



OFFICIAL RULES

June 2021

Sections 1-11: Rules based on generally accepted playing rules for the Samson Christian Slo-Pitch League

Section 12: Rules that apply exclusively to specific municipality diamonds

Section 13: Rules that apply exclusively to the Samson Christian Slo-Pitch League

Use of the word "he" in this publication is intended to include both masculine and feminine genders unless otherwise noted.

Greg Robinson reserves the right to change these rules whenever he feels like it.

RULE 1. - THE PLAYING FIELD

Sec. 1 THE PLAYING FIELD is the area within which the ball may be legally played or fielded. The field shall have a clear and unobstructed area within an established minimum radius of 175' from home plate to the furthest boundaries between the foul lines. No maximum distance set for the fence.

Sec. 2 THE OFFICIAL DIMENSIONS of the diamond shall be:

A. Baselines of 70'

B. Pitching zone 50' from home plate

Sec. 3 THE COMMITMENT LINE is drawn 20 feet from the home plate corner closest to third base, perpendicular to the third base line, and shall extend a minimum of 6 feet or more from the baseline into foul territory.

Sec. 4 THE SCORING LINE is drawn from the home plate corner closest to the third base, perpendicular to the third base line, and shall extend a minimum of 6 feet or more from the base line into foul territory.

Sec. 5 THE PITCHING ZONE is 24" wide and 5' deep. A pitcher may choose to pitch from anywhere within this zone.

Sec. 6 THE DEFENSIVE LINE has a radius of 175' from home plate.

RULE 2. - EQUIPMENT

Sec. 1 THE OFFICIAL BAT shall be round and measure not more than 34 inches long and not more than 2-1/4 inches in diameter at its largest part and its weight shall not exceed 38 ounces. The bat shall have a safety grip of cloth tape, cork or some other composite material to facilitate holding the bat.

A. The bat, if made of hardwood, shall be in one piece.

B. The bat may also be made of aluminum or other metal tubing, ceramic, fiberglass, graphite or bamboo.

EFFECT Sec. 1 A-B When a bat does not meet specifications as defined, has flat spots or pronounced dents, or, if in the umpire's judgment the bat has been tampered with, the umpire shall remove the bat from the game.

C. For safety reasons, bats containing titanium are not approved.

D. The bat must have a solid handle of the same material that the rest of the bat is constructed of but may have an insert at the barrel end.

E. Authorized bat manufacturers shall mark their products with "OFFICIAL SOFTBALL" or words to that effect.

F. Pine tar or any other type of adhesive substance is allowed to be used by a batter as long as there are no markings from this substance more than 15 inches from the knob.

G. The umpire is final authority on whether a bat is approved.

EFFECT Sec. 1 G The batter is out if he enters the batter's box with a non-approved bat. In addition, the coach is ejected.

Sec. 2 THE OFFICIAL BALL shall be a 12" softball that is approved by the league or umpire chief.

Sec. 3 THE HOME PLATE shall be a 2' x 3' mat, preferably made of rubber or similar material.

Sec. 4 THE BASES other than the home plate and first base (where a double base is used) shall be 15 inches square and not more than 5 inches in thickness. They shall be made of canvas, plastic or other suitable materials, filled with soft padding. They shall be WHITE in colour. All white bases and home plate are located entirely within fair territory. All bases must be securely fastened at their designated places.

Sec. 5 A DOUBLE BASE is mandatory for use at first base. This one-piece base shall be 15 inches by 30 inches and shall be made of canvas, plastic or other suitable material, filled with soft padding and not more than 5 inches in thickness. One half of the base is white and is to be securely fastened in fair territory and the other half is orange and is to be securely fastened in foul territory. The following rules apply to the Double Base:

A. If a batted ball hits any part of the white portion, it is a fair ball and if it hits completely on the orange portion, it is a foul ball.

B. If a play is made to first base, the batter-baserunner's first attempt to reach first base must be to touch some portion or all of the orange base. If he touches only the white base in these situations, he is to be called out.

C. A defensive player must use only white or some portion of it at all times. If he touches only the orange, the batter-baserunner is to be called safe.

D. If the batter-baserunner touches on all of or part of the orange base and a portion of the white, it is a legal touch, or, if the defensive player touches a portion of the white and a part of the orange, it is a legal touch.

E. Once a batter-baserunner has attained first base, and time is called, he must use only the white portion of the base. This includes:

1. After over-running first base, or after rounding first base, if applicable, and the baserunner decides not to advance further, he must return to the white portion.

2. After over-running first base, or after rounding first base, if applicable, and the baserunner touches only the orange portion and decides to advance further, he need not retouch the white portion.

3. When tagging up, the baserunner must use the white portion.

4. When there is an attempted pick-off play, the baserunner must return to the white portion.

EFFECT Sec. 5 E 1-4 If the baserunner uses only the orange portion at any time after the first attempt at first base and is not in contact with any part of the white portion, then he is considered to be out of contact with the base and is to be called out if tagged or leads off.

Sec. 6 LEGALLY ADOPTED GLOVES may be worn by any fielder. The umpire is final authority on whether a glove is legal.

Sec. 7 A SHOE shall be considered legal if it is made with either leather or canvas uppers or similar materials. The soles may have soft or hard rubber cleats or replaceable cleats, provided they meet all the legal requirements. The use of shoes with metal cleats, exposed metal, or toe pieces is prohibited. Shoe sole or heel projections other than the standard shoe plate are prohibited. The all purpose molded plastic cleat softball shoe is legal. Shoes must be worn by all players and coaches on the diamond.

EFFECT Sec. 7 If a player or coach is found to be wearing illegal shoes, he is to be ejected from the game if the illegal shoes are not changed to legal shoes after a warning from the umpire.

Sec. 8 UNIFORMS, shall be of similar colours and materials. Minimum required uniform is matching tops.

A. All those participating in a game shall wear their clothing properly.

EFFECT Sec. 8A The player, coach or manager shall be asked to dress properly. If they refuse they will be ejected from the game.

B. Jewellery that the umpire deems as being a safety concern for the other players is not permitted to be worn during the game.

EFFECT Sec. 8B A player who enters the batter's box with jewellery the umpire has deemed a safety concern will be ejected from the game if it's not removed after a warning from the umpire.

NOTE: A barrette worn to keep hair out of eyes should not be considered jewellery

D. Exposed metal braces are prohibited. Casts are prohibited, even if covered. Metal braces worn as a preventative aid must be covered with soft, pliable material.

Sec. 9 EQUIPMENT shall not be allowed to remain on the playing field, during the playing of the game, either on fair or foul territory. The umpire reserves the right to disapprove any equipment.

EFFECT Sec. 9 If after one warning, which will be given to the coaches of both teams simultaneously, there is still equipment left on the playing field or disapproved equipment continues to be used, the offending coach will be ejected from the game.

RULE 3. - DEFINITIONS

- Sec. 1 AN ALTERED BAT** is a bat that has had its physical structure changed in such a way to improve the distance factor or cause an unusual reaction on the ball. For example: replacing a metal bat handle with a wooden or other type of handle, inserting material inside the bat.
- Sec. 2 APPEAL PLAY** is a live or dead ball play which the umpire cannot rule upon until a decision is requested by the defensive or offensive team. The appeal must be made before the next legal or illegal pitch, or before all defensive players have left fair territory. Types of appeal plays include missing a base, leaving a base on a caught fly ball before the ball is first touched, batting out of order, illegal substitution, and illegal re-entry.
- Sec. 3 BALL** is a pitched ball that does not hit home plate in flight or conform to the legally delivered pitch rules, and is not struck at by the batter.
- Sec. 4 BASE** is one of the three stations which must be touched by a runner, in accordance with the rules that follow, to legally score a run if the runner also crosses the scoring line.
- Sec. 5 BASE ON BALLS** permits a batter to gain first base, without liability to be put out and is awarded by the umpire when four pitches are called balls.
- Sec. 6 BASE PATH** is an imaginary line three feet to either side of a runner's established path between two bases.
- Sec. 7 BASERUNNER OR RUNNER** is a player of the team at bat, who has hit a fair ball and obtained first base, or who has been awarded first base for any reason, before he is put out.
- Sec. 8 BATTED BALL** is any pitched ball that is hit by the bat, or that hits the bat, thus becoming either a fair or foul ball. No intent to hit the ball is necessary.
- Sec. 9 BATTER** is the offensive player who takes a position in the batter's box for the purpose of hitting the ball.
- Sec. 10 BATTER-BASERUNNER** is the term that identifies the offensive player who has just hit the ball, and applies until he is either put out prior to first base, or until the play on which he becomes a baserunner is complete.
- Sec. 11 BATTER'S BOX** is the area within which the batter takes his position when it is his turn to bat. Prior to the pitch, both feet must be in contact with the ground and completely within the area deemed to be the box in the umpire's opinion.
- Sec. 12 BATTING ORDER** is the official listing of offensive players in the order in which they must bat. At least each player's given name must be listed.
- Sec. 13 BENCH OR DUGOUT** is the seating facility reserved for team members in uniform when they are not actively participating in the game.
- Sec. 14 BLOCKED BALL** is a batted or thrown ball that is touched, stopped or handled by a spectator or person not engaged in or a part of the game, or that touches any object which is not part of the legal official equipment, or playing field, or which hits or goes beyond a designated out of play area.
- Sec. 15 BOUNDING BALL** is a ground ball.
- Sec. 16 BUNT** is a batted ball not swung at, but intentionally met with the bat and tapped slowly within the infield.
- Sec. 17 CALLED GAME** is one whereby the umpire deems it necessary to terminate any further play.
- Sec. 18 CATCH** is the act of a fielder receiving the ball, in flight, and having it securely in his possession, in his hand or glove. It is a legal catch provided he does not use his cap, mask, a pocket or any other part of his uniform, or the glove off the glove hand to stop or catch the ball, or he does not collide with a wall, fence, another person or fall down and as a result of any such collision, drop the ball. To establish the validity of the catch, the fielder shall hold the ball long enough so the umpire is convinced he had **complete** control of the ball and himself and that any release of the ball by him was voluntary and intentional. Dropping the ball while attempting to throw it shall not invalidate the catch.
- Sec. 19 CATCHER'S BOX** is that area within which the catcher must remain while and until a pitched ball has reached or passed home plate or is batted. If a catcher wishes to hold his glove forward and in the territory between the back lines of the batter's box and home plate, the glove must be held up in the air. If the glove is placed on the ground, one warning will be given. Any additional infractions will immediately be called an illegal pitch.
- Sec. 20 CHARGED CONFERENCES** There are two types of charged conferences. They are defensive and offensive
- A. A defensive conference takes place when a member of the defensive team requests "TIME" and a representative (not on the playing field) of that team enters the playing field and gives the umpire reason to believe that he has delivered a message (by whatever means) to the pitcher. If the representative entering the playing field removes the pitcher from the pitching position, it is a charged conference against the pitcher being removed. A charged conference is not to be called if a representative from the dugout confers with a pitcher when time has been called by the umpire or an offensive conference is taking place, as long as the defensive players are all ready to play when "PLAY BALL" is called.
- B. An offensive conference takes place when a member of the offensive team requests "TIME" to allow the manager or other team representative to give a message to the batter or baserunner. It is not a charged conference if the batter or baserunner is substituted for when "TIME" is called. It is not a charged conference if an umpire initiates the time out or if the defensive team is having a conference, as long as the offensive team is ready to play when "PLAY BALL" is called. It is not a charged conference when a courtesy runner is put in for a runner on base.
- Sec. 21 CHOPPED BALL** is a ball batted whereby the batter swings the bat downward with a chopping motion with the intent that the ball bounce high into the air.
- Sec. 22 COACH** is a member of the team. One offensive coach only is permitted in each coach's box to direct the players of his own team while they are batting or running bases. **A defensive coach MUST be positioned outside the field of play unless he is a player-coach.**
- Sec. 23 COACHES' BOXES** are the areas in which the offensive coaches must stay while coaching and directing the players of their team in batting and running the bases.
- Sec. 24 COMMITMENT LINE** is a line drawn 20 feet from corner "1" of home plate (corner closest to third base) and perpendicular to the third base line and shall extend a minimum of 6' or more from the base line.
- Sec. 25 DEAD BALL** is any ball not in play and does not come in play again until the umpire calls "PLAY BALL".
- Sec. 26 DEFENSIVE TEAM** is the team whereby the players are stationed in the playing field.
- Sec. 27 DELAYED DEAD BALL** is a game situation in which the ball remains alive until the conclusion of a play. When the entire play is completed and "Time" is called, the umpire shall enforce the appropriate ruling.
- Sec. 28 DOUBLE BASE** is the base used at first base with the white portion in fair territory and the orange portion in foul territory.
- Sec. 29 DOUBLE PLAY** is a continuous play by the defensive team in which two offensive players are legally put out without an

intervening play, or an error.

