



10U and Higher Rules

2021 Season

WARNING AND DISCLOSURE

One of the primary purposes of Mountain View-Los Altos Girls Softball League's ("League") Official Playing Rules (including its Equipment Standards) and Operating Code is to promote competitive balance and to preserve the integrity of the sport of amateur softball. The League's Official Playing Rules and Code should not be considered a guarantee that participants, spectators, or others will be safe or free from injury or harm. **There** are risks and dangers incidental to the game of softball, including specifically (but not limited to) the danger of being injured by thrown bats, thrown balls, batted balls, or **other** objects. Softball poses a risk to its participants, spectators, and other persons at or near the League's events or practices. Softball is a vigorous team sport at times involving severe cardiovascular stress and violent physical contact. Softball involves certain risk, including, but not limited to death, serious neck and spinal injuries resulting in complete or partial paralysis, brain damage, and serious injury to virtually all bones, joints, muscles and internal organs, and equipment provided for the protection of the participants may be inadequate to prevent serious injury. It is further disclosed that softball involves a particularly high risk of ankle, knee, head, and neck injury. In addition, participation in League events may involve activities incidental thereto, including but not limited to, travel to and from the site activity, participation at sites that may be remote from available medical assistance, and possible reckless conduct of other participants. Participants engaging in softball and activities incidental to softball do so with knowledge of the danger involved and agree to accept any and all inherent risks of property damage, personal injury, or death. Parents, family, guests, participants and spectators assume all risk and danger of personal injury, losses, damages to person or property and all hazards arising from, incidental to or related in any way to the game of softball.

DISCLAIMER

The Mountain View-Los Altos Girls Softball League ("League"), its officials, agents, employees, sponsors, volunteers, contractors, related local associations, and affiliates are not responsible for any injury (including death) or loss of property to any person suffered while watching, playing, practicing, or in any other way at or involved in the game of softball for any reason whatsoever, including ordinary negligence on the part of the League or its agents, employees, sponsors, volunteers, the owners and lessors of the premises and all others who are involved, including the reckless conduct of other participants. The League expressly disclaims any and all liability for any injury or property loss related in any way to the game of softball. This warning, disclosure, and disclaimer is intended to be as broad and inclusive as permitted for by applicable laws. If any portion is held invalid, the remainder of the warning, disclosure, and disclaimer will continue in full legal force and effect.

Table of Contents

| | |
|---|----|
| Warning and Disclosure | 2 |
| Disclaimer | 2 |
| Table of Contents..... | 3 |
| Official Softball Playing Rules — 10U and Higher | 7 |
| Playing Rules Table of Contents | 7 |
| Rule 1 – Definitions | 8 |
| Rule 2 – The Playing Field..... | 17 |
| Section 1. Definition | 17 |
| Section 2. Special Rules..... | 17 |
| Section 3. Layout..... | 17 |
| Rule 3 — Equipment..... | 23 |
| Preamble to Rule 3 | 23 |
| Section 1. Official Bat | 23 |
| Section 2. Warm-Up Bat..... | 24 |
| Section 3. Official Softball | 25 |
| Section 4. Glove/Mitt..... | 26 |
| Section 5. Catcher’s Equipment, Face Mask/Guards, and Helmets | 26 |
| Section 6. Uniform | 28 |
| Section 7. All Equipment..... | 29 |
| Rule 4 — Players, Coaches, Substitutes..... | 31 |
| Section 1. Players..... | 31 |
| Section 2. American Disability Act Rule..... | 32 |
| Section 3. Designated Player | 33 |
| Section 4. Extra Player (Slow Pitch)..... | 34 |
| Section 5. Reentry..... | 34 |
| Section 6. Substitutes/Illegal Players | 35 |
| Section 7. Coach..... | 39 |
| Section 8. Disqualified or Ejected Participant | 39 |
| Section 9. Blood Rule..... | 40 |
| Section 10. Injured Player..... | 40 |
| Rule 5 — The Game..... | 41 |
| Section 1. Home Team..... | 41 |
| Section 2. Fitness of The Grounds | 41 |
| Section 3. Regulation Game | 41 |
| Section 4. Forfeited Games..... | 42 |
| Section 5. Scoring of Runs | 42 |
| Section 6. Game Winner..... | 43 |
| Section 7. Conferences | 43 |
| Section 8. Home Run Rule (Slow-Pitch, Seniors)..... | 44 |
| Section 9. Run Ahead Rule..... | 44 |
| Section 10. Time Limit Rule | 44 |
| Section 11. Tie-Breaker Rule..... | 45 |
| Section 12. Dugout Conduct..... | 46 |
| Section 13. Game Preliminaries..... | 46 |
| Rule 6 — Pitching Regulations | 48 |

Table of Contents

| | |
|--|-----------|
| Section 1. Preliminaries | 48 |
| Section 2. Starting the Pitch..... | 49 |
| Section 3. Legal Delivery | 49 |
| Section 4. Intentional Walk | 50 |
| Section 5. Defensive Positioning | 50 |
| Section 6. Foreign Substance/Protective Wraps | 51 |
| Section 7. Catcher..... | 51 |
| Section 8. Throwing to a Base | 52 |
| Section 9. Warm-up Pitches..... | 52 |
| Section 10. No Pitch | 52 |
| Section 11. Dropped Ball..... | 53 |
| Section 12. Pitcher Eligibility | 53 |
| Section 13. Hit Batter | 53 |
| Section 14. Staff-Pitcher (10U Only)..... | 54 |
| Rule 7 — Batting..... | 56 |
| Section 1. On-Deck Batter | 56 |
| Section 2. Batting Order | 56 |
| Section 3. Batting Position..... | 58 |
| Section 4. A Strike is Called by the Umpire | 58 |
| Section 5. A Ball is Called by the Umpire | 59 |
| Section 6. The Batter is Out..... | 60 |
| Rule 8 — Batter-Runner and Runner | 63 |
| Section 1. The Batter Becomes a Batter-Runner..... | 63 |
| Section 2. Batter-Runner is Out | 64 |
| Section 3. Touching Bases in Legal Order..... | 66 |
| Section 4. Runners Advancing with Liability | 67 |
| Section 5. Runners Advancing Without Liability | 69 |
| Section 6. A Runner Must Return to Their Base..... | 72 |
| Section 7. The Runner is Out..... | 72 |
| Section 8. Runner is Not Out | 77 |
| Section 9. Running (Masters and Seniors)..... | 78 |
| Section 10. Courtesy Runners..... | 78 |
| Rule 9 — Protests..... | 81 |
| Section 1. Protest Types..... | 81 |
| Section 2. Invalid Protests | 81 |
| Section 3. Valid Protests | 82 |
| Section 4. Protest Procedure | 82 |
| Section 5. Protest of Eligibility | 82 |
| Section 6. Written Protest Content..... | 82 |
| Section 7. Protest Results..... | 83 |
| Rule 10 — Umpires..... | 85 |
| Section 1. Power and Duties | 85 |
| Section 2. Change of Umpires | 86 |
| Section 3. Umpire’s Judgment..... | 86 |
| Section 4. Suspension of Play | 86 |
| Section 5. Uniform | 87 |
| Section 6. Game Preliminaries..... | 88 |
| Section 7. Plate Umpire | 88 |
| Section 8. Base Umpire | 89 |
| Section 9. Responsibilities of a Single Umpire..... | 89 |
| Section 10. Violations and Penalties..... | 89 |

Table of Contents

| | |
|--|----|
| Rule 11 — Scoring | 91 |
| Section 1. Official Scorer Duties | 91 |
| Section 2. The Box Score | 91 |
| Section 3. A Base Hit Not Scored | 93 |
| Section 4. Run Batted In | 93 |
| Section 5. Pitcher Credited with a Win | 94 |
| Section 6. Pitcher Credited with a Loss | 94 |
| Section 7. Game Summary | 94 |
| Section 8. Stolen Base | 95 |
| Section 9. Forfeited Game | 95 |
| Section 10. Tie-Breaker Rule..... | 95 |
| Rule 12 — Use of ASA Playing Rules..... | 96 |
| Rule 13 — End of Season Tournament Rules | 98 |
| Definitions | 98 |
| Players | 98 |
| Regulation Game | 98 |
| Pitcher eligibility | 99 |
| Home Team | 99 |
| Seeding | 99 |

Official Softball Playing Rules — 10U and Higher

This section contains the official softball playing rules for the Mountain View-Los Altos Girls Softball League (“League”) for divisions 10U and higher. These rules are for the sole use of the League. They will not be used in ASA tournament games, and may not be used for possible inter-league games. League traveling teams will need to consult ASA Official Rules of Softball for the current year.

These rules are based on the 2015 Official Playing Rules of the Amateur Softball Association of America, specifically for Fast Pitch Girls Junior Olympic (youth) softball (“ASA Rules”). ~~Deletions to the ASA Rules are noted as strikeouts to the text.~~ Local rule additions (i.e. specific to Mountain View-Los Altos Girls Softball) are noted as shaded text.

Further emphasis on the rules may be found in the ***ASA 2015 Participant Manual: Official Rules of Softball***, under the section “Points of Emphasis” or in the ***ASA Umpire Case Book***, to clarify various selected rules.

PLAYING RULES TABLE OF CONTENTS

| | |
|---------|--------------------------------|
| Rule 1 | Definitions |
| Rule 2 | The Playing Field |
| Rule 3 | Equipment |
| Rule 4 | Players and Substitutes |
| Rule 5 | The Game |
| Rule 6 | Pitching Regulations |
| Rule 7 | Batting |
| Rule 8 | Batter-Runner and Runner |
| Rule 9 | Protests |
| Rule 10 | Umpires |
| Rule 11 | Scoring |
| Rule 12 | Use of ASA playing Rules |
| Rule 13 | End of Season Tournament Rules |

RULE 1 - DEFINITIONS

ALTERED BAT: When the physical structure of a legal softball bat has been changed.

APPEAL PLAY: A play on a rule violation on which an umpire may not make a decision until requested by a manager, coach, team's Field Manager or player.

BALL COMPRESSION: The load force, in pounds, required to compress a softball 0.250 inches when measured in accordance with the ASTM test method for measuring compression-displacement of softballs.

BALL COR: The coefficient of restitution of a softball when measured in accordance with the ASTM test method for measuring coefficient of restitution of softballs.

BASE COACH: A Staff member or team player in uniform who is stationed in the coaching box to give direction to the batter and runners while the team is on offense. When a player is acting as base coach that player must wear a batting helmet.

BASE ON BALLS: Permits a batter to gain first base when four pitches are judged to be out of the strike zone.

BASE LINE: An imaginary line directly between bases.

BASE PATH: A line directly between a base and the runner's position at the time a defensive player is attempting to tag that runner.

BATTED BALL: Any pitched ball that hits the bat or is hit by the bat and lands either in fair territory or foul territory.

BATTER'S BOX: The area to which the batter is restricted when batting. The lines are considered as being within the batter's box.

BATTER-RUNNER: A player who has completed a turn at bat but has not yet been put out or reached first base.

BATTING ORDER: The official listing of offensive players in the order in which they bat.

BLOCKED BALL: A batted, pitched, or thrown ball that is touched, stopped, or handled by a person not engaged in the game, or which touches loose equipment or any object that is not part of the official equipment or official playing area. A thrown ball accidentally touching a base coach (in or out of the coach's box) during a play is not a blocked ball.

BLOOD RULE: Refers to a player, coach, or umpire who is bleeding or who has blood on their uniform and treatment is required.

BORROWED PLAYERS: Any MVLAGE player in the same division may be borrowed to prevent a team from forfeiting. The borrowed player may not play the position of pitcher or catcher during the game.

BUNT: A pitched ball that is intentionally tapped with the bat, slowly, within the infield.

CATCH/NO CATCH:

- A. A catch is a legally caught ball, which occurs when the fielder catches a batted, pitched or thrown ball with the hand(s) or glove/mitt.
 - 1. To establish a valid catch, the fielder shall hold the ball long enough to prove control of it and/or that the release of the ball is voluntary.
 - 2. If the ball is merely held in the fielder's arm(s) or prevented from dropping to the ground by some part of the fielder's body, equipment or clothing, the catch

is not completed until the ball is in the grasp of the fielder's hand(s) or glove/mitt.

3. The fielder's feet must be within the field of play, touching the "out of play" line, or in the air after leaving live ball territory in order to have a valid catch. A player who is "out of play" and returns must have both feet touching live ball territory, or one foot touching and the other in the air, for the catch to be legal.

B. It is not a catch:

1. If a fielder, while gaining control, collides with another player, umpire or a fence, or falls to the ground and drops the ball as a result of the collision or falling to the ground.
2. If a ball strikes anything other than a defensive player while it is in flight, it is the same as if it struck the ground.
3. When a fielder catches a batted or thrown ball with anything other than the hand(s) or glove/mitt in its proper place.

CATCH AND CARRY: A legal catch followed by a defensive player carrying the ball into dead ball territory.

CATCHER'S BOX: The area to which the catcher is restricted while catching. The catcher must remain in the box until the pitch is released.

CHAPERONE: A female at least twenty-one years of age, who is a rostered team member and will assist the manager in keeping control and order among the girls. The chaperone must attend all team functions. There may be multiple Chaperones for a team. The intent is that there will be two adult females at all team functions.

CHARGED CONFERENCE: When a team representative requests a suspension of play or delays the game for the purpose of delivering a message to another team member, unless the pitcher is removed from the pitching position.

COACH: An adult at least twenty-one years of age, who is a rostered team member and will help train, instruct, and teach players the fundamentals of fast pitch softball through the practicing of various skills, which will be utilized in the game. A person who occupies the coach's box and/or assists in the direction of their team representatives on the field. Coach includes Head Coaches and Assistant Coaches. Youth Coaches are defined below.

COACH'S BOX: The area in which the base coach is restricted to prior to the release of the pitch.

COLLISION: Contact between a defensive player and a batter-runner or runner. Collision is more than a slight touching of a defensive player and a batter-runner or runner. Collision is the colliding of two players, resulting in an impact. The ultimate responsibility in avoiding a collision belongs to the runner. A Collision can be avoided by the batter-runner or runner by stopping, running around the defensive player, leaping over the defensive player (without contact) or sliding into a base or home plate. Sliding is not mandatory, and should only be used by those players well-schooled in the practice.

COMPLETE GAME: A game that has finished 6 innings (10U and 12U only) or 7 innings (14U only), or that the umpire has called in which four innings have been played (three and one half if the home team is ahead). A complete game is a game of record and ends all possibility of further or future play at the moment the plate umpire stops the game.

COURTESY RUNNER: Any player who runs for a runner without a charged substitution.

CROW HOP: The act of a pitcher who steps, hops, or drags off the front of the pitcher's plate, replants the pivot foot, thereby establishing a second impetus, or starting point, pushes off from the newly established starting point, and completes the delivery.

DEAD BALL: A ball that is not in play.

DEFENSIVE TEAM: The team in the field.

~~**DESIGNATED PLAYER:** The player who is initially on the line-up card in the team's batting order but not in the defensive line-up.~~

DISLODGED BASE: A base displaced from its proper position.

DISQUALIFIED PLAYER: A player removed from the game for a rule violation.

DIVE-BACK: A head-first return to a previous base which, in the judgment of the umpire, occurs from a distance of less than 10 feet from the base. This is distinguished from a head-first slide, which is illegal in certain circumstances.

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

DOUBLE-FORFEITED GAME: A game declared over by a decision of the plate umpire when both teams are found to be in violation of the rules or both teams are unable to field a complete team at game time. A double-forfeited game is to be considered a "game of record" and will not be rescheduled. A double forfeit is recorded as a loss for both teams. Each team receives a score of zero runs for and six runs (10U and 12U only) or seven runs (14U only) against for standings purposes.

DUGOUT/TEAM AREA: An out-of-play area designated for players and team representatives staff only.

EJECTED PARTICIPANT: A team representative (player or staff) removed from the game by the umpire, usually for an unsportsmanlike act or conduct.

FAIR BALL: A legally batted ball that:

- A. Settles or is touched on or over fair territory between home and first base or between home and third base.
- B. Bounds over or past first or third base, which is in fair territory, regardless of where the ball hits after going over the base.
- C. While on or over fair territory, touches the person, attached equipment or clothing of a player or an umpire.
- D. While over fair territory, an offensive player interferes with a defensive player attempting to field a batted ball.
- E. Touches first, second, or third base.
- F. First falls or is first touched on or over fair territory beyond first, second, or third base.
- G. While over fair territory, leaves the playing field beyond the outfield fence.
- H. Hits the foul pole.

FAIR TERRITORY: That part of the playing field within, and including, the first and third base foul lines from home plate to the bottom of the playing field fence and perpendicularly upwards.

FAKE TAG: A form of obstruction by a fielder who attempts to tag a runner without the ball and thereby impedes a runner advancing or returning to a base.

FIELDER: Any player of the team in the field.

FIELD MANAGER: A rostered team staff member designated by the team manager prior to the start of the game who will direct the defense. This is the only team representative who may call a time out to confer with players or an umpire.

FLEX: ~~The player who is initially listed in the tenth spot on the line-up card and may play any defensive position, and may enter the game on offense only in the Designated Player's (DP) batting position.~~

FLY BALL: A batted ball, fair or foul, that rises into the air.

FORCE OUT: An out which may be made only when a runner loses the right to the base that the runner is occupying because the batter becomes a batter-runner, and before the batter-runner or a trailing runner has been put out. If the forced runner, after touching the next base, retreats for any reason toward the base last occupied, the force play is reinstated and the runner may again be put out if the defense tags the runner or the base to which the runner is forced. A "force out" never requires a tag being made upon the runner being forced.

FORFEITED GAME: A game declared over by a decision of the plate umpire for a violation of the rules or by a decision of the League Umpire in Chief to uphold an administrative protest for the use of an ineligible player. A forfeited game is to be considered a "game of record", with a score of six to zero in the 10U and 12U divisions, and a score of seven to zero in the 14U division.

FOUL BALL: A batted ball that:

- A. Settles or is touched (not caught) on or over foul territory between home and first base or between home and third base.
- B. Bounds or rolls past first or third base on or over foul territory.
- C. While over foul territory, touches the person, attached or detached equipment or clothing of a player or an umpire, or any object foreign to the natural ground.
- D. While over foul territory, an offensive player interferes with a defensive player attempting to field a batted ball.
- E. First hits the ground over foul territory beyond first or third base.
- F. Touches the batter or the bat in the batter's hand(s) a second time while the batter is within the batter's box.
- G. Goes directly from the bat to any part of the catcher's body or equipment and is caught by another fielder.
- H. Hits the pitcher's plate and rolls untouched to foul territory before reaching first or third base.

