



SOFTBALL RULES FOR SLOW-PITCH

This is the modified International Softball Official rules used for Co-ed Slow-pitch softball by the Sydney Outfielders/

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1 League Specific Rules

While modified International Softball Federation Rules are used for this competition there are some League specific rules. In the result of a conflict the league specific rules take precedence.

Please remember the league is there for people to have fun in a safe environment.

1.1 Forfeits

A team will forfeit their game if:

- They cannot field a team with at least eight (8) players registered to their team at 6.30pm.
- They are not ready, with the batting line up completed on the score sheet by 6:30pm.
- A team must consist of a minimum of 4 males and 4 females, there is no maximum number for genders, i.e. you may have 4 males and 6 females to field a team and vice versa. Note: Teams may 'borrow' registered players from another team to make up the minimum gender numbers.
- Their score sheet is not handed in on the night of the game.

1.2 Game Starting and Length

- The first team to bat will be decided by the toss of a coin.
- Games shall be seven (7) innings or 1 ½ hours, whichever occurs first.
- A minimum of three (3) innings must be played to be a recognized game.
- An inning will end if a team scores 6 runs or has three outs.
- The 7th innings (and only 7th) has unlimited runs.
- The umpire can call final innings are 1 ½ hours or at 7 innings.
- Umpires may call a game due to poor lighting.
- The team can go below their required 8 during a game in the event of an injury.

1.3 Arrivals and Departures

- **Late Arrivals:**
 - Late arrivals can be entered at the end of the batting line
 - They may be entered onto the batting line up when they arrive (they must be entered onto the end of the line-up)
 - They may substitute a player who is fielding but may not take an empty fielding position until the commencement of the next innings after they arrive.

- Casual players will not be considered as late arrivals.
- **Extra players:** Everyone who shows up for a game will go on the team's batting line-up. Everyone on the batting line up must field a minimum of one innings.
- **Players who leave early:** There is no penalty for a team if a player has to leave early, unless they fall below the required 8 players (or 4 min of a gender). They can be skipped in the batting order.

1.4 Other Variations

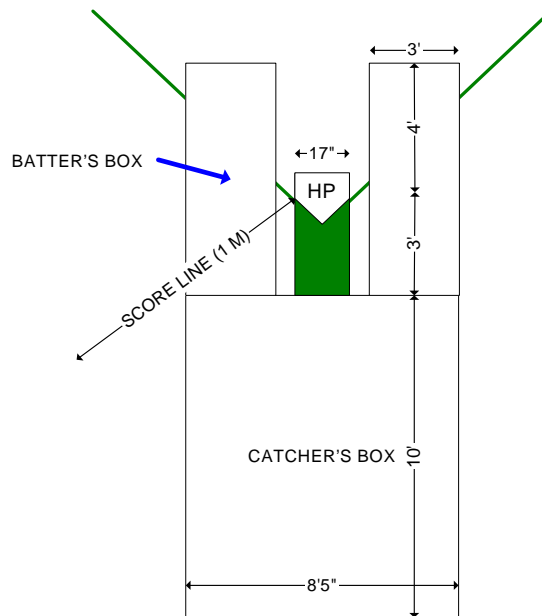
- No infield fly rule is played.
- No sliding is allowed. Deliberate slides will be called out.
- No intentional walks allowed (pitcher is declared illegal and must retire).
- **Umpires:** teams with a bye shall provide umpires and obtain 2 points if they provide umpires for ALL 5 games. If for some reason one is not available teams will need to share the umpiring responsibility.
- **Substitute Runners:** Runners can be utilised in the event of an injury. Any players requesting a runner must first bat and reach first base before they can substitute a runner. There is no limit on runners used per innings. The runner chosen must be the last able body runner out (in the current or previous inning).

2 THE PLAYING FIELD

The playing field consists of an infield and an outfield. These two areas, including boundaries, are fair territory. Any other area is foul territory.

See Diagrams 1 and 2 for field size for Co-ed slow pitch.

DIAGRAM 2: HOME BASE



2.2 SCORE LINE

For safety purposes a score line is utilised **instead** of running across home base.

A one metre scoring line shall extend from the corner of home plate closest to third base into foul territory at a ninety-degree angle to the third base line. (See diagram 2, below). A foot on or beyond the scoring line shall be considered a run.

- Runners will cross a scoring line NOT home base. If they run ON home plate they are out.
- A commitment line will be drawn $\frac{3}{4}$ down the baseline from 3rd base going towards home plate. Once a runner has crossed this line the player must continue on to home and can not turn back to 3rd base. It is considered a force play and the catcher can play home base instead of needing to tag.
- The Catcher (or other fielder) may still tag.

3 EQUIPMENT

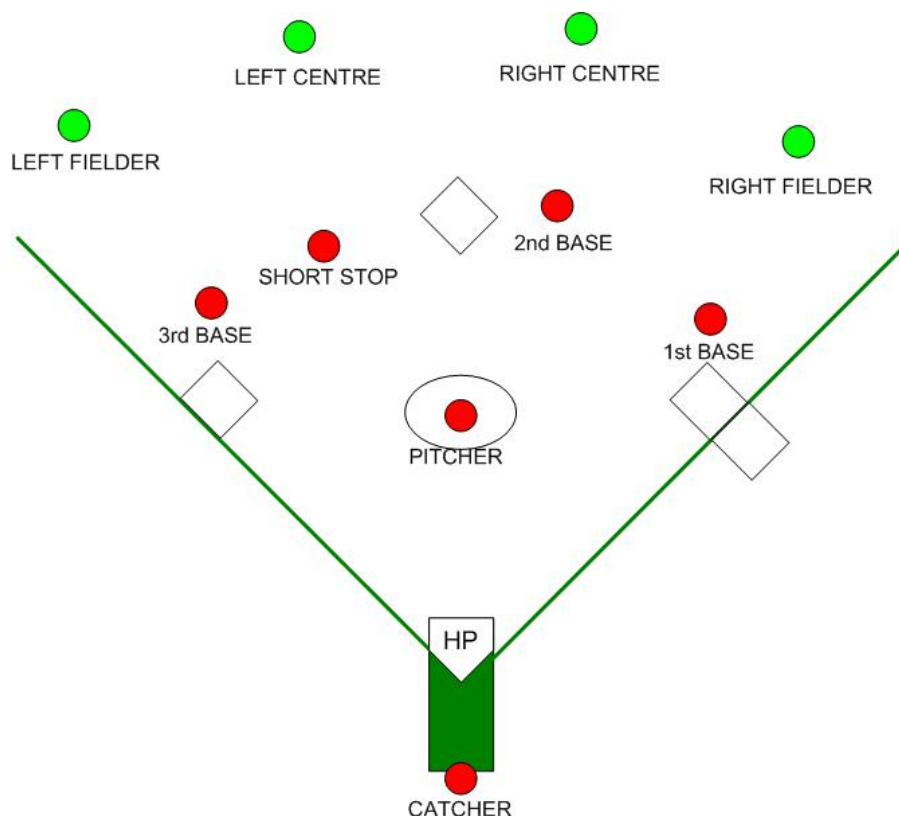
1. A twelve-inch leather official softball will be used.
2. Masks are recommended for catchers.
3. Shin Pads may be worn by anyone and recommended for catcher
4. All players must wear shoes. Metal cleats and shoes with screw in studs are not permitted.
5. All players fielding must have a fielding glove.
6. Batters and base runners must wear helmets. Helmets must remain on at all times while running or the player is out.