- Sec. 30 FAIR BALL** is a legally batted ball that settles on fair territory between home plate and first base, or home plate and third base or that is on or over fair territory, including any part of first or third bases when bounding to the outfield, or that first touches any base, or that first touches a player or umpire over fair territory, or which first touched the ground or an object in fair territory or over fair territory beyond first and third bases, or that while over and above fair territory passes out of the playing field (ie. over and beyond the field fence).
- Sec. 31 FAIR TERRITORY** is that part of the playing area within and including the first and third base foul lines from home plate to the bottom of the extreme playing area fence and then extending perpendicularly upwards. (Home plate is in fair territory).
- Sec. 32 FAKE TAG** is an act performed by a fielder who carries out all the appropriate motions of making a tag but he does not have the ball. This will be considered obstruction and the offender may be ejected.
- Sec. 33 FIELDER** is any player on the team that is in the field for the purpose of playing defensively.
- Sec. 34 FLY BALL** is any ball batted into the air.
- Sec. 35 FORCE OUT** occurs when a baserunner is forced to advance to the next base due to the batter becoming a baserunner. If the baserunner (on or off the starting base) is tagged by a fielder with the ball or a fielder holds the ball on the base to which the baserunner is forced to advance before he reaches that base and before any succeeding runner is put out, that baserunner is considered to be forced out.
- Sec. 36 FOUL BALL** is any legally batted ball that stops or settles on foul territory without first being touched in fair territory, or which is first touched in foul territory, or that first touches some out of play object, or an area in foul territory, or that first touches foul ground beyond first or third base.
- Sec. 37 FOUL TIP** is a batted ball that goes straight back (no perceptible arc) to the catcher's hand or glove and is legally caught. The first contact of the ball after the bat must be the catcher's hand or glove.
- Sec. 38 FOUR BASE AWARD** occurs when a fair batted fly ball deflects off a defensive player over the home run fence.
- Sec. 39 HOME RUN** is a fair batted fly ball that clears the home run fence before touching anything or anyone and which is not caught. This includes a ball that hits the top of the fence and bounces over.
- Sec. 40 HOME TEAM** is the team on whose grounds the game is being played, or if the game is scheduled on neutral grounds, it is decided by mutual agreement or toss of a coin. The home team shall be considered to be the last team at bat in each inning.
- Sec. 41 ILLEGAL BAT** is a bat that does not meet specifications as outlined in Rule 2, Sec. 1. A bat may be painted at the top or bottom, or engraved on the barrel with the player's initials for identification purposes only.
- Sec. 42 ILLEGAL PITCH** is called when the ball is pitched in such a manner that it does not conform to all of the requirements of a legally delivered pitched ball.
- Sec. 43 ILLEGALLY BATTED BALL** is one batted fair or foul by the batter when either one or both of his feet are in contact with the ground, **COMPLETELY** outside the lines of the batter's box, or when his foot is in contact with Home Plate, or when the ball is batted with an illegal bat.
- Sec. 44 ILLEGALLY CAUGHT BALL** occurs when a fielder catches a batted or thrown ball with an illegal glove, or with a glove, mask, cap, or with any piece of clothing detached from its proper position on the fielder's body.
- Sec. 45 IN FLIGHT** describes a batted, thrown or pitched ball which is in the air and has not yet touched the ground, or some object other than a fielder.
- Sec. 46 IN JEOPARDY** is a term indicating that the ball is alive and in play and that an offensive player may be put out.
- Sec. 47 INFIELD** is that portion of the field within the baselines, and also includes the areas of the field normally covered by infielders in defensive positions.
- Sec. 48 INFIELD FLY** is a fairly batted fly ball (not a line drive) which can be caught by an infielder with ordinary effort when first and second, or when first, second and third bases are occupied with less than two out. Any defensive player, who positions himself within the infield area, will be considered an infielder for the purpose of this rule. **NOTE:** If a fairly batted ball is to be declared an infield fly the umpire shall call: "**INFIELD FLY, IF FAIR, BATTER IS OUT**" for the benefit of the runners. If the declaration is not made, the ball is alive and if the runners advance they do so at their own risk and are in jeopardy if the ball is caught. The ruling is the same as any other caught or dropped fly ball. A foul ball is not an infield fly and if the ball falls untouched to the ground in fair or foul territory prior to first or third base and subsequently rolls into foul territory, it is just a foul ball.
- Sec. 49 INNING** is that portion of a game within which teams alternate on defense and offense and each half inning is terminated when 3 outs have been made.
- Sec. 50 INTENTIONAL WALK** is given to a batter when the pitcher advises the plate umpire that he wants to walk the batter.
- Sec. 51 INTERFERENCE** is an act of an offensive player, team member or others which impedes hinders or confuses a defensive player while he is attempting to execute a play.
- A. **Physical Interference** occurs when an offensive player physically interferes with, impedes or confuses a defensive player while he is attempting to make a play.
- B. **Verbal Interference** occurs when an offensive player uses vocal/verbal actions that interfere with, impede, or confuse a defensive player while he is attempting to make a play.
- C. **Spectator Interference** When a spectator interferes with a player's ability to make a play.
- Sec. 52 LEGAL CATCH** is a fly ball caught in the glove or in the hand and is securely held, and the player is in control of the ball and himself.
- Sec. 53 LEGAL SWING** is one whereby the batter has attempted to hit the ball directly out to the infield or the outfield by bringing the bat through in a forward motion with a follow through, out towards the field area.
- Sec. 54 LINE DRIVE** is a batted ball that goes in a straight line, sharply and directly into the playing field.
- Sec. 55 LIVE BALL** is a ball that is alive and playable and remains so until for some reason the umpire is required to call TIME, at which time the ball becomes dead and is not playable.
- Sec. 56 MANAGER** is a person appointed by the team to be responsible for the team's actions on the field, and to represent the team in communication with the umpire and the opposing team. A player may be designated as manager.
- Sec. 57 MERCY RULE** is a rule, whereby, the game will be stopped based on the assumption that the losing team would not be able to attain the required number of runs to win the game in the innings remaining.
- Sec. 58 OBSTRUCTION** is the act of a fielder who is not in possession of the ball, or not in the act of fielding a batted ball, or not taking a proper position to receive a thrown ball (thrown ball must already be in flight) which impedes the progress of a baserunner who is legally running the bases. The obstruction does not have to be intentional. **Obstruction also includes the act of a defensive player who hinders the batter's ability to swing. VERBAL OBSTRUCTION** occurs when any defensive players use

vocal actions that impede or confuse a batter's ability to swing or confuse a runner.

Sec. 59 OFFENSIVE TEAM is the team at bat.

Sec. 60 ON DECK CIRCLE is the area determined by the umpire in which the person, who is to bat next, must wait and warm-up.

Sec. 61 OPTION PLAY is a play whereby the manager of the offensive team has the option of taking the result of the play or having the batter go back up to bat and assume the ball and strike count he had prior to the hit.

Sec. 62 OUTFIELD is that portion of the field that is beyond the lines of the infield, extending to the furthest extremities of the playing field.

Sec. 63 OVERSLIDE OR OVERSLIDING is the act of a baserunner whose slide to a base is with such momentum that he loses contact with the base and thus is placed in jeopardy. This does not apply to the batter-baserunner as he is first approaching first base.

Sec. 64 OVERTHROW is a ball thrown from one fielder toward another and for whatever reason, goes into "out of play territory".

Sec. 65 PITCHER/INFIELDER: The pitcher becomes an infielder when after pitching the ball towards the batter he has a reasonable opportunity to field a batted ball.

Sec. 66 PITCHING ZONE is the area in which the pitcher must have one foot within, in order to be considered as being in the legal pitching position.

Sec. 67 PIVOT FOOT is the foot which when placed within the pitching zone by the pitcher, must maintain constant contact with the ground until the pitched ball is released.

Sec. 68 PLAY OR PLAY BALL is the term used by the umpire to indicate that play shall begin, or start up again after a dead ball situation.

Sec. 69 PLAYING FIELD is the area within which the game of slo-pitch is played, as established by fenced boundaries and/or boundaries determined by the league or umpire(s) as required.

Sec. 70 PROFANITY is the use of swear or curse words and/or severe words of contempt and disrespect.

Sec. 71 QUICK PITCH is a pitch made by the pitcher with the obvious attempt to catch the batter off guard and/or balance. This could be when the batter first takes his position in the batter's box and before he is ready, or when the batter is still off balance from the previous pitch.

Sec. 72 RETOUCH is the act of a baserunner who is returning to touch a base as legally required.

Sec. 73 SACRIFICE FLY is any caught fly ball that permits a baserunner to advance after a caught fly ball is first touched.

Sec. 74 SCORING LINE is a line drawn in foul territory starting at the corner of home plate closest to third base (corner "1") and would run parallel to first base if the first base line was extended at home plate. It shall extend a minimum of 6 feet or more from the base line.

Sec. 75 STRIKE ZONE is that space directly above home plate. Any part of a pitched ball that touches any part of home plate shall be considered to be a strike.

Sec. 76 TAG is the act of a fielder touching a base with any part of his body while holding the ball firmly and securely in his hand or glove or touching the baserunner with the ball, or with the glove holding the ball, while continuously holding the ball firmly and securely during and immediately following the tag. A player may be tagged between the "Commitment Line" and the "Scoring Line".

Sec. 77 THREE FOOT LINE is the designated running area at the latter half of the home to first base basepath, in which a batter-baserunner must run, so as not to be called out for interfering with the first baseman's ability to receive a throw.

Sec. 78 THROW is the series of motions performed by a fielder, who subsequently releases the ball from his hand, with the ball being directed towards another fielder.

Sec. 79 TIME or TIME OUT is the call made by an umpire when it is necessary to have the ball become dead and not in play.

Sec. 80 TRAPPED BALL is a fly ball that is not legally caught as outlined in Rule 3, Sec. 52. It is a fly ball which is held in the glove or in the hand, but is secured against the ground, and therefore is not a catch, but a ground ball.

Sec. 81 TRIPLE PLAY is any continuous play made by the defensive team in which three runners are put out, provided there is no error made in between the outs.

Sec. 82 TURN AT BAT starts when an offensive player first enters the batter's box and continues until he is put out or becomes a baserunner.

Sec. 83 WALK is when first base is awarded after four pitches have been called "balls".

Sec. 84 WILD THROW is a thrown ball which remains in playable territory, but is thrown in such a manner that a fielder is not able to receive it properly. The ball is alive and playable.