FOUL TIP: A batted ball that goes sharply and directly from the bat to the catcher's hand(s) or glove/mitt and is legally caught by the catcher. A foul tip is a strike, the ball is live, and runners may steal a base. If the batted ball rebounds from the catcher's equipment or if the catcher smothers the batted ball against the ground (a "trapped ball"), it is a foul ball and the ball is dead.

HOME TEAM: The team that starts the game on defense. The home team occupies the third base dugout or team area and keeps the official score.

ILLEGAL BAT: A bat that does not meet the requirements of an official bat or warm-up

Official Softball Playing Rules — 10U and Higher

bat as specified in Rule 3.1.

ILLEGALLY BATTED BALL: Occurs when the batter hits the ball fair or foul and:

- A. At the time the bat makes contact with the ball, the entire foot is completely outside the lines of the batter's box and on the ground.
- B. At the time the bat makes contact with the ball, any part of the foot is touching home plate.
- C. An illegal, altered, or non-approved bat is used.
- D. At the time the bat makes contact with the ball, the batter's entire foot has contacted the ground out of the batter's box and returned to hit the ball while inside the box.

ILLEGALLY CAUGHT BALL: Occurs when a fielder catches a batted or thrown ball with their cap, mask or any part of their uniform detached from its proper place, or by a thrown glove or detached glove.

EFFECT: An illegally caught ball is not considered to have been caught.

ILLEGAL PITCH: Any pitch, from set position to delivery, as judged by an umpire to be in violation of the pitching rules referenced in Rule 6 Sections 1, 2, 3A-N, 4, 5, 7A, and 8.

ILLEGAL PLAYER: A player who takes a position in the line-up, either on offense or defense, who does not have a legal right to (i.e. is ineligible for) that position. See Rule 4.6.

ILLEGAL SLIDE: Any slide with one or both feet raised above the runner's normal knee height, a slide beyond the base causing contact to be made with a defensive player, or any slide judged by the umpire to be unsportsmanlike, particularly where contact is made with a defensive player. Head-first slides are not legal at any base for 10U and 12U. Head-first slides are not legal at home plate for 14U. Dive-backs are not considered head-first slides.

IN FLIGHT: The term used for any batted, thrown, or pitched ball which has not yet touched the ground or some object or person other than a fielder.

IN JEOPARDY: A term indicating that the ball is in play and an offensive player may be put out.

INELIGIBLE PLAYER: A player who does not meet the requirements of the ASA Code Mountain View – Los Altos Girls Softball league rules and policies. There is no consequence to an ineligible player until they become an illegal player. See Rule 4.6.E.

INFIELD: That portion of the field in fair territory that includes areas normally covered by infielders.

INFIELDER: A fielder who defends the area of the field around first, second, third, or shortstop areas.

INFIELD FLY: A fair fly ball, not including a line drive or an attempted bunt, which can be caught by an infielder, pitcher, or catcher with ordinary effort when first and second or first, second, and third bases are occupied with less than two outs. The infield fly is ruled when the ball reaches the highest point based on the position of the closest infielder regardless of who makes the play. When it seems apparent that a batted ball will be an infield fly, the umpire shall immediately declare "Infield Fly." The ball is live and runners may advance at their own risk of the ball being caught. If the ball is caught, the runners may tag up to advance. If the ball drops in fair territory, the batter is out and the runners are not forced to advance. If the ball drops in foul territory, it is treated as any foul ball. The purpose of the Infield Fly rule is to prevent a defensive player from purposely dropping a fly ball with the intention of creating a double play opportunity.

INNING: That portion of a game within which the teams alternate on offense and defense and in which there are three outs for each team. A new inning begins immediately after the final out of the previous inning. The "runs per inning rule" modifies this definition so that an inning may end before three outs occur.

INTERFERENCE: The act of an offensive player or team member, umpire, or spectator that impedes, hinders, or confuses a defensive player attempting to execute a play. Contact is not necessary.

INTERLEAGUE: The body of girls softball leagues in the southern Bay Area Peninsula region to which the Mountain View – Los Altos Girls Softball League belongs — the South Bay Interleague Council. “Interleague games” refers to those games played between Mountain View – Los Altos Girls Softball teams and teams from other leagues within this body. These games occur only at the 12U level and above.

INTRALEAGUE GAME: A game played between teams which are both members of the Mountain View – Los Altos Girls Softball League.

LEAPING: An act by the pitcher when both feet become airborne on the initial move and push from the pitcher's plate.

LINE DRIVE: A batted ball that travels parallel or near the ground through most of its flight.

LINE-UP CARD: The official document listing starting players and substitutes of a given team.

MANAGER: The team representative that must have control of their team at all times on and off the field. The Manager is a female at least twenty-one years of age, who is a rostered team member, appointed by the league Board of Directors to be in charge of the team. A Manager shall always be responsible for the team’s conduct, observance of the rules and deference to the game umpires. The Manager is responsible for all team member actions on the field, in practices and at any other league functions. The Manager is to direct playing activities, training, discipline, and conduct of all team members and team staff.

NON-APPROVED BAT: A bat that does not meet ASA specifications or is on the current non-approved bat list with 2000 or 2004 certification mark or which is specifically prohibited by these rules.

OBSTRUCTION: The act of a defensive team member:

- A. Who hinders or impedes a batter from striking at or hitting a pitched ball.
- B. Who impedes the progress of a runner or batter-runner that is legally running the bases unless the fielder is:
 1. in possession of the ball.
 2. in the act of fielding a batted ball.

NOTE: Contact is not necessary to impede the progress of the batter-runner or a runner.

OFFENSIVE TEAM: The team at bat.

ON-DECK BATTER: The offensive player who is scheduled to bat next.

ON-DECK CIRCLE: The area nearest the offensive team's dugout in which the next batter is restricted to before the release of the pitch.

OUTFIELDER: A fielder who defends the area of the field that the left, left-center, right-center, and right fielders normally play. Outfielders must be positioned in the outfield at the time of the pitch (i.e. at least 10 feet beyond the base line).

OVER-SLIDE: The act of an offensive player when, as a runner, slides beyond or loses contact with a base the player is attempting to reach.

OVERTHROW: A thrown ball from a fielder that goes:

- A. Beyond the boundary lines of the playing field (dead ball territory), or
- B. Becomes a blocked ball.

PARTICIPANT: A starting player, substitute, manager, coach or other team representative located in the dugout, team area, or playing field.

PASSED BALL: A legally delivered pitch that should have been held or controlled by the catcher with ordinary effort.

PITCHER'S CIRCLE: The eight-foot radius circle around the pitcher's plate.

PIVOT FOOT: The foot which must remain in contact with the pitcher's plate prior to pushing off.

PLAY: An attempt by a defensive player to retire an offensive player. A pitch is not considered a play except as it relates to an appeal.

PLAY BALL: The term used by the plate umpire to indicate that play shall start.

PROTEST: A formal request to review the decision of an umpire's rule interpretation. A team may never protest an umpire's judgment call.

QUICK PITCH: A pitch made with the obvious attempt to catch the batter off balance.

RUNNER: An offensive player who has reached first base and has not yet been put out or scored.

SACRIFICE FLY: Scored when, with fewer than two outs, the batter scores a runner with a fly ball or line drive that is:

- A. caught.
- B. dropped by any fielder and, in the scorer's judgment, the runner could have scored after the catch had the fly ball or line drive been caught.

SCOREKEEPER: An individual trained in scorekeeping, who has been assigned by the team manager to keep accurate game facts. The scorekeeper is an agent of the umpire and may not volunteer information to either team or spectators unless requested to do so by the umpire.

STARTING PLAYER: A player listed on the line-up card that is inspected and approved by the plate umpire.

STEALING: The act of a runner attempting to advance during a pitch. ~~Runners can advance once the pitched ball leaves the pitcher's hand.~~

STRIKE ZONE: That space over any part of home plate, when a batter assumes a natural batting stance adjacent to home plate, which:

- A. (10U only): is between the batter's shoulders and the bottom of the knees.
- B. (12U and 14U only): is between the batter's arm pits and the top of the knees.

SUBSTITUTE: Any member of a team's roster who is not listed as a starting player, or a player who leaves and re-enters the game.

TAG: A legal tag is the act of a defensive player:

- A. touching a base with any part of the body while holding the ball securely and firmly in the hand or glove, or
- B. touching the runner or batter-runner with the ball while securely held in the hand or glove.

TAGGING UP: The act of a runner returning to touch the last legally-held base after a fly ball is legally caught before advancing or leaving the base only after a fly ball has been touched by a defensive player.

TIME: The term used by the umpire to suspend play.

TRAPPED BALL: When the glove and ball simultaneously meet as the ball hits the ground or a player's or umpire's body, clothing, or attached equipment.

EFFECT: Not a legal catch.

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

TURN AT BAT: When a player first enters the batter's box and continues until the player is substituted for, put out, or becomes a batter-runner while at bat.

VISITING TEAM: Is the first team on offense and will use the first base dugout.

UNSPORTSMANLIKE CONDUCT: Any actions contrary to the rules or policies of the League where the behavior presents a bad example to the players, parents, and other team staff. This includes, but is not limited to, those behaviors described in the League's Parent/Guardian Code of Conduct, such as:

- A. questioning of the umpire's judgment calls, such as balls and strikes, including moaning, groaning, and other non-verbal behaviors
- B. taunting or ridiculing the players, the team staff, or the families on either team
- C. throwing equipment, kicking, spitting, or swearing

EFFECT: Unsportsmanlike conduct may be considered an ejection offense without warning, and may result in review by the Board and possible further sanctions up to and including the family being suspended from the League.

WILD PITCH: A legally delivered pitch that the catcher cannot catch or stop and control with ordinary effort.

YOUTH COACH: A female less than eighteen years old who will, under the guidance of the Head Coach, help train, instruct, and teach players the fundamentals of fast pitch softball.

- A. The Youth Coach may be either a player or a non-player and must be a rostered member of the team or team staff.
- B. The Youth Coach must be at least two divisions older than the team on which she is a rostered team staff member, unless she is a rostered player on that team.
- C. The Youth Coach must never be left alone or in charge of the team during a practice or game.
- D. The Youth Coach is subject to the same restrictions as players while on the playing field, specifically including the wearing of a helmet when coaching first or third base.

RULE 2 - THE PLAYING FIELD

SECTION 1. DEFINITION

The playing field is the area within which the ball may be legally played and fielded. There shall be a clear and unobstructed area between the foul lines and within the radius of the prescribed fence distances from home plate.

OFFICIAL DISTANCE TABLE

| Division | Bases | Pitching | Min. Fence | Max. Fence |
|----------|------------|----------|------------|------------|
| 8U | 55' or 60' | 32' | N/A | N/A |
| 10U | 60' | 35' | 175' | 225' |
| 12U | 60' | 40' | 200' | 225' |
| 14U | 60' | 43' | 200' | 225' |
| 16U | 60' | 43' | 200' | 225' |

If the base distances or the pitching distance is found to be at the wrong dimensions during the course of the game, correct the error, with no penalty, and continue playing the game. Every effort should be made by the umpire to obtain the correct dimensions.

SECTION 2. SPECIAL RULES

Ground or special rules establishing the limits of the playing field may be established by tournament League officials. Any obstruction on fair ground less than the prescribed fence distances from home plate should be clearly marked for the umpire's information. ~~If using a baseball field, the mound should be removed and the backstop distances must meet those prescribed (minimum of 25 feet or a maximum of 30 feet from home plate).~~

SECTION 3. LAYOUT

For the layout of the diamond, refer to the drawing showing the official dimensions for a softball diamond. This section serves as an example for laying out a diamond with 60-foot bases and a 4640-foot pitching distance. To determine the position of home plate, draw a line in the direction desired to lay the diamond. Drive a stake at the corner of home plate nearest the catcher. Fasten a cord to this stake and tie knots, or otherwise mark the cord, at 4640 feet, 60 feet, 84 feet 10 ¼ inches, and at 120 feet. Place the cord (without stretching) along the direction line and place a stake at the 4640-foot marker. This will be the front line at the middle of the pitcher's plate. Along the same line, drive a stake at the 84-foot 10 ¼ -inch marker. This will be the center of second base. Place the 120-foot marker at the center of second base and, taking hold of the cord at the 60-foot marker, walk to the right of the direction line until the cord is taut and drive a stake at the 60-foot marker. This will be the outside corner of first base and the cord will now form the lines to first and second bases. Again, holding the cord at the 60-foot marker, walk across the field and, in a like manner, mark the outside corner of third base. Home plate, first base, and third base are wholly inside the diamond. To check the diamond, place the home plate end of the cord at the first base stake and the 120-foot marker at

third base. The 60-foot marker should now check at home plate and the middle of second base.

- A. The three-foot line is drawn in foul territory parallel to and three feet from the baseline, starting at a point halfway between home plate and first base.
- B. The batter's on-deck circle is a five-foot circle (2 ½-foot radius) placed adjacent to the end of the player's bench or dugout area closest to home plate
- C. There shall be batter's boxes, one on each side of home plate. The front line of the box will be drawn from the center of home plate. The inside lines of the batter's box shall be six inches from home plate. **The dimensions of the batter's box shall be 3-foot wide x 7-foot long.**
- D. The catcher's box shall be as wide as the two batter's boxes from outside line to outside line, 8' 5" wide and 10' long.
- E. Each coach's box is behind a line 15 feet long drawn outside the diamond. The line is parallel to and eight feet from the first and third base line, extended from the bases toward home plate.
- F. The pitcher's plate shall be of rubber or wood, 24 inches long and six inches wide. The top of the plate shall be level with the ground. The front of the pitcher's plate shall be the prescribed pitching distances from the back point of home plate. It shall be permanently attached to the ground at distances indicated in Rule 2, Section 1. There shall be a 16-foot circle, eight feet in radius, drawn from the center of the pitcher's plate. The lines drawn around the pitcher's plate are considered inside the circle.
- G. Home plate shall be made of rubber or other suitable material. It shall be a five-sided figure, 17-inches wide across the edge facing the pitcher's plate. The sides shall be parallel to the inside lines of the batter's box and shall be 8 ½ -inches long. The sides of the point facing the catcher shall be 12 inches long.
- H. The bases, other than home plate, shall be 15 inches square be made of canvas or other suitable material and not more than five inches in thickness. The double base shall be used at first base in all divisions of play. This base is 15 by 30 inches and both sides of the double base, white and contrasting color, shall be equal in height (5" max). Half the base is white (over fair territory) and half is of contrasting color (over foul territory). The bases should be properly fastened in position.
- I. ~~The outfield fence height for Regional, area, and National Tournaments, National Championship Finals and The USA Softball Championships must be at least four feet high (at least three feet high if using temporary fencing) and it is suggested that it be eight feet in height.~~
- J. ~~Regional, Area, and National Championship Final play the minimum lighting level is 30 foot candles.~~

I-J. Deleted.

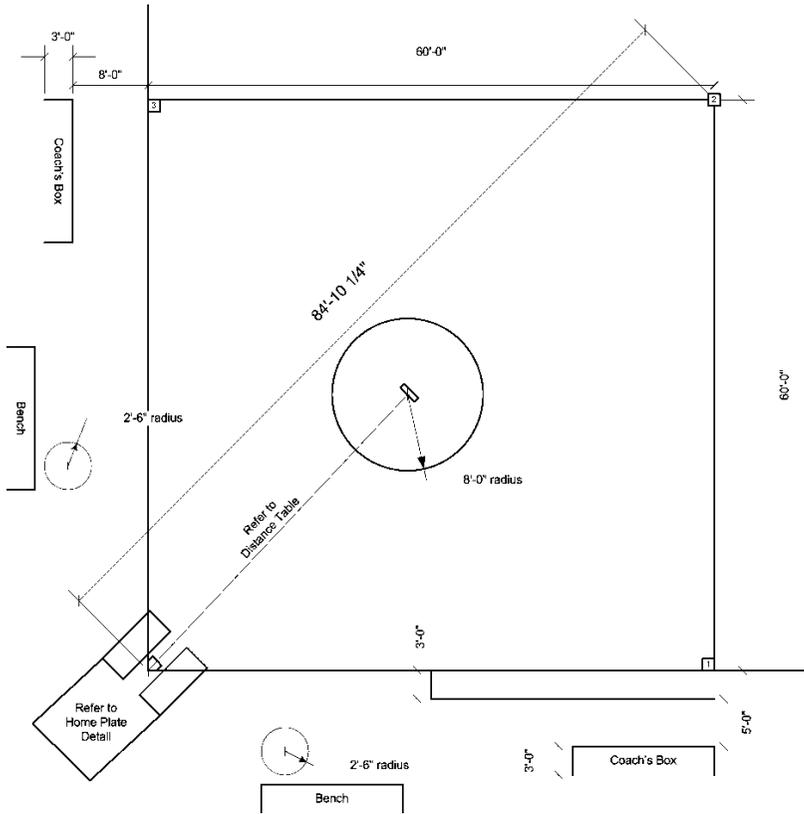
DIMENSION TABLE

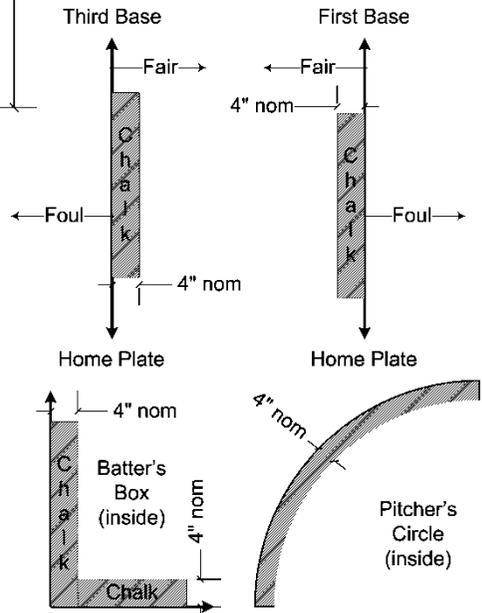
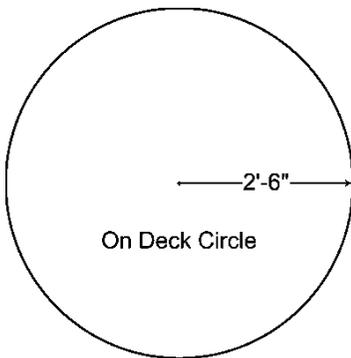
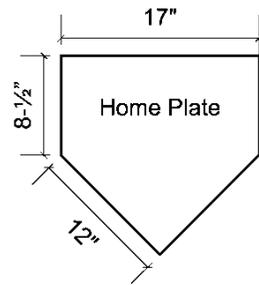
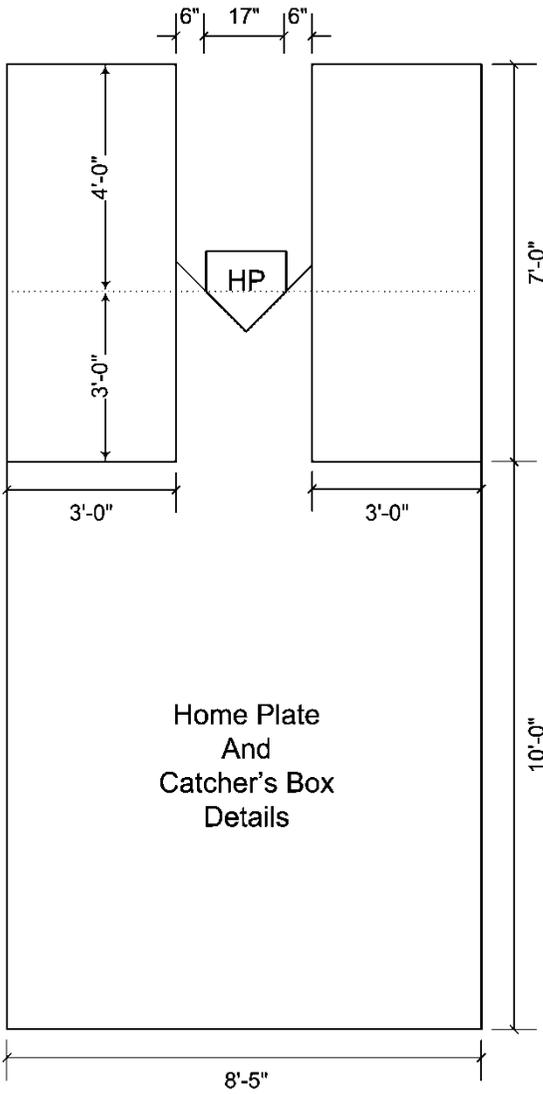
| Area | Dimensions |
|----------|---|
| Backstop | 25' minimum and 30' maximum from home plate |
| Bases | 15" square |