4 PLAYERS AND SUBSTITUTES

4.1 PLAYER NUMBERS AND TEAM MAKE UP

For each Game a team will:

1. Put forward a minimum eight players, with at least 4 females and 4 males. This required number of players must be present in the team area to start or continue a game.
2. Create a batting line up (see Line Up cards below) listing all players (There is no maximum number for the line up)
3. Field no more than 10 positions (see Diagram 3 for standard positions)
 1. Pitcher (F1), catcher (F2), first baseman (F3), second baseman (F4), third baseman (F5), shortstop (F6), left fielder (F7), left center fielder (F8), right fielder (F9) and right center fielder (F10).
4. Ensure each player in the line up fields at least 1 innings.



NOTE: Players of the team in the field may be stationed anywhere on fair territory, except the catcher, who must be in the catcher's box (i.e behind the plate), and the pitcher, who must be in a legal pitching position at the start of each pitch, when putting the ball in play.

5. There shall be a minimum of **four** of each gender fielding, with at least 1 in the infield and 1 in the outfield during any innings.
6. The gender of pitcher and catcher must differ.
7. During each game the team must have a male and female pitch the first two innings.
8. Fielders may be substituted at any time.

4.2 BATTING LINE-UP CARDS (SCORE SHEETS)

1. Official line-up cards are to be completed at the start of each game listing the batting order.
2. Players should alternate between male and female with the minimum gender not appearing back-to-back on the line up at the start of the game (see 1.3 for where this varies)
3. A player's name shall not be on the starting line-up, unless the player is present in the team area and in uniform.
4. Players listed should be eligible to play on that team as per registered player information.
5. The Captain must sign the line-up card at the end of the game and one captain will hand it in to the umpire.

4.3 BASE COACHES

1. Two players/coaches are allowed to give words of assistance and direction to the members of their team while their team is batting.
2. One shall be stationed near first base and one near third base and they are obligated to stay within the confines of their respective coach's box (see Diagram 1).
3. A base coach may address only his own team members
4. Base Coaches may not interfere in play. This includes:
 - The coach near third base can not run 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. It is the runner closest to home plate that shall be called out.
 - Intentionally interfering with a thrown ball while in the coach's box, or
 - Interfering with the defensive team's opportunity to make a play on a runner
 - Interfering with a fielder trying to catch a foul ball.

5 THE GAME

5.1 CHOICE OF TURN AT BAT

The choice of the first or last bat in the inning shall be decided by a toss of a coin by the captains at the start of the game.

5.2 REGULATION GAME

A regulation game shall consist of seven innings.

- a. A full seven innings need not be played if the team second at bat scores more runs in six innings or before the third out in the last of the seventh inning.
- b. A game called by the umpire shall be regulation if three or more complete innings have been played, or if the team second at bat has scored more runs than the other team has scored in three or more innings. The umpire is empowered to call a game at any time because of darkness, which puts the patrons or players in peril.
- c. A draw shall be declared if the score is equal when the game is called at the end of three or more completed innings, or if the team second at bat has equalled the score of the first team at bat in the incomplete inning.
- d. The plate umpire shall declare a forfeit in favour of the team not at fault in the following cases:

1. If a team fails to appear on the field or, being on the field, refuses to begin a game for which it is scheduled or assigned at the time scheduled or within a time set for forfeitures by the organization in which the team is playing.
2. If, after the game has begun, one side refuses to continue to play, unless the game has been suspended or terminated by the umpire.
3. If, after the umpire has suspended play, one side fails to resume playing within two minutes after the umpire has called "PLAY BALL."
4. If a team employs tactics designed to delay or to hasten the game.
5. If, after warning by the umpire, any one of the rules of the game is wilfully violated.
6. If the order for the removal or ejection of a player or any person authorized to sit on the team bench is not obeyed within one minute.
7. If, because of the removal or ejection of the players from the game by the umpire or for any cause there are less than 8 players on either team.
Exemption: If team falls below 8 players due to a player being injured during the course of that game
8. If a declared Ineligible Player re-enters the game and one pitch has been thrown.

5.3 WINNER OF GAME

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

- a. The score of a called regulation game shall be the score at the end of the last complete inning, unless the team second at bat has scored more runs than the first team at bat in the incomplete inning. In this case, the score shall be that of the incomplete inning.
- b. The score of a forfeited game shall be 7-0 in favour of the team not at fault.
- c. Point allocation is detailed in the information for teams.

5.4 SCORING OF RUNS

- a. One run shall be scored each time a runner legally touches first, second, third bases and **crosses the score line** before the third out of the inning.
- b. A run shall **not** be scored if the third out of the inning is a result of
 1. The batter-runner being put out before legally touching first base.
 2. A runner being forced out (***including on an appeal play***) due to the batter becoming a batter-runner. I.e. force to second, third or home and out at that base.
 3. The runner fails to keep contact with their base until a pitch is batted or the ball has reached home plate. At the umpires discretion this may result in a warning given to stay in contact with base.
 4. A preceding runner being declared out.

6 PITCHING REGULATIONS

6.1 PRELIMINARIES

Before commencing the delivery (pitch), the pitcher:

- a. Needs to wait for the catcher to also be in position to receive the pitch.

