for the most recent schedule.

For More Information on Officials Training, contact:

Bill Bant (626) 448-0853 Ext. 10 - Email: [BillBant@scmaf.org](mailto:BillBant@scmaf.org)

Dean Mitrofanis, Umpire-in-Chief - Email: [dmitrofanis@semtech.com](mailto:dmitrofanis@semtech.com)

\*For more information on MLS Clinics go to: [www.mlsoftball.com](http://www.mlsoftball.com)

**Check the SCMAF website for updates! [www.scmf.org/umpireclinics](http://www.scmf.org/umpireclinics)**

Looking for Uniforms and  
Sports Equipment  
for your softball team  
this season?  
SCMAF has you covered!



Contact the SCMAF Office:  
626-448-0853  
[scmaf@scmaf.org](mailto:scmaf@scmaf.org)

## SCMAF MEN'S SLOW PITCH TOURNAMENT INFORMATION

The Southern California Municipal Athletic Federation Men's Softball Committee will conduct the following Tournament of Champions series.

### **MEN'S SLOW PITCH TOURNAMENTS**

Slow-pitch teams who have registered in a 2024 league are eligible for these tournaments.

**TOURNAMENT FORMAT:** The tournament format shall be determined by the Tournament Director. The Tournament Director shall have the right, in the case of a forfeit, adverse weather or any other circumstances, to adjust the tournament format at his/her discretion, at any time.

### **MEN'S QUALIFYING TOURNAMENTS**

Teams must qualify in a qualifying tournament to be eligible for either the winter, spring or summer divisional finals.

Type: Round Robin, guaranteed three (3) games  
Dates: (February through October) check [www.scmaf.org/msb](http://www.scmaf.org/msb) for dates and sites  
Contact your league director for registration form.

### **MEN'S 2024 SEASON OPENER**

Date: March 16, 2024  
Location: Central Park, Santa Clarita  
Tournament Directors: Bill Bant (626) 448-0853 Ext.10

### **MEN'S TOURNAMENT OF CHAMPIONS**

Date: November 9-10, 2024  
Location: Big League Dreams, Cathedral City  
Tournament Directors: (626) 448-0853 Ext.15

### **CLASSIFICATION GUIDELINES:**

“Upper” Classification: League teams consisting of a majority of players playing two times a week and in no more than fifteen tournaments a year with any team. Majority of players have softball tournament experience. “Upper” Classification Teams can only add up to two (2) “D” rated players and one (1) “C” rated player on their Tournament Roster.

“Middle” Classification: League teams consisting of a majority of players playing two times a week and in up to ten tournaments a year with any team. Majority of players only play for this tournament team. “Middle” Classification Teams can only add up to two (2) “D” rated players rated player to their Tournament Roster.

“Lower” Classification: League teams which have been formed for two seasons or less in which the majority of players have participated in just a few tournaments. The majority of players play only once per week. “Lower” Classification Teams can only add two (2) “E” rated players to their Tournament Roster.

**NOTE:** The additional players must participate in the same agency program as the team and in the judgement of the League Director be of equal or lower caliber.

## MEN'S SOFTBALL TOURNAMENT RULES: SLOW-PITCH AND FAST-PITCH

Nothing contained herein shall prohibit the Softball Committee from interpreting and ruling on all the conditions and regulations set forth for tournament play.

1. Each agency which is a member of the SOUTHERN CALIFORNIA MUNICIPAL ATHLETIC FEDERATION in good standing will be permitted to enter teams in the SCMAF Men's Softball Tournaments.
2. SCMAF rules will govern all play as outlined in this book, with the following exceptions:
  - a. All games will be seven (7) innings or no new innings after 1 hour (SP), 1 hour and 25 minutes (FP), of play which ever occurs first for all games except final championship games which have no time limit. Any inning started will be completed. Tie games will continue until there is a winner.
  - b. Forfeit time is 5 minutes. Forfeit time shall apply to each team's first scheduled game only. Game time shall be forfeit time for all other games. Eight players are needed to start and/or play a game.
  - c. All batters will start with a 1-1 count. When after having two strikes, the batter hits a foul ball, said batter shall be declared out. (Rule 6, Section 9(C) does not apply). NOTE: If such a batted ball is caught on the fly and the fielder remains in live ball territory, the ball is alive and in play.
  - d. A game will end when one team is ahead by twenty (20) runs after four (4) innings (3 1/2 innings if the home team is ahead), fifteen (15) runs after five (5) innings (4 1/2 innings if home team is ahead), or twelve (12) runs after six (6) innings (5 1/2 innings if home team is ahead). Complete innings must be played unless the home team attains the designated lead in its half of the inning. When the visiting team achieves the designated lead in the top half of the inning, the home team must have their opportunity to bat in the bottom of the inning.
  - e. Tie-breaker rule will be used which would place a runner at second base each successive extra inning. Runner at second base shall be last out from previous inning.
  - f. Home Run Rule. Over-The-Fence Home Run Rule for Men's and COED Tournaments with fences a minimum of 275 Feet: "C", "D" and "E" Division - "One up" Home Run, Batter Out. "Rec." Division - No Home Runs, Batter Out. In the case that a fly ball contacts a fielder, then proceeds over the home run fence in fair territory, this does NOT count as a home run for the purposes of interpreting the "one-up" home run rule. In this case, the batter is awarded 4 bases and all other base runners score. NOTE: "One-up" Home Run Rule provides that each team may hit up to one more home run than their opponent has hit at any time during the ballgame. In the event that Team A has already hit one more home run than their opponent (i.e. - Team A is "one-up"), Team A may not hit another home run until Team B has hit a home run to even the total. If a team hits a home run when they are already "one-up", the listed penalty shall apply. EXAMPLE: If Team A is "one-up", Team B may hit two home runs (Team B is now "one-up"), however now Team B may not hit another home run until Team A hits at least one home run. NOTE: For home runs hit over a home run fence, the batter need only advance to and touch first base, and all baserunners must advance to and touch one base.
  - g. Pitching Arc - In "REC/Lower" Division Tournaments, the upper pitching arc limit shall be 16-feet. For all other divisions, the upper pitching arc limit shall be 12-feet, or 16-feet, as determined by the hosting agency.



## MEN'S SOFTBALL TOURNAMENT RULES

- h. If a player is ejected from tournament play, when no legal substitute is available, the batting order spot for the ejected player shall be an out each time said spot comes up in the batting order.
  - i. For championship games during double-elimination tournaments, the undefeated team is automatically the home team, but if the home team then loses the game, forcing an "IF" game, the home team will be determined by a coin toss.
  - j. For single-elimination tournaments, where seeding has taken place, the higher-seeded team shall automatically be the home team.
  - k. If a game is tied at the end of time or 7 innings, subsequent innings shall begin with the last out of the previous inning for the team at-bat being placed on 2nd base. A courtesy runner MAY NOT be used for this runner until the conclusion of at least one at-bat in the inning.
3. Protest of Tournament Games
- a. Protest on the rules of play will not be considered unless the umpire is notified at the time of the incident and prior to the next pitch, and shall be ruled upon immediately by the Tournament Committee.
  - b. The Tournament Committee will rule on all matters of eligibility.
  - c. The Tournament Director shall rule on all matters not specifically covered in the tournament rules.
4. Team Eligibility
- a. League teams must be registered with SCMAF in order for a team to enter tournament play.
  - b. Teams may play in any of the qualifying tournaments in their divisions.
  - c. Each team may not exceed 15 players plus a playing manager. Only those listed on the Official Roster will be allowed in dugout.
5. Player Eligibility
- a. The age requirement for tournament play is 18 years of age or older.
  - b. Any player playing or attempting to play under an assumed name will be ejected from the tournament; and the last game in which he participated before such deception is discovered, shall be declared forfeited and his team shall be suspended from further play.
  - c. All players must check in with the Tournament Director before their first game each day, sign waiver form and present positive means of identification (driver's license, selective service card or other positive means of identification). Any player not furnishing positive identification acceptable to the Tournament Director will not be permitted to play. **NO EXCEPTIONS.**
  - d. An illegal player signing the game card, prior to or after the start of the game, will cause a forfeit to be declared against the team on which he is attempting to play.
    - I. If a player's name appears on more than one roster in the tournament, the first team he plays for shall commit him to that team. (Penalty: If an individual plays on more than one team in any of the tournaments, the second team will forfeit the last game in which said player participated).
  - e. The minimum penalty for ejected players is suspension from the game ejected and the following game. Suspension could be for the remainder of the tournament as deemed by the Tournament Director.

## 2023 SCMAF FINAL POINTS RANKINGS

### MEN'S LOWER "E" DIVISION

- 1.
- 2.
- 3.
- 4.
- 5.

### MEN'S UPPER "REC" DIVISION

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.
- 7.
- 8.
- 9.
- 10.

### MEN'S MIDDLE "REC" DIVISION

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.
- 7.
- 8.
- 9.
- 10.

### MEN'S LOWER "REC" DIVISION

- 1.
- 2.
- 2.
- 4.
- 5.
- 6.
- 7.
- 8.
- 8.
- 10.

### SCMAF TOC SERIES POINT SYSTEM

PLACE	QUALIFIER	CLASSIC	TOC
	4-5 Teams 6+	4-19 Teams 20+	
1st	75	100	300
2nd	50	75	250
3rd	25	50	200
4th	15	40	150
5th	0	30	100
5th	0	30	100
7th			75
7th			75
Entry	5	5	15

*Rankings are figured by total points accumulated at Qualifying, Classics, and Championship tournaments.*

## WOMEN'S SLOW PITCH SOFTBALL TOURNAMENT RULES

Nothing contained herein shall prohibit the Softball Committee from interpreting the ruling on all the conditions and regulations set forth for tournament play.

1. Each agency which is a member of the SOUTHERN CALIFORNIA MUNICIPAL ATHLETIC FEDERATION in good standing will be permitted to enter teams in the SCMAF Women's Softball Tournaments.
2. Protest of Tournament Games:
  - a. Protest on the rules of play will not be considered unless the umpire is notified at the time of the incident and prior to the next pitch, and shall be ruled upon immediately by the Tournament Committee.
  - b. The Tournament Committee will rule on all matters of eligibility.
  - c. The Tournament Director shall rule on all matters not specifically covered in the tournament rules.
3. SCMAF Rules will govern all play as outlined in this book, with the following exceptions:
  - a. Time of game and innings. All games will be seven (7) innings or no new inning after 1 hour and 10 minutes of play, whichever occurs first for all games except final championship games which have no time limit. Any inning started will be completed. Tie games will continue until there is a winner.
  - b. A game will end when one team is ahead by twenty (20) runs after four (4) innings (3 1/2 innings if the home team is ahead), fifteen (15) runs after five (5) innings (4 1/2 innings if home team is ahead), or twelve (12) runs after six (6) innings (5 1/2 innings if home team is ahead). Complete innings must be played unless the home team attains the designated lead in its half of the inning. When the visiting team achieves the designated lead in the top half of the inning, the home team must have their opportunity to bat in the bottom of the inning.
  - c. A team shall consist of ten (10) players. However, a game may be played without forfeit with eight (8) rostered players.
  - d. All batters will start with a 1-1 count. When after having two strikes, the batter hits a foul ball, said batter shall be declared out. (Rule 6, Section 9(C) does not apply).  
NOTE: If such a batted ball is caught on the fly and the fielder remains in live ball territory, the ball is alive and in play.  
NOTE: For home runs hit over a home run fence, the batter need only advance to and touch first base, and all baserunners must advance to and touch one base.
  - e. The Tournament Director reserves the right to remove any hazardous equipment.
  - f. In Tournament play, a flip of a coin will determine home team.
  - g. Forfeit time (5) minutes. Forfeit time shall apply to each team's first scheduled game only. Game time shall be forfeit time for all other games.
  - h. If a player is ejected from tournament play, when no legal substitute is available, the batting order spot for the ejected player shall be an out each time said spot comes up in the batting order.
  - i. For championship games during double-elimination tournaments, the undefeated team is automatically the home team, but if the home team then loses the game, forcing an "IF" game, the home team will be determined by a coin toss.
  - j. For single-elimination tournaments, where seeding has taken place, the higher-seeded team shall automatically be the home team.

## WOMEN'S SLOW PITCH SOFTBALL TOURNAMENT RULES

- k. If a game is tied at the end of time or 7 innings, subsequent innings shall begin with the last out of the previous inning for the team at-bat being placed on 2nd base. A courtesy runner MAY NOT be used for this runner until the conclusion of at least one at-bat in the inning.
4. Team Eligibility:
  - a. Federation Finals only will be held for all Women's Slow-Pitch Divisions.
  - b. The Entry Fee for participation in a tournament must accompany the entry blank. The amount of Entry Fee and deadline for entries will be stated on the Entry Blank.
  - c. Each team may not exceed (15) players plus a playing manager. Only those listed on the official roster will be allowed in the dugout.
5. Player Eligibility:
  - a. The age requirement for tournament play is 18 years of age or older.
  - b. Any player playing or attempting to play under an assumed name will be ejected from the tournament; and the last game in which she participated before such deception is discovered, shall be declared forfeited and her team shall be suspended from further play.
  - c. Each team member will be required to sign a SCMAF waiver prior to participating in their first game each day. A positive means of identification, (driver's license, or other picture identification) must be presented to the Tournament Director at that time. Any player not furnishing positive identification acceptable to the Tournament Director will not be permitted to play. NO EXCEPTIONS.
  - d. Any illegal player signing the waiver, prior to or after the start of the game, will cause a forfeit to be declared against the team on which she is attempting to play. If a player's name appears on more than one roster in the tournament, the first team she plays for shall commit her to that team. (Penalty: If an individual plays on more than one team in any of the tournaments, the second team will forfeit the last game in which said player participated).
  - e. The minimum penalty for ejected players is suspension from the game ejected and the following game. Suspension could be for the remainder of the tournament as deemed by the Tournament Director.

PITCHING ARC: In Lower Division Tournaments, the upper pitching arc limit shall be 16-feet. For all other divisions, the upper pitching arc limit shall be 12-feet, or 16-feet, as determined by the hosting agency.

### 2024 WOMEN'S TOURNAMENT LOCATIONS

TOURNAMENT FORMAT: The tournament format shall be determined by the Tournament Director. The Tournament Director shall have the right, in the case of a forfeit, adverse weather or any other circumstances, to adjust the tournament format at his/her discretion, at any time.

Check the SCMAF website at [www.scmf.org](http://www.scmf.org) for tournament schedule.

## COED SOFTBALL RULES

Rules and conditions of Tournament Play shall follow the rules as are outlined for regular softball in the SCMAF Softball Rule Book with the following exceptions:

### COED RULES:

1. A defensive team shall consist of ten (10) players, with a maximum of 5 men and 5 women in the game defensively at all times. However, a game may be played without forfeit with eight (8) rostered players, (4 men - 4 women), or nine (9) rostered players with no more than five (5) of either sex. (Specifically: 4 women–5 men or 5 women–4 men) 5/3 is not a permissible distribution of men/women or women/men. Substitutes must be listed at the bottom. Substitutions or courtesy runners must be of the same sex as the individual being replaced.
2. Batting order. A batting order must be submitted prior to the game and followed during the game. The batting order may not exceed sixteen (16) players and must list men and women separately and followed alternately such that two batters of the same sex may never bat consecutively.
3. A minimum of three (3) fielders must be behind an outfield restriction line (180 foot arc from home plate) when the batter hits the pitch. Penalty: For a batted fair ball, the batter and all base runners will be awarded one base unless each has advanced one base safely, in which case the play proceeds without reference to the violation. For a batted foul ball or foul tip, a ball is awarded to the batter. However, if a play follows the infraction (such as runners tagging-up on a caught, foul fly ball) the manager of the team at-bat may elect to decline the penalty and accept the results of the play. NOTE: This section does not apply for coed games which utilize an 11-inch ball for female batters.
4. There will be no restrictions on a player (man or woman) as to which defensive position he or she may play.
5. A male batter who is walked on three (3) consecutive balls without any strikes received during his time at bat or intentionally walked prior to any pitches, shall be awarded second base. Base runners advance only if forced to vacate their bases. NOTE: After a male batter receives one (1) or more strikes and is then issued an intentional walk, he shall be awarded first base.  
NOTE: For agencies wishing to utilize a commitment line and scoring line for plays at home plate, see Senior Softball Rules 2A, 2B, 5A and 5B.

## COED TOURNAMENT INFORMATION

1. Roster may not exceed sixteen (16) players including a playing manager — no players will be permitted to be added after the deadline.
2. This tournament is open to those teams which have participated in a league conducted by a SCMAF member agency in good standing.
3. All batters will start with a 1-1 count. When after having two strikes, the batter hits a foul ball, said batter shall be declared out. (Rule 6, Section 9(C) does not apply).  
NOTE: If such a batted ball is caught on the fly and the fielder remains in live ball territory, the ball is alive and in play.
4. Time of game and innings. All games will be seven (7) innings or no new inning after 1 hour and 10 minutes of play, whichever occurs first for all games except final championship games which have no time limit. Any innings started will be completed. Tie games will continue until there is a winner.
5. When a male batter is at-bat, a 12-inch softball shall be used and when a female batter is at-bat, an 11-inch softball shall be used.  
NOTE: For all tournament divisions EXCEPT “REC,” for games utilizing both a 12-inch and 11-inch softball, SCMAF COED Rule, Section 3 (180-foot arc limitation) does not apply.
6. Forfeit time is 5 minutes. Forfeit time shall apply to each team’s first scheduled game only. Game time shall be forfeit time for all other games. For tournament play only, a team may begin and/or play a game with eight (8) rostered players (4 men and 4 women).
7. A game will end when one team is ahead by twenty (20) runs after four (4) innings (3 1/2 innings if the home team is ahead), fifteen (15) runs after five (5) innings (4 1/2 innings if home team is ahead), or twelve (12) runs after six (6) innings (5 1/2 innings if home team is ahead). Complete innings must be played unless the home team attains the designated lead in its half of the inning. When the visiting team achieves the designated lead in the top half of the inning, the home team must have their opportunity to bat in the bottom of the inning.
8. The minimum penalty for ejected players is suspension from the game ejected and the following game. Suspension could be for the remainder of the tournament as deemed by the Tournament Director.
9. A male batter who is walked on three (3) consecutive balls without any strikes received during his turn at bat or intentionally walked prior to any pitches shall be awarded second base. Base runners advance only if forced to vacate their bases. NOTE: After a male batter receives one (1) or more strikes and is then issued an intentional walk, he shall be awarded first base.
10. Player Eligibility:
  - a. The age requirement for tournament play is 18 years of age or older.
  - b. Any player playing or attempting to play under an assumed name will be ejected from the tournament, and the last game in which he/she participated before such deception is discovered, shall be declared forfeited and his/her team shall be suspended from further play.
  - c. Each team member will be required to sign a SCMAF waiver prior to participating in their first game each day. A positive means of identification, (driver’s license, or other picture identification) must be presented to the Tournament Director at that time. Any player not furnishing positive identification acceptable to the Tournament Director will not be permitted to play. **NO EXCEPTIONS.**

## COED TOURNAMENT INFORMATION

- d. Any illegal player signing the waiver, prior to or after the start of the game, will cause a forfeit to be declared against the team on which he/she is attempting to play. If a player's name appears on more than one roster in the tournament, the first team he/she plays for shall commit him/her to that team. (Penalty: If an individual plays on more than one team in any of the tournaments, the second team will forfeit the last game in which said player participated).
11. If a player is ejected from tournament play, when no legal substitute is available, the batting order spot for the ejected player shall be an out each time said spot comes up in the batting order.
12. For championship games during double-elimination tournaments, the undefeated team is automatically the home team, but if the home team then loses the game, forcing an "IF" game, the home team will be determined by a coin toss.
13. For single-elimination tournaments, where seeding has taken place, the higher-seeded team shall automatically be the home team.
14. If a game is tied at the end of time or 7 innings, subsequent innings shall begin with the last out of the the previous inning for the team at-bat being placed on 2nd base. A courtesy runner MAY NOT be used for this runner until the conclusion of at least one at-bat in the inning.