| Area | Dimensions |
|---------------------------|--|
| Base (Double) | 15" X 30" of white/contrasting color |
| Home plate to first/third | 60' from the back point of Home plate to the back of the base |
| Batter's box | 6" from home plate, 3 feet wide by 7 feet long; 4 feet in front of a line drawn through the center of home plate |
| Catcher's Box | 10' in length from rear outside corner of batter's box and 8' 5" wide |
| Coaches Box | 8' from the first and third base line, 15' long by 3' wide |
| Home plate | 17" wide, sides parallel to the batter's box line and are 8 ½" long, sides of the point facing the catcher are 12" long. The width of the black edge is ¾" |
| On deck circle | 5 feet in diameter and 2 ½ feet radius |
| Pitchers Circle | 8-foot radius drawn from the front edge of the pitcher's plate. |
| Pitcher's Plate | 24 inches long and 6 inches wide |
| Running Lane | Halfway line drawn in foul territory parallel to and 3' from the first base foul line. It starts halfway from home plate and goes to the back edge of first base. |
| Skinned Infield | Use front center of the 46' pitcher's plate as the center point of the arc. 55' radius is recommended for 55' bases. 60' radius is recommended for 60'bases. |

Official Softball Playing Rules — 10U and Higher

Rule 2





RULE 3 — EQUIPMENT

PREAMBLE TO RULE 3

Rule 3 governs the equipment to be used in ASA Championship Play Mountain View – Los Altos Girls Softball League games. Equipment bearing ASA’s approved certification mark(s) should not be construed as a warranty or guarantee that the equipment is safe or will safeguard participants or spectators from injury. Instead, ASA’s certification marks merely indicate that the equipment model has been tested and complies with ASA’s rules for Championship Play. The primary purpose of Rule 3 and ASA’s equipment standards is to promote competitive balance and to preserve the integrity of the sport of amateur softball. The use of ASA approved equipment in Championship Play Mountain View – Los Altos Girls Softball League games or otherwise should not be considered a guarantee that participants, spectators or others will be safe or free from injury or harm. There are risks and dangers incidental to the game of softball, including specifically (but not limited to) the danger of being injured by thrown bats, thrown balls, batted balls or other objects.

SECTION 1. OFFICIAL BAT

- A. **CERTIFIED/APPROVED.** The official bat for ASA Championship Play Mountain View – Los Altos Girls Softball League games must meet all the ASA specifications and the requirements of Rule 3, Section 1, and:
1. the Official bat, made up of the knob, handle, grip, taper, barrel, and end cap, shall be free of burs, dents, cracks, sharp edges, rattles, and show no signs of excessive wear. The Official bat may be marked OFFICIAL SOFTBALL by the manufacturer, and shall be no more than 34 inches long nor exceed 38 ounces in weight. The Official bat shall not be more than 2.250 inches in diameter at its largest part, including any tolerance for expansion. The Official bat must bear the ASA 2000 Certification mark, the ASA 2004 Certification mark, or the USA Softball Certified mark and must not be listed on the ASA Non-Approved Bat List with 2000 or 2004 Certification Mark as shown below and must not be listed on the USA Softball Non-Approved Bat List with Certification Mark, AND
 2. must be included on a list of approved fast pitch softball bat models published by USA, OR
 3. must, in the sole opinion and discretion of the umpire, have been manufactured prior to 2000 and, if tested, would comply with the ASA Bat Performance Standard for fast pitch softball bats. This includes wooden bats.
- B. **SAFETY KNOB.** The knob shall have a diameter of at least 1.6 inches with no sharp edges. The knob will be permanently attached to the bat and may be covered with grip tape.
- C. **HANDLE.** The region of the bat from the knob, not including the knob, to the start of the taper where the diameter increases. The handle will include a grip.
- D. **GRIP.** The Handle region of the bat must have a grip made of cork, grip tape, or other synthetic material that is permanently attached to the bat. No bare metal, wood, or composite material may be exposed in this area. The grip shall not be less

than 6” and not more than 15” from the knob. Any attachment such as a molded finger grip, flare cone, or choke-up device must be attached with grip tape. Resin, pine tar, or spray substances are permissible on the Grip region only.

- E. **TAPER.** The transition area between the handle and the barrel. The Taper shall have a generally conical shape. It starts where the barrel decreases in size and ends where the handle diameter becomes constant.
- F. **BARREL.** The region of the bat from the end of the Taper to the End Cap, not including the End Cap. The barrel region shall be smooth and round within 0.050 inches in diameter.
- G. **END CAP.** The cap placed at the barrel end of the bat. The End Cap shall be permanently affixed to the bat to prevent alterations to the interior of the bat. It shall be affixed so that it cannot be detached by anyone other than the manufacturer without damaging or destroying the End Cap or Barrel.
- H. **ALTERED BAT.** An USA Official Bat’s characteristics shall remain fixed at the time of manufacture and may not be altered in any way other than specifically provided for in Rule 3, Section 1 or as specifically approved by the ASA. Approved bats shall be considered altered if they are rolled, shaved, repainted, weighted, or modified to change the characteristics from that produced by the manufacturer. Identifying the bat by means of laser marking, engraving, or painting the name or number of the player will not make the bat an altered bat.
- I. **CONSTRUCTION.** The official bat shall be of one-piece construction, multi-piece permanently assembled or two-piece interchangeable construction. If the bat is designed with interchangeable components it must meet the following additional, criteria:
 1. Mating components must have a unique locking key to prevent uncertified equipment combinations in the field.
 2. All component combinations must meet the one-piece bat rules.
 3. Manufacturer must demonstrate that the interchangeable bat fails in a safe manner (i.e. visible damage before locking feature(s) fail(s)).
 4. Bat components must be designed in a way to prevent uncertified equipment alterations.

NOTE: If the bat is not constructed of wood, and not made of one-piece construction with the barrel end closed, the barrel end shall have a rubber or vinyl-plastic or other approved material insert, or end cap at the large end of the bat.

- J. (10U and 12U Intraleague-only): Composite or any variation of multi-walled (e.g. Double-Walled, Triple-Walled) bats are illegal for use in Mountain View-Los Altos Girls Softball games.

EXCEPTION: All legal USA bats are allowable for interleague play (playing teams from other leagues) at 12U and 14U as governed by the South Bay Interleague Council.

SECTION 2. WARM-UP BAT

The warm-up bat shall meet the following requirements to be approved:

- A. Stamped with 1/4-inch letters WB on either end of the bat or marked in one-inch letters the words WARM-UP BAT only on the barrel end of the bat
- B. The warm-up bat shall comply with the safety grip and the safety knob requirements of the official bat
- C. Be of one-piece construction or a one-piece permanently assembled bat that clearly distinguishes itself as a warm-up bat and is approved by the ASA.
- D. Shall have a safety knob of a minimum of ¼ inch protruding at a 90-degree angle from the handle. It may be molded, lathed, welded, or permanently fastened.
- E. ~~Only approved attachments included in the list published by the ASA can be used on warm-up bats. No doughnuts, fans, weights or other bat attachments will be allowed in the on-deck circle, nor may more than one bat be used in the on-deck circle.~~

SECTION 3. OFFICIAL SOFTBALL

- A. CERTIFIED/APPROVED. Only softballs which bear an ASA approved certification mark signifying compliance with the Ball COR and Ball Compression limitations then in effect, and which satisfy all other applicable provisions in Rule 3, Section 3, will be allowed for use in ASA Championship Play Mountain View – Los Altos Girls Softball League intraleague games. ~~The ASA has developed two certification marks for softballs. One mark signifies Ball Compression 300 lbs or less. The other signifies Ball Compression of more than 300 lbs, but less than 375 lbs. The ball must not appear on the ASA Non-Approved Ball List. The markings are also distinguishable by color, where green represents a COR of 0.520 or under, red represents a Ball COR of 0.470 or under, black represents a Ball COR of 0.440 or under, and blue represents a Ball COR of 0.400 or under. One of the following must be appropriately and indelibly stamped on each softball allowed for use in ASA Championship Play:~~
 - B. COVER. The official softball shall have a cover of leather or synthetic material. The ball shall be regular, smooth-seamed, and smooth-surfaced.
 - C. ~~THE 16 INCH BALL. D. THE 14 INCHBALL.~~
 - C-D. Deleted.
 - E. THE 12-INCH BALL. The official 12-inch softball shall be at least 12.0 inches in circumference when measured across two seams, and shall weigh at least 6.750 ounces. The 12-inch ball shall have no fewer than 88 stitches in each cover, sewn by the two needle method, or with an authentic facsimile of stitching as approved by the ASA. The yellow optic cover, red-stitch 12-inch ball with a Ball COR of 0.470 or under and a Ball Compression of 375.0 lbs or under shall be used in the following ~~ASA~~ play: girls 12, 14, 16 and 18-under fast pitch.
 - F. THE 11-INCH BALL. The official 11-inch softball shall be at least 11.0 inches in circumference. It shall weigh at least 6.0 ounces. _____
 - i. The yellow optic cover, red-stitch 11-inch ball with a Ball COR of 0.470 or under and a Ball Compression of 375.0 lbs or under shall be used.

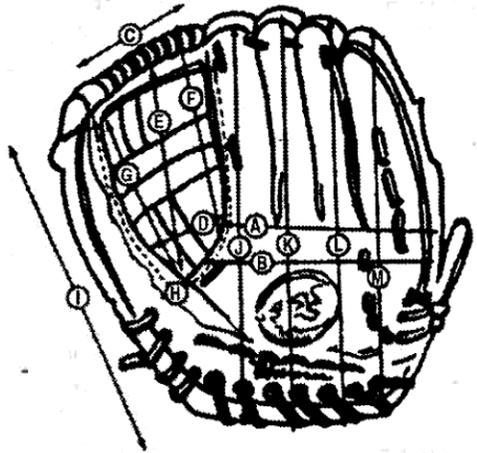
G. ~~THE 10-INCH BALL.~~

G. Deleted.

SECTION 4. *GLOVE/MITT*

A Glove/Mitt may be worn by any player. The dimensions of any glove/mitt used by any fielder shall not exceed the specifications set forth below (see drawing and specifications). The Pitcher's glove may be of one solid color or multicolored as long as the color(s) are not the color of the ball being used in the game.

- | | | |
|-----|----------------------------------|------------|
| (a) | Palm width (top) | 8 in. |
| (b) | Palm width (bottom) | 8 1/2 in. |
| (c) | Top opening of web | 5 in. |
| (d) | Bottom opening of web | 4 1/2 in. |
| (e) | Web top to bottom | 7 1/4 in. |
| (f) | First finger crotch seam | 7 1/2 in. |
| (g) | Thumb crotch seam | 7 1/2 in. |
| (h) | Crotch seam | 17 1/2 in. |
| (i) | Thumb top to bottom edge | 9 1/4 in. |
| (j) | First finger top to bottom edge | 14 in. |
| (k) | Second finger top to bottom edge | 13 1/4 in. |
| (l) | Third finger top to bottom edge | 12 1/4 in. |
| (m) | Fourth finger top to bottom edge | 11 in. |



SECTION 5. *CATCHER'S EQUIPMENT, FACE MASK/GUARDS, AND HELMETS*

A. ~~CATCHER MASKS (Adult Fast Pitch).~~

B. ~~CATCHER MASKS (Junior Olympic Slow Pitch).~~

A-B. Deleted.

C. ~~CATCHER MASKS & EQUIPMENT~~: Catchers must wear a mask with throat protector, approved helmet with ear flaps, shin guards which offer protection to the knee caps and body protector. An extended wire protector may be worn in lieu of an attached throat protector. Any player **youth** warming up a Junior Olympic pitcher must wear a mask with throat protector and approved helmet with ear flaps. Catchers cannot merely wear the plastic face mask/guard.

NOTE: The ice hockey goalie style face mask is approved for use by catchers. If the throat protection built into the mask is inadequate, in the judgment of the umpire, a throat attachment must be added to the mask before using.

D. ~~FACE MASK/GUARDS~~. Any defensive player or offensive player may wear a face mask/guard.

EXCEPTION: Fast pitch catchers cannot merely wear the plastic face mask/ guard. Fast pitch catchers must wear the protective equipment provided by Rule 3 Section

5. Face masks/guards that are cracked or deformed, or if padding has deteriorated or is missing, are prohibited.

NOTE: A NOCSAE-approved mask is only compatible with certain NOCSAE- approved helmets. Failure to ensure proper compatibility may create unsafe conditions and may affect any manufacturer's product liability obligation. Contact the manufacturer or supplier of the helmet and the mask to ensure proper compatibility and approval of your specific mask-helmet combination.

~~E~~-HELMETS. Any defensive player or offensive player may wear a helmet at any time.

OFFENSE. All offensive players, including the on-deck batter, and ~~Junior Olympic~~ players acting as coaches in the coach's box, must properly wear double ear flap NOCSAE-approved batting helmets. All ~~Junior Olympic~~-batting helmets shall be equipped with chin straps. All ~~Junior Olympic~~-batting helmets shall be equipped with a securely fastened NOCSAE-approved face mask/guard. Batting helmets that are broken, cracked, dented, or that have been illegally altered are prohibited from use.

NOTE: A NOCSAE-approved mask is only compatible with certain NOCSAE- approved helmets. Failure to ensure proper compatibility may create unsafe conditions and may affect any manufacturer's product liability obligation. Contact the manufacturer or supplier of the helmet and the mask to ensure proper compatibility and approval of your specific mask-helmet combination.

EFFECT: Failure to wear the batting helmet when ordered to do so by the umpire shall cause the player to be removed from the game. Wearing the helmet improperly or removing the helmet during a live ball play and judged by the umpire to be a deliberate act shall cause the violator to be declared out immediately. The ball remains live. Calling a runner out for removing a helmet does not remove force play situations. Umpires should use discretion as to the intent of the rule concerning player safety.

DEFENSE. Any defensive player may wear a helmet, with or without ear flaps, of similar color as the team caps. It must have a bill.

EXCEPTION: Hockey-style face mask.

~~F~~-PROTECTIVE EQUIPMENT. Unless more stringent equipment is required by these rules, any offensive or defensive player may wear any protective equipment. As specifically set forth in these Rules, helmets may be required to be worn in certain situations during certain play, however, regardless of whether helmets are mandated by rule, any player shall have a right to wear a helmet at any time and during any part of the game, if that player so desires. Helmets shall have a bill.

WARNING: The game of softball involves certain risk, including but not limited to death, serious neck and spinal injuries resulting in complete or partial paralysis, brain damage and serious injury to virtually all bones, joints, muscles and internal organs. Equipment used may be inadequate to prevent serious injury. However, in certain situations, the player's use of a helmet may prevent or lessen certain injuries. Players choosing to not wear helmets do so with knowledge of the danger involved and agree to accept any and all liability for any injury or property loss related in any way to a player's decision not to wear a helmet.

SECTION 6. UNIFORM

All players on a team shall properly wear uniforms that are like in color and style. Sleeves or straps of the uniform top may be adjusted, with or without tie-ups, to the comfort of the players, provided uniform numbers remain visible. If, because of the blood rule, a change is required and the uniform part does not match, the player will not be penalized. All protective equipment should be worn properly. If a player is requested by the umpire to remove jewelry, illegal shoes, or illegal parts of the uniform and they refuse, the player will not be allowed to play. Coaches, players and team representatives shall not display the names and/or logos of any other softball association on their uniforms.

- A. HEADWEAR. Ball caps and visors are optional for players. If worn, they may be mixed, but must be worn properly. If one type or more than one type is worn, they all must be of the same color. Handkerchiefs do not qualify as headwear and cannot be worn around the head or neck. Plastic visors are not allowed.
- B. PANTS/SLIDING PANTS. All players' pants may be long, short, or mixed in style, as long as they are like in color. Players may wear a solid-colored pair of sliding pants. It is not mandatory that all players wear sliding pants, but if more than one player wears them, they must be like in color and style. No player may wear ragged, frayed or slit legs on exposed sliding pants.
- C. UNDERSHIRTS. Players may wear a solid-colored undershirt. It is not mandatory that all players wear an undershirt, but if more than one player wears one, they ~~must~~ **should** be like in color and style. No player may wear ragged, frayed or slit sleeves on exposed undershirts.
- D. NUMBERS. An Arabic whole number (0-99) of contrasting color, or outlined in contrasting color, at least six inches high must be worn and visible on the back of all uniform shirts. 00 and 0, 01, and 1 are examples of different numbers. No players on the same team may wear identical numbers. Players without numbers will not be permitted to play. There is no penalty for a player wearing a wrong number or a duplicate number. Correct the number in the score book or have the player(s) change jerseys in case of duplication, and continue play.
- E. CASTS/PROSTHESES. All casts and splints must be padded. Prostheses may be worn. Braces with exposed hard surfaces must be padded. Any of this equipment judged by the umpire or League Safety Coordinator to be potentially dangerous is illegal. Any decision by the umpire or League Safety Coordinator should be based on whether or not a device worn or used by an individual with a disability changes the fundamental nature of the game or poses a significant risk to the safety of other players.
- F. JEWELRY. Exposed jewelry, which is judged by the umpire to be dangerous, must be removed and may not be worn during the game. Medical alert bracelets or necklaces are not considered jewelry. If worn, they must be taped to the body so the medical alert information remains visible.
- G. SHOES. Must be worn by all participants. A shoe shall be considered official if it is made with either canvas or leather uppers or similar material(s). The soles may be either smooth or have soft or hard rubber cleats. ~~Ordinary metal sole or heel plates may be used if the cleats on the plates do not extend more than 3/4 of an inch from the sole or heel of the shoe.~~ Shoes with round metal spikes are illegal. Shoes with

detachable cleats that screw on are not permitted ~~however; shoes with detachable cleats that screw INTO the shoe are permitted.~~

~~—~~ **EXCEPTION: Junior Olympic Fast Pitch 10U, 12U:** No metal cleats. No metal spikes nor hard plastic or polyurethane spikes similar to metal sole and heel plates are allowed.