RULE 4. - THE GAME

- Sec. 1 LAST BAT** is given to the team on whose grounds the game is being played, or if the game is scheduled on neutral grounds, it is decided by mutual agreement or toss of a coin.
- Sec. 2 THE FITNESS OF THE GROUND** for beginning a game shall be decided by the plate umpire. After a game has been started by the plate umpire, he shall be the sole judge as to whether or not the game shall continue.
- Sec. 3 THE START OF THE GAME** is the point in time when a representative of the home team has prayed aloud in the presence of both teams.
- Sec. 4 A REGULATION GAME** shall consist of five innings, unless otherwise listed below:
- Five full innings are not played if the home team is leading after 4.5 innings, or scores the winning run before the third out is made in their half of the fifth inning.
 - A game called by the umpire, which cannot be resumed within 30 minutes, may be regulation if: three or more innings have been played or if the home team has scored the winning run during the uncompleted third inning; or, after two full innings, the home team has scored more runs than the visiting team has scored in their three complete innings; or, after two full innings, the home team has scored more runs than the visiting team could mathematically score in three complete innings according to the mercy rule.
 - A regulation game shall be declared if the score is TIED when the game is called, after three or more completed innings, or if the home team has equaled the score of the visiting team while batting during any uncompleted inning. (ie. 2-1/2, 3-1/2, etc.)
- NOTE:** There can be no "ties" in playoff games.
- NOTE:** The umpire is empowered to call a game at any time because of rain, lightning, darkness, panic or for any other case which puts the umpire, the players or patrons in peril.
- The mercy rule of 7 runs scored per inning is in effect for the first 4 innings, and the mercy rule of 14 runs per inning is in effect for innings after the 4th inning. The game will be called when it is mathematically impossible for one team to outscore or tie the other team during the innings remaining in a regulation game.
- NOTE:** The maximum for runs scored outlined above are in effect regardless of more runs actually being scored in the given inning.
- NOTE:** If the umpire declares the 4th or earlier inning as the last inning due to weather, diminishing daylight, or deteriorating field conditions, the mercy rule of 14 runs per inning will be in effect.
- Sec. 5 THE WINNER OF THE GAME** shall be the team that scores the most runs in a regulation game.
- The total number of runs scored legally, when the game is called at the end of any completed inning after three, shall be the score.
 - If the last batter in a game hits a homerun out of the playing field, the batter/baserunner and all runners on base are permitted to score and the game ends when the batter/baserunner scores.
 - Games that are not considered regulation, or regulation tie games, shall be replayed from the beginning. Original line-ups may be changed when the game is replayed.
- Sec. 6 ONE RUN SHALL BE SCORED** each time a baserunner legally touches first, second, third and crosses the scoring line, where applicable, before the third out of an inning, unless the third out is the result of a force out, or the batter-baserunner is out before reaching first base.
- Sec. 7 A RUN SHALL NOT BE SCORED** if the third out of an inning is the result of:
- The batter-baserunner being put out legally before touching first base.
 - A baserunner forced out at any time.
 - A baserunner being called out for leaving a base too soon on a pitched ball.
 - A preceding baserunner being called out for failure to touch a base.
- Sec. 8 A BASERUNNER SHALL NOT SCORE A RUN** ahead of a baserunner preceding him in a team's batting order, if the preceding runner has not been put out.
- EFFECT Sec. 8** A preceding runner appealed out for missing a base does not affect the following runners on first or second out. However, no preceding runner crossing home plate may return to touch any missed base after the following runner has scored. If the fielding team appeals a preceding runner missing a base, and the appeal is upheld, the following runner's run is counted, unless the appealed out is the third out of the inning. If no appeal is made, then all runs scored are counted.
- Sec. 9 A FORFEITED GAME** shall be declared by the home plate umpire in favour of the team not at fault in the following cases:
- If a team fails to appear upon the field, or being on the field, refuses to begin the game for which it has been scheduled, at the time the game was assigned.
 - If after a game has begun a team refuses to play or resume play as directed by the umpire.
 - If a team uses tactics designed to delay or hasten the playing of a game.
 - If an ejected player does not leave the ball park area within one minute of being ordered to do so.
 - If for any reason a team does not have the designated number of players to begin or continue the game.
 - If, after a warning by the umpire, any one of these rules is willfully violated.
- EFFECT Sec. 9 A-F** The team not at fault will be awarded the runs they had scored before the offense occurred or 5 runs, whichever is greater. The team at fault will be awarded no runs, and lose all the runs they had scored before they committed the offense.

RULE 5. - THE PLAYERS, SUBSTITUTES AND RE-ENTRY

Sec. 1 A TEAM shall consist of a minimum of 9 players.

Sec. 2 PLAYERS DEFENSIVE POSITIONS

1. Pitcher
2. Catcher
3. First Baseman
4. Second Baseman
5. Third Baseman
6. Shortstop
7. Left Fielder
8. Centre Fielder
9. Right Fielder
10. Rover

Other than the pitcher and catcher, players in the infield may be stationed anywhere they choose on fair ground as each pitch is delivered. Players in the outfield may be stationed anywhere they choose behind the defensive line in fair territory as each pitch is delivered. No defensive player can stand closer than 50' in fair territory as each pitch is delivered.

- (i) The pitcher, in delivering the ball must be in legal position within the pitching zone.
- (ii) As each pitch is delivered, the catcher must be in the catcher's box.

EFFECT Sec. 2 If above requirements are not met, the offense has the option of taking the result of the play or an award of first base to the batter with all baserunners advancing 1 base.

Sec. 3

- A. **A TEAM** must have a minimum of 9 players to start a game, throughout the game, and to complete a game. A minimum 2 players must be female if a team only consists of 9 players, and a minimum 3 players must be female if a team consists of 10 players or more.
- B. The batting order must remain constant and any of the declared batting line-up may play defensively.
- C. The players playing defensively may be changed at any time as long as there is a maximum 7 male defensive players, minimum 2 female defensive players, and no more than 10 defensive players total.

Sec. 4 A TEAM must have the required number of players and in the dugout before a game can be started. When a line-up is submitted, all of the starting players must be available as stated above.

Sec. 5 PREGNANCY RULE: If it is evident and/or confirmed to an official that a player is pregnant, then for reasons of safety and for the possible detrimental effect that such participation may have on other players' performance, the player will be requested to remove herself from the game and if she refuses, the umpire will eject her.

Sec. 6 NO DEFENSIVE PLAYER shall take a position in the batter's line of vision and with deliberate attempt, act unsportsmanlike in any manner in an effort to distract the batter. Outfielders must stand on the grass in fair territory as each pitch is delivered.

EFFECT Sec. 6 The umpire shall first warn the offender, and then eject any player from the game who repeats the offense.

Sec. 7 A PLAYER IS OFFICIALLY IN THE GAME when his name has been entered on the official score sheet. After the line-up card and official score sheet have been recognized, any substitutions must be made through the plate umpire in order to be classified as being officially in the game. A substitute may take the place of a player whose name is already entered in the team's batting order. The following rules govern the substitution of players:

- A. The Manager or team representative of the team making the substitution must immediately notify the plate umpire at the time a substitute enters the game.

EFFECT Sec. 7A Failure to notify the umpire is a violation and it is an illegal substitution and the substituted player is immediately ejected from the game and said player is not allowed to participate in any capacity.

- B. For purposes of the above rule (Rule 5 Sec. 7) a player shall be considered as being in the game:

- i) As a batter, when he takes his place in the batter's box;
- ii) As a fielder, when he takes the place of the fielder substituted for;
- iii) As a runner, when the substitute takes the base of the runner he is substituting for;
- iv) As a pitcher, when he takes his place within the pitching zone;
- v) As a courtesy runner, when he takes the base of the person he is running for.

- C. Any player may be substituted for at any time. Where a substitution is made, a male must be replaced with a male, and a female replaced with a female.

Sec. 8 SUBSTITUTIONS The players in the starting line-up may be substituted for once.

EFFECT Sec. 7 and 8

- A. If an **ILLEGAL SUBSTITUTION** (a player who is eligible to be in the game but is entered in the wrong position) is appealed on while the player is playing offensively, the following penalties will be enforced.
 1. If an **ILLEGAL SUBSTITUTION** is appealed on while he is at bat, he is ejected. Baserunners will remain as they were because there would have been no advancement possible. The proper substitute/batter resumes the ball and strike count of the ejected player.
 2. If an **ILLEGAL SUBSTITUTION** is appealed on after the batter has completed his turn at bat and before the next pitch, the illegal player is ejected and any advance of baserunners as a result of a walk or base hit by the illegal batter, is nullified. The proper substitute/batter will then bat. If an out was made on the play, the "out" stands.
 3. If an **ILLEGAL SUBSTITUTION** is appealed on after the batter has completed his turn at bat and after the next pitch, the illegal player is ejected and any advance by baserunners while the illegal batter was at bat, is legal. The next batter is the one following the illegal substitute and, if applicable, other batters lose their turn at bat.
- B. If an illegal substitution or illegal re-entry is appealed on while the player is playing defensively, the following penalties will be enforced:
 1. If an illegal substitution is appealed on after he makes a play and before the next pitch, the offensive team has the option of taking the result of the play or of having the last batter go back to bat assuming the balls and strikes count the batter had prior to the discovery of the illegal player and having all baserunners returning to the last base they held prior to the play. The illegal substitute is ejected.
 2. If the illegal substitution is appealed on after a pitch to the next batter, the illegal substitute is ejected and all play stands.

EFFECT Sec. 8 B

1. The penalty for an illegal defensive substitution is that the illegal substitute is ejected from the game.

NOTE: Players ejected for illegal substitution may not remain on the bench.

Sec. 9 BLOOD RULE: Injured or Bleeding player

- A. Any player who is injured or is bleeding from an injury and is assumed to be able to continue to play in the game, will be given a reasonable amount of time to tend to his injury or the bleeding. A reasonable amount of time will be determined by the umpire.
- B. A player who is bleeding must be immediately removed from the playing field to have the bleeding controlled, cleaned up and the wound completely covered. If there is blood on any of the player's clothing, then the clothing must be changed before a player is allowed to participate in the game again.

EFFECT Sec. 9 If the player cannot return to the playing field in a reasonable amount of time, then a legal substitution or re-entry must take place when advised by the umpire that time is up. If this is not possible, the game will be forfeited if the team does not meet the requirements in Rule 5 Sec. 3.

NOTE: The ruling regarding a bleeding injury also applies to umpires, coaches, managers, etc. in that continued participation in the game will not be allowed if the bleeding is not controlled, covered and the applicable clothing changed.

Sec. 10 THERE SHALL NOT be more than two coaches for the offensive team to give words of assistance and directions to the members of their own team. One coach may be stationed in each coaching box at first and third bases. They must remain in the boxes.

Sec. 11 MANAGER, COACHES, PLAYERS, SUBSTITUTES, TRAINERS, BAT BOYS or other team members or occupants of the bench shall not, from any place including the coaches' box:

- A. Incite, or try to incite by word, sign or demonstration, either opponents and/or spectators.
- B. Use language which will in any manner refer to or reflect upon opposing players, teammates, umpires or spectators.
- C. Commit any act that could be considered unsportsmanlike conduct.

EFFECT Sec. 11 For a first offense the violator should be warned that to repeat the offense will cause prompt ejection from the game. All flagrant offenses (including a first offense) will be cause for the offender to be immediately removed from the game and playing area. An ejected player must leave the park immediately.

RULE 6. - PITCHING

Sec. 1 AT NO TIME during the progress of the game shall the pitcher be allowed to use any substance other than tape or bandage upon the pitching hand or fingers; nor shall any foreign substance be applied to the ball, provided that under supervision and control of the umpire, a bag containing powdered resin may be used to dry the hands.