**HOME RUN RULE:** Over-The-Fence Home Run Rule for COED Tournaments with fences a minimum of 275 Feet: "Upper" Division - "One up" Home Run, Batter Out. "Lower" Division - No Home Runs, Batter Out. In the case that a fly ball contacts a fielder, then proceeds over the home run fence in fair territory, this does NOT count as a home run for the purposes of interpreting the "one-up" home run rule. In this case, the batter is awarded 4 bases and all other base runners score.

**NOTE:** For a definition of "One-up" Home Run Rule, see Men's Tournament Rules, Section 2(f).

**NOTE:** For home runs hit over a home run fence, the batter need only advance to and touch first base, and all baserunners must advance to and touch one base.

**PITCHING ARC:** In "REC/Lower" Division Tournaments, the upper pitching arc limit shall be 16-feet. For all other divisions, the upper pitching arc limit shall be 12-feet, or 16-feet, as determined by the hosting agency.

**CLASSIFICATION GUIDELINES:** (SEE PAGE 7)

### 2024 COED TOURNAMENTS

Coed slow-pitch teams who have registered with SCMAF are eligible for these tournaments.

**TOURNAMENT FORMAT:** The tournament format shall be determined by the Tournament Director. The Tournament Director shall have the right, in the case of a forfeit, adverse weather or any other circumstances, to adjust the tournament format at his/her discretion, at any time.

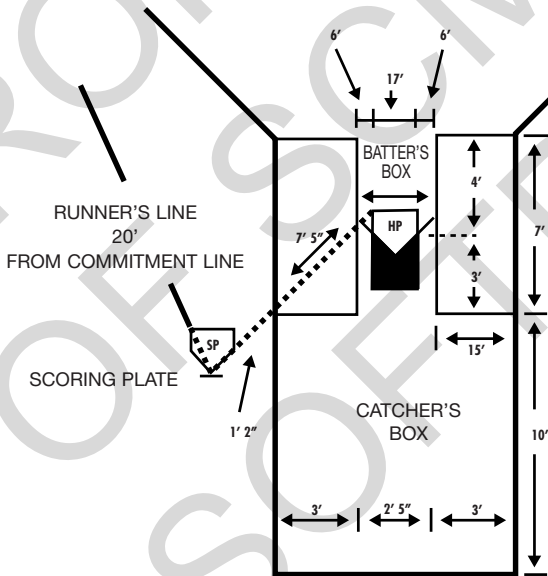
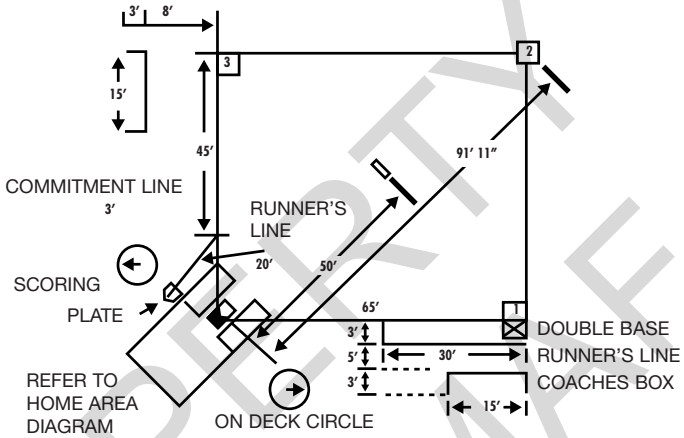
### COED QUALIFYING TOURNAMENTS

Dates: See our website for flyers on dates and locations: [www.scmf.org/coedsb](http://www.scmf.org/coedsb)

### 9th ANNUAL HOLIDAY TOY DRIVE TOURNAMENT

Date: Saturday, December 7, 2024  
Location: York Field, Whittier  
Tournament Director: Bill Bant, (626) 448-0853 Ext. 10  
Email: [billbant@scmaf.org](mailto:billbant@scmaf.org)

# SENIOR SOFTBALL DIAMOND





## SCMAF SENIOR SOFTBALL RULES

1. Age divisions shall be 50+, 55+, 60+, 65+, 70+, 75+. The age a player attains on his/her birthday in any particular year is considered to be his/her age for the entire calendar year.
- 2A. A **Commitment Line** shall be marked across and perpendicular to the third base foul line and placed twenty (20) feet from Home Plate.
- 2B. A ten (10) foot **Scoring Line** shall extend from the corner of home plate (closest to third base) at a 90 degree angle to the third base foul line, starting at the outside edge of the batters box.
- 2C. The pitching distance shall be 50 feet.
- 2D. A Pitcher's Box shall be used as outlined in Rule 2.
3. For rules regarding Courtesy Runners, refer to Rule 3, Section 3.
- 4A. Batters shall start with a 0-0 count.
- 4B. After two strikes on the batter, a batted ball must be fair. Hitting a ball foul is an out, caught or not, the ball is dead, and base runners may not advance.
- 5A. To score, a base runner's foot must be on the ground on or beyond the Scoring Line before the defensive player touches home plate with the ball in his/her possession.
- 5B. All plays at home plate, for all age divisions, shall be by force out only, provided the runner from third base has crossed the Commitment Line.
- 5C. In the 50+ and 55+ age groups, base runners must be tagged out when a force out is not in play.
- 5D. In the 60+ and above age groups, force plays shall apply at all bases, including a runner returning to a base that he/she has rounded.
- 5E. Lead offs are not permitted. A base runner may not leave the base until a pitched ball is hit by the batter, touches the ground, or reaches home plate.
- 5F. In the 50+ and 55+ age groups, base runners may slide at 2nd and 3rd base only. In all other age groups, no sliding is allowed.
- 5G. In the 60+ and above age groups, base runners may overrun any base, provided there is no motion to advance to the following base. After overrunning a base, the runner must return to that base before advancing. A baserunner returning to a base may also overrun the base.
- 6A. During Innings 1-6, a team at bat may score a maximum of five (5) runs per inning. After the fifth run is scored, the opposing team shall come to bat, regardless of the number of outs in the inning. During the 7th inning a team at bat is not limited to the number of runs it may score. EXCEPTION: See Rule 6B
- 6B. After the elapsed time reaches one hour and the game has not reached the 6th inning, the umpire shall stop play and announce that the current inning shall be completed, and one additional inning shall be played. During this one additional inning, each team at bat shall not be limited in the number of runs that it may score.  
NOTE: When this Rule is imposed, it supersedes Rule 6A, as well as time limit restrictions.

### SENIORS DIVISIONAL

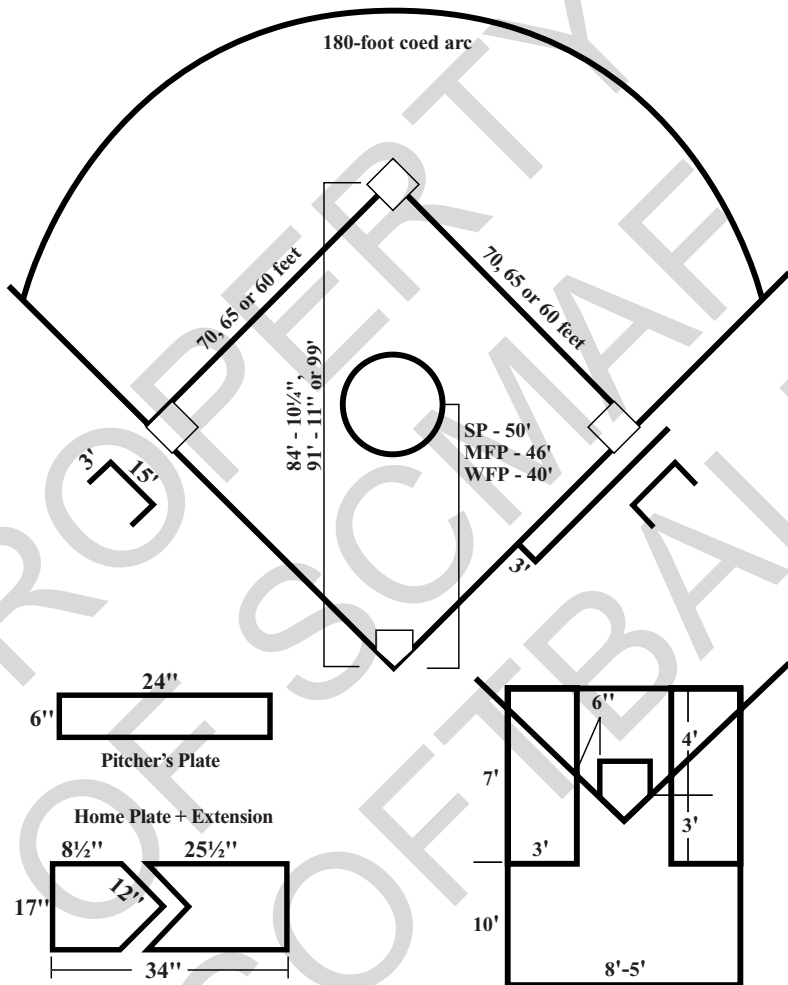
Tournament Date: (Check [www.scmf.org/seniorsb](http://www.scmf.org/seniorsb) for dates and locations)

**RULE CHANGES/CLARIFICATIONS FOR 2024**

**NO NEW RULES CHANGES OR CLARIFICATIONS FOR 2024**

PROPERTY  
OF SCMAA  
SOFTBALL

# OFFICIAL DIMENSIONS OF SOFTBALL DIAMOND



(stike zone dimensions may vary - see Rule 2 - STRIKE ZONE)

## RULE 1. THE GAME — DIAMOND — EQUIPMENT

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

- A. A Fast Pitch team must field nine (9) players to start a game. Should an injury leave a team with only eight (8) eligible players, the game may continue.
- B. A Slow Pitch team shall consist of ten (10) players. However, a game may be played without forfeit with eight (8) rostered players.

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

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

**SEC. 4. THE HOME TEAM** shall have choice of batting first or second.

**SEC. 5. A REGULATION GAME SHALL CONSIST OF SEVEN (7) INNINGS**, unless the team second at bat scores more runs in six (6) innings than the team first at bat scored in seven (7) innings; or a time limit of 60-70 minutes (SP), as legislated by the administering agency, 1 hour and 25 minutes (FP), whichever occurs first. Game time starts when umpire requests first pitch. Once an inning begins, it shall be played in its entirety, regardless of time.

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

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

**NOTE:** A game called which has not progressed far enough to have been a regulation game, shall be a “no game” and replayed in its entirety.

**SEC. 8. WHEN A GAME IS CALLED** in any inning after the fourth, the score shall be what it was at the time the game was called if the team second at bat has more runs than the team first at bat or if the team second at bat has in that inning tied the score. If the team second at bat has less runs than the first team at bat when the game is called, the score shall be that of the last completed inning by both sides.

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

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

**NOTE:** Games that are considered regulation drawn (tie) games are to be replayed from beginning. Original lineups may be changed when the game is replayed. However, if batting and fielding records are kept, players should be given credit for their performance in regulation drawn games.

## RULE 1. THE GAME — DIAMOND — EQUIPMENT

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

- A. If a team fails to appear upon the field, or being upon the field, refuses to begin a game for which it is scheduled or assigned at the time scheduled or within the time set for forfeitures by the organization in which the team is playing.
- B. If, after the game has begun, one side refuses to continue to play, unless the game has been suspended or terminated by the umpire.
- C. If, after play has been suspended by the umpire, one side fails to resume playing within two minutes after the umpire has called "PLAY BALL."
- D. If a team employs tactics designed to delay or to hasten the game.
- E. If, after warning by the umpire, any one of the rules of the game is willfully violated.
- F. If the order for the removal of a player is not obeyed within one minute.
- G. If, because of the removal of a player or players from the game by the umpire, or for any cause, there are less than eight players on either team.
- H. Umpires have the authority to forfeit a game when they feel the situation is such that physical harm may come to themselves, players, or spectators.

**SEC. 12. THE SCORE OF A FORFEITED GAME** shall be seven to nothing in favor of the offended team.

**SEC. 13. THE RECOMMENDED PLAYING FIELD** (see opposite page) is the area within which the ball may be legally played or fielded. The field should have a clear and unobstructed area within a radius of 275 feet from home plate between the foul lines.

**SEC. 14. GROUND OR SPECIAL RULES** establishing the limits of the playing field may be agreed upon by leagues or opposing teams whenever backstops, fences, stands, vehicles, spectators, or other obstructions are within the prescribed area. Any obstruction less than 275 feet from home plate should be clearly marked for the umpire's information.

**SEC. 15. THE OFFICIAL DIAMOND** shall have distances of 60-feet, 65 feet, or 70 feet, at the discretion of the administering agency. The pitching distance shall be 50 feet for SP, 46 feet for men's FP, and 40 feet for women's FP.

**SEC. 16. THE LAYOUT OF THE DIAMOND** is shown in the accompanying diagrams.

1. (For Bases that are 60 feet) To determine the position of home plate for 60' bases, draw a line in the direction it is desired to lay the diamond. Drive a stake at the corner of home plate nearest the catcher. Fasten a cord to this stake and tie knots, or otherwise mark the cord at 46 feet, 60 feet, 84 feet 10¼ inches and 120 feet.

Place the cord (without stretching) along the direction line and at the 46-foot marker place a stake — this will be the front line at the middle of the pitcher's plate. Along the same line drive a stake at the 84 feet 10¼ inches mark — this will be the center of second base.

Place the 120-foot marker at the center of second base and, taking hold of the cord at the 60-foot marker, walk across the field and in like manner mark the outside corner of third base. Home plate, first and third bases are wholly inside the diamond.

To check the diamond, place the home plate end of the cord at first base stake and the 120-foot marker at third base. The 60-foot marker should now check at home plate and second base.

2. (For Bases that are 65 feet) To determine the position of home plate for 65' bases, draw a line in the direction it is desired to lay the diamond. Drive a stake at the corner of home plate nearest the catcher. Fasten a cord to this stake and tie knots, or otherwise mark the cord at 50 feet, 65 feet, 91 feet 11 inches and 130 feet.

Place the cord (without stretching) along the direction line and at the 46-foot marker place a stake — this will be the front line at the middle of the pitcher's plate. Along the same line drive a stake at the 91 feet 11 inches mark — this will be the center of second base.

## RULE 1. THE GAME — DIAMOND — EQUIPMENT

Place the 130-foot marker at the center of second base and, taking hold of the cord at the 65-foot marker, walk across the field and in like manner mark the outside corner of third base. Home plate, first and third bases are wholly inside the diamond.

To check the diamond, place the home plate end of the cord at first base stake and the 130-foot marker at third base. The 65-foot marker should now check at home plate and second base.

3. (For Bases that are 70 feet) To determine the position of home plate for 70' bases, draw a line in the direction it is desired to lay the diamond. Drive a stake at the corner of home plate nearest the catcher. Fasten a cord to this stake and tie knots, or otherwise mark the cord at 50 feet, 70 feet, 99 feet and 140 feet.

Place the cord (without stretching) along the direction line and at the 50-foot marker place a stake — this will be the front line at the middle of the pitcher's plate. Along the same line drive a stake at the 99 feet mark — this will be the center of second base.

Place the 140-foot marker at the center of second base and, taking hold of the cord at the 70-foot marker, walk across the field and in like manner mark the outside corner of third base. Home plate, first and third bases are wholly inside the diamond.

To check the diamond, place the home plate end of the cord at first base stake and the 140-foot marker at third base. The 70-foot marker should now check at home plate and second base.

Check all the distances with a steel tape whenever possible.

**SEC. 17. THE THREE-FOOT LINE** is drawn parallel to and three feet from the base line starting at a point halfway between home plate and first base, and extending to a point three feet beyond first base.

**SEC. 18. THE BATTER'S BOX**, one on each side of home plate, shall measure three feet by seven feet. The inside lines of the batter's box shall be six inches from home plate. The front line of the box shall be four feet in front of a line drawn through the center of home plate.

**SEC. 19. THE CATCHER'S BOX** shall be ten feet in length from the rear outside corners of the batter's boxes and shall be eight feet five inches wide.

**SEC. 20. THE COACH'S BOX** is behind a line fifteen feet long drawn outside the diamond. The line is parallel to and six feet from the first and third baseline extending from the bases toward home plate.

**SEC. 21. THE PITCHER'S PLATE** shall measure twenty-four inches long and six inches wide, made of either wood or rubber. The top of the plate shall be level with the ground and the front line of the plate shall be forty-six (46) feet men's (FP), forty (40) feet women's (FP), fifty (50) feet (SP) from the outside corner of home plate.