- b. Starts with both feet firmly on the ground and with one or both feet in contact with the pitcher's plate.
- c. Must come to a full and complete stop with the ball held in one or both hands in front of the body. The front of the body must face the batter.
- d. The pitcher has **10 seconds** to release the next pitch after receiving the ball, or after the umpire indicates, "play ball."
- e. The pitcher shall not attempt a quick return pitch of the ball
 - a. Before the batter has taken his position, or
 - b. When the batter is off balance as a result of a pitch.

6.2 LEGAL DELIVERY

- a. The pitcher must not make any motion to pitch without immediately delivering the ball to the batter.
- b. The pitcher must deliver the ball toward home plate on the first forward swing of the pitching arm past the hip with an underhanded motion.
- c. The pivot foot must remain in contact with the pitcher's plate until the pitched ball leaves the hand. If a step is taken, it can be forward, backward, or to the side, provided the pivot foot is in contact with the pitcher's plate and the step is simultaneous with the release of the ball.
- d. The pitcher shall not pitch the ball
 - 1. Behind his back, or
 - 2. Through his legs, or
 - 3. From the glove.
- e. The pitch shall be released at a moderate speed. This is left up to the judgement of the umpire, who may comment to a pitcher if they pitch with excessive speed. Continued pitching with excessive speed may result in a pitchers removal from pitching for that game.
- f. The ball must be delivered with a perceptible arc and reach a height of at least 1.83m (6 ft) and not more than 3.65m (12 ft), from the ground.

6.3 DEFENSIVE POSITIONING

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

6.4 THE CATCHER

- a. Must remain behind home plate until the pitched ball is batted, touches the ground or plate, or reaches the catcher.
- b. Shall return the ball directly to the pitcher after each pitch, including after a foul ball. When a catcher may get a batter out by catching a foul ball they can then throw it to another base if they wish.

6.5 WARM-UP PITCHES

Each pitcher is entitled to one set of warm up pitches per half innings. These are generally three pitches, but may be up to five without penalty, made to the catcher in **under a minute**.

6.6 NO PITCH

No pitch shall be declared, and all subsequent action on that pitch is cancelled, when:

- a. The pitcher pitches during a suspension of play.

- b. A runner is called out for leaving their base before the pitched ball reaches home plate, is batted, or touches the ground before home plate.
- c. The pitcher pitches before a runner has retouched his base after a foul ball has been declared and the ball is dead.
- d. The ball slips from the pitcher's hand during the back swing.
- e. A player, manager,
 - 1. Calls "Time" or similar word
 - 2. Commits any act while the ball is alive and in play for the obvious purpose of trying to make the pitcher commit an illegal pitch.

NOTE: A warning shall be issued to the offending team, and a repeat of this type act by any member of the team warned shall result in the offender being ejected from the game.

NOTE: Balls and strikes are covered in the batting section.

7 BATTING

7.1 THE ON-DECK BATTER

1. This is the batter named next in the line up/batting order.
2. They may loosen up with no more than two official softball bats, and select their helmet to wear while batting.
3. May approach home base when he/she becomes the batter
4. They should select their helmet and collect the bat of the previous batter
5. May not interfere with the defensive player's opportunity to make a play. If they interfere the runner closest to home plate at the time of the interference shall, at the umpires discretion, be called out and other runners are returned to the last base held at the time of the interference

7.2 BATTING ORDER

1. The batting order of each team must be on the batting line-up card before the game commences. It shall be available for inspection of the captain of the opposing team.
2. The batting order shall alternate the sexes. If there are uneven numbers the small gendered numbers shall not bat back to back.
3. The batting order must be followed throughout the game. Batting out-of-order is an appeal play that must be made before the next legal pitch (to the following player), at which point the player who should have batted is out and the out of order player retires from play without an out.
4. The first batter in each inning shall be the batter whose name follows that of the last player who completed a turn at bat in the preceding inning.

7.3 BATTING POSITION

1. The batter must take his position in the batter's box within 10 seconds after the umpire has declared "Play Ball". Any delay means a strike will be called.
2. The batter must have both feet completely within the batter's box prior to the start of the pitch. He may touch the lines, but no part of his foot may be outside the lines prior to the pitch.

7.4 A STRIKE IS CALLED BY THE UMPIRE

Note: A Strike Matt will be used to help ensure consistency of calls. See definition section for more details

1. For each legally pitched ball hitting the strike matt, at which the batter does not swing. The 'area' of strike matt is the matt, NOT the white base plate. The joining of base / matt is considered a strike.
2. For each pitched ball, including an illegal pitch, struck at and missed by the batter.
3. For each foul tip. The batter is out if it is the third strike. The ball is dead on any strike.
4. For each pitched ball struck at and missed which touches any part of the batter.
5. When any part of the batter's person or clothing is hit with the ball after they hit the ball and when they are still in the batter's box.
6. When a pitched ball hits the batter while the ball is in the strike zone. This implies the batter has stepped into the ball.
7. When the batter fails to enter the batter's box within **10 seconds** after the umpire calls "PLAY BALL."

Note: It is not a strike if the pitched ball touches home plate and is not swung at or it does not reach the required height to be a legal pitch.

7.5 A BALL IS CALLED BY THE UMPIRE

For each legally pitched ball that

- a. Does not hit the strike mat,
- b. Touches the ground before reaching home plate,
- c. Touches home plate and at which the batter does not swing.
- d. Hits the batter outside of the strike zone.
- e. For each excessive warm-up pitch.
- f. When the catcher fails to return the ball directly to the pitcher as required.
- g. When the pitcher fails to pitch the ball within 10 seconds.

NOTE: It is in fast-pitch that a player can advance to first base when hit by the pitch. It is a ball in slow-pitch.

7.6 THE BATTER IS OUT

1. When their foot is **completely outside** the lines of the batter's box and touching the ground, or any part of a foot is touching home plate when they hit the ball fair or foul.
2. When he/she leaves the box to gain a running start, but has returned to the box when they makes contact with the ball.
3. When a third strike is called, including an uncaught foul ball that is hit after two strikes.
4. When they bunt or deliberately chop the ball downward.
5. When they step directly in front of the catcher to the other batter's box while the pitcher is in position to pitch, or anytime thereafter prior to the release of the pitch
6. When they deliberately hinders the catcher
 - a. from catching or throwing the ball by stepping out of the batter's box,
 - b. while standing within the batters box,
7. Interferes with a play at home plate, such as after a ball has been hit near home.
8. When he hits a fair ball with **the bat** a second time over fair territory. Does not include hitting with hands, which constitutes a foul.