Sec. 2 AT THE BEGINNING of each half of the first inning, five practice pitches will be allowed and then at the beginning of each subsequent inning, or when a pitcher relieves another pitcher, one minute may be used to deliver not more than three practice pitches to the catcher, or some other teammate.

Sec. 3 LEGAL POSITIONS OF THE PITCHER'S FEET:

- A. Preliminary to pitching, the pitcher shall take a position with his pivot foot firmly on the ground within the confines of the pitching zone. The pivot foot must remain in constant contact within the pitching zone, until the release of the ball.
- B. The other foot (free foot) has no restrictions on position and may be placed on, in front of, to the rear of, or to the side of the pitching zone. After taking this initial position, the pitcher may only take one step with the free foot in a direction of his choice, provided that it is taken prior to, simultaneously with, and during the actions of delivering the pitched ball.
- C. After the release of the pitch, which action may include a step forward towards the batter, the pitcher may not continue to move forward, other than the normal forward momentum resultant from the pitch to the batter.

EFFECT Sec. 3 C If the pitcher continues to move forward in an attempt to distract the batter, on the first offense, the pitcher shall be warned. On the second offense, the pitcher shall be ejected from the game and the batter awarded first base.

Sec. 4 PITCHER'S LEGAL MOTIONS ALLOWED IN ACTUAL DELIVERY OF A PITCH:

- A. After assuming the pitching position, the pitcher must hold the ball in front of his body, and be motionless for at least one second before starting the delivery motions. The pitcher must face home plate when starting delivery of the pitch.
- B. The pitcher may hold or grip the ball in any manner before delivery.
- C. The pitcher may release the pitched ball in any manner when delivering the pitch, this includes any and all types of delivery. After the pitcher has come to his complete stop, he has 5 seconds in which he may use any wind-up or arm motion desired, either in front of his body, above his head, or behind his back including stops and pauses, before he must release the ball.
- D. Only a definite underhand motion is permitted in the delivery of the pitch.
- E. The pitcher may release the pitched ball with the hand above the hip in order to obtain the necessary arc.
- F. Once a pitcher starts his pitching motion, the batter may not request time out.

Sec. 5 LEGALLY DELIVERED PITCHES:

- A. The pitch shall be delivered at a moderate speed. The umpire shall warn the pitcher who delivers a pitch with excessive speed.

EFFECT Sec. 5 A If the pitcher continues to pitch with excessive speed, he shall be removed from the pitching position for the remainder of the game.

- B. The pitched ball must have a perceptible arc of at least 6 feet from the ground before it passes any part of home plate and shall not reach a height of more than 12 feet at its highest point from the ground.
- C. The catcher must be within the outside lines of the catcher's box until the pitched ball is batted, reaches or passes home plate.
- D. The catcher shall return the ball directly to the pitcher after each pitch except after a strike out, or an out made by the catcher. The pitcher has 20 seconds to release the next pitch.

EFFECT Sec. 5 A-D Failure to comply will constitute an illegally pitched ball and a ball will be awarded to the batter.

- E. The catcher shall not place his glove on the ground in the area inside the batter's box before the ball has reached or passed home plate or has been batted.

EFFECT Sec. 5 E A warning will be issued on the first offense. Any additional infractions will be called an illegal pitch and a ball will be awarded to the batter.

Sec. 6 NO PITCH shall be declared immediately when:

- A. The pitcher pitches during a dead ball interval.
- B. A baserunner is called out for leaving a base too soon.
- C. A pitcher attempts to "quick pitch" a batter.

Sec. 7 ILLEGALLY PITCHED BALLS INCLUDE:

- A. Any pitched ball that does not conform to all the requirements of a legally delivered pitched ball.
- B. Delivering a pitch from other than the pitching zone and pitcher's position.
- C. The pitcher failing to face home plate on delivery of the pitch.
- D. When the pitcher moves towards the batter after releasing the pitch.

EFFECT Sec. 7 A-D In each case an illegally pitched ball shall be called immediately when it occurs and a ball will be awarded to the batter. The umpire, base or plate, will call the illegal pitch loud enough for the batter to hear. However, if the batter swings at an illegally pitched ball, the pitch will immediately become legal. The ball is alive and in play if hit by the batter.

Sec. 8 ILLEGAL PITCHING ACTIONS INCLUDE:

- A. The pitcher, after assuming the pitching position, holding the ball longer than 5 seconds.
- B. Throwing the ball by the pitcher to any fielder, unless performing preliminary warm-up pitches or making an effort to complete an appeal play, or while the ball is dead.
- C. The pitcher failing to take a position within the pitching zone, in an attempt to delay the game.

EFFECT Sec. 8 A-C The umpire shall immediately call "TIME" thus causing the play to be dead and award a ball to the batter.

Sec. 9 APPEALING WHILE BALL IS ALIVE Any fielder may appeal a runner once per base; the ball is alive and all runners may advance with liability of being put out. **NOTE:** On appeal plays, the appeal must be made before the next pitch (legal or illegal) or before all defensive players have left fair territory.

Sec. 10 APPEALING AFTER BALL IS DEAD/DEAD BALL APPEAL Once the ball has been returned to the infield and "TIME" has been called by the umpire, or the ball becomes dead, any infielder, including the pitcher or catcher, with or without possession of the ball, may make a verbal appeal on a runner missing a base or leaving a base prior to a ball being caught. The appropriate umpire must acknowledge the appeal and then make a decision on the play. Baserunners may not leave their bases during this appeal process as the ball remains dead until the umpire calls "PLAY BALL".

Sec. 11 DEFENSIVE CHARGED CONFERENCE There may only be one charged conference between the manager, or other team representative from the dugout area with each and every pitcher in an inning. The second charged conference will result in the removal of the pitcher from the pitching position. The pitcher may play any other position and may return to the pitching position any time after one pitch.

RULE 7. - BATTING

Sec. 1 THE BATTING ORDER Seven (7) male and three (3) female players will be considered a "normal" line-up, but may be extended to a maximum of 20 players.

Sec. 2 THE BATTING ORDER of each team must be listed and submitted to the opponent's scorekeeper for their inspection and knowledge.

EFFECT Sec. 2 Each manager must have submitted his own team's line-up before he can have access to the line-up of his opponent's line-up. The umpire may forfeit the game if there is unwarranted delay in providing a line-up.

- A. The batting order submitted must be followed throughout the game, unless a substitute replaces a player. When this occurs, the substitute must take the turn at bat of the player he replaces in the original batting order.
- B. Each player of the team at bat shall become the batter and enter the batter's box in the order in which his name appears on the score sheet/line-up card.
- C. The first batter in each succeeding inning shall be the batter whose name follows that of the player who last completed a turn at bat in the preceding inning.
- D. A batter completes a turn at bat when he has either been put out or has become a baserunner.
- E. When the third out of an inning is made before the batter has completed his turn at bat, the same batter will be the first batter in the next inning and all previous called balls and strikes will be cancelled.

EFFECT Sec. 2 A-C Batting out of order is an appeal play situation.

- 1. If an incorrect batter is discovered before he completes his turn at bat, the correct batter may take his proper place, assuming any accumulated balls and strikes. **NOTE:** In this situation, an appeal may be made by the offensive or defensive team.
- 2. If the mistake is discovered after the incorrect batter has completed his turn at bat, and before a pitch has been made to a succeeding batter, the batter who should have batted is called out. All baserunners, if they have advanced, must return to the base occupied at the time the incorrect batter took a position in the batter's box. The next batter is the player whose name follows that of the batter called out for failure to bat. If the appealed out was the third out then the next batter in the next inning is still the batter whose name follows that of the batter called out for failure to bat. An illegal batter is removed from base. **NOTE:** In situation 2, only the defensive team can appeal.
- 3. If the mistake is not discovered until after a pitch is made to a next batter, the turn at bat of the incorrect batter is then legal. All bases advanced or runs scored are counted, and the next batter shall be the one whose name follows that of the incorrect batter who has just finished a time at bat. No one is called out for failure to bat, and players missing their turn at bat have lost that turn and do not bat again until reached in the regular batting rotation. **NOTE:** For purposes of interpretation, an intentional walk to a next batter or illegal pitcher's action, shall be considered the same as a pitch delivered to a batter.
- 4. A baserunner who has batted out of order will not be removed from the base he is occupying to bat in his proper place. He misses his turn at bat with no penalty. The next legal batter will be the one who follows him in the batting order.

Sec. 3 THE BATTER IS OUT IF:

- A. He illegally hits the ball.
- B. He enters the batter's box with an illegal bat, and refuses to use a legal bat when warned by the umpire.
- C. He deliberately bunts or swings the bat downward and chops the ball down to the ground.
- D. He hits a foul ball after two strikes.
- E. He hits a foul tip.
- F. He steps across the home plate with the pitcher in the pitching position.
- G. He intentionally interferes with the catcher attempting a play.
- H. Any member of his team (excluding baserunners) interferes with a fielder attempting to make a play on a foul fly ball.
- I. He hits a fair fly ball or line drive that a fielder or infielder intentionally drops, with a runner on first, first and second, first, second and third, or first and third, with less than two outs.

NOTE: A trapped ball that hits the ground is never ruled intentionally dropped.

- J. He takes longer than 20 seconds to enter the batter's box when it becomes his turn to bat, or 10 seconds to re-enter the box after a called ball, strike or foul ball.
- K. A preceding runner, who is not yet out, intentionally interferes with a fielder who is attempting to catch a thrown ball or to throw a ball in an attempt to complete a play. The runner shall also be called out.
- L. He hits a fair ball with his bat a second time in fair territory.

NOTE: If the batter drops the bat and the ball rolls to the bat, in fair territory, the batter is not out and the ball is alive and in play. However, if the bat rolls towards the ball and subsequently hits it in fair territory, the batter is out, the ball is dead.

- M. There is spectator interference with any batted ball, that clearly prevents a fielder from catching a fly ball within the defined playing area.

EFFECT Sec. 3 A-M The ball is dead, the batter is out and the runners may not advance.

- N. He enters the batter's box with an altered bat.

EFFECT Sec. 3 N The ball is dead, the batter is out and is ejected from the game.

- O. He enters the batter's box with jewelry that is deemed a safety concern for the other players, and refuses to remove the jewelry when warned by the umpire.

EFFECT Sec. 3 O If he refuses to remove the jewelry during his next turn at bat he is to be ejected from the game.

- P. He hits a fly ball that is legally caught.

EFFECT Sec. 3 P The batter is out, the ball remains alive and baserunners are in jeopardy.

- Q. He has three strikes.

- R. He hits an infield fly, with runners on first and second, or on first, second and third bases with less than two out.

EFFECT Sec. 3 R The ball remains alive and in play, with runners in jeopardy.

- 1. If a declared infield fly falls to the ground untouched and bounces foul before passing first or third base, it is a foul ball.
- 2. If a fly ball falls to the ground untouched outside the foul lines and then bounces fair, before reaching first or third bases, it is an infield fly.

- S. He carries the bat to first base. If a batter, carrying a bat, legally reaches or touches first base, the batter is out.

- T. He touches home plate while swinging at the pitch.

- U. The batter directs or utters profanities at an umpire, another player or participant, and/or utters profanities whereby the spectator can hear it; **OR** if he is the first batter up after a member of his team when playing defensively, was guilty of an infraction under the profanity rule, after both teams have received a mutual warning, for the first occurrence of profanity by either team. **NOTE:**

- 1. The first occurrence of profanity by any coach and/or player of either team will result in a warning to both teams.
- 2. A second occurrence would result in the offending player being called out if he is a batter, batter-baserunner, or a baserunner, **OR** the next batter on the offending team would be called out if the infraction was by a batter, batter-baserunner, baserunner,

coach, a defensive player or by a non-participating player (player on the bench).