EFFECT: Players wearing metal cleats after being warned by the umpire shall be ejected.

SECTION 7. ALL EQUIPMENT

- A. Notwithstanding the foregoing, the **ASA League** reserves the right to withhold or withdraw approval of any equipment which, in the **ASA's League's** sole determination, significantly changes the character of the game, affects the safety of participants or spectators, or renders a player's performance more a product of the player's equipment rather than the player's individual skill.

NOTE: The characteristics of any approved equipment cannot be unnaturally changed. Examples include icing, cooling, or heating of any equipment. In addition, approved bats shall not be rolled, shaved, or modified to change their characteristics from the produced by the manufacturer. Warming devices on bats are not approved.

- B, The **National Championship League UIC, Assistant UIC, Game Umpire,** or Staff has the right to remove any and all equipment not meeting Rule 3 including bats and helmets through pregame inspection, bat testing, or during a game. Removed equipment will be marked properly with the name of the team and/or player and will be returned after the ~~team's final game of the Championship. The equipment will be securely stored by the Championship Committee until returned to the team and/or player.~~

RULE 4 — PLAYERS, COACHES, SUBSTITUTES

SECTION 1. PLAYERS

- A. A team must have the required number of players present in the dugout or team area to start or continue a game.
 - 1. Line-up cards are to be completed and submitted to the opposing team's Manager, official scorer, and umpire at the start of each game. A starting player shall be official when the line-up is inspected and approved by the plate umpire and team manager at the pre-game meeting. The line-up shall contain the first and last name, defensive position and uniform number of each player. If a wrong number is on the line-up, correct it and continue playing with no penalty. All available substitutes should be listed in the designated place by their last name, first name and uniform number.
 - 2. Eligible roster members may be added to the available substitute list at any time during the game. All available team players shall be listed on the batting order, and bat in that order throughout the game.
- B. Female rosters shall include only female players.
- C. A team shall consist of players in the following positions:
 - 1. Fast Pitch with Nine players: (14U only): pitcher (F1), catcher (F2), first baseman (F3), second baseman (F4), third baseman (F5), shortstop (F6), left fielder (F7), center fielder (F8) and right fielder (F9).
 - 2. Ten Player Modified as follows: (10U and 12U only): pitcher (F1), catcher (F2), first baseman (F3), second baseman (F4), third baseman (F5), shortstop (F6), left fielder (F7), left-center fielder (F8), right-center fielder (F9) and right fielder (F10).
- D. SHORTHANDED RULE.
 - 1. To start a game:
 - a. ~~A game may begin or finish with one less than required to start.~~ a team must have at least eight players to start, continue playing, or finish a game.
EFFECT: If fewer than eight players are present at the starting time of the game or any point during the game, the team forfeits. If both teams have fewer than eight players, it is a double-forfeit.
 - b. the vacant position(s) must be listed last in the batting order.
 - c. ~~An~~ No out will be recorded when the vacant position(s) in the batting order is/are scheduled to bat.
 - d. Deleted
 - 2. To continue a game once started with a full team listed on the line-up card:
 - a. If a team begins play with the required number of players as listed, that team may continue a game with one less player than is currently in the batting order whenever a player leaves the game for any reason other than ejection. Under no circumstances shall a team be permitted to bat less than eight.

- b. If playing shorthanded and a substitute, the substitute must be inserted immediately into the vacant spot. If the substitute refuses to enter for any reason, that player becomes ineligible for the remainder of the game
- c. Deleted
- d. If the player leaving the game is a runner or batter, the runner or batter shall be declared out.
- e. When the player who has left the game is scheduled to bat, ~~an no~~ out shall be declared for each turn at bat. ~~An inning or the game can end with an automatic out.~~
- f. The player who has left the game cannot return to the line-up.
- g. Deleted
- h. A team must inform both scorekeepers and the plate umpire when a girl leaves a game prior to the end of the game for any reason. Failure to make notification of a girl leaving will result in an out due to the team batting out of order if the player comes up to bat.

EXCEPTION: A player who has left the game under the blood rule may return even after missing a turn at bat.

EFFECT: Failure to have the required number of eligible players to start or continue a game will result in a forfeit.

- E. For intraleague games, players may be borrowed from other teams. Borrowed players may not play the positions of pitcher and catcher.

For Interleague games (12U and 14U only), in order to field a playable team, a team is allowed to use one or more players from the roster of other MVLAYS teams to bring the total players to a maximum of ten.

1. (12U only): The player (“Borrowed Player”) on the roster of another MVLAYS team (“Lending Team”) is not allowed to pitch.
2. The Borrowed Player may not miss their own team’s game
3. The Borrowed Player may not disproportionately displace rostered players on the team for positions or playing time.

NOTE 1: The pitching eligibility of a 10U or 12U player borrowed for a 14U game is unaffected if they pitch in that 14U game.

NOTE 2: “Maximum of ten” means that only enough substitutes may be invited such that, if all show up, there will be a maximum of ten players present, including the players rostered on that team. Additional substitutes may not be invited “just in case” some don’t show up. A team with substitutes may only have a maximum of ten players on their line-up.

SECTION 2. AMERICAN DISABILITY ACT RULE

- A. This rule may be used for a player that has been determined by the American Disabilities Act of July 25, 1990, to be physically challenged. ~~As a result of the player’s disability, the player can play either offense or defense.~~
- B. ~~Teams using a physically challenged player on offense or defense must have 11 players. If the physically challenged player can play both, 10 players are needed.~~

- C. When a physically challenged person plays offense only, the team will follow the EP rule as written. There would be 11 hitters including the ADA player, and only 10 who play defense.
- D. When a physically challenged player plays defense only, they will be listed as the FLEX and placed last in the line up. The team has the option to bat 10 or 11 players (if the EP is also used). When using a FLEX, it must be made known prior to the start of the game.
- E. If a team starts the game with the FLEX option, the FLEX player can never play offense. If this person for any reason cannot continue to play and the team has no other physically challenged player for a substitute, the EP can now play defense.
- F. The FLEX position has the same re-entry status as any other starting position as long as the person substituted is also determined to be physically challenged under the ADA program. The original FLEX player may re-enter only in the same spot in the batting order.

— NOTE: This special rule has been adopted to accommodate the athlete who is physically challenged. The intent is not to change the game and/or not to deprive any player from playing who would normally play, therefore, when using the EP, the normal EP rules will be followed including substitutions and re-entry. If the EP is used in addition to the FLEX, the FLEX must play defense and any of the other 11 players will be eligible to play defense. Only 11 are allowed to bat.

G. (Co-ed)

H. The DP/FLEX rule in fast pitch accommodates the ADA rule.

I. Any eligible player on the official line up including available substitutes may be used as a courtesy runner for an ADA player. Unlimited courtesy runners are allowed each inning.

B-I. Deleted.

J. The League Safety Coordinator, in conjunction with the family and the player, will determine what specific accommodations can be made to allow the player to participate. These conditions will be proposed to, and approved by the Board and constitute a waiver under which the player's designated team may operate while that player is an active participant in each game.

EFFECT: The waiver is associated with the player, not with the team. If the player is not playing, the team may not operate under the terms of the waiver.

NOTE: It is the League's intent to provide for permanently or temporarily disabled players the opportunity to participate in softball in a safe and fair manner. The decision on whether this can be done in a reasonable, safe, and fair manner will be made by the Board based on the recommendations of the League Safety Coordinator. All decisions by the Board are final.

SECTION 3. DESIGNATED PLAYER

The Designated Player role is not in effect.

A. A designated player (DP) may be used for any player provided it is made known prior to the start of the game and the player's name is indicated in the line up as one of the nine in the batting order.

- B. The name of the player for whom the DP is batting (FLEX) will be placed in the 10th position in the line up.
- C. The starting player listed as the DP must remain in the same position in the batting order for the entire game. The DP and the DP's substitute, or the substitute's replacement, may never play offense at the same time.
- D. The DP may be substituted for at any time, by a pinch hitter, pinch runner or the FLEX. If the starting DP is replaced on offense by the FLEX, the DP will leave the game. If replaced by a substitute the DP position remains in the line up. A starting DP may re-enter one time, as long as the DP returns to the original position in the batting order.
1. If replaced by the FLEX, this reduces the number of players from 10 to nine. If the DP does not re-enter, the game may legally end with nine players.
 2. If the DP re-enters and the FLEX was batting in the DP's position, the FLEX can return to the 10th position and play defense only or leave the game.
- E. The DP may play any defensive position. Should the DP play defense for a player other than the one for whom the DP is batting (FLEX), that player will continue to bat but not play defense, and is not considered to have left the game. If the DP plays defense for the FLEX, the FLEX is considered to have left the game. This reduces the number of players from 10 to nine. The FLEX can re-enter the game.
- F. The person being batted for (FLEX) may be substituted for at any time, by a legal substitute or the DP for whom the FLEX is playing defense. The FLEX may re-enter the game one time, in the 10th position or in the DP's position in the batting order.
- G. If returning to the 10th position, the FLEX will again play defense only but may play any defensive position.
- H. If the FLEX returns to the DP's position, the FLEX will play offense and defense; there will be only nine players in the batting order. Placing the defensive only player (FLEX) into one of the first nine positions for someone other than the original DP is considered an illegal player. The illegal player shall be disqualified (Rule 4-Section 6F[2]-0. The FLEX replacing the DP is not considered a substitution for the FLEX. The DP, who has left the game, can re-enter the game.

A-H. Deleted.

SECTION 4. EXTRA PLAYER (SLOW PITCH)

Deleted.

SECTION 5. REENTRY

Mountain View-Los Altos Girls Softball League uses continuous batting (all players bat whether on defense or not) at all age levels. Eligible players may be freely substituted in and out of any defensive position as long as League-guaranteed playing time rules are followed.

- A. Any player may be substituted for or replaced and re-entered once, provided the players occupy their same batting position in the batting order.
- B. The starting player and their substitute may not be in the line up at the same time.

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

~~— EFFECT: Section 5 A C: Violation of the re-entry rule is considered an illegal player. The illegal player shall be disqualified (Rule 4, Section 6F[4]).~~

~~A-C. Deleted.~~

~~D. Players are guaranteed a minimum amount of playing time during each game based upon the time within that game in which they participate.~~

- ~~1. All players will participate in the offense using continuous batting.~~
- ~~2. All players will participate in the defense with at least one inning in an infield position (pitcher, catcher, first base, second base, third base, or short stop).~~
- ~~3. All players will participate in the defense throughout the game in a uniform distribution of playing time. At any point in the game, no player may be on the bench more than one inning greater than any other player on the team.~~

~~NOTE: This is known as the “N+1 Rule.”~~

- ~~4. This requirement applies to any extra innings, tie-breaker innings, and in play-off games.~~

~~E. Late entry or early departure may affect playing time minimums. Players who arrive late or depart early, whether due to other commitments or being benched by the umpire, will be eligible for playing time minimums for the portion of the game in which they are present.~~

~~NOTE 1: Playing time applies only to games players actually participate in. Players absent from part or all of one game are not entitled to make up that time in future games.~~

~~NOTE 2: Rule 4.5.D.3 applies to late entry players. If all players have been on the bench when the late entry arrives, the late entry player must sit on the bench. For early departure, there is no penalty for a player whose bench time would have occurred after they departed.~~

~~F. If a player sustains an injury or develops a sudden illness, the manager will replace the removed player with another player.~~

- ~~1. If the injured or ill player is unable to return to the game, Rule 4.5.E shall apply.~~
- ~~2. If the injured or ill player is able to return to the game, the time injured or ill will count towards active bench time for play time minimums.~~

~~G. In the event that all players have played and the pitcher becomes injured, ill or is benched by the umpire, the replacement pitcher must be eligible to pitch. Any player may pitch, subject to the eligibility rules.~~

SECTION 6. SUBSTITUTES/ILLEGAL PLAYERS

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

- ~~A. The manager or team representative of the team making the substitution shall notify the plate umpire at the time the substitute enters. The plate umpire shall then report the change to the scorer. Substitutions are only allowed in the following cases:~~

1. on defense, at any time for any position.
2. on offense, if a player sustains an injury or develops a sudden illness, the manager will replace the removed player with another player.
 - a. The removed player's spot in the batting order will be crossed out in the scorebook from the inning in which the removal occurred.
 - b. The removed player's turn in the order is skipped and the next person will move into that spot in the batting order. If in the middle of an at-bat, the new player will assume the count.
 - c. There will be no out imposed on the team for the removed player.

B. A substitute shall be considered officially in the game when reported to the plate umpire. The player does not violate the unreported substituted rule until a pitch, legal or illegal, or a play has been made. The use of an unreported substitute is handled as a protest by the offended team while the player is in the game.

— EFFECT: Upon being properly protested, the player will now be officially in the game, and subject to penalties as appropriate and listed in Rule 4, Section 6C[1-9].

B. Required Substitutions.

1. If, at any time during the game, it is discovered that a player has not met the minimum playing time requirements, this player shall be immediately entered into the game and will continue on defense until she has met the minimum playing time requirements.

EFFECT: Any mistake made concerning substitutions and playing time guarantee will not cause the forfeiture of any game.

C. A substitute who enters the game without reporting is considered an unreported substitute:

1. After a pitch, legal or illegal, or a play made.

— EFFECT: Player is officially in the game and all action stands.

2. When an unreported substitute is discovered while at bat.

— EFFECT: The unreported substitute is officially in the game and assumes the ball and strike count and all action stands.

3. When completing a turn at bat and is discovered:

- a. BEFORE the next pitch, legal or illegal
- b. BEFORE the defense has left the field of play
- c. BEFORE the umpires have left the field of play

— EFFECT: All runners will return to the last base occupied prior to the batted ball. The unreported substitute is officially in the game and called out. All other outs that occur on this play stand.

4. When discovered after completing their turn at bat and:

- a. AFTER the next pitch, legal or illegal,
- b. BEFORE the defense has left the field
- c. BEFORE the umpires have left the field of play

- ~~EFFECT: The unreported substitute is officially in the game. Any advance of the runner(s) as a result of the play is legal.~~
- 5. ~~When a runner and that runner is brought to the attention of the umpire BEFORE a pitch, legal or illegal, or a play made.~~
- ~~EFFECT: No penalty. Replace the unreported substitute with the correct player or enter them as a legal substitute.~~
- 6. ~~When a runner and that runner is protested AFTER a pitch, legal or illegal, or a play is made.~~
- ~~EFFECT: The runner is officially in the game. Any advance of the runner(s) is legal.~~
- 7. ~~When on defense and is protested by the offense BEFORE a pitch, legal or illegal.~~
- ~~EFFECT: No penalty. Replace with the correct player or enter them as a legal substitute.~~
- 8. ~~When on defense, MAKES A PLAY and is protested:~~
 - a. ~~BEFORE the next pitch, legal or illegal,~~
 - b. ~~BEFORE the defense has left the field, and~~
 - c. ~~BEFORE the umpires have left the field of play.~~
- ~~EFFECT: The unreported substitute is officially in the game and the offensive team has the option to:~~
 - a. ~~Take the result of the play~~
 - b. ~~Have the last batter return to bat and assume the ball and strike count. All runners return to the last base occupied prior to the play.~~
- 9. ~~When on defense is protested AFTER a pitch, legal or illegal, to the next batter;~~
- ~~EFFECT: The unreported substitute is officially in the game and all play stands.~~
- ~~NOTE: If the substitute is an illegal player for any reason, the substitute will be subject to the penalty for that violation.~~
- D. If an injury to a batter runner or runner prevents them from proceeding to an awarded base, and the ball is dead, a substitute for the batter runner may be made. The substitute will be allowed to proceed to any awarded base(s). The substitute must legally touch any awarded or missed base(s) not previously touched. This is not a courtesy runner, but a legal substitute.
- C-D. Deleted.
- E. A player will not violate the illegal player rule until a pitch, legal or illegal, or a play is made. The use of an illegal player is handled as a protest by the offended team while the player is in the game.
 - ~~EFFECT: Once the umpire has been informed the illegal player shall be disqualified and can be legally replaced either by a substitute or a starter who re-enters the game.~~
- F. Illegal Players Include:

1. ~~ILLEGAL PITCHER. A player who returns to pitch after being removed from the pitching position by the umpire.~~ A player who pitches after exceeding their pitching eligibility requirements.

EFFECT: Once discovered, the illegal pitcher shall be disqualified ~~removed~~ from the pitching position and all play stands. A player so removed may continue to play but may not pitch. See Rule 6.12.

2. ~~ILLEGAL BATTER. Placing the "FLEX" player in one of the first nine positions in the batting order for someone other than the original DP.~~
2. Deleted.

3. ~~ILLEGAL RUNNER. Occurs when:~~

a. ~~an offensive player is placed in the line up as a runner for another offensive player.~~

b. ~~the FLEX is placed in the line up as a runner for someone other than the starting DP.~~

a-b. Deleted.

e. a player does not report as a courtesy runner or an illegal courtesy runner is used.

EFFECT: The runner is out.

4. ~~ILLEGAL RE-ENTRY. Occurs when:~~

a. ~~a starting player returns to the game a second time after being substituted for twice.~~

a. Deleted.

b. a ~~starting~~ player returns to the game, but is not in their original position in the batting order.

EFFECT: If the player comes up to bat, they are considered as batting out of order. See Rule 7.2.D.

c. ~~a substitute returns to the game after being replaced twice.~~

c. Deleted.