For the Above: The ball is dead and runners must return to their initial base

8 BATTER-RUNNER AND RUNNER

After Hitting the Ball drop the bat! Don't throw it.

8.1 THE BATTER BECOMES A BATTER-RUNNER

1. . When any person, other than a team member, enters the playing field and interferes with
 1. A fair batted ground ball, or
 2. A fielder about to field or catch a thrown ball, or
 3. A fielder about to throw a ball, or
 4. A ball thrown by a fielder.

The batter-runner shall be awarded the base or bases they would have made, in the umpire's judgement, had the interference not occurred

2. When they legally hit a fair ball. At this point, they can be given out.
3. When four balls have been called by the umpire and they are awarded one base.
4. When the catcher or any other defensive player obstructs, hinders, or prevents the batter from striking at, or hitting a pitched ball.
5. When a fair ball strikes the person, attached equipment, or clothing of the umpire or a runner. If the runner is hit with a fair ball while touching a base, they are not out.
6. If a runner is hit by the ball while off base they are out, and the batter-runner is entitled to first base without liability to be put out. (I.e. they can walk to first base.)
7. If the runner is hit while in contact with a base, the ball remains dead or alive depending on the position of the fielder closest to the base. (i.e. the ball was in play by having passed a fielder, see below)
8. When any person, other than a team member, enters the playing field and interferes with
 1. A fair batted ground ball, or
 2. A fielder about to field or catch a thrown ball, or
 3. A fielder about to throw a ball, or
 4. A ball thrown by a fielder.

8.2 BATTER-RUNNER IS OUT

1. When a fielder legally catches a fly ball before it touches the ground, or any object or person other than a defensive player.
2. When, after hitting a fair ball, they are tagged while off base or thrown out prior to reaching first base.
3. When they fail to advance to first base and instead enters their team area
 - a. After a fair ball is hit, or
 - b. After a base on balls is issued, or
 - c. Anytime that he may legally advance to first base.
4. When an Infield Fly is declared.
5. When they run outside the one meter (3 ft) lane and, in the umpire's judgement, interferes with

- a. The fielder taking the throw at first base, or
 - b. The thrown ball, preventing a fielder from making a play at first base.
6. When they interfere with a fielder attempting to field a batted ball or throw a ball

NOTE: The batter-runner may run outside the one-meter line to avoid a fielder attempting to field the batted ball.

- 7. When they interfere with a batted ball before reaching first base.
- 8. When they interfere with a play at home base to prevent an obvious out. The runner running for home is also out.
- 9. When they **step** back toward home plate to avoid or delay a tag by a fielder.
- 10. If, when using the double base, and there is a force play on the batter-runner (on a ball thrown by any fielder), who touches only the fair portion and collides with the fielder on the fair portion, who is about to catch the ball.**
- 11. When a member of the team at bat interferes with a fielder attempting to field a batted foul fly ball.
- 12. On an intentionally dropped ball. Which is, with less than two out and a runner on first base, a fielder intentionally drops a fair fly ball (including a line drive) that could be caught by an infielder with ordinary effort, after it is controlled with a hand or a glove. Infield fly has precedence over an intentionally dropped ball.
- 13. When the immediate preceding runner who is not yet out intentionally interferes, in the umpire's judgement, with a fielder who is attempting to
 - a. Catch a thrown ball, or
 - b. Throw a ball in an attempt to complete the play.

Note: The ball is dead and all runners must return to the last base legally touched at the time of the interference.

8.3 TOUCHING BASES IN LEGAL ORDER

Runners must touch all bases and in legal order (i.e. first, second, third and home plate).

- 1. When a runner is returning to
 - a. The base left before a caught fly ball is first touched [they may then try to make the next base again, ie, tagging up], or
 - b. The missed base, while the ball is in play, he must touch the bases in reverse order.
- 2. When a runner or batter-runner acquires the right to a base by touching it before being put out, he is entitled to hold the base until he has legally touched the next base in order, or is forced to vacate it for a succeeding runner.
- 3. When a runner dislodges a base from its proper position neither the runner nor succeeding runner(s) in the same series of plays are compelled to follow a base unreasonably out of position. This means you play to where the base should be, not where it has been dislodged.
- 4. Two runners may not occupy the same base simultaneously. The runner who first legally occupied the base shall be entitled to it, unless forced to advance. The other runner may be put out, by being touched with the ball
- 5. Bases left too soon on a caught fly ball must be retouched prior to advancing to awarded bases. The runner can be declared out, if the defence makes a legal appeal before the next legal or illegal pitch.

8.4 RUNNERS MAY ADVANCE (POSSIBILITY OF GETTING OUT)

When the ball is in play through:

1. When a pitched ball is batted.
2. On a thrown ball or fair batted ball that is not intentionally blocked.
3. On a thrown ball that hits an umpire.
4. When a legally caught fly ball is first touched.
5. When a fair batted ball
 - Strikes an umpire or a runner after having passed a fielder other than the pitcher and provided no other fielder had a chance to make an out, or
 - Has been touched by a fielder, including the pitcher.

8.5 RUNNERS MAY ADVANCE (NO POSSIBILITY OF GETTING OUT)

1. When forced to vacate a base because the batter was awarded a base on balls [walk] or first base for other reasons.
2. When a fielder obstructs the runner from making a base, or impedes the progress of a runner or batter-runner who is legally running bases; if the fielder is
 - a. **Not in possession of the ball, or**
 - b. **Not in the act of fielding a batted ball, or**
 - c. **Making a fake tag without the ball.**
3. When any obstruction occurs (including a rundown). The runner is awarded the base the umpire feels they would have reached. **NOTE:** Obstructed runners are still required to touch all bases in proper order.