**OPTION:** For Slow-Pitch, agencies may adopt a "Pitcher's Box." In this case, a box is drawn, extending back from the pitcher's plate, for six (6) feet. Thus the dimensions of the "Pitcher's Box" are twenty-four (24) inches wide, by six (6) feet long, with the front line fifty (50) feet from the outside corner of the home plate, and the rear line fifty-six (56) feet from the outside corner of home plate. Using this format, the pitcher may deliver the pitch from any point inside the Pitcher's Box, and for the purposes of rule-enforcement, the Pitcher's Box is treated the same as the pitcher's plate.

**SEC. 22. THE PITCHER'S CIRCLE** shall measure an eight (8) foot radius from the center of the pitcher's plate. (FP only)

**SEC. 23. THE HOME PLATE** shall be made of rubber or other suitable material. It shall be a five-sided figure seventeen inches wide across the edge facing the pitcher. The side shall be parallel to the inside lines of the batter's boxes and shall be eight and one-half inches long. The sides of the point facing the catcher shall be twelve inches long.

## RULE 1. THE GAME — DIAMOND — EQUIPMENT

**SEC. 24. FITNESS OF DIAMOND.** The question of fitness of a diamond for play shall be determined in advance by the director or supervisor of the area. (Telephone location in advance if such questions arise). If both teams and the umpire are on the field of play ready to begin a game, the question of the diamond for play shall be determined by the director and the umpire. After “PLAY” has been called by the umpire, the umpire alone shall be the judge as to the fitness of the diamond for continuing play.

**SEC. 25. BASES.** The bases, other than home plate shall be fifteen inches square and shall be made of canvas or other suitable material. The bases shall be securely fastened in position. The use of a double first base (15-inch by 30-inch) is permitted.

### **SEC. 26. THE OFFICIAL BAT.**

- A. If wooden, shall be made of one piece of hardwood, or formed from a block of wood consisting of two or more pieces of wood bonded together with an adhesive in such a way that the grain direction of all pieces is essentially parallel to the length of the bat.
- B. May be metal, plastic, carbon, magnesium, fiberglass, ceramic or any other composite material approved by SCMAF. Any new composite construction bat must be reviewed and approved by SCMAF.
- C. Shall be rounded or three-sided and shall be smooth. It may be open at the barrel end, with a rubber or vinyl plastic, or other approved material insert firmly secured.
- D. Shall be on a list of approved bats, as published by the Amateur Softball Association, available at [www.teamusa.org/usa-softball](http://www.teamusa.org/usa-softball) (ASA).
- E. Shall not be more than 34 inches long and not more than 2 1/4 inches in diameter at its largest part and a maximum of 38 ounces. A tolerance of 1/16 inch is permitted for expansion.
- F. Must have a safety grip. The safety grip shall be not less than 10 continuous inches long and shall not extend more than 15 inches from the small end of the bat.
- G. Must be manufacturer stamped “OFFICIAL SOFTBALL.” If such marking is no longer visible due to wear, the bat shall be considered legal if it is legal in all other aspects.
- H. May not be altered in any manner. The umpire has the authority to remove any bat that he/she suspects has been altered in any way. This judgment is left entirely to the discretion of the umpire in any given game. The game shall be immediately forfeited by any team whose player takes a position in the batter’s box with any bat that has been previously removed by the umpire in accordance with this rule.
- I. Agencies with field dimension constraints, or other potential safety issues, are encouraged to adopt more stringent restrictions pertaining to bats. Examples of further restriction may pertain to, but are not limited to, multi-wall bats and/or composite materials and alloys.

**SEC. 27. THE OFFICIAL BALL.** While SCMAF does not mandate any specific brand of softballs, it is recommended that you use a SCMAF stamped ball. 11” softballs are acceptable for use in SCMAF women’s leagues and tournaments. It is mandatory that all SCMAF-sanctioned tournaments use a licensed softball that is stamped with the SCMAF logo.

Licensed softball manufacturers and their SCMAF stamped softballs are listed below:

BOWNET: contact your Bownet representative for the list of SCMAF stamped balls

DIAMOND: contact your Diamond representative for the list of SCMAF stamped balls

DUDLEY: contact your Dudley representative for the list of SCMAF stamped balls

Regulations on ball-compression and COR-rating are as follows.

SLOW-PITCH: Compression shall not exceed 375 pounds

COR-rating shall not exceed .52 for synthetic core balls.

COR-rating shall not exceed .50 for cork core balls.

FAST-PITCH: Compression shall not exceed 375 pounds

COR-rating shall not exceed .47.

## RULE 1. THE GAME — DIAMOND — EQUIPMENT

**SEC. 28. SHOES.** Shoes must be worn; bare feet will not be permitted. Metal cleats are not allowed. Use of molded rubber or multi-purpose shoes is recommended.

**SEC. 29. GLOVES.** A fielders glove may be worn by any players but mitts may be used only by the first baseman and catcher, and webbing of any glove between thumb and forefinger shall not exceed more than five inches in length.

**NOTE:** Pitchers may not use any glove that has a white insert on the outside or in the pocket of the glove.

**SEC. 30. MASKS** must be worn with throat protectors by catchers in Fastpitch. Optional for Slowpitch. Women's Fastpitch catchers must wear chest protector as well.

**SEC. 31. WARM-UP BATS.** All players may loosen up with only one official softball bat or approved warm up bat. No added equipment may be attached to a bat such as donut, fan, etc. when loosening up, except for the "Pow' R Wrap" type bat weight manufactured specifically for softball bats. Such weights must fit securely on the bat and must be manufacturer stamped "SOFTBALL" and may not be altered in any manner.

**SEC. 32. PENALTY FOR USE** of illegal equipment (with the exception of an illegal bat) shall be its removal from the game.

**SEC. 33. PENALTY FOR USE** of illegal bat shall be: batter declared out, ball declared dead, batter ejected from the game and the illegal bat removed from the game.

**NOTE:** When the batter takes his/her place in the batter's box, with either foot, the above penalty will be enforced.

**NOTE:** If the illegal bat is discovered after a ball is batted, nullify any advance of base runners as the result of the batted ball.

**SEC. 34. CASTS AND JEWELRY.** Casts (plastic or other hard substance in its final form) may not be worn during the game. Any exposed metal may be considered legal if covered by soft material and taped. Exposed jewelry such as wrist watches, bracelets, large or loop type earrings and neck chains may not be worn during the game. Medical Alert bracelets or necklaces are not considered jewelry, but if worn, they must be taped to the body.

**SEC. 35. HELMETS.** All adult fast pitch offensive players (including the batter, on-deck batter and base runner(s)) are required to wear helmets with double ear flaps. Failure to wear a batting helmet when ordered to do so by the umpire results in the player being ejected. Deliberately wearing the helmet improperly or removing the helmet intentionally results in the offending player being declared out immediately (FP).



## RULE 2. DEFINITION OF TERMS

(All definitions in Rule 2 are listed alphabetically)

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

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

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

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

**A BASE RUNNER** is a player of the team at bat who has finished his/her turn at bat, reached first base, and has not yet been put out.

**A BASE ON BALLS** is an award of first base granted to a batter who during his/her time at bat receives ball four.

The umpire may award an intentional walk to the batter upon the request of the manager. (SP)  
When a batter receives base on balls, the ball is dead. Base runners may advance only if forced. (SP)

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

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

**A BATTER-RUNNER** is a player who has finished batting but has not yet been put out or touched first base.

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

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

**THE BATTING ORDER** is the order in which a team must bat. The batting order will be established before the start of the game.

**EXCEPTION:** Players arriving after the first pitch of the game may be added to the end of the batting order upon arriving or must be used as a regular substitute.

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

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

**A CATCH** is the act of a defensive player in receiving and holding firmly in his/her hand or glove, a batted or thrown ball. It is not a catch, however, if simultaneously or immediately following contact with the ball, the player collides with a player or with a wall, or falls down, and as a result of such collision or falling, drops the ball. If the player has made the catch and drops the ball while in the act of making a throw following the catch, the ball shall be adjudged to have been caught. In establishing the validity of the catch, the player shall hold the ball long enough to prove complete control of the ball and that release of the ball is voluntary and intentional. A catch is legal if the ball is finally held by any fielder, even though juggled, or held by another fielder before it touches the ground. On a batted fly ball, runners may leave their bases the instant the first fielder touches the ball. It shall be a catch if the fielder leaves "in play" area, catches the ball, then lands in dead ball territory.

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

## RULE 2. DEFINITION OF TERMS

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

**DEAD BALL TERRITORY** is the area designated by ground rules and game officials where the ball is not in play and play cannot be made. This area may be designated by fences, lines or imaginary lines. The lines defining dead ball territory are considered out of play.

**THE DEFENSIVE TEAM** is the team who is in the field.

**DELAYED DEAD BALL** is an instance in which an infraction has been detected, however, play is allowed to continue until such time, as determined by the nature of the play, that the ball becomes dead, and appropriate penalties, if any, are assessed. (Examples: Illegal Pitch, obstruction) The delayed dead ball signal is given by the umpire with the left arm, extended sideways from the body and parallel to the ground, with the hand closed in a fist.

**A DOUBLE BASE** is permitted at first base. In this case, the following rules apply.

- A. A batted ball hitting the inside base shall be declared fair and a batted ball hitting the outside base shall be declared foul.
- B. Whenever a play is being made on the batter-runner, the defense must use the inside base, and the batter-runner must use the outside base. On extra base hits or balls hit to the outfield where there is no play being made at the double base, the runner may touch either base.
- C. Should the batter-runner reach and go beyond first base, he/she must return to the inside base.
- D. Should the batter-runner round the base on a hit to the infield or outfield, he must return to the inside base.
- E. In the case that a batter-runner is required to touch the outside base, and touches ANY PART of the inside base, said runner shall be declared out. An appeal is not necessary, and the ball remains alive. In the case that the defensive player is required to touch the inside base and touches ANY PART of the outside base, said defensive player shall be considered to have missed the base. In the case that a batter-runner misses both bases in running to first base, it shall be treated as a base runner failing to touch a base. In this case, if an appeal is made prior to the batter-runner returning to the base, said batter-runner shall be declared out.

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

**AN EJECTED PLAYER** is a player who is removed from the game at the direction of an umpire. Such player is ineligible for any further participation in the game.

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

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

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

**A FIELDER** is any defensive player.

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

## RULE 2. DEFINITION OF TERMS

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

**ON THE FLY** is a batted ball before it touches the ground or any object other than a fielder.

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

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

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

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

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

**NOTE:**

1. A foul fly shall be judged according to the relative position of the ball and the foul line, including the foul pole, and not as to whether the fielder is on foul or fair territory at the time contact with the ball is made.
2. If a batter hits or bunts a pitched ball that hits fair territory immediately in front of home plate (within the front part of batter's box) and rebounds striking the batter while both the batter's feet remain in the batter's box, it shall be ruled a foul ball and the ball declared dead.

**FOUL TERRITORY** is that part of the playing field outside the first and third base lines extended to the fence or out-of-play line, and perpendicularly upwards.

**A FOUL TIP** is a batted ball that goes directly to the catcher's hands, not rising higher than the batter's head, and is legally caught by any fielder. It is not a foul tip unless caught, and any foul tip that is caught is a strike and the ball is in play. It is not a catch if it is a rebound, unless the ball has first touched the catcher's glove or hand. A batted ball that rises higher than the batter's head shall be a foul ball.

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

**AN ILLEGAL PLAYER** is a player whose name does not appear on the legal playing roster of the team for whom he/she is playing. Illegal player penalties and roster administration are left to the discretion of the hosting agency.

**AN ILLEGALLY BATTED BALL** is a ball batted fair or foul in any way by the batter when either or both of his/her feet are upon the ground outside the lines of the batter's box or one that is hit with a bat that does not conform to RULE 1, Section 27.

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

**AN ILLEGAL PITCH** (see RULE 4: PITCHING REGULATIONS).

## RULE 2. DEFINITION OF TERMS

**AN INELIGIBLE PLAYER** is a legally-rostered player who has been deemed ineligible to play in a given contest by rule, or by the umpire or the league administering authority. Reasons for such designation may include, but are not limited to, removal from a game due to ejection, injury or substitution.

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

**AN INFIELD FLY** is a fair ball (not including a line drive nor an attempted bunt) which can be caught by an infielder with ordinary effort when first and second, or first, second and third bases are occupied, with zero or one out. The pitcher, catcher and outfielders who station themselves in the infield on the play shall be considered infielders for the purpose of this rule.

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

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

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

**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

- A. Offensive interference is an act by the team at bat which interferes with, obstructs, impedes, hinders or confuses any fielder attempting to make a play. Interference may be physical, distractionary or verbal. If the umpire declares the batter, batter-runner, or a runner out for interference, all other runners shall return to the last base that was, in the judgment of the umpire, legally touched at the time of the interference, unless otherwise provided by these rules.
- B. Defensive interference is an act by the fielder which hinders or prevents a batter from hitting a pitch.
- C. Umpire's interference occurs:
  - 1. When an umpire hinders, impedes or prevents a catcher's throw attempting to put out a runner.
  - 2. When a fair ball touches an umpire on fair territory before passing a fielder.
- D. Spectator interference occurs when a batted or thrown ball is touched, stopped, or handled by a person not engaged in the game. If the ball touches an object which is not part of the official equipment or playing area whether it was thrown or batted it shall be treated the same as spectator interference and shall carry the same penalty adjudged by the umpire. Interfering with a fielder attempting to field a ball or make a play is also interference. The umpire shall impose such penalties as in his opinion will nullify the act of interference. If spectator interference clearly prevents a fielder from catching a fly ball, the umpire shall declare the batter out. The penalty for spectator interference shall be the sole judgment of the umpire.

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

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

**A LINE DRIVE** is a batted ball that goes sharp and direct from the bat to a fielder without touching the ground.

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

## RULE 2. DEFINITION OF TERMS

**OBSTRUCTION** is the act of a fielder while not in possession of the ball, or not in the act of fielding a batted ball, which impedes the progress of a base runner who is legally running bases.

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

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

**AN OVERTHROW** is a play in which a ball is thrown from one fielder to another to retire a runner who has not reached or is off base and which goes into foul or fair territory (See Rule 7, Sec. 2)

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

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

**A PITCHER’S BOX** may be adopted by agencies for Slow-Pitch. The dimensions of the Pitcher’s Box shall be six (6) feet by twenty-four (24) inches, and shall extend from the regular pitcher’s plate, backwards toward second base. Using this format, the pitcher may deliver the pitch from any point inside the Pitcher’s Box, and for the purposes of rule-enforcement, the Pitcher’s Box is treated the same as the pitcher’s plate.

**PITCHING DISTANCE** shall be 50 feet for Slow pitch, 46 feet for Men’s fast pitch, and 40 feet for Women’s fast pitch.

**THE PIVOT FOOT** of a pitcher is the foot that must remain on the pitching rubber or within the pitcher’s box throughout the delivery of the pitch. The pivot foot may be either the right foot or left foot, however once the pitcher comes to a stop preliminary to the delivery of the pitch, if he/she subsequently moves one foot, the other foot, by definition, becomes the pivot foot.

**A PROTEST** is a procedure available to teams to appeal rule interpretations according to provisions outlined in Appendix A — Protest Procedures.

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

**THE STRIKE ZONE, FAST PITCH** is that space over home plate which is between the batter’s armpits and knees when he/she assumes a natural stance. The umpire shall determine the strike zone according to the batter’s usual stance when the batter swings at a pitch.

**STRIKE ZONE, SLOW PITCH** — 17” from rear of plate, making 17” x 34” rectangle. A legally pitched ball not struck at that lands ON ANY PART OF the strike zone which is 17” wide and 34” in length including the plate, will be ruled a strike by the umpire (shoulder to knee strike zone eliminated).

**NOTE:** The dimensions of the strike zone/strike zone mat are left to the discretion of the administering agency. Absent alternative direction from the administering agency, the standard strike zone/ strike zone mat shall be used.

**NOTES 1 & 2: (FOR SAFETY PURPOSES).**

1. Catcher must let ball land on any part of the strike zone to be called a strike.
2. Batter shall not hit ball after it bounces on ground, plate or plate extension. If the batter swings at the ball after it bounces on ground, plate or plate extension the ball is dead and batter is out.

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

**TEAM MEMBER** is any player, substitute, manager, coach, trainer, bat keeper, scorekeeper, sponsor, or other team personnel.

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

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

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

**SEC. 1. AT LEAST EIGHT (8) PLAYERS** shall constitute a team (FP-9). No team shall start a game with less than eight players and except for the pitcher and catcher, the team in the field may be stationed at any desirable point on fair ground.

**SEC. 2. A SUBSTITUTE MAY REPLACE** a player whose name appears in his/her team's batting order, but such relieved player shall not thereafter participate in the game except as a coach or manager. A violation of this rule results in the use of an ineligible player. Upon discovery of the violation, the game shall be declared a forfeit.

**NOTE:** An ejected player shall not thereafter participate in the game in any capacity.

**SEC. 3. MANAGER MAY HAVE ANOTHER PLAYER** run for a base runner.

- A. A manager can use a courtesy runner for any base runner in an inning (no approval required). A courtesy runner may only be used after base runners have reached their bases and the play is dead.
- B. There is no limit to the number of courtesy runners allowed in an inning, however, a player may be a courtesy runner only once per inning.
- C. The manager may select any player to be the courtesy runner, provided that:
  - 1. Said player is not currently a base runner.
  - 2. Said player is not the current batter.
  - 3. Said player has not already been a courtesy runner in the current inning.
- D. If a courtesy runner is on-base when it is his/her turn to bat, an additional out will be awarded to the defensive team. A courtesy runner cannot be requested for a courtesy runner. The courtesy runner is allowed to remain on-base (unless there are three outs), and the correct batter is now the player whose name follows that of the batter called out.
- E. If the same player is used as a courtesy runner more than once in an inning, and the infraction is discovered while the improper runner is still on base, said improper runner shall be immediately replaced by the batter for whom the improper runner was inserted - no further penalty.
- F. If a courtesy runner is injured and must leave the game, and there are no legal substitutes available, the manager of the opposing team may choose to accept an out for the injured player leaving the base and game, or allow another courtesy runner for the injured player in exchange for an out the next time said injured player leaving the game is scheduled to bat (in accordance with Rule 6, Section 2G). In either case, only one out may be obtained for the removed player, and the injured player shall not thereafter participate in the game.
- G. A player officially becomes a courtesy runner when he/she takes his/her position on the base.