— ~~EFFECT Section F [2-4]: The Illegal Player is disqualified and replaced with a legal substitute. All other provisions of Rule 4 section 6 A-C [1-9] apply.~~

5. ~~ILLEGAL PARTICIPANT. Occurs when a player ineligible to participate in the game assumes an offensive or defensive position in the game.~~

NOTE: An ineligible participant is a player not rostered in the League and division of the game being played.

EXCEPTION: Players borrowed for Intraleague and Interleague games within the limitations of Rule 4.1.E.

EFFECT: On discovery of an illegal participant, the Umpire shall eject the Head Coach and disqualify the player from further play. Should that player be on base or at bat, the player shall be called out.

SECTION 7. COACH

A. A coach is responsible for the team's actions on the field and the Field Manager will represent the team in communications with the umpire and opposing team. A player may be designated as a coach in the event the coach is absent or that player is acting as a player/coach.

B. Coaches must be neatly attired or dressed in the team uniform. If a coach wears a hat/cap, it must be approved head wear.

EFFECT: The coach(s) cannot be on the playing field to coach their team.

C. A base coach is an eligible team member or coach of the team at bat who occupies the coach's box at first or third, to direct the offensive players.

1. When in the coach's box, a base coach may have a score book (electronic or paper), pen, pencil, or electronic marker and an indicator all of which shall be used for scorekeeping or record keeping purposes only.

2. A base coach shall stay within the confines of these boxes with both feet.

a. A coach may leave the coach's box to signal the runner to slide, advance, or return to a base or move out of a fielder's way, as long as the coach does not intentionally interfere with the play.

b. A coach may not leave the coach's box to give verbal communications or signals to the batter.

EFFECT: After a warning, an offensive conference will be charged.

3. Base coaches may not use language that will reflect negatively upon players, umpires, or spectators.

4. A base coach may address only their team members. No coach, assistant coach, or other team staff member may address opposing team players, except to congratulate or encourage them.

5. No electronic equipment, to include cell phones, pagers, etc., is allowed to be worn or carried on the playing field.

EFFECT: Disqualification or ejection from the game after a warning.

D. There will be no more than two coaches for a team to give direction to the members of their team while at bat. One shall be stationed near first base and the other near third base. Each coach must remain in their respective coach's box.

E. (10U only): A Staff-Pitcher may neither instruct nor communicate to players from the mound.

SECTION 8. DISQUALIFIED OR EJECTED PARTICIPANT

A. A disqualified player is prohibited from playing ~~but can remain in the team area or serve as a coach/manager.~~

EFFECT: If found playing, the game is forfeited.

B. An ejected participant must leave the grounds and have no contact with the umpires or participants in the game.

EFFECT: The game is forfeited.

C. Any arguing on the judgment of balls and strikes will result in a team warning.

EFFECT: Any repeat offense shall result in the ejection of that team member.

- D. If a player is disqualified, ~~a team can play shorthanded, however if a player is~~ or ejected and the team does not have enough players, play cannot continue.

EFFECT: The game is forfeited.

NOTE: Ejection from a game may have consequences to future participation. See Rule 10.11.G.

SECTION 9. BLOOD RULE

A game participant or umpire who is bleeding or who has blood on their uniform shall be prohibited from participating further in the game until appropriate treatment can be administered. If medical care or treatment is administered in a reasonable length of time, the individual will not have to leave the game. The length of time that is considered reasonable is left to the umpire's judgment. Uniform rule violations will not be enforced if a uniform change is required. The umpire shall:

- A. stop the game and immediately, call a coach, trainer, or other authorized person to the injured player and allow treatment.
- B. apply the rules of the game regarding substitution, short-handed rule and reentry if necessary.

SECTION 10. INJURED PLAYER

During a live ball situation, when a player becomes injured, and in the umpire's judgment requires immediate attention, the umpire shall call "DEAD BALL."

EFFECT: Award any bases that would have been reached.

RULE 5 — THE GAME

SECTION 1. HOME TEAM

Prior to the start of all games, the home team shall be decided by a coin toss.

The team designated as home team shall bat last in the inning and occupy the third base dugout. The home team shall provide the Official Scorekeeper for the game. The Visiting Team shall bat first in the inning and occupy the first base dugout.

SECTION 2. FITNESS OF THE GROUNDS

The fitness of the grounds for a game shall be decided solely by the plate umpire.

SECTION 3. REGULATION GAME

A. A regulation game shall consist of:

1. (10U and 12U only): six innings. A full six innings need not be played if the team second at bat scores more runs in five and one-half innings and/or before the third out in the last of the sixth inning, or the run-ahead rule is applied.
2. (14U only): seven innings. A full seven innings need not be played if the team second at bat scores more runs in six and one-half innings and/or before the third out in the last of the seventh inning, or the run-ahead rule is applied.

B. A game that is tied at the end of six innings (10U and 12U only) or seven innings (14U only) shall be continued by playing additional innings in a normal fashion (not using the Tie Breaker rule) until one side has scored more runs than the other at the end of a complete inning, or until the team second at bat has scored more runs in their half of the inning before the third out is made.

EXCEPTION: If the game is still tied after the game time is exceeded and the inning completes, the game will be recorded as a tie in the standings.

- C. A game called by the umpire shall be regulation if five-four or more complete innings have been played, or if the team second at bat has scored more runs in four-three or more innings than the other team has scored in five-four or more innings. The umpire is empowered to call a game at any time because of darkness, rain, fire, panic or any other cause that places the patrons or players in peril.
- D. Games that are not considered regulation shall be resumed at the exact point where they were stopped, and are called a “No Game.” The game will be rescheduled by the League Scheduler at the exact point where the game left off. Pitching eligibility will remain the same for the week the game was originally scheduled and include that portion of the game already completed.
- E. A regulation tie game shall be declared if the score is equal when the game is called at the end of five-four or more complete innings, or if the team second at bat has equaled the score of the first team at bat in the incomplete inning.
- F. Games that are regulation tie games shall be resumed at the exact point where they were stopped, considered complete games and no further play will be allowed after the end of the inning if the time limit has expired.

- G. Games that are temporarily stopped by the umpire due to unforeseen conditions such as brief rain, lightning, temporary light failure, unruliness of teams or their spectators or other incidents must resume at the exact point it was at the time of the interruption. The plate umpire will determine if the game is to be continued. If after a short period of time, not to exceed thirty minutes, the circumstances are such that the interrupted game cannot be continued, the umpire will call the game.

EFFECT: The game clock is stopped during the time the game is temporarily suspended, and started when play resumes.

SECTION 4. FORFEITED GAMES

A forfeited game shall be declared by the umpire in favor of the team not at fault in the following cases:

- A. if an umpire is physically attacked by any team member and/or spectator.
- B. if a team fails to appear on the field, or being on the field, refuses to begin a game for which it is scheduled or assigned within a time set for forfeitures by the organization that the team represents. **Game time is forfeit time.**
- C. if one side refuses to continue to play after the game has begun, unless the game has been suspended or terminated by the umpire.
- D. if, after play has been suspended by the umpire, one side fails to resume playing within two minutes after "play ball" has been declared by the umpire.
- E. if a team employs tactics noticeably designed to delay or to hasten the game.
- F. if, after a warning by the umpire, any rules of the game are willfully violated.
- G. if the order for the ejection of a game participant is not obeyed within one minute.
- H. if the ejection of a player or players from the game results in fewer than the required number of players to continue the game.
- I. if an ejected participant is discovered participating, or has contact with the umpires or other participants in the game.
- J. if a team is playing ~~one player short~~ shorthanded (see Rule 4.1.D) and another player becomes injured or ill, leaving the team with ~~two fewer~~ players than the required number.
- K. Once a game has been forfeited, the forfeit cannot be changed.
- L. if a team does not have at least one rostered adult female staff member present at game time and throughout the game.
- M. If both teams are found to be in violation of Rule 5.4, it shall be declared a double-forfeited game, and the umpire shall give a written report to the League Umpire in Chief within twenty-four hours.

NOTE: There will be neither a continuation nor a reschedule of a forfeited or double-forfeited game. The game is considered complete and a game of record.

SECTION 5. SCORING OF RUNS

- A. One run shall be scored each time a runner:
1. touches first, second, third bases and home plate before being put out.

2. when using the tie breaker rule, a runner starting at second base, touches third base and home plate before being put out.
- B. No run shall be scored if the third out of the inning is the result of:
1. a batter-runner being called out prior to reaching first base or any other runner forced out due to the batter becoming a batter-runner. On an appeal play, the force out is determined when the appeal is made, not when the infraction occurred.
 2. a runner being put out by a tag or live ball appeal play prior to the lead runner touching home plate.
 3. a preceding runner is declared out on an appeal play.
- C. No run shall be scored if a "fourth out" is the result of an appeal of a base missed or left too soon on a runner who has scored.

SECTION 6. GAME WINNER

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

- A. The score of a called regulation game shall be the score at the end of the last complete inning, unless the team second at bat has scored an equal number or more runs than the first team at bat in the incomplete inning. In this case the score shall be that of the incomplete inning.
- B. The score of a regulation tie game shall be the tie score when the game was terminated.
- C. The score of a forfeited game shall be:
1. (10U and 12U only): six to zero in favor of the team not at fault.
 2. (14U only): seven to zero in favor of the team not at fault.
- D. A double-forfeited game shall be recorded as a loss for both teams and, for standings purposes, each team will be recorded as:
1. (10U and 12U only): zero runs for, six runs against.
 2. (14U only): zero runs for, seven runs against.

SECTION 7. CONFERENCES

- A. Offensive Conference. There shall be only one charged conference between a team representative(s) and the batter, another team representative, and/or runner(s) in an inning. The umpire shall not permit any such conferences in excess of one in an inning.
- EFFECT: Ejection of the manager or team representative who insists on another charged conference.
- B. Defensive Conference. There shall be only three charged conference(s) between the manager or other team representative from the dugout with any defensive player(s) in a seven inning game (14U only) or six inning game (10U and 12U only). For every inning beyond seven, there shall be one charged conference per inning between the manager or other team representative from the dugout with any defensive player(s).

EFFECT: The fourth and each additional, charged conference in a seven inning game, or for any charged conference in excess of one per inning in an extra-inning game, shall result in the removal of the pitcher from the pitching position for the remainder of the game. The removed pitcher can play another position on defense but cannot pitch again.

EXCEPTION: If the Field Manager calls time and informs the plate umpire that they are making a pitching change, they will not be charged with a defensive conference. This pitching change must be made, or the team will be charged with a defensive conference.

SECTION 8. HOME RUN RULE (SLOW-PITCH, SENIORS)

Deleted.

SECTION 9. RUN AHEAD RULE

- A. ~~A run ahead rule must be used at all National Tournaments. 15 after three innings, 12 after four innings or eight after five innings.~~ A Run-Ahead Rule is used for Mountain View-Los Altos Girls Softball League. The game shall end if a team reaches the run ahead limit any time after four complete innings:
1. (10U and 12U only): 10 runs
 2. (12U Interleague and 14U only): 13 runs
- B. Complete innings must be played unless the home team scores the run ahead limit while at bat. When the visiting team reaches the limit in the top half of the inning, the home team must have their opportunity to bat in the bottom half of the inning.
- C. Deleted.
- D. Runs per inning rule: For each of the first three innings, runs will be limited and the half-inning will be over when the run limit has been reached. If a play results in more than the maximum number of runs allowed to score, only the maximum number of runs will be counted. Beginning with the top of the fourth inning, and any subsequent innings, runs are unlimited. Run limits are:
1. (10U and 12U intraleague games only): 3 runs
 2. (12U interleague and 14U games): 4 runs

SECTION 10. TIME LIMIT RULE

~~When the time limit rule is in effect, time begins with the first pitch. If the game is tied after the time limit has expired, the tie breaker rule shall be in effect at the start of the next inning and play shall continue until a winner is determined. The time limit rule is as follows:~~

The time limit rule is in effect for all regular in-season games. When the umpire calls "Play Ball" for the start of the game and after the pitcher delivers the first pitch, the umpire will have the Official Scorekeeper note the start time, based on the plate umpire's timekeeping device, in the Official Score Book. No new inning will be started once the game time has been reached. The inning in progress when the game time has been reached must be completed. If sufficient innings have not been completed to constitute a Complete Game (Rule 1), the game shall continue in spite of time expiring to reach a Complete Game, unless called by the umpire for other circumstances.

EXCEPTION: Some Interleague games may have a drop-dead time limit of 120 minutes as determine by the league hosting the game. For MVLAGE-hosted games, there shall be no drop-dead time limit.

EFFECT: Games must last at least as long as the time limit unless a regulation game has been completed (Rule 5.3).

- A. ~~In Junior Olympic 10 Under Class A and 10 Under Class B Fast Pitch pool play, the time limit will be one hour and forty minutes; no inning shall start after one hour and forty minutes.~~
 - B. ~~In Junior Olympic 10 Under Class A and 10 Under Class B Fast Pitch elimination play, no inning shall start after 1 hour and 40 minutes.~~
 - C. ~~In all Junior Olympic Pool Play, Class A and B, 12 Under, 14 Under, 16 Under, 18 Under, and 18 Under Gold, no inning shall start after 1 hour and 40 minutes.~~
 - D. ~~In all Junior Olympic Class B 12 Under, 14 Under, 16 Under and 18 Under elimination play, no inning shall start after 1 hour and 40 minutes.~~
- ~~—EXCEPTION: In all Junior Olympic Class B 12 Under, 14 Under, 16 Under and 18 Under elimination play, there will be no time limit for the upper and lower bracket final games, and the championship and the “if necessary” games.~~

A-D. Deleted.

- E. (10U only): The time limit shall be 1 hour and 30 minutes. No inning shall start after 1 hour and 30 minutes.
- F. (12U and 14U only): The time limit shall be 1 hour and 40 minutes. No inning shall start after 1 hour and 40 minutes.

NOTE: No timekeeping device other than that of the plate umpire is relevant to the official game time.

SECTION 11. TIE-BREAKER RULE

When after the completion of seven (7) innings of play (or 1 hour and 40 minutes in JO pool play), the score is tied, the following tie-breaker rule will be played to determine a winning team.

In-season games may end in a tie. Tie-breaker rules for play-off games will be specifically defined in the play-off rules.

- A. ~~Starting with the top of the eighth inning, and each half inning thereafter, the offensive team shall begin its turn at bat with the player who is scheduled to bat last in that respective half inning being placed on second base (e.g. if the number five batter is the lead off batter, the number four batter in the batting order will be placed on second base. A substitute may be inserted for the runner).~~
- B. ~~If a team is in the tie breaker and the short handed rule is in effect, do not declare an out if the absent player is the one who should begin the half inning at second base. Instead, place on second base the player whose name precedes the absent player's name in the line up.~~

A-B. Deleted.

SECTION 12· DUGOUT CONDUCT

- A. Coaches, players, substitutes, and other bench personnel shall not be outside the designated bench, dugout/team area except when the rule allows or is justified by the umpire.
- B. Deleted.
- C. The use of alcoholic beverages or tobacco products is prohibited at all ~~Junior Olympic Championships~~ League events.
- D. Only team players and staff members are allowed in the dugout.
- E. Players of both teams shall be confined to their team's dugout unless actually participating in a play, preparing to enter the game, or coaching first or third base.
- F. One team staff member may sit or stand in the dugout opening as long as they are physically inside the dugout. Other than that, no one will be allowed to sit or stand within three feet of the dugout opening.
- G. Team players and staff members shall conduct themselves in a sportsman-like manner at all times.

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

SECTION 13· GAME PRELIMINARIES

- A. Field Set Up. The field crew will set up the field for the first game of the day, including watering the infield, dragging the infield, lining the infield, and putting out the bases. At the end of each game, each team is responsible for cleaning out their dugout and the surrounding field. For the last game of the day on that field, the field crew of both teams are responsible for returning all equipment to its proper storage location and ensuring that it is secure.
- B. Infield. Each team, beginning with visiting team, may take five minutes of infield warm-up, starting 15 minutes prior to the game time.
- C. Player Inspection. Five minutes prior to game time, the players will line up on the first or third base line, and the umpires will check each player for proper attire and jewelry.
- D. Equipment. Prior to the start of the game, umpires will check team equipment (bats, helmets, cleats, etc.) to ensure they are legal and in safe condition.
- E. Pre-game Meeting. The umpires will conduct a pre-game meeting at home plate with the staff of both teams. Rules, safety or other game related issues will be discussed at this time. Each team will designate a Field Manager at this time. No team may take the field during this meeting.
- F. Official Scorekeeper. The home team is responsible for keeping the official scorebook. The official scorekeeper shall be a neutral participant throughout the game. Teams will provide their opponent and the official scorekeeper with a copy of their line-up sheet. The lineup sheets should be provided to the official scorekeeper so that the official scorekeeper has the official scorebook ready by game time. The Plate Umpire shall not start the game until an official scorekeeper has been established and the official scorebook is completely filled in and ready for the start of the game. The official scorekeeper must sit in a place designated by the plate umpire.

*RULE 6 — PITCHING REGULATIONS**SECTION 1. PRELIMINARIES*

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

- A. When taking the pitching position in contact with the pitcher's plate, the pitcher must have their hands separated and must have the ball in either the glove or the pitching hand.
- B. The pitcher shall not be considered in the pitching position unless the catcher is in position to receive the pitch.
- C. Both feet must be on the ground within the 24-inch length of the pitcher's plate. The shoulders shall be in line with first and third bases. The pitcher shall take a position with their pivot foot in contact with the pitcher's plate and their non-pivot foot in contact with or behind the pitcher's plate.
- D. While on the pitcher's plate, the pitcher shall take the signal or appear to take a signal with the hands separated. The ball must remain in either the glove or pitching hand.

NOTE (intraleague games only): The pitcher shall take the signal only from the catcher. Due to the possibility of serious injury to the catcher caused by the catcher not knowing what pitch is being thrown, all signals to the pitcher may only be taken from the catcher.

EFFECT (intraleague games only): On the first occurrence that the umpire becomes aware that the signals are not coming from the catcher, the umpire will warn the manager and her coaches. On the second occurrence the umpire will eject the team staff member that is giving the signals without going through the catcher.

NOTE (intraleague games only): If the umpire is unable to determine which staff member is giving illegal signals to the pitcher, the pitcher shall be removed, become ineligible for the remainder of the game, and lose one-half of the week's pitching eligibility.

- E. The pitcher shall bring the hands together to the set position for not less than one second and not more than 10 seconds before releasing the ball beginning the pitching motion, a backward step may be taken before, simultaneous with or after the hands are brought together. The pivot foot must remain in contact with the pitcher's plate at all times prior to the forward step.

EFFECT: Any infraction of A-E is an illegal pitch.