EFFECT Sec. 3 U This is a delayed dead ball call. If the batter is put out as a result of the play, the out will be enforced with the following batter in the batting order. If the batter reaches base safely then he alone will be called out for the use of profanity when the umpire calls "Time".

Sec. 4 A BATTER-BASERUNNER OR BASERUNNER IS NOT OUT IF a fielder making a play uses an illegal glove.

EFFECT: Sec. 4 The manager of the offensive team has the option of taking the result of the play or having the batter go back up to bat and assume the count he had prior to the hit.

Sec. 5 ON DECK BATTER:

- A. The on deck batter is the person whose name is next on the line-up card after the batter.
- B. The on deck batter may position himself on the field in a spot nearest his team's bench.
- C. The on deck batter may advance to home plate to become the batter or when he is going to direct a baserunner advancing towards home plate.
- D. If the on deck batter interferes with a defensive player making a play on the ball, the runner closest to home plate at the time of the interference will be called out.

Sec. 6 A STRIKE IS CALLED BY THE UMPIRE:

- A. For each fairly delivered pitched ball by the pitcher, that touches home plate before touching the ground.
- B. For each pitch struck at and missed by the batter.
- C. For each batted ball striking the batter, while he is in the batter's box.
- D. For each foul ball not caught on the fly.
- E. For leaving the batter's box after the pitcher starts his pitching motion.

EFFECT Sec. 6 The ball is dead after any strike.

Sec. 7 A BALL IS CALLED BY THE UMPIRE on each pitch not swung at by the batter, if:

- A. The pitched ball does not hit home plate.
- B. The ball touches the ground before touching any part of home plate. **NOTE:** The ball is dead when the legal pitch has contacted the ground. A batter may not hit a ball that hits the ground prior to home plate.
- C. An illegally pitched ball is delivered but not struck at.
- D. There is an illegal pitcher action.
- E. When the catcher fails to return the ball directly to the pitcher except after a strike-out or put out by the catcher.

Sec. 8 A FAIR BATTED BALL is a legally batted ball which is immediately in play. It is a legally batted ball which:

- A. Settles or is first touched on fair ground between home and first base or between home and third base.
- B. Bounds past first or third base while on or over fair territory.
- C. Touches first, second or third base.
- D. Touches the person or clothing of an umpire or player while on or over fair territory.
- E. Falls to the ground in foul territory, then rolls or bounces into fair territory before passing first or third bases, and without having touched some object other than the ground.
- F. First touches the ground in fair territory, then rolls into foul territory and then again rolls into fair territory, provided the ball did not touch anything while on or over foul territory, other than the ground.

Sec. 9 FOUL BALL is a legally batted ball which does not conform to the provisions or rules that would cause it to be a fair ball. It is a ball which:

- A. Settles on foul ground between home and first base or between home and third base.
- B. Goes past first or third base while on or over foul ground.
- C. First touches the ground in foul territory beyond first or third base.
- D. While on or over foul territory touches the person or clothing of an umpire, player or is blocked.

EFFECT Sec. 9 A-D A strike is called on the batter unless he already has two strikes then a strike is called and the batter is out. Baserunners must return to their bases unless it is a caught fly ball, then the ball is alive and all baserunners are in jeopardy.

NOTE: A fair or foul ball shall be judged according to the position of the ball, relative to the FOUL LINES including the FOUL POLE, and not whether the fielder is on or over either fair or foul territory, at the time the ball is first touched. (Foul Lines and Foul Poles are in fair territory). When a batted ball passes out of the field over a fence, the umpire shall declare it fair or foul, according to the position of the ball, as it leaves the playing field. When a batted ball hits any object including a fielder and is ruled a fair ball under the above rules, it is always treated as a fair ball regardless of what happens to the ball, or where it may subsequently settle or land. A fly ball landing beyond first or third base is judged at point of the first contact.

Sec. 12 HOME RUN RULE will apply. Any undeflected ball hit over the fence will be considered as a home run.

- A. When a fair batted fly ball deflects off a defensive player over the home run fence, the batter-baserunner will be awarded four (4) bases. This will not be considered the same as an over the fence home run.

Sec. 13 OFFENSIVE CHARGED CONFERENCE: There shall be only two charged conferences allowed per inning between the Manager or other team representative and the batter or baserunner. Umpires shall not permit any in excess of two in an inning.

EFFECT Sec. 13 A manager, coach or other team representative who insists on a third conference is to be ejected from the game.

RULE 8. - BASERUNNING

Sec. 1 A BASERUNNER WHILE ADVANCING MUST TOUCH EACH BASE IN THE LEGAL ORDER of first, second, and third.

- A. A baserunner may only acquire the right to an advanced base by touching it before having been put out, and shall be entitled to hold such base until he touches the next base legally, or is forced to leave the base when the batter becomes a baserunner.
- B. When the ball is alive and a baserunner must return to touch a base, he must touch all bases in reverse order.

EFFECT Sec. 1 B The baserunner is in jeopardy and could be put out.

Sec. 2 THE BATTER BECOMES A BATTER-BASERUNNER AS SOON AS HE HITS THE BALL:

- A. If the fair batted ball hits the umpire or baserunner while off the base, after passing a fielder other than the pitcher, or touches any fielder including the pitcher, it remains in play, with all runners being in jeopardy.
- B. When a fair ball strikes the person or clothing of an umpire while on foul ground.

EFFECT Sec. 2 A-B The batter-baserunner is immediately in jeopardy.

Sec. 3 THE BATTER IS AWARDED FIRST BASE:

- A. When four balls are called by the umpire.
- B. If a fair batted ball strikes a baserunner while he is off his base, and before passing a fielder other than the pitcher, the ball is immediately dead and the batter is entitled to first base without liability to be put out.
- C. If a fair batted ball strikes the umpire in fair territory, before passing a fielder, other than the pitcher, the ball is immediately dead and the batter is entitled to first base without liability to be put out.
- D. If the catcher or other fielder obstructs him or prevents him from striking at a pitched ball.

EFFECT Sec. 3 D It is a delayed dead ball call and if called, the offensive manager has the option to accept the obstruction or take the result of the play **EXCEPT** that if the batter succeeds in hitting the pitch and reaches first base safely, and all preceding runners have advanced at least one base safely, the obstruction will be nullified. If the obstruction is nullified, the ball remains alive and in play and there is no option play.

Sec. 4 BATTER-BASERUNNERS ARE OUT under the following circumstances:

- A. When he is hit by his own batted ball in fair territory, after leaving the batter's box.
- B. When he drops the bat in fair territory and it makes contact with a fair ball, by moving into the ball.
- C. When a fly ball is legally caught, providing no part of the fielder's body is touching in "out of play territory" at the time of the catch.
- D. When, after a fair ball is hit, he is touched with the ball by a fielder prior to first base, while off the base.
- E. When, after a fair ball is hit, a fielder holds the ball on first base before the batter-baserunner touches or passes the base.
- F. When, after reaching first base safely, he overruns or overslides that base, and then makes an attempt to start to second base and is tagged before returning to first base.
- G. When he runs out of the three foot line and interferes with a fielder taking a throw, or making a play at first base.

EFFECT Sec. 4 G He is out and if the interference is deemed to be intentional the most advanced baserunner is also out.

- H. If between home and first base, he moves back toward home plate to avoid or delay being tagged.

EFFECT Sec. 4 H The ball is dead and all baserunners must return to the last base touched at the time of the interference.

- I. If he interferes with a play at home plate in an attempt to prevent an obvious out.

EFFECT Sec. 4 I The baserunner is also out.

- J. If he physically and/or verbally interferes with a fielder attempting to field a batted ball or intentionally interferes physically and/or verbally with a thrown ball.

EFFECT Sec. 4 J If this interference is an obvious attempt to prevent a double play, the baserunner closest to home plate shall also be called out.

- K. If he carries the bat and legally reaches or touches first base with the bat still in his hand.

- L. When a play is being made at first base, he touches only the white portion of the double base.

- M. If he is called on the infraction of directing or uttering profanities at an umpire, another player or participant and/or utters profanities whereby the spectators can hear it after a warning has been given to both teams for the first occurrence of profanity from either team.

- N. If he physically passes a preceding baserunner before that baserunner has been put out.

EFFECT Sec. 4 K-N The batter is out and the ball is alive, unless the act interferes with the play, then the batter is out and the ball is dead and all baserunners must return to the last base touched at the time of the interference.

- O. If he leaves the playing field without touching first, second, and third bases and crossing the scoring line after hitting a home run.

EFFECT Sec. 4 O The batter is out and all baserunners advance the number of bases equal to the number of bases touched by the batter-baserunner before leaving the playing field.

EXCEPTION Sec. 4 O If the umpire directs the batter not to touch the bases and cross the scoring line, or if the batter informs the umpire he does not wish to touch the bases after hitting the home run, the batter is not out.

Sec. 5 A BASERUNNER IS OUT under the following circumstances:

- A. If he fails to keep contact with the base to which he is entitled, until a pitched ball has reached or passed or bounced in front of home plate or is batted.

EFFECT Sec. 5 A No pitch is declared, the ball is dead and the runner is out.

- B. If he physically and/or verbally interferes with a fielder attempting to field a batted ball or intentionally interferes, physically and/or verbally, with a fielder catching a ball, throwing a ball, or with a thrown ball.

EFFECT Sec. 5 B The ball is dead, the baserunner is out and if the interference is deemed to be intentional, the next succeeding baserunner is also out.

- C. If he is struck by a fair batted ball on fair ground **WHILE OFF HIS BASE** and before it touches a fielder, or passes a fielder, excluding the pitcher, unless of course, in the umpire's judgment, no infielder had a chance to play the ball.

- D. If he runs bases in reverse order, other than what is allowed under what constitutes legal baserunning.

- E. If he intentionally kicks a live ball, or intentionally interferes with a ball in play, whether or not the baserunner is in contact with his base, and an infielder **HAS HAD** an opportunity to play the ball.

EFFECT Sec. 5 C-E The ball is dead and the baserunner is out.

- F. When a coach physically holds or pushes a baserunner to assist him to return or to leave a base.

EFFECT Sec. 5 F The baserunner is out, the ball is alive and all other baserunners continue to be in jeopardy.

- G. If he intentionally kicks a live ball, or intentionally interferes with a ball in play, whether or not the baserunner is in contact with his base, and an infielder **HAS NOT HAD** an opportunity to play the ball.

- H. If he has been put out and continues to run the bases, simulating a live baserunner, and thereby draws a throw to retire him a second time.