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

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

**SEC. 6. SUBSTITUTE PLAYERS** will be considered in the game on the following conditions:

- A. If a pitcher, when he/she takes his/her place on the pitcher's plate.
- B. If a batter, when he/she takes his/her place in the batter's box.
- C. If a fielder, when he/she takes the place of the fielder substituted for and play is resumed.
- D. If a runner, when the substitute replaces him/her on the base the runner is holding.

**NOTE:** Failure of a manager or an umpire to make the necessary report and announcement

## RULE 3. TEAMS, PLAYERS AND SUBSTITUTES

shall not place penalty against the substitute player if such substituted player is considered in the game according to the above conditions.

### SEC. 7. THE OFFENSIVE TEAM

- A. Shall be allowed TWO COACHES ONLY, one near first base and one near third base, who shall remain within the coach's box at all times.
- B. Shall not be allowed more than one (1) offensive conference each inning.

NOTE: Any additional requests in each inning shall be denied by the umpire.

**SEC. 8. NO TEAM MEMBER** shall at any time, whether from the bench, the coach's box or on the playing field, or elsewhere —

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

PENALTY: "No pitch" shall be declared (if appropriate) and a warning issued to the offending team. A repeat of this type of act by a team warned shall result in the offender(s) being ejected from the game.

### SEC. 9. DESIGNATED HITTER (FP ONLY)

- A. A designated hitter, referred to as a "DH" may be used for any player, provided it is made known prior to the start of the game and his name is indicated on the line-up sheet or score sheet.
- B. The "DH" must remain in the same position in the batting order for the entire game.
- C. The "DH" may be used defensively, continuing to bat in the same position in the batting order, but the player previously not batting must then bat in the place of the substituted defensive player.
- D. The "DH" may be substituted for at any time, either by a pinch-runner or pinch-hitter or by the player previously not batting because of the use of the "DH," who then becomes the "DH". The substitute must be a player who has not yet been in the game.
- E. The "DH" replaced by a pinch-runner or pinch-hitter may not return to the game. The penalty for a "DH" participating in the game after leaving it is a FORFEIT. The "DH" is considered to have participated if a pitch has been made (legal or illegal) or an appeal play has been made while he was in the game illegally. If the violation is detected prior to a pitch being made or an appeal play being made, the "DH" shall be removed from the game, a FORFEIT shall not be declared, and all action during the "DH's" presence in the game illegally is legal.

**SEC. 10. BLOOD RULE.** A player, coach, or official, who is bleeding, or who has an open wound, or has blood on his body or clothing, shall be prohibited from participating further in the game, until appropriate treatment has been administered.

If first aid is required for a player, the player must be immediately removed from the game, unless treatment can be administered in a reasonable amount of time.

A player, coach or official will not be allowed to participate unless:

- A. All bleeding has stopped.
- B. Any exposed cut/scrape, which has bled, is completely covered.
- C. Bloody clothing is removed.

## **RULE 4. PITCHING REGULATIONS (SLOW PITCH)**

**PENALTY FOR ILLEGAL PITCHES.** Any infraction of Sections 1-8 is an illegal pitch and the ball is delayed dead. A ball shall be called on the batter and base runners do not advance.

**EXCEPTION:** If a batter strikes at any illegal pitch, it shall be a strike and the ball is live and in play (unless the ball touches the ground before crossing home plate). If a batter hits any illegal pitch, the ball shall be live and in play. In both cases, there shall be no penalty for such an illegal pitch.

**NOTE:** An illegal pitch shall be signaled verbally at the same time the umpire gives the delayed dead ball signal. Failure of players to hear or see the signals shall not void the call.

### **SEC. 1. THE PITCHER SHALL TAKE A POSITION WITH BOTH FEET FIRMLY ON THE GROUND AND WITH ONE OR BOTH FEET IN CONTACT WITH THE PITCHER'S PLATE.**

While the pivot foot is in contact with the pitcher's plate and throughout the delivery, only the pivot foot must be within the length of the pitcher's plate when on the ground or on the pitcher's plate

**NOTE:** To indicate to the pitcher that he may not start the pitch, the umpire should raise one hand with the palm facing the pitcher. "NO PITCH" shall be declared if the pitcher pitches while the umpire has his hand in said position.

- A. Preliminary to pitching, the pitcher must come to a full and complete stop facing the batter, with the shoulders in line with 1st and 3rd bases, and with the ball held in one or both hands in front of the body.
- B. This position must be maintained at least 1 second and not more than 10 seconds before starting the delivery.
- C. The pitcher shall not be considered in pitching position unless the catcher is in position to receive the pitch.

**SEC. 2. THE PITCHER MAY SELECT ANY WINDUP PROVIDED** no motion is made without immediate delivery of the ball to the batter. The pitcher's windup shall be a continuous motion without interruption. The pitch shall be delivered toward home plate on the first forward movement of the pitching arm past the hip. The wind-up motion shall end as soon as the ball is released. He or she may not pitch the ball behind his or her back or between his or her legs.

**SEC. 3. THE PIVOT FOOT MUST REMAIN IN CONTACT** with the pitcher's plate until the pitched ball leaves the hand. As the ball is released the pitcher may take one step in any direction simultaneously with the release of the ball. After the pitcher releases the pitched ball, there are no restrictions on his or her movements except that the pitcher may not continue to windup after the release of the ball.

### **SEC. 4. A LEGAL DELIVERY SHALL BE A BALL WHICH IS DELIVERED TO THE BATTER WITH AN UNDERHANDED MOTION.**

- A. The pitch shall be released at a moderate speed. The speed is left entirely up to the umpire.
- B. The ball must arc higher than the batter's head.
- C. The ball must not exceed a height of more than 16 feet above the ground.
- D. The catcher must be within the lines of the catcher's box until the pitched ball is batted or reaches home plate.
- E. The catcher shall return the ball directly to the pitcher after each pitch except after a strike out, or put-out made by the catcher or play on a base runner.  
**PENALTY:** Ball is awarded to batter.
- F. Once the ball has been returned to the pitcher, the pitcher has 20 seconds to release the next pitch.

**NOTE:** In making a legal delivery, the pitcher may make contact with his/her clothing or body with his/her hand or the ball.

**SEC. 5. THE PITCHER SHALL NOT** deliberately drop, roll, or bounce the ball while in pitching position in order to prevent the batter from striking it.



## **RULE 4. PITCHING REGULATIONS (SLOW PITCH)**

**SEC. 6. THE PITCHER SHALL NOT** at any time during the game be allowed to use tape or other substance upon the ball, the pitching hand or fingers, nor shall any other player apply a foreign substance to the ball. Under the supervision and control of the umpire, powdered resin may be used to dry the hand. The pitcher shall not wear any item on the pitching hand, wrist or arm which may be distracting to the batter. (Extenuating circumstances may alter this rule upon the discretion of the game officials).

**SEC. 7. TO BEGIN A GAME,** or when a pitcher relieves another, no more than one minute may be used to deliver no more than three (3) balls to the catcher or other teammates. After the first inning, the existing pitcher may deliver no more than one (1) warm-up ball each inning within the one minute time limit. The one-minute time limit begins from the third out of the previous half-inning. 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 the allowed number.

NOTE: Umpire is authorized to allow more pitches when weather is inclement or if pitcher was removed due to an injury.

NOTE: The umpire shall be the sole judge in determining which game ball should be used for play.

**SEC. 8. THE PITCHER SHALL NOT** throw to a base while a foot is in contact with the pitcher's plate after having taken the pitching position. **PENALTY:** Illegal pitch, the ball is dead, a ball is called on the batter.

NOTE: The pitcher can be removed from the pitching position by stepping backwards off the pitcher's plate before separating the hands. Stepping forward or sideways constitutes an illegal pitch. It is an illegal pitch if any defensive team member takes up a position in the batter's line of vision or with deliberate unsportsmanlike intent, acts in manner to distract the batter. A pitch does not have to be released.

**SEC. 9. NO PITCH SHALL BE DECLARED WHEN:**

- A. A pitch is made during the suspension of play; or
- B. The pitcher attempts a quick return of the ball before the batter has taken position or is off balance as a result of a previous pitch; or
- C. The runner is called out for leaving the base too soon; or
- D. The pitcher pitches before a base runner has retouched the base occupied after a foul ball has been declared and the ball is dead.

NOTE: On a NO PITCH call by the umpire, the ball is dead and all subsequent action on that pitch will be cancelled.

**SEC. 10. IF THE BALL SLIPS** from the pitcher's hand during the windup or during the backswing, the ball is dead and the runners may not advance.

**SEC. 11. NO PLAYER, MANAGER OR COACH** shall call "Time" or employ any other word or phrase or commit any act while the ball is alive and in play for the obvious purpose of trying to make the pitcher commit an illegal pitch.

**PENALTY:** No pitch shall be declared and a warning issued to the offending team. A repeat of this type act by the team warned shall result in the offender being removed from the game.

## RULE 4. PITCHING REGULATIONS (SLOW PITCH)

**SEC. 12. THERE SHALL BE ONLY ONE** charged conference between the Manager or other team representative with each and every pitcher in an inning. The second charged conference shall result in the removal of the pitcher from the pitching position for the remainder of the game.

**SEC. 13. STRIKE ZONE, SLOW PITCH** — 34” from front of plate, making 17” x 34” rectangle. A legally pitched ball not struck at that lands ON ANY PART OF the strike zone which is 17” wide and 34” in length including the plate, will be ruled a strike by the umpire (shoulder to the knee strike zone eliminated).

NOTE: For safety purposes, catcher must let ball land on any part of the strike zone to be called a strike. For scoring purposes the official home plate (not the extension) must be touched (SP)

NOTE: The dimensions of the strike zone/strike zone mat are left to the discretion of the administering agency. Absent alternative direction from the administering agency, the standard strike zone/ strike zone mat shall be used.

**SEC. 14. A PITCHED BALL NOT HIT** that touches the ground before crossing home plate shall be called a ball and declared dead. Batter shall not hit ball after it bounces on ground, plate or plate extension. If the batter swings at, and hits the ball after it bounces on ground, plate or plate extension, the ball is dead and the batter is out. In the case of a batter swinging and missing at a pitch after it bounces, if the umpire judges the act of the batter to be an attempt to avoid a base-on-balls by intentionally swinging and missing, it shall be a strike and the ball is dead. If the umpire judges the act of the batter as legitimately trying to hit the ball, or otherwise create a safety hazard, then the ball is dead and the batter is out. (SP)

## PITCHING REGULATIONS (FAST PITCH)

**PENALTY FOR ILLEGAL PITCHES.** Any infractions of Sections 1-6 shall be considered as an illegal pitch. The ball is dead. A ball is called in favor of the batter. Base runners are entitled to advance one base without liability to be put out. The ball shall remain dead until put in play at the pitcher’s plate.

EXCEPTION: If the batter reaches first base on a hit, an error or otherwise, and all other runners advance at least one base, the illegal pitch will be disregarded.

**SEC. 1. PRELIMINARY TO PITCHING.** Before starting the delivery (pitch), the pitcher shall comply with the following: He shall take a position with his pivot foot on the pitcher’s plate and non-pivot foot on or behind the pitcher’s plate. Both feet must be on the ground within the 24 inch length of the pitcher’s plate.

- A. Preliminary to pitching the pitcher must take a position with shoulders in line with first and third base with the ball in glove or pitching hand. If a signal is taken it must be taken from the pitcher’s plate.
- B. He or she shall hold the ball in both hands for not less than one (1) second and not more than 10 seconds before releasing the ball.
- C. The pitcher shall not be considered in pitching position on or near the pitcher’s plate without having the ball in his or her possession.

NOTE: To indicate to the pitcher that he or she may not start the pitch, the umpire should raise one hand with the palm facing the pitcher. “NO PITCH” shall be declared if the pitcher pitches while the umpire has his or her hand in said position.

PLAY: Pitcher takes a signal while standing in 8’ circle, but not on the plate. He or she then assumes legal pitching position for one second and pitches the ball.

RULING: Illegal pitch. Pitcher must take the signal while legally in contact with the pitcher’s plate.

## **RULE 4. PITCHING REGULATIONS (FAST PITCH)**

**SEC. 2. THE PITCH** starts when one hand is taken off the ball or the pitcher makes any motion that is part of the windup. In the act of delivering the ball, the pitcher shall not take more than one step which must be forward, toward the batter, and simultaneous with the delivery of the ball to the batter.

**SEC. 3. A LEGAL DELIVERY** shall be a ball which is delivered to the batter with an underhand motion.

- A. The release of the ball and the follow through of the hand and wrist must be forward past the straight line of the body.
- B. The hand shall be below the hip and the wrist not farther from the body than the elbow.
- C. The pitch is completed with a step toward the batter. Both feet may be in the air at the same time. The "leap" is legal as long as the pivot foot does not replant and push off from a location other than the pitching plate.
- D. The catcher must be within the outside lines of the catcher's box when the pitch is released.
- E. The catcher shall return the ball directly to the pitcher after each pitch except after a strike out, or put-out made by the catcher or play on a base runner. **PENALTY:** Ball awarded to batter.
- F. Once the ball has been returned to the pitcher, the pitcher has 20 seconds to release the next pitch.

**NOTE:** In making a legal delivery, the pitcher may make contact with his/her clothing or body with his/her hand or the ball.

**SEC. 4. THE PITCHER MAY USE ANY WIND-UP DESIRED PROVIDING:**

- A. No motion to pitch is made without immediately delivering the ball to the batter.
- B. The pitcher shall not use a rocker action in which, after having the ball in both hands in pitching position, removes one hand from the ball, takes a backward and forward swing and returns the ball to both hands in front of the body.
- C. The pitcher shall not use a wind-up in which there is a stop or reversal of the forward motion.
- D. The pitcher shall not make more than one revolution of the arm in the windmill pitch. (Any revolution less than two is one revolution.) A pitcher may drop the pitching arm to the side and to the rear before starting the windmill motion.
- E. The pitcher shall not continue to wind-up after taking the forward step which is simultaneous with the release of the ball.

**SEC. 5. THE PITCHER SHALL NOT** deliberately drop, roll, or bounce the ball while in pitching position in order to prevent the batter from striking it.

**SEC. 6. THE PITCHER SHALL NOT** at any time during the game be allowed to use tape or other substance upon the ball, the pitching hand or fingers, nor shall any other player apply a foreign substance to the ball. Under the supervision and control of the umpire, powdered resin may be used to dry the hand. The pitcher shall not wear any item on the pitching hand, wrist or arm which may be distracting to the batter. (Extenuating circumstances may alter this rule upon the discretion of the game officials.)

**SEC. 7. 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 position or is off balance as a result of a previous pitch.

## RULE 4. PITCHING REGULATIONS (FAST PITCH)

- C. The runner is called out for leaving the base too soon.
- D. The pitcher pitches before a base runner has retouched the base occupied after a foul ball has been declared and the ball is dead.

**NOTE:** On a NO PITCH call by the umpire, the ball is dead and all subsequent action on that pitch will be canceled.

**SEC. 8. AT THE BEGINNING** of each half inning or when a pitcher relieves another, no more than one minute may be used to deliver no more than five balls to the catcher or other teammate. The one-minute time limit begins from the third out of the previous half-inning. 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.

**NOTE:** Umpire is authorized to allow more pitches when weather is inclement or if pitcher was removed due to an injury.

**NOTE:** If more than one game ball is available the pitcher does have a “choice” of balls at the start of each half inning. However, if both balls are not put into play in the first half of the first inning, the pitcher in the last half of the first inning must throw the unused ball (no choice is offered).

**SEC. 9. IF THE BALL SLIPS** from the pitcher’s hand during the windup or during the backswing, the ball will be in play and the runners may advance at their own risk.

**SEC. 10. THE PITCHER SHALL NOT** throw to a base while a foot is in contact with the pitcher’s plate after having taken the pitching position.

**PENALTY:** Illegal pitch, the ball is dead, a ball is called on the batter and all runners advance one base.

**NOTE:** The pitcher can be removed from the pitching position by stepping backwards off the pitcher’s plate before separating the hands. Stepping forward or sideways constitutes an illegal pitch. It is an illegal pitch if any defensive team member takes up a position in the batter’s line of vision or with deliberate unsportsmanlike intent, acts in a manner to distract the batter. A pitch does not have to be released.

**SEC. 11. NO PLAYER, MANAGER OR COACH** shall call “Time” or employ any other word or phrase or commit any act while the ball is alive and in play for the obvious purpose of trying to make the pitcher commit an illegal pitch. **PENALTY:** No pitch shall be declared and a warning issued to the offending team. A repeat of this type act by the team warned shall result in the offender being removed from the game.

**SEC. 12. THERE SHALL BE ONLY ONE** charged conference between the Manager or other team representative from the dugout with each and every pitcher in an inning. The second charged conference shall result in the removal of the pitcher from the pitching position for the remainder of the game.

### **SEC. 13. GAME BALL ROTATION**

- A. The pitcher has a choice of balls at the start of each half inning, unless both balls are not put into play in the first half of the first inning. In this case, the pitcher must use the unused ball.
- B. The pitcher’s choice of game balls at the start of each half inning does not necessitate his having both balls in his possession. At the time the pitcher takes the field, he may request the other ball from the umpire.
- C. The request for another ball must occur before the pitcher’s warm-up pitches begin.