1. If the batter hits the ball and reaches first base safely, and if all other runners have advanced at least one base on the batted ball, the illegal pitch is nullified. All action as a result of the batted ball stands. No option is given. When a runner passes a base, the runner is considered to have touched that base.
2. Otherwise the manager has the option to take the result of the play, or the illegal pitch is enforced by awarding a ball to the batter and (12U Interleague and 14U only) advancing all runners on base.
3. If an illegal pitch hits the batter out of the strike zone, the batter is awarded first base and (12U Interleague and 14U only) all runners are awarded one base.

SECTION 2· STARTING THE PITCH

The pitch starts when the hands are separated once they have been placed together.

EFFECT: Illegal pitch.

1. If the batter hits the ball and reaches first base safely, and if all other runners have advanced at least one base on the batted ball, the illegal pitch is nullified. All action as a result of the batted ball stands. No option is given. When a runner passes a base, the runner is considered to have touched that base.
2. Otherwise the manager has the option to take the result of the play, or the illegal pitch is enforced by awarding a ball to the batter and (12U Interleague and 14U only) advancing all runners on base.
3. If an illegal pitch hits the batter out of the strike zone, the batter is awarded first base and (12U Interleague and 14U only) all runners are awarded one base.

SECTION 3· LEGAL DELIVERY

- A. The pitcher must not make any motion to pitch without immediately delivering the ball to the batter.
- B. The pitcher must not use a pitching motion in which, after bringing the hands together, the pitcher removes one hand from the ball, and returns the ball to both hands.
- C. The pitcher must not make a stop or reversal of the forward motion after separating the hands.
- D. The pitcher must not make two revolutions of the arm on the windmill pitch. A pitcher may drop the arm to the side and to the rear before starting the windmill motion.
- E. The delivery must be an underhand motion with the hand below the hip and the wrist not farther from the body than the elbow.
- F. The pitch shall be delivered on the throwing arm side of the body and not behind the back or through the legs.
- G. The release of the ball and follow through of the hand and wrist must be forward and past the straight line of the body.
- H. Deleted.
- I. In the act of delivering the ball, the pitcher must take one step with the non-pivot foot simultaneous with the release of the ball. The step must be forward and toward the batter within the 24-inch length of the pitcher's plate. It is not a step if the pitcher slides the pivot foot across the pitcher's plate toward the batter, or if the pivot foot turns or slides in order to push off the pitcher's plate, provided contact is maintained with the plate. Raising the foot off the pitching plate and returning it to the plate creates a rocking motion and is an illegal act.
- J. Pushing off with the pivot foot from a place other than the pitcher's plate is illegal. This includes a "crow hop" as defined under Rule 1.
- K. Pushing off and dragging the pivot foot in contact with the ground is required. If a hole has been created, the pivot foot may drag no higher than the level plane of the ground.

- L. Deleted.
- M. The pitcher must not make another revolution after releasing the ball.
- N. The pitcher shall not deliberately drop, roll or bounce the ball in order to prevent the batter from hitting it.

EFFECT: Any infraction of [A-N] is an illegal pitch.

1. If the batter hits the ball and reaches first base safely, and if all other runners have advanced at least one base on the batted ball, the illegal pitch is nullified. All action as a result of the batted ball stands. No option is given. When a runner passes a base, the runner is considered to have touched that base.
 2. Otherwise the manager has the option to take the result of the play, or the illegal pitch is enforced by awarding a ball to the batter and (12U Interleague and 14U only) advancing all runners on base.
 3. If an illegal pitch hits the batter out of the strike zone, the batter is awarded first base and (12U Interleague and 14U only) all runners are awarded one base.
- O. The pitcher has 20 seconds to release the next pitch after receiving the ball or after the umpire indicates "play ball."

EFFECT: Results in a ball on the batter.

SECTION 4. INTENTIONAL WALK

Intentional walks are not allowed for intraleague games.

EFFECT: Dead ball, the batter and all runners are awarded two bases and may score as a result of the award, and an unsportsmanlike conduct warning to the defensive team.

NOTE: For both in-season and play-off recreational season intraleague play, calling for an intentional walk is neither fair nor appropriate to both the pitcher and the batter. To the pitcher, an intentional walk signals that the coach does not have the confidence that they will be able to strike out the batter, and deprives them of the chance to try. To the batter, an intentional walk deprives them of the opportunity to put the ball in play, as well as deprives the defense the opportunity to field the ball and make a play. For these reasons, intentional walks are considered unsportsmanlike conduct.

(12U Interleague and 14U only): If the pitcher desires to walk a batter intentionally, all pitches must be legally delivered to the batter.

SECTION 5. DEFENSIVE POSITIONING

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

EFFECT: The offending player shall be ejected from the game.

EFFECT: Any infraction of A and B is an illegal pitch.

1. If the batter hits the ball and reaches first base safely, and if all other runners have advanced at least one base on the batted ball, the illegal pitch is nullified. All action as a result of the batted ball stands. No option is given. When a runner passes a base, the runner is considered to have touched that base.
2. Otherwise the manager has the option to take the result of the play, or the illegal pitch is enforced by awarding a ball to the batter and (12U Interleague and 14U only) advancing all runners on base.
3. If an illegal pitch hits the batter out of the strike zone, the batter is awarded first base and (12U Interleague and 14U only) all runners are awarded one base.

SECTION 6. FOREIGN SUBSTANCE/PROTECTIVE WRAPS

- A. A defensive player shall not at any time during the game be allowed to use any foreign substance upon the ball, pitching hand, or fingers. Under the supervision and control of the umpire, powder resin and/or an approved manufactured drying agent that is included on the list published by the ASA may be used by the pitcher. The resin must be left on the ground and the approved drying agent in the pitcher's pocket. A pitcher who licks their fingers must wipe the fingers off before bringing them in contact with the ball.

EFFECT: Illegal pitch.

1. If the batter hits the ball and reaches first base safely, and if all other runners have advanced at least one base on the batted ball, the illegal pitch is nullified. All action as a result of the batted ball stands. No option is given. When a runner passes a base, the runner is considered to have touched that base.
2. Otherwise the manager has the option to take the result of the play, or the illegal pitch is enforced by awarding a ball to the batter and (12U Interleague and 14U only) advancing all runners on base.
3. If an illegal pitch hits the batter out of the strike zone, the batter is awarded first base and (12U Interleague and 14U only) all runners are awarded one base.

NOTE: After the first offense, if any defensive player continues to place a foreign substance on the ball, that player shall be ejected from the game. If any other substance is found in the pitcher's pocket, the pitcher shall be ejected.

- B. A pitcher shall not wear any item on the pitching hand, wrist, forearm, elbow or thighs, which may, in the umpire's judgment, be distracting to the batter. Batting gloves may not be worn on the pitching hand.

SECTION 7. CATCHER

- A. The catcher must remain within the lines of the catcher's box until the pitch is released.

EFFECT: Illegal pitch.

1. If the batter hits the ball and reaches first base safely, and if all other runners have advanced at least one base on the batted ball, the illegal pitch is nullified. All action as a result of the batted ball stands. No option is given. When a runner passes a base, the runner is considered to have touched that base.

2. Otherwise the manager has the option to take the result of the play, or the illegal pitch is enforced by awarding a ball to the batter and (12U Interleague and 14U only) advancing all runners on base.
 3. If an illegal pitch hits the batter out of the strike zone, the batter is awarded first base and (12U Interleague and 14U only) all runners are awarded one base.
- B. The catcher shall return the ball directly to the pitcher after each pitch, except after a strikeout, a put out, or an attempted put out made by the catcher.

EFFECT: A ball on the batter.

EXCEPTION: Does not apply with a runner(s) on base or the batter becoming a batter-runner.

SECTION 8. THROWING TO A BASE

The pitcher shall not throw to a base during a live ball while either foot is in contact with the pitcher's plate after the pitcher has taken the pitching position. If the throw from the pitcher's plate occurs during a live ball appeal play, the appeal is canceled. The pitcher may move back from the pitching position by stepping back off the pitcher's plate prior to separating their hands. Stepping forward or sideways at any time constitutes an illegal pitch.

EFFECT: Illegal pitch. A ball on the batter and (12U Interleague and 14U only) award all runners one base.

SECTION 9. WARM-UP PITCHES

At the beginning of each half inning, or when a pitcher relieves another, not more than one minute may be used to deliver not more than five pitches. Play shall be suspended during this time.

EFFECT: For excessive warm-up pitches, a pitcher shall be penalized by awarding a ball to the batter for each pitch in excess of five. This does not apply if the umpire delays the start of play due to substitution, conference, injuries, or other umpire responsibilities. A pitcher returning to pitch in the same half inning will not receive warm-up pitches. There is no limitation as to the number of times a player can return to the pitching position as long as the player is legally in the game and eligible to pitch.

SECTION 10. NO PITCH

No pitch shall be declared when:

- A. the pitcher pitches during the suspension of play.
- B. the pitcher attempts a quick return of the ball before the batter has taken a position in the batter's box or when the batter is off balance.
- C. a runner is called out for leaving a base prior to the pitcher releasing the ball.
- D. if a pitch is delivered before a runner has retouched their base after being legitimately off that base.
- E. no player, manager, or coach shall call time, employ any other word or phrase, or commit any act while the ball is live for the obvious purpose of trying to make the pitcher commit an illegal pitch. A warning shall be issued to the offending team,

and a repeat of this type act by any member of the team warned shall result in the offender being ejected from the game.

EFFECT – Section 10 [A-E]: The ball is dead, all subsequent action on that pitch is canceled.

SECTION 11. DROPPED BALL

If the ball slips from the pitcher's hand during the delivery, a ball is declared on the batter, the ball will remain live and the runner(s) may advance at their own risk.

SECTION 12. PITCHER ELIGIBILITY

A. Teams may use any player on their team as a pitcher.

EXCEPTION: Borrowed players may not play pitcher or catcher.

B. Except for injury or illness, the starting pitcher will pitch to the first batter of the game.

C. Pitching eligibility is by the week, Saturday through Friday.

1. (10U only): Pitchers are allowed to pitch a maximum of six outs in the first four innings in a regular, in-season game and 18 outs per week. Tiebreaker innings do not count against pitching eligibility.

2. (12U only): Pitchers are allowed to pitch a maximum of 18 outs per week. Tiebreaker innings do not count against pitching eligibility.

3. (14U only): Pitchers are not inning-limited, but coaches should endeavor to provide the opportunity to those girls who want to pitch and are capable of doing so.

D. Pitching eligibility for a rescheduled or incomplete game is determined by reverting back to the week in the schedule in which such game was scheduled to be played.

E. Pitching eligibility will be announced at the umpire meeting before the game starts.

NOTE: If a team discovers that their opponent has an Illegal Pitcher, they can inform the plate umpire, who will then check the official scorebook. If the plate umpire determines that the pitcher is illegal, the plate umpire will have the pitcher removed from the pitching position. That pitcher may remain in the game at any other defensive position.

SECTION 13. HIT BATTER

If a pitcher hits three batters in the same inning, the umpire will remove the pitcher from the pitching position for the remainder of that inning.

A. The pitcher may be placed in another defensive position.

B. The pitcher may return to the pitching position for any following innings as long as she is still eligible, and has not been removed from the defense.

1. If the pitcher hits another batter in another inning, the umpire will remove her from the pitching position for the remainder of the game.

2. The pitcher may again be placed in another defensive position.

NOTE: The speed of a pitch is not considered for making this call.

EXCEPTION: The batter must make an attempt to avoid the pitch for it to become a hit batter call.

SECTION 14. STAFF-PITCHER (10U ONLY)

A pitcher cannot walk a batter to force in a run. When a batter reaches a ball four count while the bases are full:

- A. A rostered staff member (manager, coach, assistant coach, or chaperone) of a team will pitch to a player of that same team. The staff member shall be referred to as the "Staff-Pitcher."
- B. When the Staff-Pitcher enters the game, the batter will retain her strike count, but the ball count will be reset to "no balls."
- C. If the batter reaches ball four a second time or reaches strike three, the batter is out. The standard rules for calling balls and strikes will apply. The result of the play will be charged against the pitcher who was on the mound at the time the Staff-Pitcher was called in.
- D. Should a ball hit by the batter hit the Staff-Pitcher, the umpire shall declare a "no pitch" and the batter and all runners shall reset to their positions before the pitch.
- E. Should a thrown ball not directed to the Staff-Pitcher hit the Staff-Pitcher, the runner or batter-runner involved in the play, as determined by the umpire, shall be called out.
EFFECT: The ball is dead and runners may advance without liability to the base they were in transit to at the time of the dead ball call.
- F. A Staff-Pitcher may not instruct or communicate to players from the mound.
- G. A batter hit by a pitch from a Staff-Pitcher is not awarded a base. A runner on third base with bases loaded may not be forced home by a pitch from the Staff-Pitcher which hits the batter.
EFFECT: A ball is awarded to the batter.
- H. There is no stealing while the Staff-Pitcher is pitching.

RULE 7 — BATTING

SECTION 1. ON-DECK BATTER

- A. The on-deck batter shall take a position within the lines of the on-deck circle nearest the offensive team area.
- B. The on-deck batter may loosen up with ~~no more than two~~ **one** official softball bats, or an approved warm-up bat, ~~or a combination not to exceed two. Any attachment placed on the bat must be approved by the ASA.~~ No doughnuts, fans, weights or other bat attachments will be allowed in the on-deck circle.
- C. The on-deck batter may leave the on-deck circle:
 - 1. when they become the batter.
 - 2. when directing runners advancing from third to home plate.
- D. The on-deck batter may not interfere with a defensive player's opportunity to make an out.

EFFECT:

- 1. If it involves a runner, the runner closest to home plate at the time of the interference shall be declared out.
- 2. If it is with the defensive fielder fielding a fly ball, the batter is out.

SECTION 2. BATTING ORDER

- A. The batting order shall show the names, first and last, in the order in which the players are scheduled to bat. **The batting order will include all players present at the start of the game whether starting on the defense or not. The batting order will be continuous. Players may appear anywhere in the batting order determined at the beginning of the game regardless of whether or not the player is a starting defensive player. Players who arrive after the start of the game will be entered at the end of the starting batting order.**
- B. The batting order delivered to the umpire **and official scorekeeper** must be followed throughout the game, ~~unless a player is replaced by:~~
 - ~~1. a substitute who must take the place of the removed player in the batting order,~~
 - ~~or~~
 - ~~2. when the FLEX batting for the DP and remaining in the batting order until returning to the 10th position in the line up.~~

1-2. Deleted.
- C. The first batter in each inning shall be the batter whose name follows the last player who completed a turn at bat in the previous inning. **When the third out in an inning is made or the run-limit has been reached before the batter has completed a turn at bat, this player shall be the first batter in the next inning and the ball and strike count shall be cancelled.**

EFFECT – Section 2 [B-C]: Batting out of order is an appeal play that may be made by the defensive team only. The Appeal must be made before the next pitch, legal or illegal, is made to the following batter, or before the pitcher and all infielders

have vacated their normal fielding positions and have left fair territory on their way to the team area. On the last play of the game, an appeal may be made until the umpire leaves the field of play.

D. If batting out of order is discovered:

- 1- while the incorrect batter is at bat:

EFFECT: The correct batter must take the batter's position and assume the balls and strikes count. Any runner advanced and runs scored while the incorrect batter was at bat shall be legal. There is no penalty whether discovered by the offense or defense while the incorrect batter is at bat.

- 2- after the incorrect batter has completed a turn at bat and before a legal or illegal pitch to the following batter, or before the pitcher and all infielders have vacated their normal fielding positions and have left fair territory, or on the last play of the game, before the umpire leaves the field of play:

EFFECT:

- a. The improper batter's time at bat is negated.
 - b. The player who should have batted is out.
 - c. Any advancement or score of a runner as a result of the improper batter is negated. Runners not called out must return to the last base occupied at the time of the pitch. Any runner, who is called out prior to the discovery of the infraction, remains out.
 - d. The next batter is the player whose name follows that of the play0er called out for failing to bat.
- 3- after a legal or illegal pitch to the NEXT BATTER, or after the pitcher and all infielders have vacated their normal fielding positions and have left fair territory, or on the last play of the game, before the umpire leaves the field of play.
- EFFECT:
- a. The turn at bat of the incorrect batter is legal.
 - b. All runs scored and runners advanced, and outs made are legal.
 - c. The next batter shall be that player whose name follows that of the incorrect batter.
 - d. No out is called for failure to bat.
 - e. Players who have not batted and who have not been called out have lost their turn at bat until their spot in the batting order is reached again in the regular order.
- 4- Runners shall not be removed from the base occupied, except the batter-runner who has been removed from a base by the umpire as in Rule 7.2.D.2 above to bat in the proper position. The correct batter misses the turn at bat with no penalty. The batter following the correct batter in the batting order becomes the legal batter.

E. ~~(Coed)~~

E. Deleted.

- F. When the third out in an inning is made before the batter has completed their turn at bat, the player shall be the first batter in the next inning.

SECTION 3. BATTING POSITION

- A. Prior to the pitch, the batter must have both feet completely within the lines of the batter's box. The batter may touch the lines, but no part of the foot may be outside the lines prior to the pitch.

B. ~~(Adult Slow Pitch)~~

B. Deleted.

- C. The batter must take the batter's position in the batter's box within 10 seconds after being directed to do so by the umpire.

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

- D. After entering the batter's box, the batter must remain in the box with at least one foot between pitches and while taking signals and practice swings.

EXCEPTIONS: The batter can leave the box:

1. when the ball is batted fair or foul.
2. on a swing, slap, or check swing.
3. when forced out of the box by a pitch.
4. on a wild pitch or passed ball.
5. when a play is attempted.
6. when time has been called.
7. when the pitcher leaves the eight-foot circle or the catcher leaves the catcher's box.
8. on a three ball count pitch that is a strike that the batter thinks is a ball.

EFFECT: If the batter leaves the batter's box and delays play for any other reason, the umpire may warn the batter or call a strike. Any number of warnings and called strikes can be made with each batter. No pitch has to be thrown and the ball is dead.

- E. The batter shall not step directly in front of the catcher to the other batter's box while the pitcher is taking the signal, or anytime thereafter prior to the release of the pitch.

EFFECT: The ball is dead, the batter is out and runners may not advance.

- F. After the ball is live, the batter may not step out of the batter's box to stop play unless time has been granted by the umpire.

EFFECT:

1. All play shall continue.
2. The pitch will be judged a ball or strike by the umpire.

SECTION 4. A STRIKE IS CALLED BY THE UMPIRE

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

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

B. ~~(Slow Pitch)~~

C. ~~(Seniors)~~

B-C. Deleted.