- I. When one or more members of the team at bat, stands, or collects at, or around, a base toward which a baserunner is advancing, thereby confusing the fielders.
 - J. When a coach intentionally interferes with a live batted or thrown ball.
 - K. When a coach runs in the direction of home base or any other base, on or near a baseline, while the fielder is attempting to make a play on a batted ball, or on a thrown ball, and thereby drawing a throw in his direction.
 - L. If he is attempting to score and the next batter or other team members interfere with the attempted play.
EFFECT Sec. 5 G-L Interference is called, the ball is dead and the **MOST ADVANCED RUNNER IS ALSO CALLED OUT**.
 - M. When, while the ball is in play, he is off the base and is legally touched with the ball.
 - N. When, on a force out, a fielder tags him with the ball or holds the ball on the base to which the baserunner is forced to advance, before the baserunner can reach that base.
 - O. When running toward any base, he runs more than three feet outside his established base path to avoid being tagged with the ball in the hands of a fielder.
 - P. If he physically passes a preceding baserunner before that baserunner has been put out.
 - Q. When he positions himself behind and not in contact with the base to get a running start on any fly ball.
EFFECT Sec. 5 M-Q The ball remains alive and in play and all other baserunners are in jeopardy.
 - R. When he positions himself behind and not in contact with the base after the pitch has been released but has not yet reached or crossed home plate or been hit.
EFFECT Sec. 5 R This is a lead off, the ball is dead, the baserunner is out and all other baserunners must return to the last base legally held at the time of the pitch. **"No Pitch"** will be called by the plate umpire.
 - S. If he fails to return to touch the base to which he is entitled when play is resumed after any suspension of play, if a fielder legally holds the ball on that base.
 - T. If he leaves his base to advance to the next base before a fly ball has been touched or touches some object, provided that if the flyball is caught and returned to a fielder and legally held on the base left or if a fielder touches the runner with the ball, before the runner returns to retouch his original base.
 - U. When he fails to touch an intervening base or bases (including awarded bases) in regular or reverse order, while the ball is in play, and the ball is held legally on the missed base, or the runner is legally touched with the ball, while off the base.
EFFECT Sec. 5 S-U These are appeal plays and the defensive team loses its right to make an appeal on any of these situations, if the appeal is not made known before the next legal or illegal pitch, intentional walk, or illegal pitcher action or before all fielders have left fair territory.
 - V. If when running to the scoring line, he doesn't cross the scoring line and a fielder holds the ball in his hand while touching home plate and appeals to the umpire. Also runners attempting to score by touching the scoring line are out if they touch home plate or cross over home plate in fair territory, whether a play is made or not.
 - 1. Unless two are out, the status of a following runner is not affected by a preceding runner's violation or failure to comply.
 - 2. If, on an appeal, the preceding runner is the **THIRD OUT**, no following runner shall be allowed to score.
 - 3. If an appealed out is the **THIRD OUT**, and is the result of a force out, neither preceding nor following runners shall score.
 - 4. If the appealed out is the **THIRD OUT**, and is the result of the batter-baserunner not touching first base, preceding runners shall not score.
 - 5. On any appealed play not a force out, all runners in advance of a baserunner being appealed out, who cross the scoring line legally before completion of the **THIRD APPEALED OUT** shall be counted. Succeeding runners cannot score.
 - W. When a defensive player clearly has the ball and is waiting for the runner and the runner deliberately with great force crashes into the defensive player.
EFFECT Sec. 5 W The offender is out and shall be ejected, the ball is dead and all other baserunners must return to the last base touched at the time of the infraction.
 - X. If he is called on the infraction of directing or uttering profanities at an umpire, another player or participant and/or utters profanities whereby the spectators can hear it, after a warning has been given to both teams for the first occurrence of profanity from either team.
EFFECT Sec. 5 X The ball remains alive and all other baserunners are in jeopardy.
- Sec. 6 BASERUNNERS ARE ENTITLED TO ADVANCE WITH LIABILITY TO BE OUT:**
- A. When any live ball continues to be in play.
EFFECT Sec. 6 A
 - 1. The umpire shall call **"TIME"** when the baserunners cease to try to advance and a fielder has control of the ball in the infield.
 - 2. If a ball is no longer alive and in play as determined by the stoppage of play and the umpire having called **"TIME"**, baserunners must return to the last base touched and entitled to when all play stopped.
 - B. When during a live ball play, following a batted ball, and the ball is a wild throw in either fair or foul territory and does not become a blocked ball.
 - C. When any legally caught fly ball, is first touched by a fielder.
 - D. When a live thrown ball strikes the person of an umpire, coach or baserunner.
 - E. When a fair batted ball, or live thrown ball accidentally strikes a coach.
 - F. When another baserunner physically passes a preceding baserunner.
 - G. When a preceding baserunner fails to touch a base as required.
EFFECT Sec. 6 B-G The ball remains alive, with all baserunners continuing to be in jeopardy.
EFFECT Sec. 6 F The baserunner who passes the preceding runner is out.
 - H. When a fielder, deliberately or otherwise, **CONTACTS** or catches a batted or thrown ball with his cap, glove, or any part of his uniform or equipment, while it is detached from its proper place on the fielder's person.
EFFECT Sec. 6 H It is delayed dead ball call and
 - 1. On a fair batted ball, or on a ball that may become fair, all baserunners are entitled to advance 3 bases from the time of the pitch.
 - 2. On a thrown ball all baserunners are entitled to advance 2 bases from the time of the throw.
 - 3. In both situations, the baserunners may advance further than the bases to which they are awarded but they will be in jeopardy.
NOTE: If, in the opinion of the umpire, a fair batted ball would have cleared the outfield fence, had it not been interfered with, the batter-baserunner will be awarded four (4) bases.
 - I. If a baserunner dislodges a base from its proper position neither he nor any succeeding baserunner in the same series of plays, are obligated to run to a base that is unreasonably out of its proper place.
EFFECT Sec. 6 I The ball is alive and baserunners may advance with liability to be put out.

Sec. 7 BASERUNNERS ARE ENTITLED TO ADVANCE WITHOUT LIABILITY TO BE PUT OUT:

- A. When a fair fly ball goes over the home run fence or into the stands in the established outfield "out of play territory" without touching

the ground or a defensive player, the batter shall be entitled to a home run.

1. A fair ball that clears the fence before touching anything or anyone, and which is not caught is a home run. This includes any ball that hits the top of the fence and goes over it.
2. When a fair batted fly ball deflects off a defensive player over the home run fence, the batter-baserunner will be awarded four (4) bases.
3. When a batted ball, either fair or foul is legally caught on the fly, and the fielder has not yet touched any area outside the lines of the established playing area. The batter is out, but if the fielder's momentum causes him to touch, or go into any part of the "out of play territory", the ball will be declared dead and all baserunners will be awarded one base from the last base legally touched at the time of the catch. If the ball is intentionally carried into "out of play territory" the award will be a minimum of two bases.

B. When a fair batted ball bounds or rolls into the stands, over, under or through a fence or other boundary of the playing field whether or not the batted ball is first touched by a fielder.

EFFECT Sec. 7 B The ball is dead, baserunners are awarded two bases from the last base held at the time of the pitch.

C. When while in contact with the base, the baserunner is hit with a fair batted ball and it is deemed to be alive and it subsequently becomes blocked.

EFFECT Sec. 7 C The ball is dead and the batter and all baserunners will be awarded one base from the last base legally touched at the time the ball is blocked.

D. When forced to advance because of the batter being awarded first base.

E. If he is obstructed by a fielder between bases, or as he rounds a base, unless the fielder is trying to field a batted ball, thrown ball, or has the ball in his possession ready to tag the baserunner.

EFFECT Sec. 7 E The obstructed baserunner shall be awarded at least one base beyond the base he had last legally touched before the obstruction. The umpire shall also award the obstructed baserunner all other bases he believes the baserunner would have made, had no obstruction occurred. Any preceding baserunners forced to advance to the next base due to the award, are not in jeopardy. If the baserunner continues beyond the base he would have been awarded for the obstruction, he is in jeopardy. The ball remains alive with all other baserunners also in jeopardy.

F. If a baserunner is obstructed during a rundown, he will be awarded the base he was running toward at the time of the obstruction.

EFFECT Sec. 7 F The runner is to be awarded the base he was **RUNNING TOWARDS** at the time of the obstruction. The obstruction is delayed dead ball call and will be enforced at the completion of the play, or, if applicable, nullified while the play is still in progress.

G. If a batted ball, when played, is thrown wildly and goes into foul territory and is subsequently blocked.

EFFECT Sec. 7 G When a blocked ball occurs on a thrown live ball, the ball is immediately dead. Each and every baserunner is awarded two bases from the last base occupied at the time of the throw. The award is governed by the lead runner.

H. When an accident or incident occurs, that prevents a baserunner from proceeding to a base to which he is entitled because of a home run or other awarded base, a substitute baserunner shall be permitted to take his place and complete the play.

EFFECT Sec. 7 A-H When a batter or baserunner is awarded one or more bases, each base must be touched in regular order when advancing, otherwise the team in the field may make an appeal on the baserunner.

Sec. 8 A BASERUNNER MAY BE PUT OUT IF:

A. While the ball is in play, he fails to touch each base in legal order before attempting to advance to the next base. Either the baserunner at first base, or any other baserunner forced to advance, because the batter became a baserunner is considered as a force-out, should an appeal be made.

B. After reaching first base, the batter-baserunner's momentum causes him to overrun or overslide first base, the batter-baserunner then makes a deliberate and obvious attempt to run toward second base, before returning to retouch first base.

C. After dislodging a base, the runner attempts to continue to the next base.

D. If a fair ball is trapped.

Sec. 9 BASERUNNERS MAY AND SHALL RETURN TO BASES AT VARIOUS TIMES:

A. Baserunners required to return, or attempting to return when the ball is in play, must touch each base in regular legal reverse order.

If a batter-baserunner or baserunner abandons a base and enters his team area or leaves the field of play, the batter-baserunner or baserunner shall be declared out immediately when he enters his team area or leaves the field of play.

EFFECT Sec. 9 A

1. Batter-baserunners or baserunners are in jeopardy until they get back to their base when the ball is alive.
2. A baserunner may not return to a preceding base, after the ball has been declared dead, if he has touched a succeeding base, or after a following baserunner has scored.
3. A baserunner may not return to retouch a missed base after a following runner has scored.

B. Two baserunners may not occupy the same base simultaneously.

EFFECT Sec. 9 B The first baserunner touching a base shall be entitled to occupy it until he has touched the next base legally, or is forced to leave the base due to the batter becoming a baserunner. The following baserunner may be put out by being tagged with the ball.

C. A baserunner shall not run bases in reverse order so as to confuse the fielders, or to make a travesty of the game.

EFFECT Sec. 9 C The baserunner shall be declared out and the ball is dead.

D. A batter-baserunner or baserunner may not return to touch a missed base or one he had left illegally, once he enters his team area or out of play territory.

EFFECT Sec. 9 D Once a batter-baserunner or baserunner, who has not yet been declared out, enters his team area or out of play territory and returns to the field of play in an attempt to touch a missed base, he is to be called out immediately.

Sec. 10 BASERUNNERS MUST RETURN TO THEIR BASES:

A. If a foul ball is caught illegally.

B. When a ball is batted illegally.

C. When a batter or baserunner causes interference, all baserunners must return to the last base legally touched at the time of the interference.

D. When an umpire or baserunner is struck by a fair batted ball, before it touches a fielder, or passes any fielder other than the pitcher.

E. When time out is called by the umpire.

EFFECT Sec. 10 A-E

1. The ball is immediately dead.
2. Baserunners may be forced to advance, if the batter is credited with a hit under part "D" thus awarded first base.
3. Baserunners need not touch intervening bases, when required to return.
4. Baserunners must be allowed sufficient time to return, when required.

Sec. 11 BASE STEALING OR ADVANCING IS NOT PERMITTED AS A RESULT OF ANY PITCHED BALL NOT HIT

EFFECT Sec. 11 If a baserunner fails to keep contact with the base to which he is entitled until a pitched ball has bounced in front of,

reached or passed home plate or is batted, the ball is immediately dead, "No Pitch" is called and the baserunner is declared out. Baserunners who have left the base legally (after a pitched ball has bounced in front of, reached or passed home plate) but the ball has not been hit, are not declared out, but must immediately return to their base and the ball is dead.