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

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

- A. When a pitched ball touches any part of the batter's person or clothing while the batter is standing in his/her position, whether the ball is struck at or not.  
NOTE: If the batter swings at a pitched ball and the ball hits his/her hands, the hands on the bat are NOT considered a part of the bat. The ball is dead and a strike called.
- B. When a ball is batted illegally, and the batter is out.
- C. When "NO PITCH" is declared.
- D. When a batter steps from one box to another when the pitcher is ready to pitch, and the batter is out.
- E. When a foul ball is not legally caught.
- F. When a base runner is called out for leaving the base too soon on a pitch.
- G. When the offensive team causes an interference:
1. After hitting or bunting a fair ball, the bat hits the ball a second time in fair territory, the ball is dead and no runners may advance. If the batter-runner drops the bat and the ball rolls against the bat in fair territory and, in the umpire's judgment, there was no intention to interfere with the course of the ball, the ball is alive and in play.
  2. After hitting or bunting a foul ball, the batter-runner intentionally deflects the course of the ball in any manner while running to first base, the ball is dead and no runners may advance.
  3. When a fair ball strikes a base runner or umpire before touching or passing a fielder.
- H. When a wild pitch or passed ball goes under, over or through a backstop, or lodges in the umpire's mask or paraphernalia.
- I. When an overthrow touches any obstruction or person other than spectator protection fence or team members in the game.
- J. When team equipment or a team member who is not actively engaged in the game unintentionally interferes with the play. If the infraction is by the team at-bat, all base runners shall return to the last bases held at the time of the interference. If the infraction is by the team on defense, all base runners shall be awarded one base beyond the last base held at the time of the interference.  
NOTE: For additional interference rulings, see Rule 7, Section 7
- K. When a play is completed and runners are stopped and attempting no further advance, the umpire shall declare "Time-Out."
- L. When a ball is pitched illegally.  
NOTE:
1. If the batter reaches first base on a hit, an error or otherwise and all other runners advance at least one base, the illegal pitch will be disregarded. (FP)
  2. If a batter swings at any illegal pitch, the results shall be governed by the outcome (without consideration for the illegal pitch). (SP)
- M. When the catcher interferes with the batter.  
NOTE: The interference will be disregarded if the batter reaches first base on a hit, an error or otherwise and all other runners advance one base beyond the base they occupied at the time of the pitch.
- N. If in the judgment of the umpire, the fielder INTENTIONALLY carries a legally caught ball on the fly into dead ball territory, the ball is dead, the batter is out and all runners are awarded two bases beyond the base they occupied at the time of the pitch. If the fielder UNINTENTIONALLY carries a legally caught ball on the fly into dead ball territory, the ball is dead, the batter is out and all runners are awarded one base beyond the base they occupied at the time of the pitch.
- O. When the umpire calls "TIME."
- P. When a batter receives a base on balls, the ball is dead - base runners may advance only if forced. (SP).
- Q. If two batters are to be walked intentionally, the second cannot be administered until the first batter reaches first base.
- R. A pitched ball not swung at that touches the ground before crossing home plate shall be called a ball and declared dead. If the batter swings at, and hits the ball after it bounces on ground, plate or plate extension, the ball is dead and the batter is out. In the case of a batter swinging and missing at a pitch after it bounces, if the umpire judges the act of the batter to be an attempt to avoid a base-on-balls by intentionally swinging and missing, it shall be a strike and the ball is dead. If the umpire judges the act of the batter as legitimately trying to hit the ball, or otherwise create a safety hazard, then the ball is dead and the batter is out. (SP)

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

- S. If batter strikes at a short pitch before it hits the ground, it shall be a strike if missed, and a dead ball called.

### SEC. 2. THE BALL IS ALIVE AND IN PLAY:

- A. When the ball is not dead as defined in Rule 5, Section 1.
- B. When after a batted ball on the fly, either fair, foul or foul tip, has been legally caught.
- C. When a base runner is called out for passing a preceding runner.  
NOTE: Sec. 2(B-C): When such out is third out, no following runners may score (See Rule 8, Section 1).
- D. When after obstruction by a fielder with a base runner, provided that the runner interfered with cannot be put out before he/she reaches the base to which he/she is entitled.
- E. When the infield fly rule is enforced.
- F. When a thrown or pitched ball goes into foul territory and is not obstructed.
- G. When a thrown ball accidentally touches a base coach, or a pitched or thrown ball touches an umpire.
- H. When a thrown ball goes past a fielder and remains in LIVE territory.
- I. When a fair ball strikes an umpire or base runner on fair ground after passing or touching fielder.
- J. When a fair ball strikes an umpire on foul ground.
- K. When the base runners have reached the bases to which they are entitled when the fielder illegally fields a batted or thrown ball.
- L. When after base runners have reached the bases to which they are entitled under Rule 7.
- M. When a player is called out for removal of helmet (FP).

### SEC. 3. APPEALS:

- A. When ball is alive any fielder may appeal any runner once. The ball is alive and all runners may advance with liability of being put out. The ball must be thrown or carried to the base where the appeal is to be made.
- B. To make appeals after a DEAD BALL or "Time Out" is called the following procedures must be used. Once the ball has been returned to the infield and time has been called, any defensive player on the field, with or without the ball may make a verbal appeal on a runner missing a base or leaving a base too soon on a caught fly ball. The administering umpire should acknowledge the appeal, and then make a decision on the play. Base runners cannot leave their base during this period, as the ball remains dead until the next pitch. On a dead ball appeal, the ball need not be thrown or carried to the base where appeal is to be made, but the player appealing may simply announce appeal to the umpire.  
NOTE:
  - 1. 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.
  - 2. If the umpire has indicated "play ball" and the pitcher now requests an appeal, the umpire would again call "time out" and allow the appeal process.
- C. The Defensive Team can have only ONE attempted appeal per runner, but may appeal more than one runner per play.
- D. If, during a live ball appeal, the ball is thrown or bounds into dead ball territory, the ball is dead, all runners advance two bases without liability of being put out & the defense may not appeal again during that play.
- E. A fielder carrying a live ball into the dugout to tag a player is considered to have unintentionally carried it out of play. Ball is dead and runners will advance one base.
- F. Any appeal under this rule must be made before the next pitch, or any play or attempted play. If the violation occurs during a play which ends a half inning, the appeal must be made before the defensive team leaves the field.
- G. A dead ball appeal is not to be interpreted as a play or an attempted play.
- H. Runners may advance at their own risk during a live ball appeal.  
NOTE: If an appeal follows a dead ball or time out, the runners may not advance.
- I. No runner is out if he/she steps off base during an appeal.
- J. After the appeal has been completed, if the return throw to the pitcher results in an overthrow or error, the ball is dead and runners may not advance.

NOTE: Further explanation of Appeals is contained in Appendix C-Points of Emphasis.

## RULE 6. BATTING

### **SEC. 1. THE BATTER'S LEGAL POSITION SHALL BE WITH BOTH FEET ENTIRELY WITHIN THE BATTER'S BOX. THE LINES DEFINING THE BOX ARE WITHIN THE BATTER'S BOX.**

- A. The batter shall not have either one or both feet touching the ground entirely outside the lines of the batter's box when the ball is hit.
- B. If the batter's bat hits the ball fair or foul while any portion of his/her body is touching home plate, he/she shall be declared out.
- C. The batter shall not step to the other side of the plate while the pitcher is in position ready to pitch. Penalty: Batter declared out (Rule 6, Section 9(M))
- D. The batter must take position after the umpire declares "PLAY."  
NOTE: If the batter refuses to take position in the batter's box during his/her time at bat, the umpire shall order the pitcher to pitch and shall call "STRIKE" on each such pitch. The batter may take proper position after any such pitch and the regular ball and strike count shall continue, but if he/she does not take proper position before three strikes are called, he/she shall be declared out.
- E. Each batter shall begin his/her at-bat with a one-ball, one-strike count. (SP) The ball-strike count shall proceed normally, pitch-by-pitch, from this initial 1-1 count.

### **SEC. 2. EACH PLAYER OF THE SIDE AT BAT SHALL BECOME A BATTER IN THE ORDER IN WHICH HIS/HER NAME APPEARS ON THE SCORESHEET.**

- A. The batting order of each team must be on the scoresheet and must be delivered before the game by the manager or captain to the plate umpire, who shall submit it for inspection by the manager or captain of the opposing team.
- B. The batting order delivered to the umpire must be followed throughout the game unless a player is substituted for another, in which case the substitute must take the place of the removed player in batting order. All defensive players must bat.  
NOTE: Exception as defined in D.H. rule page 36; Rule 3, Section 9 (FP)
- C. After the game has started, all additions and/or changes to the batting lineup must be made by notifying the plate umpire.
- D. The first batter in each inning shall be the batter whose name follows that of the last player who completed his/her turn at bat in the preceding inning.
- E. A team will have the option of batting any number of legally rostered players from 8-16 (unlimited substitution), with any remaining rostered players being withheld as substitutes.
- F. The starting batting order must be followed, but defensive changes may be made at any time. Players arriving after the first pitch of the game may be added to the end of the batting order immediately upon arriving or must be used as a regular substitute. The scorekeeper need not be notified of any defensive changes but must be told of any substitution changes.
- G. Any batter failing to bat, due to removal from lineup for any reason, regardless of number of batters in batting order from 8-16, will be automatically out if no legal substitute is available first time a batter fails to bat. If this penalty is missed, said penalty shall still apply if the error is discovered in the same inning as the missed at-bat. In this case, an additional out would simply be awarded to the defensive team, with no further penalty. Said player shall not participate any further in the game. This space shall be skipped for the remainder of the game with no further penalty.
- H. When the third out in an inning is made before the batter has completed his turn at bat, he/she shall be the first batter in the next inning.

### **SEC. 3. BATTING OUT OF ORDER IS AN APPEAL PLAY:**

- A. If the error is discovered while the incorrect batter is at bat, the correct batter may take his place, assume any balls and strikes, and any runs scored or bases run while the incorrect batter was at bat shall be legal.

## RULE 6. BATTING

- B. If the error is discovered after the incorrect batter has completed his turn at bat and before there has been a pitch to another batter, the player who should have batted is out. Nullify any advance or score made because of a ball batted by the improper batter or because of improper batter's advance to first base on a hit, an error, a base on balls, a hit batter or other wise. **NOTE:** If a runner advances, while the improper batter is at bat, on a stolen base, illegal pitch, wild pitch or passed ball, such advance is legal. The next batter is the player whose name follows that of the player called out for failing to bat. If the batter declared out under these circumstances is the third out, the correct batter in the next inning shall be the player whose name follows that of the player called out for failing to bat.
- C. If the error is discovered after the first pitch to the next batter, the time at bat of the incorrect batter is legal, all runs scored and bases run are legal, and the next batter in order shall be the one whose name follows that of the incorrect batter. No one is called out for failure to bat. Players who have not batted and who have not been called out have lost their turn at bat until reached again in the regular order.

### **SEC. 4. THE BATTER SHALL NOT HINDER THE CATCHER FROM FIELDING OR THROWING THE BALL BY STEPPING OUT OF THE BATTER'S BOX.**

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

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

### **SEC. 5. MEMBERS OF THE TEAM AT BAT SHALL NOT INTERFERE WITH A PLAYER ATTEMPTING TO FIELD A FOUL BALL.**

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

- A. Base runner interference refer to Rule 7, Section 7(I)

### **SEC. 6. THE BATTER SHALL NOT INTENTIONALLY STRIKE OR BUNT THE BALL A SECOND TIME, STRIKE IT WITH A THROWN BAT, OR DEFLECT ITS COURSE IN ANY WAY WHILE RUNNING TO FIRST BASE.**

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

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

### **SEC. 7. A STRIKE IS CALLED BY THE UMPIRE:**

- A. for each legally-pitched ball entering the strike zone before touching the ground at which the batter does not swing. (FP)  
B. for each legally-pitched ball landing on the strike zone at which the batter does not swing. (SP)  
C. for each legally-pitched ball struck at and missed by the batter.  
D. for each foul hit not caught on the fly unless the batsman has two strikes.  
E. for each pitched ball at which the batsman strikes but misses and which touches any part of his person.  
F. for each foul tip ("foul tip" must be caught by the catcher, see: Rule 2—"foul tip").  
**NOTE:** On a foul tip held by the catcher, the ball is in play. The batter is out if it is the third strike.  
G. for each legally-pitched ball which hits the batter and in the judgment of the umpire would have been a strike if not interfered with by the batter. (SP)



## RULE 6. BATTING

### SEC. 8. A BALL IS CALLED BY THE UMPIRE:

- A. For each pitched ball which does not enter the strike zone or touches the ground before reaching home plate and which is not struck at by the batter.
- B. For each illegally-pitched ball (see illegal pitches).  
NOTE: For each illegal pitch, the ball is dead and base runners are entitled to advance one base without liability to be put out. (Fast Pitch ONLY)
- C. With no runners on base the catcher must return the ball directly to the pitcher, unless a strikeout or put out is made by the catcher. A ball will be called in favor of the batter.  
NOTE: When a ball is thrown from the catcher to the pitcher and an error occurs which causes another player to return the ball to the pitcher, the umpire shall discount the fact that the ball was handled by two players in this instance. If excessive time is used in returning the ball or errors of this nature are frequent, the umpire shall call a ball on each play after a warning has been given.
- D. When a batter is hit by a pitched ball.  
NOTE: Batter does not get first base. (SP)  
EXCEPTION: If in the judgment of the umpire the pitch would have been a strike if not interfered with by the batter. (SP)

### SEC. 9. THE BATTER IS OUT UNDER THE FOLLOWING CIRCUMSTANCES:

- A. After three strikes (SP). On a dropped third strike with first base occupied and less than two outs. (FP).
- B. When fair or foul ball (other than a foul tip) is legally caught on the fly by a fielder.  
NOTE: A fielder who catches a ball after leaving “in play” territory, but before touching or landing in dead ball territory has completed a legal catch, and the batter is out.
- C. When after having two strikes, the batter hits a second foul ball. (SP). (Four strike rule)  
NOTE: If the ball lands or is touched and not caught in foul territory, the ball is dead; if the batted ball is caught on the fly and the fielder remains in live playing area, the ball is alive and in play.
- D. When the batter bunts foul on a third strike. (FP)
- E. When an infield fly is declared.
- F. When the batter attempts to hit a third strike and the ball touches him/her or the third strike if hit by the pitch while the ball is in the strike zone.
- G. When a fair ball touches the batter outside of the batter’s box, before touching a fielder.
- H. When, after hitting or bunting a fair ball, the batter intentionally strikes the ball a second time in fair territory.
- I. After hitting or bunting a fair ball, the bat hits the ball a second time in fair territory. The ball is dead and no runners may advance.  
NOTE: If the batter-runner drops the bat and the ball rolls against the bat in fair territory and, in the umpire’s judgement, there was no intention to interfere with the course of the ball, the batter is not out and the ball is alive and in play.
- J. When, after the batter hits a fair ball, the batter-runner or first base is tagged by a player with the ball, before he/she touches first base.
- K. When an infielder intentionally drops a fair fly ball or line drive, with first, first and second, first and third, or first, second, and third base occupied before two are out. (Ball is dead, batter is out).  
NOTE: In this situation, the batter is not out if a fielder permits the ball to drop untouched to the ground except when the infield fly rule applies.
- L. When the batter bats the ball illegally as defined in Rule 6, Sec.1(A) or Rule 1, Sec. 34.
- M. When the batter steps from one batter’s box to the other while the pitcher is in position ready to pitch. (Rule 6, Section 1(C))

## RULE 6. BATTING

- N. When the batter interferes with the catcher's fielding or throwing by stepping out of the batter's box or making any other movement that hinders the catcher's play at home plate. **EXCEPTION:** Batter is not out if any runner is put out, or if runner trying to score is called out for batter's interference.
- O. When batting out of order is administered according to Rule 6, Section 3(B).
- P. If the batter refuses to take position according to Rule 6, Section 1(D).
- Q. No bunting or deliberate chop hits are allowed. Penalty: Batter declared out. Ball is dead and all runners must return to the base occupied prior to the pitch. (SP)
- R. Batter shall not hit ball after it bounces on ground, plate or plate extension. If the batter swings at, and hits the ball after it bounces on ground, plate or plate extension, the ball is dead and the batter is out. In the case of a batter swinging and missing at a pitch after it bounces, if the umpire judges the act of the batter to be an attempt to avoid a base-on-balls by intentionally swinging and missing, it shall be a strike and the ball is dead. If the umpire judges the act of the batter as legitimately trying to hit the ball, or otherwise create a safety hazard, then the ball is dead and the batter is out. (SP)
- S. When the batter wears the helmet improperly or removes the helmet intentionally (FP).

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

- A. Ball four has been called by the umpire.
- B. He/she is touched by a pitched ball which he/she is not attempting to hit (FP), unless:
  - (1) the ball is in the strike zone when it touches the batter. (FP)
  - (2) the batter makes no attempt to avoid being touched by the ball (FP)
- C. The catcher or any fielder interferes with him/her. If a play follows the interference, the manager of the offense may advise the plate umpire that he/she elects to decline the interference penalty and accept the play. Such election shall be made immediately at the end of the play. However, if the batter reaches first base on a hit, an error, a base on balls, a hit batter, or otherwise, and all other runners advance at least one base, the play proceeds without reference to the interference.
- D. A fair ball touches an umpire or a runner on fair territory before touching a fielder.  
**NOTE:**
  - 1. Any runner(s) on base only advance if forced to by virtue of the batter becoming a runner.
  - 2. If a fair ball touches an umpire after having passed a fielder other than the pitcher, or having touched a fielder, including the pitcher, the ball is in play.
- E. When the umpire awards an intentional walk to the batter upon the request of the opposing manager. (SP).

### **SEC. 11. THE BATTER BECOMES A BASE RUNNER WHEN:**

- A. He/she hits a fair ball.
- B. A fair ball strikes the person or clothing of an umpire on fair ground.
- C. The catcher interferes with or prevents the batter from striking at a pitched ball.
- D. A pitched ball not struck at touches any part of the batter's person or clothing while he/she makes an honest attempt to avoid being hit. (FP)  
**NOTE:** It does not matter if the ball strikes the ground before hitting the batter.
- E. The third strike called by the umpire is not caught, providing: (FP only)
  - 1. First base is unoccupied, or
  - 2. First base is occupied with two outs.

## RULE 7. BASE RUNNING

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

- A. When a base runner must return while the ball is in play, he/she must touch the bases in reverse order.
- B. When a base runner acquires the right to a base by touching it before being put out, he/she is entitled to hold the base until he/she has legally touched the next base or is forced to vacate it for a succeeding base runner.
- C. Two base runners must not occupy the same base simultaneously.  
**NOTE:** The runner who first legally occupied the base shall be entitled to it; the other base runner may be put out by being tagged.
- D. The failure of a preceding runner to touch a base and who is declared out does not affect the status of a succeeding base runner who touches bases in proper order unless two are out. And such third out is the result of a force play, neither preceding nor following runners shall score.
- E. When a base runner dislodges a base from its proper position, neither he/she nor succeeding runners in the same series of plays are compelled to follow a base unreasonably out of position.
- F. A base runner shall not run bases in reverse order either to confuse the fielders or to make a travesty of the game.