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

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

E. For each foul tip.

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

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

NOTE – Section 4[E-F]: If a pitched ball is swung at, missed, and then hit on the follow through, it is a strike and a dead ball.

G. ~~(Slow Pitch)~~

G. Deleted.

H. For each pitched ball swung at and missed which touches any part of the batter, including the hands.

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

J. When a legally pitched ball hits the batter while the ball is in the strike zone.

K. If the batter does not take their position in the batter's box within 10 seconds after being directed by the umpire.

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

EFFECT – Section 4[F-L]: The ball is dead and each runner must return to their base without liability to be put out.

M. When a pitched ball is prevented from entering the strike zone by any actions of the batter other than hitting the ball.

EFFECT: The ball is dead and a strike is called.

SECTION 5. A BALL IS CALLED BY THE UMPIRE

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

EFFECT: The ball is live and runners are entitled to advance with liability to be put out.

B. ~~(Slow Pitch)~~

C. ~~(Seniors)~~

B-C. Deleted.

D. For each illegally pitched ball not swung at or swung at and missed.

EFFECT: The ball is dead and (12U Interleague and 14U only) runners are entitled to advance one base without liability to be put out.

E. ~~(Slow Pitch)~~

F. ~~(Slow Pitch with Stealing)~~

E-F.Deleted.

G. When the catcher fails to return the ball directly to the pitcher as required.

H. For each excessive warm-up pitch.

EFFECT – Section 5[F-H]: The ball is dead and runners may not advance.

SECTION 6. THE BATTER IS OUT

A. when the third strike is:

1. swung at and the pitched ball touches any part of the batter's person (including the hands), or
2. not swung at, and the pitched ball hits the batter while the pitch is in the strike zone.
3. when the pitched ball, in the umpire's judgment, is prevented from entering the strike zone by actions of the batter other than hitting the ball.

B. when a batter enters the batter's box with or is discovered using an altered or non-approved bat.

EFFECT: The batter shall be ejected from the game, and if in a tournament, may be subject to future penalties by the ~~Tournament Protest Committee~~ League's Umpire in Chief.

C. When discovered using an Altered or Non-Approved bat after completing their turn at bat and before the next pitch, legal or illegal.

EFFECT: The batter is called out and ejected and if in a tournament, may be subjected to future penalties by the ~~Tournament Protest Committee~~ League's Umpire in Chief.

D. when the batter enters the batter's box with or is discovered using an illegal bat.

EFFECT: The batter is called out.

NOTE – Section 6[B-~~CD~~]: If a previous batter has used the same altered or illegal bat and a pitch has been made, the current batter only is out.

E. when discovered using an illegal bat after completing their turn at bat and before the next pitch, legal or illegal.

EFFECT: The batter is out, all outs stand, and all other runners return to the bases occupied at the time of the pitch.

F. when an entire foot is touching the ground completely outside the lines of the batter's box at the time the ball makes contact with the bat.

G. when any part of a foot is touching home plate at the time the ball makes contact with the bat.

H. when a batter leaves the batter's box and returns to the box and makes contact with the ball.

I. when the batter bunts foul after the second strike. If the ball is caught before touching the ground, it remains live.

J. (~~Slow Pitch~~)

J Deleted.

K. when members of the team at bat, including those in the team area, other than runners interfere with a player attempting to field a fair or foul fly ball.

L. ~~(16" Slow Pitch)~~

L. Deleted.

M. when the batter hits a fair ball with the bat a second time in fair territory.

EFFECT – Section 6 [F-M]: The ball is dead and runner(s) must return to the base occupied at the time of the pitch.

EXCEPTION:

1. when the batter is in the batter's box and contact is made while the bat is in the batter's hands.

EFFECT: Foul ball, even if the ball is hit a second time over fair territory.

2. when the batter drops the bat and the ball rolls against the bat in fair territory, and, in the umpire's judgment, there was no intent to interfere with the ball.

EFFECT: The ball is live.

3. when contact is made on the follow through after missing the pitch on the initial swing.

EFFECT: The ball is dead, and a strike is called.

N. ~~(Slow Pitch)~~

N. Deleted.

O. when a called or swinging third strike is caught by the catcher.

P. ~~when the batter has three strikes and/or if there are fewer than two outs and first base is occupied at the time of the pitch.~~ When a called or swinging third strike is dropped by the catcher and there are fewer than two outs and first base is occupied at the time of the pitch.

Q. ~~whenever the batter due up has left the game under the Short-handed Rule.~~

Q. Deleted.

R. when hindering the catcher from catching or throwing the ball by stepping out of the batter's box.

S. when actively hindering the catcher while in the batter's box.

T. when intentionally interfering with a thrown ball, in or out of the batter's box.

U. when interfering with a play at home plate.

EFFECT – Section 6[P-SR-U]: The ball is dead, the batter is out and each runner must return to the last base that, in the umpire's judgment, was touched at the time of the interference.

EXCEPTION: If no play is being made and the batter accidentally makes contact with the catcher's return throw to the pitcher, the ball is dead and any advancement of runner(s) shall be nullified.

RULE 8 — BATTER-RUNNER AND RUNNER

SECTION 1. THE BATTER BECOMES A BATTER-RUNNER

- A. as soon as the batter legally hits a fair ball.
- B. when the catcher fails to catch the third strike before the ball touches the ground and there are:
 - 1. fewer than two outs and first base is not occupied at the time of the pitch, or
 - 2. any time there are two outs.
- C. when four balls have been called by the umpire. The batter-runner is awarded first base.

EFFECT: The ball is live unless it has been blocked.

- D. when the catcher obstructs a batter's attempt to hit a pitched ball.

EFFECT: Delayed dead ball.

- 1. If the batter hits the ball and reaches first base safely, and all other runners have advanced at least one base.

EFFECT: Obstruction is canceled. All action as a result of the batted ball stands. No option is given. Once a runner has passed a base, the runner is considered to have reached that base.

- 2. If all runners, including the batter-runner, do not advance at least one base.

EFFECT: The manager has the option of taking the result of the play, or enforcing obstruction by awarding the batter first base and advancing all runners, if forced.

- 3. The catcher steps on, or in front of home plate without the ball and prevents the batter from hitting the ball.

EFFECT: Dead ball, the batter is awarded first base, and runners are advanced one base, if forced.

- 4. On a swing or attempted bunt, the catcher or any other fielder prevents the batter from hitting the ball, touches the batter or their bat with a runner on third base trying to score on a squeeze play or a steal.

EFFECT: The ball is dead. The runner shall be awarded home plate and the batter shall be awarded first base on the obstruction. All other runners shall be advanced one base, if forced.

- E. when a fair batted ball strikes the person, attached equipment, or clothing of an umpire or a runner:
 - 1. after touching a fielder including the pitcher.

EFFECT: The ball is live.

- 2. after passing a fielder other than the pitcher and no other fielder had an opportunity to make an out.

EFFECT: The ball is live.

3. before passing a fielder without being touched.
EFFECT: The ball is dead.
4. before passing a fielder, excluding the pitcher and contacts a runner who is off the base.
EFFECT: Dead ball, the runner is out. The batter-runner is awarded first base and runners advance one base if forced. Runners not forced to advance must return to the base reached prior to the interference.
5. after passing a fielder and another fielder has the opportunity to make an out.
EFFECT: Dead ball, the runner is out. The batter-runner is awarded first base and runners advance one base if forced. Runners not forced to advance must return to the base reached prior to the interference.
6. touches a runner in contact with a base.
EFFECT: The runner is not out. The ball is live or dead depending on the position of the fielder closest to the base.
7. or contacts an umpire before passing a fielder other than the pitcher.
EFFECT: Dead ball, the batter-runner is awarded first base. Runners advance one base if forced. Runners not forced to advance must return to the base reached prior to the interference.

- F. when a pitched ball not swung at nor called a strike touches any part of the batter's person including the hands or clothing.

EFFECT: Dead ball, the batter is entitled to one first base without liability to be put out. **The batter-runner is not out upon entering the dugout.**

EXCEPTION: If no attempt is made to avoid being hit, the batter will not be awarded first base unless it is ball four.

NOTE: The batter's hands are not part of the bat.

SECTION 2· BATTER-RUNNER IS OUT

- A. when the catcher drops the third strike and is put out prior to reaching first base with two outs or with less than two outs and first base is not occupied at the time of the pitch.
- B. when after hitting a fair ball the batter-runner is put out prior to reaching first base.
- C. when, after hitting a fly ball, the ball is caught by a fielder before it touches the ground, any object or person other than a defensive player.
EFFECT – Section 2[A-C]: The ball is live.
- D. when the batter-runner fails to advance to first base and enters the team area after a batted fair ball, a base on balls, ~~a hit batter~~, a dropped third strike, or catcher obstruction.
- E. when the batter-runner runs outside the three-foot lane and, in the umpire's judgment, interferes with the fielder taking the throw at first base; however, the batter-runner may run outside the three-foot lane to avoid a fielder attempting to field a batted ball. When the defensive player uses the colored portion of the double base, the batter-runner can run in fair territory when the throw is coming from the foul side of first base, and if hit by the thrown ball, it is not

interference. If intentional interference is ruled, the runner is out.

- F. when the batter-runner, a coach, or on-deck batter interferes with:
1. a fielder attempting to field a batted ball,
 2. a fielder attempting to throw the ball,
 3. a thrown ball while out of the batter's box,
 4. by making contact with a fair batted ball before reaching first base,
 5. by discarding their bat in a manner that prevents the defense from making a play on the ball,
 6. a dropped third strike.

NOTE 1: If this interference is an attempt to prevent a double play, the runner closest to home plate shall be called out.

NOTE 2: A batter-runner or runner being hit with a thrown ball does not necessarily constitute interference.

- G. when the batter-runner interferes with a play at home plate in an attempt to prevent an out at home plate.

EFFECT: The runner is also out.

- H. when the batter-runner steps back toward home plate to avoid or delay a tag by a fielder.

EFFECT – Section 2[D-H]: The ball is dead and runner(s) must return to the last base legally touched at the time of the interference.

- I. when an infield fly is declared. If the fair batted ball hits the batter-runner before reaching first base, the ball is dead and the infield fly is invoked.

EFFECT: The ball is dead and the infield fly is invoked.

- J. when an infielder intentionally drops a fair ball, including a line drive or a bunt, which can be caught with ordinary effort with first, first and second, first and third, or first, second, and third bases occupied with fewer than two outs. A trapped ball shall not be considered as having been intentionally dropped.

EFFECT: Dead ball, runners must return to the last base touched at the time of the pitch. If an infield fly is ruled, it has precedence over an intentionally dropped ball.

- K. when the immediate previous runner who is not out intentionally interferes, in the umpire's judgment, with a fielder who is attempting to catch a thrown ball or throw a ball in an attempt to complete the play on the batter-runner.

EFFECT: The runner shall also be called out.

L. (~~Slow~~

~~Pitch~~) L.

Deleted.

- M. The double base shall be used at first base in all divisions of play. The following rules should be enforced:

1. A batted ball hitting or bounding over the white portion is fair.
2. A batted ball hitting or bounding over the contrasting color portion is foul.
3. When a play is being made on the batter-runner, the defense must use the white portion and the batter-runner the contrasting color portion of the base.
EFFECT: The batter-runner is out when there is a play being made at first base and the batter-runner touches only the white portion, providing the defense appeals prior to the batter-runner returning to first base. Once the runner returns to the white or contrasting color portion of the base, an appeal shall not be honored.
4. On any force out attempt from the foul side of first base the defense and the batter-runner may use either the white or contrasting color portion of the base.
5. On an errant throw pulling the defense off the white portion of the base into foul ground, the defense and the batter-runner can use either the white or contrasting color portion.
6. Once the batter-runner reaches first base, they may start on either the white or contrasting color portion of the entire base.
7. On balls hit to the outfield with no play on the batter-runner advancing to first base, the batter-runner may touch the white or contrasting color portion. Should the batter-runner return, the runner and defense can use the white or contrasting color portion.
8. When tagging up on a fly ball, the white or contrasting color portion of the base may be used. On an appeal for the runner leaving the base too soon, the defense may use the white or contrasting color portion of the base.
9. On an attempted pick-off play, the runner may return to the white or contrasting color portion of the base.
10. On plays at first base when the batter-runner touches only the white portion and collides with the fielder about to catch a thrown ball while on the white of the base.

EFFECT: Interference, the ball is dead, the batter-runner is out and runners must return to the last base occupied at the time of interference.

- N. when a spectator reaches into live ball territory and interferes with a fielder's opportunity to catch a fly ball.

EFFECT: Dead ball, the batter is out and runners are awarded the bases that in the umpire's judgment they would have reached had the interference not occurred.

- O. when the batter-runner releases the bat in an uncontrolled manner (“thrown bat”).

NOTE: The umpire may or may not warn the player on the first occurrence.

EFFECT: The batter-runner is out.

SECTION 3• TOUCHING BASES IN LEGAL ORDER

- A. When a runner must return to a base while the ball is live or dead, the bases must be touched in reverse order.

EFFECT: The runner is out, if properly appealed.

EXCEPTION: On a foul ball.

- B. When a runner or batter-runner acquires the right to a base by touching it before being put out, the runner or batter-runner is entitled to hold that base until legally touching the next consecutive base or is forced to vacate it for a trailing runner. When a runner passes a base, the runner is considered to have touched that base. This also applies to awarded bases.
- C. When a runner dislodges a base from its proper position, that runner and trailing runner(s) in the same series of plays are not compelled to follow a base out of position.
EFFECT – Section 3 [B-C]: The ball is live and runners may advance or return with liability to be put out.
- D. A runner shall not run bases in reverse order to confuse the fielders nor to make a travesty of the game.
EFFECT: The ball is dead and the runner is out.
- E. Two runners may not occupy the same base at the same time.
EFFECT: The runner who first legally occupied the base is entitled to that base, unless forced to advance. The other runner may be put out by being tagged with the ball.
- F. Failure of a previous runner to touch a base or to legally tag up on a caught fly ball, and who is declared out, does not affect the status of a trailing runner who touches bases in proper order. If the failure to touch a base in regular order or to legally tag up on a caught fly ball is the third out of the inning, no trailing runner may score a run.
- G. No runner may return to touch a base missed or one left too soon after a trailing runner has scored or once they leave live ball territory.
- H. Bases left too soon on a caught fly ball must be retouched prior to advancing to awarded bases.
 - I. Awarded bases must be touched in legal order.

SECTION 4. RUNNERS ADVANCING WITH LIABILITY

Runners are entitled to advance with liability to be put out:

- A. when the ball:
 - 1. (10U only): crosses home plate on the delivery of the pitch.
 - 2. (12U and 14U only): leaves the pitcher's hand on the delivery of the pitch.
 - B. on a thrown ball or a fair batted ball that is not blocked.
 - C. on a thrown ball that hits an umpire.
 - D. when a legally caught fly ball is first touched by a defensive player.
 - E. if a fair ball
 - 1. contacts an umpire or a runner after having passed a fielder other than the pitcher, and provided no other fielder had a chance to make an out, or
 - 2. when a fair batted ball has been touched by a fielder, including the pitcher, and the runner did not intentionally interfere with the batted ball or the fielder attempting to field the ball.
- EFFECT – Section 4 [A-E]: The ball is live.

Official Softball Playing Rules — 10U and Higher

- F. ~~(Men's Slow Pitch and Women's Slow Pitch) F. Deleted.~~
- G. when a live ball becomes lodged in a defensive player's uniform or equipment.
- H. while the ball is live or on awarded bases, the runner fails to touch a base before attempting to make the next base.
- I. after overrunning first base, the runner attempts to continue to second base. A runner overrunning first base and turning into the infield with intent to return to first base is not an attempt towards second base.
- J. after dislodging a base, a runner attempts to continue to the next base.
- ~~K. (16 inch Slow Pitch)~~
- K. Deleted.
- L. (12U and 14U only): when an infield fly is declared and caught, runners may tag up and advance. If the ball is not caught, runners may advance at their own risk.
- M. (10U only): A batter who receives a base on balls cannot advance past first base. If the batter-runner attempts to advance further, they do so with liability and, once the ball becomes dead, they will be returned to first base without liability unless put out.
- N. (10U only): Runners starting at first or second base are entitled to advance with liability or steal one base only per pitch.
1. A runner attempting to advance beyond the one base they entitled to advance or steal may be put out while between bases. A runner cannot be put out while in sole contact with a base.
 2. After all play ceases and the ball becomes dead, if a runner occupies a base beyond the one to which the runner was entitled to advance or steal, the runner will be returned to the correct base without liability.
 3. If a batter strikes out and the ball is dropped, the batter is out and cannot advance to first base, but the ball remains live for the purpose of throwing the advancing runner(s) out.
 4. Awarded bases will apply to all runners only if forced.
 5. Runners can only score on:
 - a. a batted ball,
 - b. a hit batter with the bases full, except when hit by a pitch by a Staff Pitcher,
 - c. an awarded base when the ball goes out of play, or
 - d. an awarded base due to an obstruction call.
- EXCEPTION: A runner may not score on a ball overthrown by the catcher in a pick-off attempt on a runner at third base, including an overthrown ball which leaves the playing field.

SECTION 5: RUNNERS ADVANCING WITHOUT LIABILITY

Runners are entitled to advance without liability to be put out:

- A. when forced to vacate a base because the batter was awarded a base on balls.

EFFECT: The ball remains live unless it is blocked. Any runner affected is entitled to one base and may advance farther with liability to be put out if the ball is live.

EXCEPTION: (10U only): A runner may not be forced home because the batter was awarded a base on balls. See Rule 6.15.

- B. when a fielder not in possession of the ball or not in the act of fielding a batted ball, obstructs the progress of a runner or batter-runner.

EFFECT: When obstruction occurs, a delayed dead ball is ruled.

NOTE 1: Obstructed runners are required to touch all bases in proper order and may be called out if properly appealed

NOTE 2: Should an act of interference occur following any obstruction, enforcement of the interference penalty has precedence.

- 1. An obstructed runner may not be called out between the two bases where obstructed

EXCEPTIONS:

- a. When an obstructed runner, after the obstruction, safely obtains the base they would have been awarded, in the umpire's judgment, had there been no obstruction and there is a subsequent play on a different runner,
- b. An act of interference, or
- c. If passing another runner.

EFFECT – [a-c]: The obstructed runner is no longer protected between the bases where obstructed and may be put out

- d. Missing a base
- e. Leaving a base before a fly ball was first touched

EFFECT – [d-e]: The obstructed runner is out if properly appealed.

- 2. If the obstructed runner is put out prior to reaching the base which would have been reached had there not been obstruction

EFFECT: A dead ball is called and the obstructed runner and all other runners shall be awarded the base or bases which would have been reached, in the umpire's judgment, had there been no obstruction.