Sec. 12 BASERUNNERS ARE NOT OUT:

- A. When a batter-baserunner overruns or overslides first base and immediately returns to that base.
- B. When a baserunner is required to return to a base and is not given sufficient time to return.
- C. When a baserunner is touched with the ball not securely held by a fielder.
- D. When a defensive team does not attempt an appeal play until after a next pitch is made.
- E. When a baserunner holds his base until a fly ball is touched, and then attempts to advance.
- F. When a baserunner runs outside a baseline and behind a fielder attempting to field a batted ball.
- G. When a baserunner runs outside the basepath, other than to avoid a fielder attempting to tag him with the ball.
- H. When a baserunner is hit by a batted ball that has passed through or past a fielder, and no other fielder is in position to field the ball.
- I. When a baserunner makes contact with a fielder not fielding the ball.
- J. When a baserunner sliding into a base, dislodges the base from its proper position.
- K. When, while in contact with the base, a baserunner is hit with a fair batted ball, unless the umpire rules that the ball was intentionally interfered with, or a fielder was interfered with, while attempting to field a ball.

EFFECT Sec. 12 K The ball remains alive with all baserunners continuing to be in jeopardy.

- L. When a baserunner is hit by a fair batted ball, after it is touched or touches any fielder, including the pitcher.

Sec. 13 CHARGED CONFERENCES Only two (2) charged conferences may take place between the manager or other team representatives and the batter or baserunner in an inning. Umpires shall not allow any such conferences in excess of two (2) in an inning.

EFFECT Sec. 13 A manager or coach who insists on another charged conference shall be ejected from the game.

Sec. 14 COMMITMENT LINES/SCORING LINE

- A. There is to be no sliding while attempting to touch and/or cross the scoring line at any time.

EFFECT Sec. 14 A A player is to be called out if he slides while attempting to touch and/or cross the scoring line, at home plate.

- B. A baserunner who touched the **COMMITMENT LINE** or makes contact with the ground past the **COMMITMENT LINE** with any part of the body between third base and home plate must continue on towards the scoring line (at home plate), unless he is required to return to third base due to leaving the base before the batter was called out on a flyout or lineout.

EFFECT Sec. 14 B A player, who has touched and/or crossed the commitment line, as described above and attempts to return to third base, shall be declared out.

- C. A baserunner cannot be tagged out between the commitment line and the scoring line.

- D. All baserunners attempting to score a run must do so by touching the **SCORING LINE** with one foot or by placing one foot on the ground past the **SCORING LINE** in foul territory, in order for it to be counted as a run.

EFFECT Sec. 14 E Runners are out if they touch home plate or cross over home plate in fair territory, whether a play is made or not.

Sec. 15 COURTESY RUNNERS may be used (provided the batter has safely reached base) a maximum of three (3) times per game. Only players listed on the line-up card are eligible to be courtesy runners and a courtesy runner can be used for a courtesy runner. If there are no courtesy runners or substitutions available to take the place of a courtesy runner that is on base when that player is to be up to bat, an out shall be declared. **NOTE:** The use of a courtesy runner does not constitute a substitution. Where a courtesy runner is used, a male must be placed for a male, a female for a female, or a female for a male.

RULE 9. - BALL IN PLAY (ALIVE) AND DEAD BALL

Sec. 1 THE BALL IS LEGALLY PUT IN PLAY BY THE UMPIRE:

- A. At the start of the game and each half inning when the pitcher has the ball while standing in his pitching position and the plate umpire has called "PLAY BALL".
- B. After every dead ball situation.

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

- A. When the pitcher has the ball in his possession within the pitching zone.
- B. When the pitcher delivers the pitch toward home plate.
- C. When the batter hits the pitched ball legally.
- D. Whenever there is a play resulting from the legally batted ball.
- E. When a live ball strikes a photographer, groundskeeper, policeman, etc., when they are assigned to the game. If they are within playable territory, they become part of the field.
- F. When a fly ball is legally caught.
- G. At all times during the enforcement of an infield fly rule.
- H. When any thrown ball goes into foul territory and is not blocked.
- I. When a batted or thrown live ball accidentally strikes the coach.
- J. If thrown, it strikes an umpire or offensive player.
- K. When a fair batted ball strikes an umpire or baserunner after touching a fielder, or after passing any fielder including the pitcher/infielder.
- L. When a fair ball strikes the umpire or offensive player on foul ground.
- M. If baserunners have reached the base to which they are entitled when a fielder illegally touched or fielded a batted or thrown ball.
- N. When a delayed obstruction call has been made and signaled but not yet enforced.
- O. When a baserunner must return to a base in reverse order while the ball is alive and in play.
- P. When a baserunner is called out for passing a preceding runner.
- Q. When a baserunner acquires the right to a base by legally touching it before being put out.
- R. When a base is dislodged while baserunners are progressing around the bases.
- S. When a baserunner is called out for running more than three (3) feet outside the established base path in order to avoid a tag.
- T. When a baserunner is forced or tagged out.
- U. When a "live ball" appeal play is involved or enforced.
- V. When a player is called out under the profanity rule.
- W. Whenever the ball is not "DEAD", as provided in Section 3 of this rule.
- X. When a coach physically holds or pushes a baserunner to assist him to return or to leave a base.

Sec. 3 THE BALL IS DEAD AND NOT IN PLAY:

- A. When no pitch is declared.
 - B. When an illegal pitcher's action is declared.
 - C. When a baserunner is called out for leaving a base too soon, on a pitched ball.
 - D. After each called "ball" or "strike".
 - E. When a pitched ball touches any part of a batter's person.
 - F. When a batter bats illegally, or hits the ball with an illegal bat.
 - G. When a batter **DELIBERATELY** bunts or chops the ball downward.
 - H. When the batter is hit by his own batted ball, either fair or foul.
 - I. When a foul ball is not caught on the fly.
 - J. When a batter steps completely across the plate, with the pitcher standing within the pitching zone.
- EFFECT Sec. 3 A-J** Ball is immediately dead. Baserunners may not advance.
- K. If a fielder or infielder intentionally drops a fair fly ball or line drive.
 - L. When an offensive team member causes interference.
 - M. When the baserunner deliberately crashes into a defensive player, who is waiting to make a tag.
 - N. When a baserunner is off a base and is hit with a fair batted ball, before the ball is touched by or passes through the infielders and provided an infielder had the opportunity to make a play.
 - O. When a blocked ball occurs.
 - P. When a ball lands outside the established limits of the playing field.
 - Q. When a coach intentionally interferes with a batted or live thrown ball.
 - R. When a ball is caught illegally.
 - S. When a spectator or other person, not in the game, causes interference.
 - T. When a batted ball hits an umpire before the ball is touched by or passes an infielder.
 - U. When "TIME" is called for any reason by the umpire.
 - V. When there is obstruction on the batter and it is enforced.

EFFECT Sec. 3 K-V The ball is immediately dead. Baserunners are permitted to remain on the bases they attained prior to the infraction and then subsequently advance, if applicable, to the bases awarded as a result of the infraction.

RULE 10. - UMPIRES

Sec. 1 POWERS AND DUTIES: Umpires are the representatives of the organization or league by which they have been engaged or assigned to a particular game, and as such are **AUTHORIZED AND REQUIRED** to enforce each and every section of these rules, from beginning to the end.

EFFECT Sec. 1 Umpires have the power, and should use it with discretion, to order a manager, coach, captain or player to do or to cease doing any act which in their judgment is necessary to give force and effect to one and all of these rules, and to enforce penalties as herein prescribed. The plate umpire, in consultation with his fellow umpires, if appropriate, shall have the authority to make decisions on any situations not specifically covered in the rules.

Sec. 2 UMPIRE ELIGIBILITY:

- A. Umpires must be currently carded umpires in good standing.
- B. Umpires must be a minimum of eighteen (18) years of age.

Sec. 3 GENERAL INFORMATION & REGULATIONS FOR UMPIRES

- A. The umpire shall not have any interest vested in either team that would make them favour either team.
- B. The umpire shall be sure of the date, time and location of the game.
- C. The umpire shall arrive at the field 10 minutes before the game time to mentally and physically prepare for the game.
- D. The umpire shall wear a uniform which will allow freedom of movement and which will be easily distinguishable from uniforms worn by the teams.
- E. The umpire shall have all necessary equipment deemed proper (umpire's indicator, a bat ring, small whisk broom and all proper protective equipment such as an athletic support, a mask when required) . He is to ensure that all his equipment not being used is not on the playing field.
- F. Umpires are to remove all jewellery items such as : neck chains, watches, bracelets and earrings. Excluded from this ruling are medical alert identification.
- G. The umpire(s) will introduce themselves to the official scorekeeper and managers.
- H. The umpire(s) must inspect the playing field and equipment, and supplement the rule book, when possible, with verbal game ground rules, indicating all out-of-play areas, or other exceptions to the rulebook for both managers.
- I. The umpire working behind the catcher judging the pitched balls shall be designated as the Plate Umpire, with the umpire judging plays on the bases to be called the Base Umpire.
- J. Neither umpire has the authority to set aside a decision made by the other umpire within the limits or scope of his respective duties as outlined in these rules.
- K. Under no circumstances shall either umpire seek to reverse a decision made by his associate, nor shall either umpire criticize or interfere with the duties of his associate.
- L. An umpire may consult with his associate at any time he desires to do so, or when requested to do so by a manager. 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 umpire.
- M. If different decisions should be made on one play by different umpires, the Plate Umpire shall call all umpires into consultation, with no other person present. After consultation, the plate umpire shall determine which decision shall prevail, based on which umpire was in the best position, and which decision was most likely to be correct. Play shall then proceed as if only one decision has been made.
- N. The umpires shall declare the batter-baserunner or baserunner safe or out without waiting for an appeal for such decision, in all cases where such player is safe or out in accordance with this set of rules.
- O. An umpire, if first aid qualified, will only assist an injured person during a ball game if there is no other person present with the same or more qualifications than he has, and, if applicable, will release the care of the injured person, as soon as possible, to emergency personnel.

EFFECT Sec. 3 O Unless appealed to, an umpire does not call a player out for having left a base too soon on a caught fly ball, or a touched and subsequently caught fly ball, failing to touch a base as required, batting out of order, or making an attempted start to go to second base after the batter-baserunner has crossed first base, as provided in these rules. No appeal will be considered or allowed, after the next pitch is made to a batter.

- P. Any participant (including players, managers, coaches, and umpires) on the playing field with an open wound, who is bleeding, must be removed from the playing field until the wound has been tended to and properly covered. This includes the umpire removing himself from the game. (Refer to Rule 5 Sec. 9).

Sec. 4 EITHER THE PLATE OR BASE UMPIRE SHALL HAVE EQUAL AUTHORITY TO:

- A. Call illegal pitcher's actions or illegally delivered pitches.
- B. Call a baserunner out for leaving a base too soon.
- C. Remove a manager, coach, player or team member for violating these rules.
- D. Call "TIME" when play should be suspended.
- E. Order field lights turned on.
- F. Call illegally caught balls.

Sec. 5 SPECIFIC DUTIES TO THE PLATE UMPIRE:

- A. He shall have full responsibility for the proper conduct of the game.
- B. He shall take his initial position behind the catcher's position.
- C. He shall call each pitch not hit, a ball or strike.
- D. He shall call all batted balls fair or foul, and all illegally batted balls.
- E. He shall call all caught fly balls.

EXCEPTION: When the base umpire has left his position to go out and call a trapped ball.

- F. On plays which necessitate the base umpire leaving the infield, the plate umpire shall move out and assume the duties of the base umpire, such as runners touching the bases, obstruction, interference, etc.
- G. He shall determine and declare if:
 - 1. A batter bunts or chops the pitched ball downward.
 - 2. A fly ball is an infield fly.
 - 3. A batted ball touches the person of the batter.
 - 4. A batter strikes at the pitch.
- H. When a **TIME LIMIT** has been set prior to game starting time, announce this fact and the time set to end the game, before the game is started. The scorekeeper keeps this time, and total playing time of games.
- I. Inform the managers that the official scorekeeper records are official and that they, the managers, are to advise the umpire of any changes, who will in turn, advise the official scorekeeper.
- J. Should a dispute arise during or immediately following the game, ensure that the scorekeeper has the correct decision and score.