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

- A. When forced to vacate a base because the batter was awarded a base on balls (one base).
- B. When a fielder obstructs the base runner from making a base unless the fielder is trying to field a batted ball or has the ball ready to touch the base runner.  
**NOTE:** When obstruction occurs, the umpire shall call or signal "OBSTRUCTION"
  - 1. If a play is being made on the obstructed runner or if the batter-runner is obstructed before he/she touches first base, the ball is dead and all runners shall advance without liability to be put out, to the bases they would have reached in the umpire's judgement, if there had been no obstruction. The obstructed runner shall be awarded at least one base beyond the base he/she had last legally touched before the obstruction. Any preceding runner forced to advance by the award of bases for the penalty for obstruction shall advance without liability to be put out.
  - 2. If no play is being made on the obstructed runner, the play shall proceed until no further action is possible. The umpire shall then call "TIME" and impose such penalties, if any, which in his/her judgement will nullify the act of obstruction.
  - 3. When a defensive player fakes a tag when he/she does not have the ball, obstruction will be called; repeated violations will result in the player being ejected from the game.
- C. When a wild pitch or passed ball goes under, over, through or lodges in the backstop or in the umpire's mask or paraphernalia, the ball is dead. One base for all runners. (FP)
- D. If the batter becomes a runner on ball four and the ball goes into dead territory or lodges in the umpire's mask or paraphernalia, the ball is dead. One base for all runners. (FP)
- E. When forced to vacate a base because the batter was hit by a pitched ball (FP) or interfered with by the catcher or a fielder. ONE BASE.
- F. When attempting to steal a base, the batter is interfered with by the catcher or any other fielder. ONE BASE. (FP)
- G. When an illegal pitch is declared. All runners ONE BASE. (FP)
- H. When a fielder intentionally contacts or catches a batted fair ball or thrown ball with a cap, glove, or any part of his/her uniform while it is detached from its proper place on his/her person  
**PENALTY:** The base runner shall be entitled to three bases if a batted fair ball, or two bases if a thrown ball; in either case the base runners, may advance further at their own risk. If the illegal catch or touch is made on a fair batted ball which, in the umpire's judgement, would have cleared the fence in flight, the runner shall be awarded a home run.

## RULE 7. BASE RUNNING

- I. Two bases when an overthrown ball goes into dead territory. When such a wild throw is the first play by an infielder, the umpire, in awarding such bases, shall be governed by the position of the runners at the time the ball was pitched; in all other cases the umpire shall be governed by the position of the runners at the time the wild throw left the infielder's or fielder's hand.  
NOTE: When awarding bases, the lead runner should be considered prior to other runners. In certain circumstances it is impossible to award a following runner two bases (refer to "Points of Emphasis")  
APPROVED RULING: If all runners, including the batter-runner, have advanced at least one base when an infielder makes a wild throw on the first play after the pitch, the award shall be governed by the position of the runners when the wild throw left the infielder's hand.
- J. When a batted ball is legally caught on the fly in playable territory and is carried by the fielder unintentionally into deadball territory, the ball is dead, the batter is out and all runners advance one base beyond the base they occupied at the time of the pitch. If in the judgement of the umpire, the fielder INTENTIONALLY carries a legally caught ball on the fly into deadball territory, the ball is dead, the batter is out and all runners are awarded two bases beyond the base they occupied at the time of the pitch.  
NOTE: If a player leaves "in play" territory, catches the ball, then touches or lands in dead ball territory, it shall be a legal catch.  
NOTE: This rule also applies in the case of a thrown ball, which is secured by a fielder and then after the ball is secured, the fielder carries the ball into dead ball territory.

### SEC. 3. A PLAYER FORFEITS EXEMPTION FROM LIABILITY TO BE PUT OUT WHEN:

- A. If while the ball is in play, he/she fails to touch the base to which he/she was entitled before attempting to make the next base. If the runner put out is batter-base runner at first base, or any other base runner forced to advance because the batter became a base runner, this out is a force-out.
- B. If after overrunning first base, the batter-base runner attempts to continue to second base.  
NOTE: The direction the batter-runner turns when returning to first base does NOT in itself constitute an "attempt" for second base.
- C. If after dislodging the base, the batter-base runner tries to continue to the next base.

### SEC. 4. THE BASE RUNNERS ADVANCE IS LIMITED:

- A. When a fair-batted ball goes over the fence or into the stand on the fly, it shall entitle the batter to a home run unless it passes out of the grounds or into a stand at a distance of less than 250 feet from the home base, in which case the batter and all runners shall be entitled to two bases only. The point at which the fence or stand is less than 250 feet from the home base shall be plainly indicated for the umpire's guidance.
- B. When a batted fair ball bounces or is deflected into deadball territory; outside the first or third base foul lines; or over, under, or sticks in any obstruction (e.g. field fence, scoreboard, shrubbery, stands, etc.); in which case the batter and all runners shall be entitled to advance two bases beyond the base they occupied at the time of the pitch.  
NOTE: If in the umpire's judgement a fielder intentionally throws, kicks, or carries ball into deadball territory, the umpire may award as many bases he/she feels the runner(s) would have reached.

### SEC. 5. THE BASE RUNNER MUST RETURN TO HIS/HER BASE UNDER THE FOLLOWING CIRCUMSTANCES (WITHOUT LIABILITY TO BE PUT OUT):

- A. When a foul ball is not legally caught and is so declared by the umpire.
- B. When an illegally-batted ball is so declared by the umpire.
- C. When a batter or base runner is called out for interference. Other base runners shall return to the last base which was, in the judgement of the umpire, legally touched by them at the time of interference.
- D. When there is interference by the plate umpire of his/her clothing with the catcher's attempt

## RULE 7. BASE RUNNING

to throw.

- E. When any part of the batter's person is touched by a pitched ball that is swung at and missed.
- F. When a batter is hit by a pitched ball (unless forced to go to the next base because of the batter becoming a base runner).
- G. When a coach or a member of the team at bat with intent or design permits a thrown ball to touch his/her person or clothing.
- H. When the umpire declares a dead ball, unless it is also the fourth ball on the batter and he/she is thereby forced to advance to the next base.

### SEC. 6. BATTER-BASE RUNNER IS OUT UNDER THE FOLLOWING CIRCUMSTANCES:

- A. When after a fair ball is hit, he/she is legally touched with ball before, he/she touches first base.
- B. When after a fair ball, the ball is held by a fielder touching first base with any part of his/her person before the batter-base runner touches first base.
- C. When a fair or foul ball is legally caught on the fly by a fielder.
- D. When he/she runs outside the three-foot line and, in the opinion of the umpire, interferes with the fielder taking the throw at first base. However, he/she may run outside the three-foot line to avoid a fielder attempting to field a batted ball.
- E. When in running the last thirty (30) feet from homeplate to first base, while the ball is being fielded to first base, he/she runs more than three feet outside the foul line or runs inside the foul line and in the opinion of the umpire, interferes with the throw at first base. However, runner may run outside the running lane to avoid a fielder attempting to field a ball.
- F. When the base runner runs bases in reverse order to confuse the defensive team or to delay the game. This includes the batter-base runner moving back toward home plate to avoid or delay a tag by a fielder.  
NOTE: Section 6 D-F: The ball is dead and batter-base runner is out. Other base runners must return to the last base legally touched at the time of or before the illegal action.
- G. The batter-runner believing he/she is out, or about to be put out, who proceeds to and reaches his/her dugout, is considered to have abandoned his/her effort to proceed to first base, and shall be called out.

### SEC. 7. THE BASE RUNNER IS OUT UNDER THE FOLLOWING CIRCUMSTANCES:

- A. When in running to any base, he/she runs more than three feet from a direct line between a base and the next one in regular or reverse order to avoid being touched by the ball in the hand of a fielder.
- B. When, while the ball is in play, he/she is legally touched with the ball in the hand of a fielder while not in contact with a base.
- C. When, on a force-out, a fielder in possession of the ball "tags" the base to which the base runner is forced to advance before the runner reaches that base.
- D. When the umpire calls the base runner out for failure to return to touch the base when play is resumed after a suspension of play.
- E. When a base runner passes a preceding base runner before that runner has been put out.  
NOTE: In the above instance the ball is in play and the base runner is out.
- F. When a base runner leaves his/her base to advance to another base before a batted ball is caught "on the fly," providing the ball is returned to a fielder and legally held on that base or legally touches the base runner before the runner can return. A catch is legal if the ball is finally held by any fielder, even though juggled, or held by another fielder before it touches the ground. Runners may leave their bases the instant the first fielder touches the ball.  
NOTE: After a fly ball is caught, the base runner must retouch his/her original base before the original base is tagged. Retouch in this rule, means to tag up and start having contact with the base after the ball is touched. A runner is not permitted to take a running start from a position in back of his base.
- G. When the base runner fails to touch the intervening base or bases in regular or reverse order and ball is in play and legally held on that base, or the base runner is legally touched while off base.  
NOTE: This is an appeal play and the defensive team loses the privilege of putting the base runner out if the appeal is not made before the next pitch. The ball is in play and the base runner is out.

## RULE 7. BASE RUNNING

- H. When the base runner legally overruns first base, attempts to run to second base before returning to first and is legally touched while off base.
- I. When a base runner interferes (intentionally or unintentionally) with a fielder (in or out of the base path) attempting to field a batted ball or intentionally interferes with a thrown ball.
- J. When the base runner is hit by a batted fair ball which is on or over fair ground and before it has touched a fielder or passed a fielder other than the pitcher. Any runner also is out when a fair ball on or over fair ground contacts runner after passing through, or by an infielder other than the pitcher and the umpire is positive another infielder had a chance to make a play with the ball had it not come in contact with the runner.  
EXCEPTION: If runner is touching a base when hit by a batted fair ball, the runner is not out unless runner intentionally interferes with the ball or a fielder making a play. The ball is dead and batter is awarded 1st base.  
NOTE: If a runner is hit by an infield fly when not touching a base, both the runner and batter are out.
- K. When a runner intentionally kicks a ball which an infielder has missed.
- L. When, with a base runner on third base, the batter interferes with a play being made at home plate with less than two outs.
- M. When, in the judgement of the umpire, the coach touches or holds the runner physically to assist him/her in returning to or leaving a base, the ball is dead and the assisted runner is out.
- N. When the coach near third base runs in the direction of home plate on or near the baseline while a fielder is attempting to make a play on a batted or thrown ball and thereby draws a throw to home plate. The base runner nearest to home shall be out.
- O. When one or more members of the offensive team stand or collect at or around a base to which a base runner is advancing thereby confusing the fielders and adding to the difficulty of making the play.
- P. When a base runner runs the bases in reverse order (as defined in Rule 7, Section 1(F)).  
NOTE: Sections I-P. The ball is dead and the base runner is out; no bases may be run unless necessitated by the batter becoming base runner.
- Q. Any base runner who leaves the baseline believing that there is no further play, may be declared out if the umpire judges the act of the runner to be considered abandoning his/her effort to run the bases.
- R. When the coach intentionally interferes with a thrown ball.  
NOTE: Interference shall be called and the batter or runner on whom the play is being made shall be declared out; no bases may be run unless necessitated by the batter becoming base runner.
- S. When the base runner fails to keep contact with the base to which he/she is entitled until a legally pitched ball has been released by the pitcher.  
NOTE: The ball is dead, NO PITCH is declared and the base runner is out. When a base runner is legitimately off base, i.e. moving off base after pitch or rounding a base after a hit, the pitcher is obligated to allow sufficient time for the runner to return; however, once the pitcher has the ball within a radius of 8 feet from the center of the pitcher's plate, the runner is obligated to move directly toward the next base or the base last touched without any motion or recognition by the pitcher. The runner may not stand motionless, or after returning to base, may not move off that base even though the pitcher is standing off the pitcher's plate. Failure of the runners to respond as indicated shall cause the umpire to signal the runner out. The ball shall be declared dead. However, if the ball is in the 8 foot radius circle but not in the possession of the pitcher or a fake throw is made, the runners are not governed by this rule. (FP)
- T. No base stealing. If a runner advances illegally to the next base, he/she is declared out. If the runner does not touch the next base and is returning to his/her legal base, he/she can be put out if the throw reaches the base first and is held in the possession of a fielder touching the base ahead of the returning runner.
- U. A runner may advance only on a hit ball that is playable or when forced by a batter being awarded first base (i.e. base on balls, intentional walk, or catcher's interference). (SP)

## RULE 7. BASE RUNNING

### NOTE:

1. After a legal pitch which is not hit, if the return throw to the pitcher results in an overthrow or error, (pitcher dropping ball, catcher throwing ball into the dirt, etc) the ball will be declared dead and the base runners may not advance. (SP)
  2. After a legal pitch which is not hit, the ball is thrown to any fielder other than the pitcher and a dropped ball or an overthrow of the intended fielder results, the force is removed, and the runner must be tagged. All runners may advance at their own risk, and need not retouch. (SP)
- V. Any batter or runner who has just been put out, hinders or impedes any following play being made on a runner. Such runner shall be declared out for the interference of his/her teammate.
- W. If, in the judgement of the umpire, a baserunner willfully and deliberately interferes with a batted ball or a fielder in the act of fielding a batted ball with the obvious intent to break up a double play, the ball is dead. The umpire shall call the runner out for interference and also call out the batter-runner because of the action of his/her teammate. In no event may bases be run or runs scored because of such action by a runner.

NOTE: A baserunner by coming into a base standing up causes contact with a player attempting a double play, that base runner and the batter-runner may be called out. If the umpire deems said action as flagrant, the base runner may also be ejected.

- X. If a batter-runner willfully and deliberately interferes with a batted ball or a fielder in the act of fielding or throwing a batted ball, with the obvious intent to break up a double play, the ball is dead; the umpire shall call the batter-runner out for interference and shall also call out the runner who has advanced closest to the home plate regardless where the double play might have been possible. In no event shall bases be run because of such interference.
- Y. The base runner or batter runner is out when he/she does not slide OR attempt to avoid the fielder when the fielder who has the ball is waiting to tag the runner. (for obstruction, see Rule 7, Section 2(B))
- Z. When the base runner wears the helmet improperly or removes the helmet intentionally (FP).

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

- A. When a base runner runs behind the fielder and outside the baselines in order to avoid interfering with a fielder attempting to field the ball in the base path.
- B. When a base runner does not run in a direct line to the base providing the fielder in the direct lines does not have the ball in his/her possession.
- C. When more than one fielder attempts to field a batted ball and the base runner comes in contact with the one who, in the umpire's judgement, was not entitled to field the ball.
- D. When a base runner is hit with a fair ball that has passed through an infielder and, in the umpire's judgement, no other fielder has a chance to play the ball.
- E. When a base runner is touched with the ball not securely held by a fielder.
- F. When the defensive team does not request the umpire's decision on an appeal play until after the next pitch.
- G. When the base runner overruns first base after touching it and returns directly to the base.
- H. When the base runner is not given sufficient time to return to a base, he/she had left the base legally.
- I. A runner who has started to advance cannot be stopped by the pitcher receiving the ball while on the pitching plate nor by stepping on the plate with the ball in his/her possession.
- J. When a base runner holds his/her base until a fly ball touches a fielder and then attempts to advance is not out for leaving too soon (see Rule 7, Section 7(F)).
- K. When the impact of a runner breaks a base loose from its position, no play can be made on that runner at that base if he/she had reached the base safely.

NOTE: If a base is dislodged from its position during a play, any following runner on the same play shall be considered as touching or occupying the base if, in the umpire's judgement, he/she touches or occupies the point marked by the dislodged bag.

## RULE 8. SCORING OF RUNS

**SEC. 1. ONE RUN SHALL BE SCORED** every time a base runner, after having legally touched the first three bases, shall legally touch the home base (not the plate extension) before three players are out; provided, however, that if the runner reaches home on or during a play in which the third player is forced out or is put out before reaching first base, a run shall not count. Also, if the third out is made by a preceding runner failing to touch a base, a following runner shall not score.

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

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

**SEC. 2. SLOW PITCH—A RUNNER MAY SCORE** only when the runner may advance as defined by “Rule 7 Section 7(U)”

**SEC. 3. FAST PITCH—A RUNNER**, when the pitch is started, may score:

- A. on a fair hit ball.
- B. on a foul fly ball that is legally caught.
- C. on a play on any runner.
- D. if the ball is thrown to any other player except the pitcher.
- E. on a passed ball, wild pitch, or return from catcher.
- F. on an illegal pitch.
- G. on catcher’s interference, if forced.

**SEC. 4. TEAM MANAGER IS RESPONSIBLE** to confirm the score at the end of each half inning with the official score keeper and/or umpire. A team manager who believes there is an error in the official score must notify the umpire prior to the first pitch of the next half inning. The umpire shall accept the record of the official scorebook, unless he/she has definite knowledge which permits him/her to rule otherwise.



## RULE 9. PLAYERS CODE OF CONDUCT

THE PLAYERS CODE OF CONDUCT IS GOVERNED BY THE LOCAL LEAGUE OR TOURNAMENT OFFICIALS. PROCEDURES COVERING ITS USE AND IMPLEMENTATION AND ANY PENALTIES NECESSARY ARE THE RESPONSIBILITY OF THE APPROPRIATE LEAGUE OR TOURNAMENT OFFICIAL(S).

*The umpire's jurisdiction to enforce the Player's Code of Conduct shall extend prior to, during, and after the ballgame. Said jurisdiction exists from the umpire's arrival at the game site to his/her departure from the game site.*

**SEC. 1. NO PLAYER SHALL:** At any time lay a hand upon, push, shove, strike, or threaten to strike an official.

**PENALTY:** Officials are required to immediately suspend the player from further play and report such a player to the League Administering Authority. Such player shall remain suspended until his/her case has been considered by the League Administering Authority.

**SEC. 2. NO PLAYER SHALL:** Refuse to abide by official's decision.

**PENALTY:** Officials are required to immediately suspend the player from further play and report such a player to the League Administering Authority. Such player shall remain suspended until his/her case has been considered by the League Administering Authority.