8.6 RUNNER FORFEITS THEIR EXEMPTION (i.e. NO POSSIBILITY OF GETTING OUT)

1. If, at any time, he fails to touch a base he is entitled to before attempting to make the next base.
2. If, after overrunning first base, he attempts to continue to second base.
3. If, after dislodging a base, he attempts to continue to the next base.
4. When a fielder intentionally contacts, or catches a fair batted, thrown, or pitched ball with his cap, helmet, mask, protector, pocket, detached glove or any part of his uniform that is detached from its proper place on his person. If this happens all runners shall be entitled to two bases from the time of the pitch.
5. When the ball is in play and is overthrown (beyond the boundary lines) or is blocked. All runners shall be awarded one base for the last base held/touched.
6. When a fielder loses possession of the ball such as on an attempted tag, and the ball enters the dead ball area or becomes blocked, each runner is awarded one base from the last base touched at the time the ball entered the dead ball area or became blocked.
7. When a live ball is unintentionally carried by a fielder from playable territory into dead ball territory runners are awarded one base from the last base held.

9 A RUNNER MUST RETURN TO THEIR BASE

A runner must return to his base, but need not touch the intervening bases,

1. When a batted ball is declared foul.
2. When the umpire declares the ball to have been illegally batted.
3. When a batter-runner is called out for interference.
4. **When the on-deck batter, or any other non-playing team member, creates interference.**

5. On an intentionally dropped ball. That is when, with less than two out and a runner on first base, a fielder intentionally drops a fair fly ball (including a line drive) that could be caught by an infielder with ordinary effort, after it is controlled with a hand or a glove.
6. When a batter, or runner, is called out for interference.
7. When a runner steals a base. Under no conditions is a runner permitted to steal a base when a pitched ball is not batted. The runner must return to his base.

9.1 THE RUNNER IS OUT

1. When, while running to any base in regular or reverse order, they run more than 1metre (3 ft) from **the base path** to avoid being touched by the ball in the hand(s) of a fielder.
2. When, while the ball is in play and they are not in contact with a base, the runner is legally touched with the ball in the hand(s) of a fielder.
3. When, on **a force play**, a fielder
 1. While holding the ball, contacts the base to which the runner is forced to advance.
 2. Touches the ball to the base before the runner reaches the base.
 3. Tags the runner before the runner reaches the base.
4. When, while the ball is in play, the runner fails to return to touch the base they previously occupied or missed and a legal appeal is made.
5. **When anyone, other than another runner, physically assists them while the ball is in play. NOTE: If a fly ball is caught on the play, the batter-runner will also be out.**
6. When they physically pass a preceding runner before that runner has been called out.
7. When they fail to keep contact with the base to which they are entitled, until a pitched ball touches the ground, reaches home plate, or is batted.
8. When they abandon a base and enter their team area, or leave the field of play, while the ball is alive.
9. When they position themselves behind, and not in contact with, a base to get a running start on any fly ball.

9.2 THE RUNNER IS OUT WHEN THIS IS APPEALED IF

10. They leave a base to advance to another base before a caught fly ball has touched a fielder.
11. They fail to touch the intervening base, or bases, in regular or reverse order.
12. Is legally touched with the ball in the hand(s) of a fielder, while off base.
13. When, in running for the score line he runs too wide and makes no attempt to return to it and a fielder holds the ball in his hand(s), while touching the plate, and appeals to the umpire for a decision.

Once the ball has been returned to the infield and "Time" has been called by the umpire, or the ball becomes dead, any defensive team member in the infield, with or without possession of the ball, may make a verbal appeal on a runner missing a base, or leaving a base too soon on a caught fly ball.

The administering umpire should acknowledge the appeal, and then make a decision on the play. No runner may leave his base during this period, as the ball remains dead until the next pitch.

EXCEPTION: A runner who has left a base too soon on a caught fly ball, or who has missed a base, may attempt to return to such base while the ball is dead.

9.3 THE RUNNER IS OUT FOR INTERFERENCE WHEN

1. They are struck with a fair-batted ball **in fair territory** while off base, and before it passes a fielder, excluding the pitcher, unless in the umpire's judgement, no fielder had an opportunity to make an out.
2. They intentionally kick a ball that a fielder has missed.
3. They interfere with a fielder attempting to field a fair-batted ball, or intentionally interfere with a thrown ball.
4. After a runner, batter or **batter-runner** has been declared out, or after a runner has scored, the runner, batter or **batter-runner** interferes with a defensive player's opportunity to make a play on another runner. A runner continuing to run and drawing a throw will be considered a form of interference.
5. When the runner runs into a fielder who has the ball, or is about to receive the ball and it waiting to tag the runner. If the act is determined to be flagrant, the offender shall be ejected. Other players must return to their last held base unless they were forced.
6. When a batter-runner, interferes with a play at home plate, in an attempt to prevent an obvious out on an advancing runner at the plate.
7. When he runs bases in reverse order either to confuse the fielders or to make a travesty of the game.

NOTE: If any interference, in the judgement of the umpire, is an obvious attempt to prevent a double play, the immediate succeeding runner shall also be called out. In case 4 the player closest to home base will be out.

8. When one or more members of the offensive team stand at, or collect around, a base to which a runner is advancing, thereby confusing the fielders and adding to the difficulty of making the play.
9. The runner closest to home plate that shall be called out when
 1. The third base coach 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.
 2. Interferes with the defensive team's opportunity to make a play on a runner, or batter-runner.

THIS MEANS: The ball is dead and all other runners must return to the last base legally held at the time of the runner being declared

9.4 THE RUNNER IS NOT OUT

1. When he runs behind, or in front of the fielder and outside the **base path**, in order to avoid interfering with a fielder attempting to field the batted ball in the base path.
2. When he does not run in a direct line to the base, provided the fielder in the direct line does not have the ball in his possession.
3. When more than one fielder attempts to field a batted ball and the runner comes in contact with the one who, in the umpire's judgement, was not entitled to field the ball.
4. When he is hit with a fair, untouched batted ball that has passed a fielder, excluding the pitcher, and in the umpire's judgement, no fielder had a chance to make an out.

5. When he is hit with a fair, untouched batted ball over foul territory and, in the umpire's judgement, no fielder had a chance to make an out.
6. When he is hit with a fair-batted ball after it touches, or is touched by, any fielder, including the pitcher, and he could not avoid contact with the ball.
7. When he is touched while off base
 - a. With a ball not securely held by a defensive player, or
 - b. With a hand or glove of a defensive player and the ball is in the other hand.
8. When the defensive team does not request the umpire's decision on an appeal play until after the next legal or illegal pitch, or until after all fielders have clearly vacated their normal fielding positions and have left fair territory on their way to the bench or dugout.
9. When a batter-runner becomes a runner, by touching first base, passes it and then returns directly to the base.
10. When he is not given sufficient time to return to a base. He will not be called out for being off base before the pitcher releases the ball and he may advance as though having left the base legally.
11. When he has legally started to advance. He may not be stopped by the pitcher receiving the ball while on the pitching plate, nor by the pitcher stepping onto the plate while holding the ball.
12. When he holds his base until a fly ball touches a fielder and then attempts to advance.
13. When hit by a batted ball when touching his base, unless he intentionally interferes with the ball, or a fielder making a play.