- K. He alone shall have the authority to declare a game forfeited.
- L. After a game has been started, he shall be the sole judge as to whether or not the game shall continue.

Sec. 6 SPECIFIC DUTIES OF THE BASE UMPIRE:

- A. He shall assist and cooperate with the plate umpire in order to make all proper and correct decisions.
- B. He shall take the appropriate positions on the field as outlined in the Umpire's Manual.
- C. He may and should be required to go into the outfield to call certain outfield decisions when the plate umpire would be at a great disadvantage making the call. Some of these plays would involve a trapped ball catch, fly ball hitting or clearing a fence, a legal catch when a fielder runs or falls into a fence or obstruction and drops the ball because of such a collision, and other plays, especially when light conditions are not the best.

Sec. 7 THE RESPONSIBILITIES OF ONE UMPIRE ASSIGNED TO OFFICIATE BY HIMSELF extends to all parts of the field, his duties and jurisdiction encompass all those duties normally covered when more than one umpire is assigned.

Sec. 8 UMPIRES SHALL NOT BE CHANGED DURING THE PLAYING OF A GAME, unless they become incapacitated due to an injury or illness.

Sec. 9 UMPIRE'S JUDGEMENT DECISIONS MAY NOT BE APPEALED:

- A. On a decision involving a ball or strike.
- B. On whether or not a batted ball was fair or foul.
- C. On a call of safe or out on a baserunner.
- D. When a game is called for darkness, rain, panic or other logical reasons.

EFFECT Sec. 9 A-D No decision shall be reversed by the umpire, involving his judgment, except if he is convinced he was in error. This could come from consulting another umpire working with him, as a result of his own requested conference.

Sec. 10 UMPIRES SHALL ENFORCE ALL THESE RULES:

- A. All rules governing the playing of the game are to be enforced.
- B. If, after a person has received a warning, the infractions are repeated, the umpire shall eject the offender from the game. For major offenses, no warning shall be given. An immediate ejection shall be enforced. **NOTE:**
 - 1. Umpires should not necessarily penalize an entire team because of the actions of one or more individuals. Remove violators from the game.
 - 2. Umpires may choose not to impose a penalty when the imposition of said penalty would work to the detriment of the non-offending team.
 - 3. Umpires must work together and cooperate in every way to ensure correct decisions and fair rulings.

Sec. 11 SUSPENSION OF PLAY:

- A. The umpire may suspend play when, in his judgment, any situation or condition justifies such action.
- B. When in the opinion of the umpire all immediate play resulting from a batted ball is apparently completed, he shall call "**TIME**".

EFFECT Sec. 12 B It is not necessary to return the ball to the pitcher, after a batted ball, to stop baserunners from advancing. When baserunners have ceased to try to move forward, or to try for the next base, because a fielder has the ball in the infield area, the umpire shall call "**TIME**".
- C. Play shall be suspended whenever the umpire leaves his proper position to brush the plate, or to perform other duties not directly connected with the calling of decisions.
- D. The umpire shall suspend play whenever a batter or pitcher steps out of position for a legitimate reason.
- E. The umpire shall not give a call or signal for "**TIME**" when a batter steps out of position after a pitcher has started his delivery motions.
- F. In case of injury, or if some unforeseen incident occurs before a batter hits the ball "**TIME**" shall be called. But, if the ball is hit, then all action continues until all plays in progress have been completed, or all baserunners have stopped at their bases.
- G. Umpires shall not suspend play for any reason, during live ball action, at the request of players, coaches or managers, until all probable actions have been completed.

RULE 11. - SCORING

Sec. 1 A SCOREKEEPER is appointed by each team and shall keep at least the score of the game as it progresses and the batting order. If there is a discrepancy between each team's scorekeeper, the home team scoresheet shall be official.

Sec. 2 THE BOX SCORE:

- A. Each player's name shall be listed in the order in which he batted or would have batted unless he is removed, or the game ends, before his turn to bat.
- B. Each player's batting results must be tabulated.
- C. The score by innings for each team shall follow the tabulated batting results.

Sec. 3 THE SUMMARY:

- A. The summary shall follow the score by innings.
- B. The summary shall list the final score.

RULE 12. - MUNICIPALITY DIAMONDS

Sec. 1 BATTER'S BOX No batter is to 'dig' in the batter's box. The batter is to only set his back foot in preparation of the pitch.
EFFECT Sec. 1 If in the umpire's opinion a batter is 'digging' in the batter's box, the batter shall be declared out.

RULE 13. - SAMSON CHRISTIAN SLO-PITCH LEAGUE

Sec. 1 ROSTER

- A. Churches cannot share male or female players during the regular season or playoffs.
- B. Churches that have 2 or more teams in the league cannot share male players during the regular season, and female players can be shared with the approval of the opposing team's coach. Approval must be obtained on a game by game basis, and **approval by one team does not indicate approval by all teams**. No players can be shared during the playoffs.
- C. All players must be a minimum 16 years old.
- D. The majority of a team's players that play most frequently must be reasonably recognizable as being at least an adherent at the church the team represents. The league office reserves the right to request verification from any church that its team(s) represent that church accordingly.
- E. **A team roster must be submitted to the league office** a minimum 1 week before the first regular season game.
 - 1. Only players listed on a submitted team roster can play more than 15% of their respective team's scheduled games. Only players listed on a submitted team roster can play in the playoffs for that respective team.
 - 2. Players listed on a submitted team roster cannot change teams from the time they are placed on the roster until the end of the last playoff game (Rule 13 Sec. 1B excepted).
 - 3. Players can be added to the team roster during the first 9 weeks of the season, and the league office must be notified to ensure the submitted team roster is complete.
 - 4. After the 9th week of the season, players can only be added to the team roster with the permission of the league office.

Sec. 2 ATTENDANCE

- A. All players named on the batting order must be present at the field when the first pitch of the game is thrown.
- B. If one team cannot meet the team requirements outlined in Rule 5 Sec. 3A at the start of game 1, they forfeit game 1 and will be given ½ hour to meet the requirements for game 2 or that game will be forfeit as well.

Sec. 3 INTENTIONAL WALKS will not be allowed. If in the **umpire's opinion** the pitcher **intentionally** delivers 4 consecutive pitches that are significantly outside the strike zone, the hitter may choose to accept the walk or repeat his turn at bat. If in the **umpire's opinion** the pitcher **again intentionally** delivers 4 consecutive pitches that are significantly outside the strike zone, the pitcher will be ejected from the game and the hitter may choose to accept the walk or repeat his turn at bat.

Sec. 4 EXPECTED BEHAVIOURS

- A. Players and coaches may not consume alcohol, or be intoxicated, anywhere on the Southwest Optimist Complex, West Middlesex Memorial Arena, or any other property being rented by the league.

EFFECT Sec. 4 A Any player consuming alcohol or playing intoxicated shall be ejected from the game.

- B. Foul language is not permitted on the field, areas immediately surrounding the field, and any areas with children present.

EFFECT Sec. 4 B If in the umpire's opinion foul language has been used one time at an excessive volume, or multiple times at a volume heard by the opposing team or spectators, the player shall be ejected from the game.

- C. All players and coaches must exhibit behaviour that will not hinder the Christian testimony to any in attendance at the complex.

Sec. 5 LIABILITY All players must agree that the Samson Christian Slo-Pitch League and Samson League Inc. is not, and will not be, responsible for any injury that is a result of participation in the league.

Sec. 6 SCORE SUBMISSION After the game, the game results must be submitted to the league office via the completion of an online form at www.samsonleague.ca. Submissions via other methods will not be accepted unless the league office deems special circumstances warrant the use of another method. **Failure to submit the scores by noon on the first Thursday following game completion will result in your team starting the next game with a 7 run deficit and the second game with a 3 run deficit. For each noon that passes on subsequent days without score submission, 1 run will be added to the second game deficit to a maximum of 7 runs.**

Sec. 7 ALL-STAR GAME

- A. All-star game players are to be submitted to the league office a minimum of 1 week prior to the all-star game and indicate their primary and secondary positions.
- B. All-star game coaches will be the current coaches of the last playoff game teams of the previous season.

Sec. 9 PLAYOFFS

- A. Players must play in 20% of their team's scheduled games to be eligible for the playoffs.
- B. Each team must be prepared to present their season score books to a league official if playoff eligibility of a player is questioned.
- C. Each player must be prepared to present photo ID to a league official if playoff eligibility of that player is questioned.

Sec. 10 RAIN-OUTS

- A. If it's likely that a game will be rained-out, players should visit www.samsonleague.ca, after 5:00pm, to confirm game cancellation.
- B. Any games that are rained-out may or may not be rescheduled based on their importance in determining playoff positions.

Sec. 11 OBLIGATION TO THE LEAGUE Every team is obligated to participate in every scheduled game. All efforts must be made (in good faith) to have your roster as complete as possible, and the players on that roster on the diamond, by the stated game start time. **Refusal to participate in a scheduled game will result in a \$100 fine payable to the opposing team and a \$100 fine payable to the league. Until the fines are paid, all subsequent games will be deemed a forfeit loss for that team, no matter their outcome. Games deemed a forfeit loss will not be reversed upon payment.**

Sec. 12 STATEMENT OF FAITH Every church participating in the Samson Christian Slo-Pitch League must agree to the '**What We Believe**' statement that is posted at www.samsonleague.ca. The league office reserves the right to request verification from any church that it agrees accordingly.

Sec. 13 HITTING THE BALL OVER THE OUTFIELD FENCE EXTENDED NETTING No player shall bat a ball, intentionally or otherwise, over any extended netting that has been erected above an outfield fence for the purpose of prohibiting batted balls from entering out of bound areas.

- A. A player batting a ball over the extended netting described above will be immediately removed from the game and automatically suspended for 1 subsequent game played by his team.

EFFECT Sec. 13 A The batter is out and shall be removed, the ball is dead and all other baserunners must return to the last base earned prior to the removed batter entering the batters box. The suspension will only be lifted once the player has attended 1 complete game by his team as a spectator and the player is prohibited from any actions that influence any game.

EXCEPTION Sec. 13 A If the suspension of the player puts his team in a forfeit position, the player may play 2 complete games for his team at any defensive position except pitcher, without being listed on the batting order, in lieu of attending 1 complete game as a spectator.

- B. A player batting a ball over the extended netting described above for the second time in the same season will be immediately removed from the game and automatically suspended for 14 subsequent games.

EFFECT Sec. 13 B The batter is out and shall be removed, the ball is dead and all other baserunners must return to the last base earned prior to the removed batter entering the batters box. The suspension will only be lifted once the team for which the player played at the time of removal has played 14 total games, and the player is prohibited during that time from any actions that influence any league game.

C. A player batting a ball over the extended netting described above for the third time in the same season or subsequent seasons will be immediately removed from the game and automatically suspended from all league games for a minimum 30 subsequent games.

EFFECT Sec. 13 C The batter is out and shall be removed, the ball is dead and all other baserunners must return to the last base earned prior to the removed batter entering the batters box. The suspension will only be lifted once the team for which the player played at the time of removal has played a minimum 30 total games, during which time the player is prohibited from any actions that influence any league game. After the 30 games have been completed the player may request re-instatement to the league.

EXCEPTION Sec. 13 A-C If the removal of the player puts the team in a forfeit position, the player may continue to play in the game at any defensive position except pitcher and each turn at bat for the player will be deemed an out.