**SEC. 3. NO PLAYER SHALL:** Be guilty of objectionable demonstrations by throwing gloves, bats, or any other forceful action.

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

**SEC. 4. NO PLAYER SHALL:** Be guilty of heaping personal, verbal abuse upon any official for any real or imaginary wrong decision or judgement.

**PENALTY:** Officials are required to immediately suspend the player from further play and report such a player to the League Administering Authority. Such player shall remain suspended until his/her case has been considered by the League Administering Authority.

**SEC. 5. NO PLAYER SHALL:** Discuss with an official in any manner the decision reached by such official except the manager or captain.

**PENALTY:** The degree of infraction of this tenet of good sportsmanship shall, in the officials judgement, draw a minimum penalty of warning or a maximum penalty of removal from the game.

**SEC. 6. NO PLAYER SHALL:** Be guilty of using unnecessarily rough tactics in the play of the game against the body and person of any opposing player.

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

**SEC. 7. NO PLAYER SHALL:** Be guilty of physical attack as an aggressor, upon any player, official, or spectator.

**PENALTY:** Officials are required to immediately suspend the player from further play and report such a player to the League Administering Authority. Such player shall remain suspended until his/her case has been considered by the League Administering Authority.

## RULE 9. PLAYERS CODE OF CONDUCT

**SEC. 8. NO PLAYER SHALL:** Be guilty of abusive verbal attack upon any player, official, or spectator.  
**PENALTY:** The degree of infraction of this tenet of good sportsmanship shall, in the officials judgement, draw a minimum penalty of warning or a maximum penalty of removal from the game.

**SEC. 9. NO PLAYER SHALL:** Use profane, obscene, or vulgar language in any manner, or at any time.

**PENALTY:** The degree of infraction of this tenet of good sportsmanship shall, in the officials judgement, draw a minimum penalty of warning or a maximum penalty of removal from the game.

**SEC. 10. NO PLAYER SHALL:** Appear on the field of play at any time in an intoxicated condition.

**PENALTY:** Officials are required to immediately suspend player from play and report same to the League Administering Authority for further consideration.

**SEC. 11. NO PLAYER SHALL:** Be guilty of gambling upon any play or the outcome of the game with any spectator, player or opponent.

**PENALTY:** Officials are required to immediately suspend player from play and report same to the League Administering Authority for further consideration.

**SEC. 12. NO PLAYER SHALL:** Smoke while going on or coming off the field of play, or while on the field of play.

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

**SEC.13. NO PLAYER SHALL:** Be guilty of discussing publicly with the spectators in a derogatory or abusive manner any play, decision, or personal opinion of other players, during the game. Players shall not mingle with or fraternize with spectators during the course of the game, but shall remain on the player's bench or on the field of play.

**PENALTY:** Officials are required to warn members of the team guilty of violation of this rule. Failure on the part of the team members to comply with this rule will result in removal from the game

**SEC. 14. NO PLAYER SHALL:** Permit any one to remain in the dugout or on the player's bench during the game who is not a playing member of the team.

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

**SEC. 15. NO PLAYER SHALL:** Permit the use of any equipment or device which, in the sole judgment of the umpire, compromises the safety of participants. This includes the use of radios or similar devices on the person of a player, in the dugout, or in the spectator viewing area, which might inhibit the ability of players to hear verbal calls and/or instructions by the umpire.

**PENALTY:** Officials shall order the discontinued use of said equipment or device, and failure on the part of the team or team members to comply with this instruction may result in removal of offending team members and/or the forfeiture of the game by the offending team.

**SEC. 16. NO PLAYER SHALL:** Be guilty of using a bat that has been altered in any way. Altering includes, but is not limited to: sanding, filing, shaving, lengthening, shortening, weight-altering, heating and cooling.

**PENALTY:** Officials are required to immediately remove player from the game. Such player shall remain suspended until his/her case has been considered by the League Administering Authority.

**NOTE:** The term **PLAYER** as used in Rule 9 shall apply to all team personnel, such as manager, coaches, bat keeper, scorekeepers, sponsors, etc.

## APPENDIX A. PROTEST PROCEDURES

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

- A. The captain or manager of the protesting team should immediately notify the umpire(s) that the game is being continued under protest. Umpire(s) will notify the opposing team captain or manager.
- B. All interested parties shall take notice of the conditions surrounding the making of a decision that will aid in the correct determination of the issue.

**SEC. 2. PROTESTS THAT SHALL BE RECEIVED AND CONSIDERED ARE:**

- A. Misinterpretation of a playing rule.
- B. Failure of an umpire to apply the correct rule to a given situation.
- C. Failure to impose the correct penalty for a given violation.

**NOTE:** Protests may cover any of the playing rules covered in Rules 1 through 8, inclusive, as well as respective divisional rules covered on the preceding pages of this book.

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

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

**SEC. 4. PROTESTS SHALL NOT BE RECEIVED OR CONSIDERED** if they are based solely on a decision involving the accuracy of judgement on the part of the umpire. Examples of protests which will not be considered are:

- A. Whether a batted ball was fair or foul.
- B. Whether a base runner was safe or out.
- C. Whether a pitched ball was a strike or a ball.
- D. Whether a pitch was legal or illegal.
- E. Whether a base runner did or did not touch a base.
- F. Whether a base runner left his/her base too soon on a caught fly ball.
- G. Whether a fly ball was or was not caught.
- H. Whether it was or was not an infield fly.
- I. Whether there was or was not interference/obstruction.
- J. Whether the field is fit to continue to play.
- K. Whether there is sufficient light to continue to play.
- L. Any other matter involving only the accuracy of the umpire's judgement.

**SEC. 5. THE PROTEST MUST BE FILED WITHIN A REASONABLE LENGTH OF TIME.**

- A. In the absence of a league or tournament rule fixing the time limit for filing a protest, a protest should be considered if filed within a reasonable time, depending upon the nature of the case and the difficulty of obtaining the information on which to base the protest.
- B. Within forty-eight hours after the scheduled time of the contest is generally considered a reasonable length of time.

## APPENDIX A. PROTEST PROCEDURES

### SEC. 6. A FORMAL PROTEST SHOULD CONTAIN THE FOLLOWING INFORMATION:

- A. The date, time and place of game.
- B. The names of the umpires and the scorer.
- C. The rule and section of the OFFICIAL RULES or local rules under which the protest is made.
- D. The decision and conditions surrounding the making of the decision.
- E. All essential facts involved in the matter protested.

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

- A. The protest is found invalid and the game score stands as played.
- B. When a protest is allowed for misinterpretation of a playing rule, the game is replayed from the point at which the incorrect decision was made with decision corrected.
- C. When a protest for ineligibility is allowed the offended team shall be credited with a victory. (Forfeit score 7-0).
- D. In the case that a game must be resumed at a later date, "suspended game" lineup restrictions shall apply. See Rule 1, Section 13(C).

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## APPENDIX B. DUTIES OF THE UMPIRES

The umpires are the representatives of the league or organization by which they have been assigned to a particular game and, as such, are authorized and required to enforce each section of these rules. They have the power to order a player, coach, captain or manager to do or refrain from doing any act which, in their judgement, is necessary to give force and effect to one or all of these rules and to inflict penalties as herein prescribed.

### SEC. 1. GENERAL INFORMATION FOR THE UMPIRES.

- A. The jurisdiction of the umpire(s) shall extend from his/her/their arrival at the game site, to his/her/their departure from the game site. This jurisdiction extends before, during and after the ballgame.
- B. The umpires shall not be connected in any way with either team.
- C. The umpires should be sure of the date, time, and place of the game and should arrive at the playing field at least 15 minutes before game time.
- D. The umpires should introduce themselves to the captains, managers and scorer.
- E. The umpires should inspect the playing field boundaries and equipment and clarify all ground rules to team managers.  
NOTE: Umpires should have a mutual agreement from both managers on all ground rules. League games may not be protested on umpire's ground rule decisions unless specific ground rules were made prior to start of the game by team managers and umpires.
- F. Each umpire should have the power to make decisions on violations committed any time during playing time or during suspension of play until the game is over.
- G. Neither umpire has the authority to set aside or question decisions made by the other within the limits of their respective duties as outlined in these rules.
- H. Umpires, when in doubt, should consult their associates at any time when requested to do so by the manager, player or captain. However, the final decision shall rest with the umpire whose exclusive authority it was to make the decision and who requested the opinion of the other.
- I. In case the assigned umpire fails to appear for a regular league game, the managers shall agree on a volunteer umpire for umpiring until the assigned umpire appears, or until the game is completed.
- J. If an umpire finds that he/she has miscalled a play after consulting their associate who, at the time, may have been in better position to see just what has taken place, it is not only their right but their duty to correct the situation. When umpires find it necessary to reverse themselves, this must be done before any succeeding play takes place.
- K. An umpire shall not call "TIME" while any play is in progress.

### SEC. 2. BOTH UMPIRES HAVE EQUAL AUTHORITY TO:

- A. Call an illegal pitch.
- B. Call a runner out for leaving the base too soon.
- C. Call "TIME" for suspension of play.
- D. Each umpire has the authority to rule on any point not specifically covered in these rules.
- E. Remove any participant in the game for the violation of the rules.
- F. Each umpire has equal authority to determine whether:
  - 1. a batted ball is fair or foul.
  - 2. a fly ball has been legally caught.
  - 3. a batter bunts.
  - 4. a pitched, batted, or thrown ball touches the person or clothing of the batter or umpire.

### SEC. 3. SPECIAL DUTIES OF THE PLATE UMPIRE.

- A. They shall have full charge of and be responsible for proper conduct of the game.
- B. They shall call all balls and strikes.
- C. They shall determine when a game is forfeited.

## APPENDIX B. DUTIES OF THE UMPIRES

### SEC. 4. SPECIFIC DUTIES OF THE BASE UMPIRE.

- A. They shall take such positions on the playing field which, in their judgement, are best suited for rendering base decisions.
- B. They shall assist the plate umpire in every way to enforce the rules of the game.

### SEC. 5. RESPONSIBILITIES OF A SINGLE UMPIRE.

If only one umpire is assigned, duties and jurisdiction shall extend to all points. They shall take a position in any part of the field which, in their judgement, will best enable them to discharge their duties.

### SEC. 6. CHANGE OF UMPIRES.

Umpires cannot be changed during a game by the consent of opposing teams unless an umpire is incapacitated by injury or illness; or to replace volunteer/substitute umpire.

### SEC. 7. SUSPENSION OF PLAY.

- A. Umpires may suspend play when, in their judgement, conditions justify such action.
- B. Play shall be suspended whenever the plate umpire leaves position to brush the plate or to perform other duties not directly connected with the calling of plays.
- C. The umpire shall suspend play whenever a batter or a pitcher steps out of position for a legitimate reason.
- D. An umpire shall not call "TIME" after the pitcher has started his/her wind-up.
- E. In case of injury "TIME" shall not be called until all plays in progress have been completed or runners have been held at their bases.
- F. Umpires shall not suspend play at the request of players, coaches or managers until all action in progress by either team has been completed.
- G. Umpires shall not penalize a team for an infraction of a rule when imposing the penalty would be to the advantage of the offending team.

### SEC. 8. VIOLATIONS AND PENALTIES.

- A. Players, coaches, or managers shall not make disparaging or insulting remarks to or about opposing players, officials or spectators.
- B. There shall be no more than two coaches for each team to give words of assistance and direction to the members of their team while at bat. One shall be stationed near first base and one near third base and they must remain within the coaches box.
- C. The penalty for violations by a player is prompt removal of the offender from the game and grounds. For the first offense, coach or manager may be warned, but for the second offense they are removed from the game. The offender shall go directly to the dressing room for the remainder for the game or leave the grounds. Failure to do so will warrant a forfeiture of the game.
- D. Players shall not be penalized for umpires' mistakes when call is reversed. The umpire may rectify any situation in which the reversal of a call or decision or a delayed call by the umpire places a batter/runner or base runner in jeopardy.

## APPENDIX C. POINTS OF EMPHASIS

ANY RULE OR COMMENT NOT COVERED IN THIS BOOK, PLEASE REFER TO THE OFFICIAL BASEBALL RULE BOOK, PUBLISHED ANNUALLY BY "SPORTING NEWS."

### APPEALS

TYPES: There are 3 major appeal plays:

1. Missing a base.
2. Leaving a base on a caught fly ball before the ball is first touched.
3. Batting out of order.

#### **WHEN APPEALS MUST BE MADE:**

1. Before the next pitch, legal or illegal or
2. Before all infielders (including the pitcher) have left their normal positions (crossed the foul line).

#### **RUNNERS:**

- (1) A runner may not return to touch a missed base or one left too soon if he/she touched a base beyond the one missed or left too soon and if the ball became dead.
- (2) A runner may not return to touch a missed base or one he/she left too soon after a following runner has scored.
- (3) Runners may advance during a live ball appeal play.

NOTE: Runners may not advance during a dead ball appeal.

#### **PUTTING THE BALL IN PLAY:**

If the ball remains alive an appeal play may be made directly. If the ball becomes dead then the procedures in Rule 5, Section 3(B) must be followed.

#### **NUMBER OF APPEALS:**

More than one appeal play may be made but guessing should not be allowed.

#### **AWARDS:**

Appeals must be honored even if the base missed was before or after an award.

#### **MISSING 1ST BASE BEFORE THE THROW ARRIVES:**

If a runner passes 1st base before the throw arrives he/she is considered to have touched the base and the umpire must call and signal the runner safe. An appeal is then made by defense if base is missed.

### AWARDING BASES

In some circumstances it is impossible to award the appropriate number of bases to every runner. As an example, in a situation where two runners are between first base and second base, and the ball is thrown out of play, the lead runner will be awarded second and third, and the following runner will only be awarded second. The umpire, when awarding bases, should always award the lead runner, then any following runners. The term "when the wild throw was made" means when the throw actually left the player's hand and not when the thrown ball hit the ground, passes a receiving fielder or goes out of play into dead ball territory.

## **APPENDIX C. POINTS OF EMPHASIS**

### **INTERFERENCE/OBSTRUCTION**

The key to understanding interference/obstruction is determining who has the right-of-way at any given point. Generally, a defensive player only has the right-of-way to the baseline in two instances: when he is in the act of fielding a batted ball or when he already has the ball in his possession. The result would be the runner called out for interference. In all other instances (including a thrown ball), the fielder has no right to the baseline and may not hinder or impede the runner's progress. Such act would be obstruction. A batter-runner carrying his/her bat to first base does not in itself constitute interference, and an automatic out should NOT be called unless said batter-runner commits interference in some other way.

### **COLLISIONS**

It is the intent of this rule book to avoid collisions whenever possible to prevent injury. **AT NO TIME DO WE INSIST OR MAKE IT MANDATORY FOR ANYONE TO SLIDE, ONLY TO AVOID INTERFERENCE WITH A FIELDER. RUNNERS SHOULD ATTEMPT TO AVOID CONTACT WHENEVER POSSIBLE. HOWEVER, IT IS POSSIBLE FOR CONTACT TO OCCUR WITHOUT INTERFERENCE.** Please refer to the definitions of interference and obstruction.

### **TRASH TALK, TAUNTING & FOUL LANGUAGE**

SCMAF encourages League Officials, Tournament Directors, and Game Officials to emphatically reject this negative activity. Behavior such as this only serves to make difficult situations worse. The greatest majority of players involved in SCMAF programs are looking for positive recreational activity. Everyone involved shares the responsibility of eliminating activity such as Trash Talk, Taunting and Foul Language from participants.

### **BLOOD RULE**

Rule 3, Section 10 covers the current SCMAF Blood Rule. Game officials are urged to use common sense in the application of this rule and to differentiate between scrapes, scratches, open wounds and bleeding. When confronted with the situation, officials should use care to determine the possible risk to other players should the injured player continue to participate. When in doubt, the official is encouraged to act on the side of safety.

### **JEWELRY**

Umpires are reminded and encouraged to vigorously enforce Rule 1, Section 35, as exposed jewelry worn during a ballgame presents a potential safety hazard to game participants. Umpire may delay the game at his/her discretion to enforce this rule, and may also invoke Rule 6, Section 1(D), in the event that a batter does not comply with an umpire's instructions regarding this rule in a timely fashion.



## APPENDIX D. SCORING INFORMATION

**SEC. 1. THE OFFICIAL SCORER** shall keep records of each game as outlined in the following rules and shall have sole authority to make all decisions involving a judgement. For example, it is the scorer's responsibility to determine whether a batter's advance to first base is the result of a hit or an error. However a scorer shall not make a decision which conflicts with the Official Playing Rules or with an umpire's decision.

### **SEC. 2. THE BOX SCORE**

- A. Each player's name and the position or positions he/she has played shall be listed in the order in which he/she batted or would have batted unless he/she is removed or the game ends before his/her turn at bat.
- B. Each player's batting and fielding record must be tabulated.
  - 1. The first column shall show the number of the times each player batted during the game, but no turn at bat shall be charged against a player when he/she:
    - a. hits a sacrifice bunt or sacrifice fly.
    - b. is awarded first base on four balls.
    - c. is hit by a pitched ball.
    - d. is awarded first base because of interference or obstruction.
  - 2. The second column shall show the number of runs, if any, made by each player.
  - 3. The third column shall show the number of safe hits, if any, made by each player.
  - 4. The fourth column shall show the number of put-outs, if any, made by each player.
  - 5. The fifth column shall show the number of assists, if any, made by each player.
  - 6. The sixth column shall show the number of errors, if any, made by each player.
  - 7. The name of each player inserted into a team's line-up as a substitute player or runner shall be recorded and the subsequent record tabulated.
  - 8. The score by innings for each team shall follow the tabulated batting and fielding records.

**SEC. 3. ALL INDIVIDUAL AND TEAM RECORDS** of any tie or forfeited game that was reached or exceeded legal length when ended shall become a part of the official team or league averages except that no pitcher shall be credited with a victory or charged with a defeat.

**SEC. 4. A RUN BATTED IN IS A RUN SCORED BECAUSE** of one of the following reasons:

- A. A safe hit.
- B. A sacrifice bunt or sacrifice fly.
- C. A foul fly caught.
- D. An infield put-out or fielder's choice.
- E. A base runner forced home because of interference, the batter being hit with a pitched ball, or is given a base on balls.
- F. Home run and all runs scored as a result.