10 DEAD BALL - BALL IN PLAY

10.1 THE BALL IS DEAD

Runners cannot advance on a dead ball, unless forced to do so by reason by the batter having reached first base as entitled to, or they are awarded a base, or bases.

The ball is dead and not in play in the following circumstances.

1. When the ball is batted illegally.
2. When the batter steps from one box to another when the pitcher is (SP ONLY) steps on the pitching plate.
3. When "no pitch" is declared.
4. When a pitched ball touches any part of the batter's person or clothing whether the ball is struck at or not.
5. When a foul fly ball is not caught.
6. When the offensive team causes interference:
7. ***When a fair-batted ball strikes an umpire, or runner***
 1. ***Before touching a fielder, including the pitcher.***
 2. ***Before passing a fielder, other than the pitcher, without being touched.***
8. When the ball is outside the established playing limits of the playing area.
9. When an accident to a batter-runner or runner prevents him from proceeding to the awarded base, he may be substituted. The substitute will be allowed to proceed to any awarded bases. The substitute must legally touch all awarded or missed bases not previously touched.
10. When the batter bunts or chops the pitched ball.
11. When the umpire calls "Time".
12. When any part of the batter's person is hit with his own-batted ball, while still in the batter's box.

13. When a runner runs bases in reverse order, either to confuse the fielders, or to make a travesty of the game.
14. When the coach near third base runs in the direction of home plate, on or near the baseline, while the fielder is attempting to make a play on a batted or thrown ball and thereby draws a throw to home plate.
15. When one or more members of the offensive team stand or collect at, or around, a base to which a runner is advancing, thereby confusing the fielders and adding to the difficulty of making a play.
16. When a runner fails to keep contact with the base to which he is entitled, until a legally pitched ball has reached home plate.
17. After each strike or ball.
18. When a blocked ball is declared.
19. When, with less than two out and a runner on first base, a fielder intentionally drops a fair fly ball (including a line drive) that could be caught by an infielder with ordinary effort, after it is controlled with a hand or glove.

NOTE: If an infield fly is ruled, it has precedence over an intentionally dropped ball.

20. When a fielder carries a live ball into dead ball territory.
21. When "Time" has been called and a defensive player is making an appeal.
22. When the batter fails to enter the batter's box within 10 seconds after the umpire calls "PLAY BALL."
23. When any person, other than a team member, enters the playing field and creates interference.
24. When the batter-runner moves back toward home plate to avoid or delay a tag by a fielder.

10.2 THE BALL IS IN PLAY

The ball is in play in the following circumstances.

1. At the start of the game and each half inning, when the pitcher has the ball while standing in pitching position and the plate umpire has called "PLAY BALL."
2. When the Infield Fly rule is enforced.
3. When a thrown ball goes past a fielder and remains in playable territory.
4. When a fair ball strikes an umpire, or runner, on fair ground after
 - a. Passing a fielder, excluding the pitcher, and no other fielder had a chance to make an out, or
 - b. Touching a fielder, including the pitcher.
5. When a fair ball strikes an umpire on foul ground.
6. When the runners have reached the bases to which they are entitled, after the fielder illegally fields a batted, thrown or pitched ball.
7. When a runner is called out for passing a preceding runner.
8. When no play is being made on an obstructed runner, the ball shall remain alive until the play is over.
9. When a fair ball is legally batted.
10. When a runner must return in reverse order, while the ball is in play.
11. When a runner acquires the right to a base, by touching it before being put out.
12. When a base is dislodged, while runners are progressing around the bases.
13. When a runner runs more than 0.91m (3 ft) 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.
14. When a runner is tagged, or forced out.

15. When the umpire calls the runner out, for failure to return and touch the base when play is resumed after a suspension of play.
16. When a live ball appeal play is legally being made.
17. When the batter hits the ball.
18. When a fly ball has been legally caught.
19. When a thrown ball strikes an offensive player.
20. If the batter 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
21. When a thrown ball strikes an umpire.
22. As long as there is a play as a result of the hit by the batter. This includes a subsequent appeal play.
23. When a runner is called out, for getting a running start from a base on any fly ball.
24. When a runner abandons a base, does not attempt to advance to the next base, enters his team area, or leaves the field of play and is called out.

NOTE: In softball lines are in.

10.3 DELAYED DEAD BALL

There are four situations in slow pitch when a violation of the rule occurs. An umpire recognizes it and the ball remains live until the conclusion of the play. These situations are

- a. An illegal pitch.
- b. Catcher's obstruction
- d. Obstruction
- e. Detached equipment contacting a thrown ball, a pitched ball, or a fair-batted ball

10.4 BALL REMAINS ALIVE IN SLOW PITCH.

The ball remains live until the umpire calls "Time", which should be done when the ball is held by a player in the infield area and, in the opinion of the umpire, all play has ceased.

11 UMPIRES

11.1 POWER AND DUTIES

The umpires are the representatives of the league and are authorized and required to enforce each section of these rules.

They have the power to make decisions on violations committed any time during playing time or during suspension of play until the game is over.

11.2 GENERAL INFORMATION FOR UMPIRES

The umpire should:

1. Not be a member of either team if possible.
2. Introduce themselves to the captains, managers and scorers.
3. Suspend play when, in his/her judgement, conditions justify such action.

4. Eject any players, coaches, or managers shall not make disparaging, or insulting, remarks to, or about, opposing players, officials, or spectators, or commit other acts that could be considered unsportsmanlike conduct.