**SEC. 5. A BASE HIT IS A BATTED BALL** that permits the batter to reach base safely:

- A. When a batter reaches first base or any succeeding base safely on a fair ball which settles on the ground, clears a fence, or strikes a fence before being touched by a fielder.
- B. When a batter reaches first base safely on a fair ball which is hit with such force or such slowness or which takes an unnatural bounce making it impossible to field with ordinary effort in time to retire a runner.
- C. When a fair ball which has not been touched by a fielder becomes "DEAD" because of touching the person or clothing of a runner or umpire.
- D. When the fielder unsuccessfully attempts to retire a preceding runner and, in the scorer's judgement, the batter-base runner would not have been retired at first base by a perfect fielding play.

**SEC. 6. A BASE HIT SHALL NOT BE SCORED** in the following cases:

- A. When a runner is forced out by a batted ball or would have been forced out except for a fielding error.
- B. When a player fielding a batted ball retires a preceding runner with ordinary effort.
- C. When a fielder fails in an attempt to retire a preceding runner and, in the scorer's judgement, the batter-base runner could have been retired at first base.

## APPENDIX D. SCORING INFORMATION

**SEC. 7. THE LENGTH OF A BASE HIT** shall be determined by the number of bases the batter advances without the aid of an error, or because of poor judgement by the fielding team or as the result of a play being made on another runner.

- A. When a batter, in attempting to stretch a hit, overslides a base and is touched out, he/she is not credited with having made that base.
- B. When the batter ends a game with a safe hit which drives in as many runs as are necessary to put his/her team in the lead, he /she will be credited with as many bases on his/her hit as are needed to score the winning run. However, if the ball is batted over the fence or out of the playing field, he/she shall be credited with a home run.

**SEC. 8. SACRIFICES ARE SCORED WHEN:**

- A. With less than two outs, the batter advances one or more base runners with a bunt and is retired at first base, or would have been retired except for a fielding error.
- B. With less than two outs, the batter advances a base runner from any base to home plate with a fly ball that is caught.

**SEC. 9. PUT-OUTS ARE SCORED WHEN:**

- A. A put-out is credited to a fielder each time he/she,
  - 1. catches a fly ball or line drive.
  - 2. catches a thrown ball which retires a batter or base runner.
  - 3. touches a base runner with the ball when the base runner is off base to which he/she is entitled.
  - 4. is nearest the runner declared out for being hit with a batted ball, running out of the baselines to avoid being touched with the ball, as a result of interference, or for leaving his/her base too soon.
- B. A put-out is credited to the catcher.
  - 1. when he/she catches the third strike.
  - 2. when the batter bunts foul after two strikes.
  - 3. when the batter bats illegally.
  - 4. when the batter is struck by his/her own batted ball.
  - 5. when the batter fails to bat in the correct batting order.
  - 6. when the batter interferes with the catcher.

**SEC. 10. ASSISTS ARE SCORED** in the following situations:

- A. To each player who throws the ball in any series of plays which result in the put-out of a base runner. Only one assist shall be given to any player who handles the ball more than once in any one put-out.
- B. To each player who throws the ball in any series of plays in a manner which would have resulted in put-out if an error had not been made by a teammate.
- C. To a player, who by deflecting a batted ball, aids in a put-out.
- D. To each player who handles the ball in a play which results in a base runner being called out for interference or running out of the baseline.
- E. Do not credit an assist to a fielder who makes a bad throw on which the base runner is put out on subsequent play.

**SEC. 11. ERRORS ARE RECORDED** in the following situations:

- A. For each player who commits a misplay which prolongs the turn at bat of the batter or the life of a base runner.
- B. For the fielder who fails to touch the base after receiving the ball to retire a runner on a force-out, or when a base runner is compelled to return to base.
- C. For the catcher if a batter is awarded first base for interference.
- D. For the fielder if a base runner advances a base because of his/her failure to stop or try to stop a ball accurately thrown to a base unless there was no reason for the throw. When more than one player could receive the throw, the scorer must determine which player gets the error.
- E. For the fielder who fails to complete a double play because of dropping the ball.

## APPENDIX D. SCORING INFORMATION

- F. For the fielder who is charged with interference or obstruction.
- G. For the pitcher if a wild pitch on the BALL FOUR allows the batter-base runner to advance beyond first base.

### **SEC. 12. ERRORS ARE NOT CHARGED** against fielders in the following situations:

- A. When the catcher makes a wild throw in an attempt to prevent a stolen base unless the base runner is enabled to advance a base beyond the one to which he/she was going.
- B. On a wild pitch.
- C. On a passed ball.
- D. When the fielder makes a wild throw to prevent a base runner from advancing unless the base runner is able to advance one or more bases beyond the one he/she would have reached had the throw not been wild.
- E. When a fielder drops a fly ball, line drive, or a thrown ball, and recovers the ball in time to force out a runner at any base.

### **SEC. 13. STOLEN BASES ARE CREDITED TO A BASE RUNNER** whenever he/she advances one base unaided by a hit, a put-out, an error, a force-out, a fielder's choice, a passed ball, a wild pitch, or an illegally pitched ball.

### **SEC. 14. A PITCHER SHALL BE CREDITED WITH A WIN** in the following situations:

- A. When he/she is the starting pitcher and has pitched at least four innings and his/her team is in the lead when he/she is replaced and remains in the lead the remainder of the game.
- B. When the game is ended after four innings of play, the starting pitcher has pitched at least three innings, and his/her team scores more runs than other team when the game was terminated.

### **SEC. 15. A PITCHER SHALL BE CHARGED WITH A LOSS** regardless of the number of innings he/she pitches and is replaced when the team is behind the score, and his/her team thereafter fails to tie the score or gain the lead.

### **SEC. 16. THE SUMMARY.**

- A. The summary shall follow the score by innings.
- B. The summary shall list the following items in this order:
  1. The final score.
  2. Runs batted in and by whom hit.
  3. Two-base hits and by whom hit.
  4. Three-base hits and by whom hit.
  5. Home runs and by whom hit.
  6. Stolen bases and by whom.
  7. Sacrifice bunts and flies and by whom.
  8. Double plays and players involved in them.
  9. Triple plays and players involved in them.
  10. Runners left on base, including the batter-base runner, whose batted ball results in another runner being retired for the third out.
  11. Number of bases on balls given by each pitcher.
  12. Number of batters struck out by each pitcher.
  13. Number of hits and runs allowed by each pitcher.
  14. The names of batters hit by a pitched ball and the name of the pitcher who hit them.
  15. The number of wild pitches made by each pitcher.
  16. The number of passed balls and by which catcher.
  17. The name of the winning pitcher.
  18. The name of the losing pitcher.
  19. The names of the umpires and scorers.
  20. The length of the game with any unusual delay in the time deducted.
  21. The number of innings or parts of an inning pitched by each pitcher. A part of an inning is determined by the number of outs. One out is one-third of an inning; two outs are two-thirds of an inning.

## PLAYERS' MEDICAL BENEFIT FUND (PMBF)

Since 1959, SCMAF has provided at an additional cost, a medical benefit fund for registered team players, coaches and officials who participate in leagues and programs promoted, organized, conducted and supervised by SCMAF Active, Associate, Affiliate and Special Members. The Players' Medical Benefit Fund provided by SCMAF renders financial assistance to the injured player.

**WHO IS COVERED?** Teams registered in the Players' Medical Benefit Fund are covered during all sanctioned league and tournament games from the date of registration with SCMAF through the end of league play, plus post season SCMAF qualifying and championship tournaments. Members registered for tournament PMBF coverage are covered during all games of the sanctioned tournament.

All officials who are registered with SCMAF in the PMBF program are covered during all league and tournament games from the date of registration with SCMAF through the end of league play.

**COVERAGE PROVIDED:** All Individual coverage is for the duration of the activity, up to SIX MONTHS.

**PMBF FEES:** All Youth and Adult fees are PER TEAM rates and include annual team registration of \$12.00 per team for adult softball and \$8.00 per team for all other adult sports.

Fees are established to cover specific league season schedules only.

SPORT	YOUTH (17 & Under)		ADULT	
	PER TEAM		PER TEAM	
	EFFECTIVE FOR SIX MONTHS FROM DATE OF PURCHASE		EFFECTIVE FOR SIX MONTHS FROM DATE OF PURCHASE	
Baseball	\$25.00*		\$45.00*	
Basketball	\$22.00*		\$43.00*	
Flag Football	\$22.00*		\$44.00*	
Roller Hockey	\$31.00*		\$54.00*	
Soccer (Indoor)	\$25.00*		\$37.00*	
Soccer (Outdoor)	\$25.00*		\$64.00*	
Softball	\$25.00*		\$52.00*	
Per Tournament Coverage	NONE		\$23.00*	
Volleyball	\$22.00*		\$30.00*	
Non-playing Coaches, Managers; Individual Sports (Cheerleading, Gymnastics, Swimming, Tennis, Track)			ALL \$3.00**	

\* Check rates 07/01/2024 online

## SCMAF SPORTS MEDICAL & LIABILITY INSURANCE

SCMAF provides at an additional cost, valuable medical insurance coverage for registered team players who participate in leagues and programs promoted, organized, conducted and supervised by SCMAF Active, Associate, Affiliate and Special Members. The excess medical insurance coverage provided by SCMAF is among the best available in the sports marketplace today.

**WHO IS COVERED?** All players of SCMAF, for whom the premium has been paid, are covered while competing in SCMAF agency sanctioned, scheduled and supervised leagues and during group organized, conducted and supervised by the Plan Sponsor or one of its participating members.

**COVERAGE PROVIDED:**

- Maximum of \$15,000 of usual and customary costs for covered medical expenses insured within 3 years of the date of injury. Covered medical expenses are payable, in excess of any other valid and collectible insurance. The first covered expense must be incurred within 90 days of the accidental bodily injury.
- \$1,000 per tooth after the deductible.
- \$500 deductible (each claim) for insured with primary medical/health insurance. The deductible is reduced by amounts paid by your own insurance.

**SCMAF ACCIDENT PROTECTION PROGRAM FEES:** All the below fees\* are PER TEAM rates and include annual team registration of \$12.00 per team for adult softball and \$8.00 per team for all other adult sports. The above referenced costs include insurance premiums, SCMAF Registration and administration fees.

Sport	Youth Medical (18 & Under)	w/Liability	Adult Medical	w/Liability
Baseball	\$54	\$96	\$130	\$162
Basketball	\$54	\$96	\$130	\$162
Flag Football	\$54	\$96	\$130	\$162
Soccer (Indoor)	\$110	\$150	NA	NA
Soccer (Outdoor)	\$110	\$150	NA	NA
Softball	\$54	\$96	\$140	\$175
Roller Hockey	\$54	\$96	\$130	\$162
Volleyball	\$54	\$96	\$130	\$162
Individual Sports (Cheerleading, Gymnastics, Pickleball, Swimming, Tennis, Track)			\$6.50 <sup>1</sup>	\$11 <sup>1</sup>

<sup>1</sup> Same prices are available at Youth Rates

\* Fees are subject to change July 1st. Check SCMAF website [www.scmf.org](http://www.scmf.org)

## SCMAF SOFTBALL RULES INDEX

	PAGE	RULE	SECT.		PAGE	RULE	SECT.
Appeal Play				Definitions	25-29	2	—
Base runner	38	5	3	Double Base	26	2	—
Batting Out of Order	39-40	6	3	Duties of Umpires	53-54	—	—
Runners Cannot Leave Base	38	5	3B	Equipment	23-24	1	26-35
Tag Up Play	45	7	7F	Fake Tag	43	7	2B Note (3)
Ball				Field Dimensions	21-22	1	16
Called by Umpire	41	6	8	Fitness of Diamond	23	1	24
Dead Ball	37	5	1	Forfeited Game	21	1	11-12
Live Ball	38	5	2	Foul Ball Rule (4-strike Rule)	41	6	9C
Softballs (SCMAF Stamped)	23	1	27	Game Called	20	1	8
Base on Balls	25	2	—	Infield Fly	28	2	—
Base running				Intentionally Dropped Fly Ball	41	6	9K
Abandoning the Base	46	7	7Q	Interference			
Assisted by Coach	46	7	7M	By Base Coach	46	7	7M
Award of Bases	43-44	7	2H-J	By Base runner	46, 47	7	7I, V-Y
Base Stealing (Slowpitch)	46	7	7T	By Batter	40	6	4
Courtesy Runners	30	3	3	By Catcher	37	5	1M
Hit by Batted Ball	46	7	7J		42	6	10C
	47	7	8D	While Fielding Foul Ball	40	6	5
Interferes with Play	46, 47	7	7I, V-Y	Men's Rules and Info	7-9	—	—
Leaving Base Too Soon	46	7	7S	Obstruction	43	7	2B
Not Out	47	7	8	Pitching			
Obstructed	43	7	2B	Height of Pitch	32	4	4B-C
Out	45-47	7	7	Illegal (Slow Pitch)	32-33	4	1-8
Overruns First Base	47	7	8G	Illegal (Fast Pitch)	34-35	4	1-6
	46	7	7H	No Pitch Declared	33	4	9
Passes Another Runner	45	7	7E	Quick Return Pitch	33	4	9B
Running Out of Baseline	45	7	7A	Returned by Catcher	41	6	8C
	47	7	8A-B	Warm-Up Pitches Allowed	33	4	7
Batting				Wind Up Allowed (Slow Pitch)	32	4	2
Abandoning Effort to Run	45	7	6G	Players			
Batter is Out	41-42	6	9	Code of Conduct	49-50	9	1-16
Becomes a Batter-Base runner	42	6	11	Minimum Number to Play	30	3	1
Chop Hits	42	6	9Q	Removed From Game	30	3	2
Hit by Pitch	42	6	10B	Points of Emphasis	55-56	App C	—
	41	6	8D	Profanity, Trash Talk	56	App C	—
Intentional Walk	37	5	1P	Protests	29, 51-52	2, App A	—
	42	6	10E	Regulation Game	20	1	7
Stepping Out of Batter's Box	39	6	1A	Scoring of Runs	48	8	1-4
Batting Order	39	6	2	Scoring Information	57-59	App D	—
Out of Order	39-40	6	3	Senior Rules and Info	16	—	—
Bat Restrictions	23	1	26	Shoes	24	1	28
Blood Rule	31	3	10	Strike Called by Umpire	40	6	7
Charged Conferences				Tie Game	20	1	9
Defense	34	4	12	Regulation Tie Game	20	1	10
Offensive	31	3	7B	Umpire Training	5	—	—
Coed Rules and Info	13-15	—	—	Women's Rules and Info	11-12	—	—
Collisions	47	7	7V-Y				

## **PAST AND PRESENT SCMAF SOFTBALL CHAMPIONS (Since 2014)**

### **TOURNAMENT OF CHAMPIONS RESULTS**

#### **MEN'S "E" DIVISION**

- 2014 - VCA, Santa Clarita (Upper)  
Southbound, Santa Clarita (Lower)
- 2015 - Stac Pac, Lake Forest (Upper)  
Garg's, Santa Maria (Lower)
- 2016 - Secret Service, Studio City (Upper)  
Chitz & Giggles, Ventura (Lower)
- 2017 - Secret Service, Studio City (Upper)  
Team Bromance, Glendale (Lower)
- 2018 - Sexual Panthers, MLS-OC (Upper)  
Stinky Stash, Los Angeles (Lower)
- 2019 - Stac Pac, Lake Forest (Upper)  
The Link, Oxnard (Lower)
- 2021 - Bad Hombres, Brea (Upper)  
Noodlearm Cafe',  
Fountain Valley (Upper)  
Dirty Ducks, Fullerton (Lower)
- 2022 - Cry Babies, Lancaster (Upper)  
Tuggie Parlor, Santa Clarita (Lower)
- 2023 - He Gone!, Lake Forest (Lower)

#### **MEN'S "REC+" DIVISION**

- 2014 - En Fuego, Santa Barbara
- 2015 - The Money Team, Oxnard
- 2016 - Durty, Rancho Simi
- 2017 - Beerfellas, Glendale
- 2018 - Dirty Dozen, Fullerton
- 2019 - Dirty Ducks, Diamond Bar
- 2021 - Mayhem, Simi Valley
- 2022 - Top Shelf, Santa Barbara

#### **MEN'S "REC" DIVISION**

- 2014 - The Money Team, Oxnard
- 2015 - Dirty Dozen, Fullerton
- 2016 - Naughty Dawgs, Santa Clarita
- 2017 - Blue Ballers, Oxnard
- 2018 - Smash Brothers, Rancho Simi
- 2019 - Sore Losers, Whittier
- 2021 - RLG, Simi Valley
- 2022 - OL'DB, Santa Maria

#### **MEN'S "UPPER REC" DIVISION**

- 2023 - Take Flight, Oxnard

#### **MEN'S "MIDDLE REC" DIVISION**

- 2023 - Regulators, Lancaster

#### **MEN'S "LOWER REC" DIVISION**

- 2023 - Bullyz, Ventura

#### **COED "E" DIVISION**

- 2014 - The A Team, Laguna Hills

#### **COED "REC" DIVISION**

- 2014 - Outlawz, North Hills

#### **COED HOLIDAY TOY DRIVE**

- 2016 - Bomb Squad, Whittier
- 2017 - Happy Hour, Arleta (Upper)  
Red Headed Stepchildren, (Lower)
- 2018 - Family Affair, Temple City
- 2019 - Sooner or Later, Los Angeles
- 2021 - Prodi G's, Whittier (Upper)  
Gary's Helpers, Whittier (Upper)  
Pitch Slapped, Tustin (Lower)
- 2022 - Home Team, Santa Fe Springs (Upper)  
Pitch Slapped, Tustin (Upper)  
Los Canosos, Valley Village (Lower)
- 2023 - Home Team, Santa Fe Springs (Upper)  
Prime Time, Whittier (Middle)  
X-Factor, Anaheim (Lower)

#### **WOMEN'S "UPPER" DIVISION**

- 2014 - Karma, Orange
- 2015 - Karma, Orange
- 2016 - Sharks, La Palma
- 2017 - Rogue, Corona
- 2018 - ALWS

#### **WOMEN'S "LOWER" DIVISION**

- 2014 - Desert Divas, Riverside
- 2015 - Desert Divas, Riverside
- 2016 - Renegades, Gardena
- 2018 - 2NAS

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SOFTBALL