THE UMPIRE SHALL

- a. Have full charge of, and be responsible for, the proper conduct of the game.
- b. Call all balls and strikes.
- c. Call plays, hit balls, fair or foul, legal or illegal caught balls. On plays that would necessitate the base umpire leaving the infield, the plate umpire shall assume the duties normally required of the base umpire.
- d. Determine and declare whether
 1. A batter bunts, or chops, a ball.
 2. A batted ball touches the person, or clothing, of the batter.
 3. A fly ball is an infield or an outfield fly.
- e. Render base decisions when required to do so.
- f. Determine when a game is forfeited.
- g. Declare the batter or runner out without waiting for an appeal for such decision in all cases where such player is retired in accordance with these rules.
- h. Call a runner out for leaving a base too soon.
- i. Call "TIME" for suspension of play.
- j. Remove, or eject, a player, coach or manager from the game for violation of rules.
- k. Call all illegal pitches.
- l. Call "Play ball" to start

11.3 UMPIRE'S JUDGEMENT

There shall be no appeal from any decision of any umpire, on the grounds that they were not correct in his conclusion as to whether a batted ball was fair or foul, a runner safe or out, a pitched ball a strike or ball, or on any play involving accuracy of judgment. No decision rendered by any umpire shall be reversed; except when they are convinced it is in violation of one of these rules. In case the manager, captain, or either team does seek a reversal of a decision based solely on a point of the rules, the umpire whose decision is in question shall, if in doubt, confer with his associate before taking any action. But under no circumstances shall any player or person, other than the captain of either team, have any legal right to protest on any decision and seek its reversal, on a claim that it is in conflict with these rules.)

The umpires, in consultation, may rectify any situation in which the reversal of an umpire's decision, or a delayed call by an umpire, places a batter-runner or runner in jeopardy, or places the defensive team at a disadvantage.

NOTE: This correction is not possible after one legal, or illegal, pitch has been thrown, or if all players on the defensive team have abandoned fair territory.

11.4 SIGNALS

1. To indicate that play shall begin, or be resumed; the umpire shall call "PLAY BALL" and, at the same time, motion the pitcher to deliver the ball.
2. A STRIKE shall be indicated by raising the right hand upward, indicating the number of strikes by the fingers and, at the same, time calling "STRIKE" in a clear and decisive voice, followed by calling the number of the strike.

3. To indicate a BALL, no arm signal is used. The number of the ball follows the call of "BALL".
4. To indicate the total COUNT of balls and strikes, the balls are called first.
5. To indicate a FOUL, the umpire shall call "FOUL BALL" and extend an arm horizontally away from the diamond, according to the direction of the ball.
6. To indicate a FAIR BALL, the umpire shall extend an arm toward the centre of the diamond, using a pumping motion.
7. To indicate a batter or runner OUT, the umpire shall raise the right hand upward above the right shoulder, with fist closed.
8. To indicate that a player is SAFE, the umpire shall extend both arms horizontally to the side of the body, with palms toward the ground.
9. To indicate suspension of play, the umpire shall call "TIME" and, at the same time, extend both arms above the head. The other umpires shall immediately acknowledge the suspension of play, with similar action.
10. To indicate a DELAYED DEAD BALL, the umpire shall extend the left arm horizontally, with fist closed.
11. To indicate a TRAPPED BALL, the umpire shall extend both arms horizontally to the side of the body, with palms toward the ground.
12. To indicate a GROUND RULE DOUBLE, the umpire shall extend the right hand above the head and at the same time indicate, with two fingers, the number of bases awarded.
13. To indicate a HOME RUN, the umpire shall extend the right hand, with closed fist closed, above the head and circle the arm in a clockwise movement.
14. To indicate an INFIELD FLY, the umpire shall call "INFIELD FLY" The umpire shall extend one arm above the head.
15. To indicate NOT TO 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.

12 PROTESTS

12.1 PROTESTS ARE NOT ALLOWED

13 DEFINITIONS

APPEAL PLAY: A live or dead ball appeal play is a play upon which an umpire cannot make a decision until requested by a manager, coach or player of the defensive team.

If made by a fielder, the fielder must be in the infield when making the appeal. The appeal may not be made after any one of the following has occurred

- a. A legal or illegal pitch has been thrown,
- b. The pitcher and all defensive players have left fair territory; or
- c. The umpires have left the field of play following the last play of the game.

Exception: An appeal for the use of an Illegal Substitute or an Illegal Re-entry may be made at any time while the Illegal Player is still in the game.

These are the types of appeals:

- 1. Missing a base***
- 2. Leaving a base on a caught fly ball before the ball is first touched***
- 3. Batting out-of-order***
- 4. Attempting to advance to second base after making a turn at first base***
- 5. Illegal substitutions***
- 6. Illegal Re-entry***

BASE ON BALLS: A base on balls permits a batter to gain first base without being able to be put out and is awarded to a batter by the umpire when four pitches are judged to be balls. Also known as a “walk”.

BASE PATH: A base path is a direct line between a base and the runner’s position at the time a defensive player is attempting (or about to attempt) to tag a runner.

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

BATTER'S BOX: The batter's box is the area to which the batter is restricted while in position with the intention of helping his team to obtain runs. The lines are considered as being within the batter's box.

BATTER-RUNNER: A batter-runner is a player who has finished a turn at bat but has not yet been put out or touched first base.

BATTING ORDER: The official listing of offensive players in the order in which members of that team must come to bat. The order must alternate between male and female.

BUNT: Using the bat to just block the ball or tap slowly into infield without following through. This is not permitted and the batter is automatically out. **Note:** Intentional nature.

CATCH: A catch is a legally caught ball, which occurs when the fielder catches a batted or thrown ball with his hand(s) or glove. If the ball is merely held in the fielder's arm(s) or prevented from dropping to the ground by some part of the fielder's body, equipment, or clothing, the catch is not completed until the ball is in the grasp of the fielder's hand(s) or glove. It is not a catch if a fielder, immediately after he contacts the ball, collides with another player or wall or falls to the ground and drops the ball as a result of the collision or falling to the ground. In establishing a valid catch, the fielder shall hold the ball long enough to prove he has complete control of the ball and that his release of the ball is voluntary and intentional. If a player drops the ball while in the act of throwing it, it is a valid catch.

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

CHARGED CONFERENCES:

a) Defensive – When the fielding team requests a suspension of play (Time) so that a member from the bench can speak to the pitcher. Only one defensive conference is permitted in any half inning.

b) Offensive – When the batting team requests a suspension of play (Time) to speak to the batter or base runner. Only one offensive conference is permitted in any half inning.

CHOPPED BALL: A ball at which the batter strikes downward with a chopping action of the bat so that the ball bounces high into the air. This is not permitted and the batter is automatically out.

DEAD BALL: A dead ball is one that:

1. Touches any object that is not part of the official equipment or official playing area or a player/person not engaged in the game,
2. Lodged in umpire's gear or in an offensive player's clothing,
3. The umpire has ruled dead.

The ball is not in play and is not considered in play again until the pitcher is holding the ball on or near the pitcher's plate and the plate umpire has called "PLAY BALL."

DEFENSIVE TEAM: The defensive team is the team in the field. i.e. Fielders

DELAYED DEAD BALL:

A Delayed Dead Ball is game situation in which the ball remains alive until the conclusion of a play. When the entire play is completed, the umpire shall rule a dead ball, and enforce the appropriate ruling. (Refer to Rule 9, Sec. 3)

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

ELIGIBLE PLAYERS: Players registered to that team. This can include casual registrations if they are not registered to another team in the league.

FAIR BALL: A fair ball is a legally batted ball which

- a. Settles on fair territory between home and first base or between home and third base.
- b. Bounds past first or third base on or over fair territory.
- c. Touches first, second or third base.
- d. While on or over fair territory touches the person or clothing of an umpire or player.
- e. First falls on fair territory beyond first and third base.
- f. While over fair territory, passes out of the playing field beyond the outfield fence.

NOTES:

- 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 of touching the ball. It does not matter whether the ball first touches fair or foul territory, as long as it does not touch anything foreign to the natural ground in foul territory and complies with all other aspects of a fair ball.
- The position of the ball at the time of interference determines whether the ball is fair or foul, regardless if the ball rolls untouched to foul or fair territory.

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

FORCE OUT: [being Forced] When a runner loses the right to the base which he is occupying because the batter becomes a batter-runner, and before the batter-runner or a succeeding runner has been put out.

FOUL BALL: A foul ball is a legally batted ball which

- a. Stops on foul territory between home and first base or between home and third base.
- b. Bounds past first or third on or over foul territory.
- c. First touches on foul territory beyond first or third base.
- d. While on or over foul territory touches the person or clothing of an umpire or player, or any object foreign to the natural ground.
- e. Touches batter while within the batter's box.
- f. Immediately rebounds up from the ground or home plate and hits the bat a second time while the batter is in the batter's box.

NOTES:

- 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 fair or foul territory at the time of touching the ball.
- The position of the ball at the time of interference determines whether the ball is fair or foul, regardless if the ball rolls untouched to foul or fair territory.

FOUL TIP: A foul tip is a batted ball which

- a. Goes directly from the bat to the catcher's hands.
- b. Goes not higher than the batter's head, and
- c. Is legally caught by the catcher. The ball is dead

NOTE: It is not a foul tip unless caught; and any foul tip that is caught is a strike. In Slow Pitch the ball is dead. It is not a catch if it is a rebound, unless the ball first touched the catcher's hand(s) or glove.

ILLEGALLY BATTED BALL: An illegally batted ball occurs when

- a. A batter hits a ball fair or foul while his entire foot is completely out of the box, on the ground, when he hits the ball.

b. Any part of the batter's foot is touching home plate when he hits the ball.

c. The batter hits the ball with an illegal or altered bat.

d. The batter steps with his entire foot out of the batter's box, and returns to contact the ball while inside the batter's box.

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

ILLEGAL PITCHER: A pitcher who has been removed from the pitching position by the umpire as a result of pitching with excessive speed after a warning.

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

NOTE: 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. 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.

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

INNING: An inning is completed when either three (3) outs have been achieved or six (6) runs have been scored for both teams.

LEGAL TOUCH: A legal touch occurs when the ball touches a runner or batter-runner who is not touching a base, while it is securely held in a 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 with which the ball is held.

LEGALLY CAUGHT BALL: A legally caught ball occurs when a fielder catches a batted, thrown or pitched ball, caught and firmly held in the hand(s) or glove.

LINE DRIVE: A line drive is a ball *in flight* that is batted sharply and directly into the playing field.

OBSTRUCTION: Obstruction is the act of a defensive (fielding) player or team member that hinders or prevents a batter from striking or hitting a pitched ball.

It is also 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 runner or batter-runner legally running bases.

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

OVER-RUN: An over-run is the act of a runner when they over-run a base they are attempting to reach. It is usually caused when momentum causes them to lose contact with the base, which then causes them to be in jeopardy. The batter-runner may over-run first base without being in jeopardy if they immediately return to that base.

OVERTHROW: If the ball is thrown beyond the dead ball line past either first or third base, the ball is dead and each base runner is awarded two (2) bases from the last legally base held.

PITCH: A pitch is the act performed by the pitcher in delivering the ball to the batter.

The pivot foot is that foot which, when placed in contact with the pitcher's plate by the pitcher, must remain in contact with the pitcher's plate until the pitched ball is released.

PLAY BALL: "Play ball" is the term used by the umpire to indicate that play shall begin or be resumed when the pitcher holds the ball and is on or near the pitcher's plate.

All defensive players, (except the catcher who must be in the catcher's box) must be in fair territory to put the ball in play.

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

SCORING LINE: A one metre scoring line shall extend from the corner of home plate closest to third base into foul territory at a ninety degree angle to the third base line. (See diagram 2, page 5).

A foot on or beyond the scoring line shall be the same as a foot down on the home plate for the purposes of scoring a run. Running beyond the end of the scoring line shall be the same as not touching home plate.

STEALING: Stealing is the act of a runner attempting to advance during a pitch to the batter. Stealing is not allowed in Slow Pitch. Penalty: the ball is dead, no pitch is called out by the umpire and the baserunner is out.

STRIKE ZONE: Thee strike zone is that space over any part of home plate that is between the batter's **back shoulder** and his knees when the batter assumes his **natural batting stance**.

STRIKE ZONE MAT: The mat is seventeen inches (48.18cm) wide and forty and half inches (102. 77 cm) long, and includes the home plate

marked on the mat. (See diagram 3, page 4). A strike is called by the umpire when a legally pitched ball hits any part of this mat, except the home base.

TAG: A tag is the act of a fielder touching a base with any part of his body while holding the ball securely in his hand(s) or glove; or A runner with the ball; or A runner with the glove holding the ball while continuously holding the ball securely, during and immediately following the tag action.

TAGGING UP: Tagging up is the action of a runner returning to his base, or remaining on his base, before he legally advances on a batted fly ball that is first touched by a fielder. Not to be confused with the action of a fielder tagging a base or a runner.

WALK: SEE "Base on Balls"