- 3. If the obstructed runner is put out after passing the base which would have been reached had there been no obstruction or advanced beyond the two bases where the obstruction occurred,

EFFECT: The obstructed runner will be called out. The ball remains live.

- 4. When a runner, while advancing or returning to a base
 - a. is obstructed by a fielder who neither has the ball, or
 - b. is attempting to field a batted or thrown ball, or
 - c. when a fielder fakes a tag without the ball

EFFECT: The obstructed runner and all other runners shall always be awarded the base or bases which would have been reached, in the umpire's judgment, had there been no obstruction.

NOTE: If the umpire feels there is justification, a defensive player making a fake tag could be ejected from the game.

- C. when a pitched ball that remains live becomes blocked or goes out of live ball territory.

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

- D. when forced to vacate a base because the batter was awarded first base.
- E. when a pitcher makes an illegal pitch, providing the offensive coach does not take the result of the play, **only if forced.**
- F. when a fielder intentionally contacts or catches a fair batted, a thrown, or a pitched ball with any part of the uniform or equipment that is detached from its proper place.

EFFECT: Delayed dead ball and the batter and runners are entitled to:

1. three bases from the time of the pitch on a batted ball,
2. two bases from the time of the throw on a thrown ball,
3. one base from the time of the pitch on a pitched ball
 - a. In all games with stealing, runners may advance farther with liability to be put out.
 - b. A batter is awarded one base only on the third strike
4. If the illegal catch or touch is made on a fair batted ball which, in the umpire's judgment would have cleared the outfield fence in flight, the batter-runner shall receive a four base award.
5. On a pitched ball that eludes the catcher and is retrieved with detached equipment, there is no penalty if:
 - a. the runner(s) are not advancing,
 - b. no apparent play is possible, or
 - c. no advantage is gained.

- G. when the ball is live and **is overthrown** goes out of play in dead ball territory or is blocked.

EFFECT: All runners shall be awarded two bases. The award shall be governed by the position of the runners when the ball left the fielder's hand. Runners must return to touch a base missed or a base left too soon. When two runners are between the same two bases, the award is based on the position of the lead runner. Once a base runner advances to the next awarded base, the runner may no longer return to touch any base missed or any base left too soon.

EXCEPTION:

1. When a fielder loses possession of the ball, and the ball leaves live ball territory or becomes blocked.

EFFECT: Each runner is awarded one base from the last base touched at the time the ball entered the dead ball area or became blocked.

2. When the ball becomes dead, runners must return to touch a base missed or bases left too soon if they have advanced, touched, and are a base beyond the base missed or the base left too soon. Runners must be given the opportunity to complete their base running responsibilities. A runner shall not be declared out if a fielder deliberately carries or throws the ball into dead ball territory to prevent that runner from returning to a base missed or a base left too soon. Once a runner leaves live ball territory, they cannot return to touch a missed base or one left too soon.
 3. If the ball becomes blocked due to offensive equipment not involved in the game.
EFFECT: The ball is dead and runners are returned to the last base touched at the time of the blocked ball. If the blocked ball prevented the defense from making an out, the runner being played on is out.
 4. If a base is awarded in error, after a legal or illegal pitch, the error cannot be corrected.
- H. when a fair batted fly ball strikes the foul pole above the fence level or leaves the playing field in fair territory without touching the ground or going through the fence.
EFFECT: The batter-runner shall be entitled to a home run, unless it passes out of the grounds at a distance less than the prescribed fence distances from home plate, in which case the batter-runner is entitled to two bases.
- I. when a fair batted ball:
1. bounces over, rolls under or through a fence or any designated boundary of the playing field.
 2. deflects off the defensive player and goes out of play.
 3. hits the fence and then deflects off of the defensive player and goes over the home run fence.
 4. deflects off a runner or umpire and goes out of play, after passing an infielder; excluding the pitcher and provided no other fielder had a chance to make an out.
- EFFECT: The ball is dead, and all runners are awarded two bases from the time of the pitch.
- J. when a live ball is unintentionally carried by a fielder from live ball territory. A fielder carrying a live ball into the team area to tag a player is considered to have unintentionally carried it there.
EFFECT: The ball is dead and runners are awarded one base from the last base touched at the time the fielder left live ball territory.
- K. when in the judgment of the umpire, a fielder intentionally carries, kicks, pushes or throws a live ball from live ball territory.
EFFECT: The ball is dead. All runners are awarded two bases from the last base touched at the time the fielder left or the ball was kicked, pushed, or thrown from the live ball territory.
- L. when there is spectator interference with any thrown or fair batted ball.
EFFECT: The ball is dead. The batter and runner(s) are awarded the bases they would have reached had the interference not occurred.

- M. when a ball gets lodged in
 1. an umpire's gear or clothing or
 2. an offensive player's clothing.

EFFECT: The ball is dead and the umpire should award runners the bases the runners would have reached.

SECTION 6. A RUNNER MUST RETURN TO THEIR BASE

- A. when a batted ball is foul.
- B. when an illegally batted ball is declared by the umpire.
- C. when a batter, batter-runner or runner is called out for interference. All other runners shall return to the last base touched at the time of the interference.
- D. when any part of the batter's person or clothing is touched by a pitched ball that is swung at and missed.
- E. when the batter is hit by a pitched ball, unless forced.

EFFECT – Section 6[A-E]:

1. The ball is dead.
2. All runners must return to their base without liability to be put out, except when forced to advance to the next base because the batter became a batter-runner.
3. Runners are not required to touch the intervening bases while returning to a base.

- F. when the plate umpire interferes with the catcher's attempt to throw out a runner who is stealing, or an attempted pick-off play.

EFFECT:

1. Delayed dead ball at the time of the interference. If the runner is ruled out, the ball remains live.
2. If the runner is not out, the ball becomes dead. The runner(s) shall be returned to the base occupied at the start of the pitch.

NOTE: It is not umpire interference if, on a passed ball or wild pitch, the umpire gets hit by a thrown ball from the catcher. The ball is live.

- G. ~~(Slow Pitch)~~

G. Deleted.

- H. when an intentionally dropped ball is ruled.

SECTION 7. THE RUNNER IS OUT

- A. when running to any base in regular or reverse order and the runner runs more than three feet from the base path to avoid being touched by the ball in the hand(s) of a fielder.
- B. when the ball is live and while the runner is not in contact with a base, the runner is legally touched with the ball in the hand(s) of a fielder.
- C. when, on a force play, a fielder contacts the base while holding the ball, or tags the runner before the runner reaches the base. If the forced runner, after touching the

next base, retreats for any reason towards the base first occupied, the force play is reinstated and the runner may again be put out if the defense tags the runner or the base to which the runner is forced.

EFFECT – Section 7 [A-C]: The ball is live.

- D. when a runner physically passes a preceding runner before that runner has been called out. If this was the third out of the inning, any runs scored prior to the out for passing a preceding runner count.

EFFECT: The ball is live. The runner who passes the preceding runner is out.

- E. when any offensive team member, other than another runner, physically assists a runner while the ball is live.

EFFECT: The ball is live. The runner being assisted is out

EXCEPTION – Section 7E: After a runner has scored and missed home plate and then is physically assisted back to home plate, the ball is dead, the runner is out, and the run is nullified. All other runners must return to the last base touched at the time the ball became dead.

- F. when the runner leaves a base to advance to another base before a caught fly ball has touched a fielder, providing the ball is returned to the infield and properly appealed.
- G. when the runner fails to touch a base or bases in regular or reverse order and the ball is returned to the infield and properly appealed. If the runner put out is the batter-runner at first base, or any other runner forced to advance because the batter became a batter-runner, this is a force out.
- H. when the batter-runner legally overruns first base, attempts to run to second base and is legally touched with the ball while not in contact with the base.
- I. when running or sliding for any base and the runner fails to touch it, provided the defense properly appeals.

EFFECT – Section 7 [F-I]:

1. These are appeal plays. The defensive team loses the opportunity of having the runner called out if any of the following occur:
 - a. the appeal is not made before the next legal or illegal pitch.
 - b. the pitcher and all infielders have vacated their normal fielding positions and have left fair territory on their way to the team area, or
 - c. on the last play of the game the umpires have left live ball territory.
2. Live Ball Appeal. If properly appealed by any defensive player during a live ball, the runner is out. An appeal may be made during a live ball by any fielder in possession of the ball either by touching the base missed or left too soon on a caught fly ball or by tagging the runner committing the violation if the runner is still on the playing field.
3. Dead Ball Appeal. Once the ball has been returned to the infield and time is called, the defense's Field Manager or any infielder with or without possession of the ball, may make a verbal appeal on a runner missing a base or leaving a base too soon on a caught fly ball. No runner may leave a base during this period as the ball remains dead until the next pitch.

- a. If the ball leaves live ball territory, a dead ball appeal cannot be made until completion of all legal advancement by base runners.
- b. If the pitcher has possession of the ball and is in contact with the pitchers plate when making a verbal appeal, no illegal pitch is called.
- c. If "play ball" has been declared by the umpire and the pitcher then requests an appeal, the umpire shall call "time" and allow the appeal process.

J. when a runner interferes:

1. with a fielder attempting to field a batted fair ball or a foul fly ball, or
2. with a fielder attempting to throw the ball, or
3. with a thrown ball.

EFFECT: If this interference, in the umpire's judgment, is an attempt to prevent a double play and occurs before the runner is put out, the immediate trailing runner shall also be called out.

4. Intentionally with any defensive player having the opportunity to make an out with the deflected batted ball.

EFFECT: The ball is dead and the runner is out. All other runners must return to the last base touched at the time of the interference.

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

EFFECT: The ball is dead and the runner is out. All other runners must return to the last base legally touched at the time of the interference.

L. when a runner intentionally contacts a fair ball that an infielder missed.

EFFECT: The ball is dead. All other runners must return to the last base legally touched at the time of the interference.

NOTE –Section 7[J-L]: When runners are called out for interference, the batter-runner is awarded first base and credited with a fielder's choice.

EXCEPTION: If the interference prevents the fielder from catching a routine fly ball, fair or foul, with ordinary effort, the batter is also out.

M. when the coach near third base runs in the direction of home plate on or near the baseline while a fielder is attempting to make a play on a batted or thrown ball and thereby draws a throw to home plate.

EFFECT: The ball is dead. The runner closest to home is out. Runners not out must return to the last base touched at the time of the interference.

N. when member(s) of the offensive team stand or collect around a base to which a runner is advancing, confusing the fielders and adding to the difficulty of making the play. Members of a team include any person authorized to sit on the team's bench.

EFFECT: The ball is dead. The runner closest to home is out. Runners not out must return to the last base touched at the time of the interference.

O. when a coach or on-deck batter intentionally interferes with a batted or thrown ball, or interferes with the defensive team's opportunity to make a play on another runner. A batted or thrown ball that unintentionally hits a base coach is not considered interference.

EFFECT: The ball is dead. The runner closest to home is out. Runners not out must return to the last base legally touched at the time of the interference.

- P. when, after being declared out or after scoring, an offensive player interferes with a defensive player's opportunity to make a play on another runner.

EFFECT: The ball is dead. The runner closest to home plate at the time of the interference is out. All runners not out must return to the last base touched at the time of the interference.

NOTE: A runner continuing to run and drawing a throw may be considered a form of interference. (12U and 14U only) This does not apply to the batter-runner running on the dropped third strike rule.

- Q. when a defensive player has the ball and the runner remains upright and crashes into the defensive player.

EFFECT: The ball is dead. The runner is out. All runners must return to the last base touched. If the act is determined to be flagrant, the offender shall be ejected.

NOTE: A collision can be avoided by the batter-runner or runner by stopping, running around the defensive player, leaping (without contact) or sliding into a base or home plate. Sliding is not mandatory, and should only be used by those players well-schooled in the practice.

- R. ~~(Slow Pitch)~~

R. Deleted.

- S. when the runner fails to keep contact with the base to which the runner is entitled until the ball

1. (10U only): crosses home plate.
2. (12U and 14U only): leaves the pitcher's hand.

EFFECT – Section 7[R-S]: The ball is dead, "no pitch" is declared when applicable, and the runner is out.

- T. LOOK BACK RULE. The "Look Back" rule shall be in effect for all runners when the ball is live, the batter-runner has touched first base or has been declared out, and the pitcher has possession and control of the ball within the pitcher's circle. The pitcher is considered to be in the pitcher's circle when both feet are on or within the lines.

1. When a runner is legitimately off a base after a pitch or as a result of a batter completing a turn at bat, and while the pitcher has control of the ball within the eight foot radius of the pitcher's plate, the runner may stop once, but then must immediately return to the base or attempt to advance to the next base.
2. Once the runner stops at a base for any reason, the runner will be declared out if leaving the base.
3. Responsibilities of the batter-runner after touching first base, and while the pitcher has control of the ball within the eight foot radius of the pitcher's plate, including a base on balls or a dropped third strike, are as follows:
 - a. A batter-runner who rounds first base toward second base may stop once, but then must immediately non-stop return to first base or attempt to advance non-stop to second base.

- b. A batter-runner who over-runs first base toward right field, turns left and immediately stops, must then return non-stop to first base or attempt to advance non-stop to second base.
- c. A batter-runner who over-runs first base toward right field, turns left and moves directly toward second base and stops is committed to second base and must attempt to advance non-stop to second base.

NOTE – Section 7.T.3[a-c]: (10U only): Though the batter-runner is committed to second base with liability, at the end of the play, they will be returned to first base, consistent with Rule 8.4.M.

- d. A batter-runner who over-runs first base toward right field, turns left and moves back toward the infield in any direction except directly toward second base is committed to first base and must return non-stop to first base.
- e. A batter-runner who over-runs first base toward right field, and turns right, is committed to first base and must return non-stop to first base.

EFFECT - Section 7.T [1-3]: The ball is dead. "No pitch" is declared when applicable, and the runner is out. When more than one runner is off base, if one is called out, the ball is dead and other runners are returned to the last base touched. One runner only may be called out.

EXCEPTION: The runner will not be declared out if

- 1. a play is made on any runner. A fake throw is considered a play,
 - 2. the pitcher no longer has possession of the ball within the eight foot radius,
 - 3. the pitcher releases the ball on a pitch to the batter.
- U. when a runner abandons a base and enters the team area or leaves live ball territory.
EFFECT: The ball is dead, the runner is out, and all other runners must return to the last base legally touched at the time of the infraction.
 - V. when a runner is positioned behind and not in contact with a base to get a running start on any fly ball.
EFFECT: The ball remains live.
 - W. whenever a runner on base leaves the game under the shorthanded rule. (Rule 4, Section 1D)
 - X. prior to a legal or illegal pitch to the next batter, if the runner was discovered having used an illegal, altered or non-approved bat
EFFECT: The runner shall be called out. If the bat was altered, the runner shall also be ejected. In either case, if the altered/illegal bat is discovered prior to the next pitch, any runners put out prior to the discovery shall remain out.
 - Y. when base runners switch positions on the bases they occupied following any conference.
EFFECT: Each runner on an improper base shall be declared out. In addition, the head coach shall be ejected for unsportsmanlike conduct.
 - Z. on any head-first slide:
 - 1. (10U and 12U only): into any base or home plate.
 - 2. (14U only): into home plate.

NOTE: Diving back into a base from a distance less than 10 feet is not considered a head-first slide.

SECTION 8. RUNNER IS NOT OUT

- A. when a runner runs behind or in front of the fielder and outside the base path in order to avoid interfering with a fielder attempting to field a balled ball.
- B. when a runner does not run in a direct line to a base, provided the fielder in the direct line does not have the ball in their possession.
- C. when more than one fielder attempts to field a balled ball and the runner comes into contact with the one who, in the umpire's judgment could not have made an out.
- D. when a runner is hit with a fair, untouched balled ball that has passed an infielder, excluding the pitcher, and, in the umpire's judgment no other fielder had an opportunity to make an out.
- E. when a runner is hit with a fair untouched balled ball over foul territory that, in the umpire's judgment no fielder had an opportunity to make an out.
- F. when a runner is hit by a fair batted ball after it touches, or is touched by, any fielder, including the pitcher, and the runner could not avoid contact with the ball.
- G. when a runner off a base:
 - 1. is touched with a ball not securely held by a fielder.
 - 2. is touched with a hand or glove of a defensive player and the ball is in the other hand.
- H. when the defensive team does not appeal:
 - 1. until after the next legal or illegal pitch, or
 - 2. until after the pitcher and all infielders have clearly vacated their normal fielding positions and have left fair territory on their way to the team area, or
 - 3. on the last play of the game, until the umpires have left live ball territory.
- I. when a batter-runner overruns first base after touching it and returns directly to the base.
- J. when the runner is not given sufficient time to return to a base.
 EFFECT: The runner will not be called out for being off a base before (12U and 14U only) the pitcher releases the ball or (10U only) the pitched ball crosses home plate. "No pitch" will be called by the umpire.
- K. when the runner has legally started to advance.
 EFFECT: The runner may not be stopped by the pitcher receiving the ball while on the pitcher's plate, or by the pitcher stepping on the pitcher's plate with the ball in their possession.
- L. when the runner stays on the base until a fly ball is touched by a fielder and then attempts to advance.
- M. when hit by a batted ball while in contact with a base, unless the runner intentionally interferes with the ball or a fielder making a play.
- N. when the runner slides into a base and dislodges it from its proper position. The base is considered to have followed the runner.

EFFECT: A runner reaching a base safely will not be out for being off the base if it becomes dislodged. The runner may return without liability to be put out when the base has been replaced. A runner forfeits this exemption if they attempt to advance beyond the dislodged base before it is again in proper position.

- O. when a fielder makes a play on a batter, batter-runner or runner while using an illegal glove/mitt, and it is discovered by the umpire before:
1. the next legal or illegal pitch or
 2. the pitcher and all infielders have vacated their normal defensive positions and have left fair territory or
 3. on the last play of the game, the umpires have left live ball territory,
- EFFECT: The Field Manager of the offended team is given two options:
- a. Have the entire play nullified with each runner returning to their original base and the batter batting again, assuming the ball and strike count prior to the pitch that was hit or on a steal attempt.
 - b. Take the result of the play.
- P. when a runner legally returns to a base left too soon or missed prior to an appeal being made, or is returning to a base during a dead ball.

SECTION 9. RUNNING (MASTERS AND SENIORS)

Deleted.

SECTION 10. COURTESY RUNNERS

The intent of allowing a courtesy runner is to speed up the flow of the game by allowing the pitcher and catcher to get ready for their next half-inning on defense.

- A. The team at bat may use a courtesy runner:
1. for the pitcher and/or the catcher providing the pitcher or catcher bats for themselves and reaches base safely.
 2. Neither the pitcher nor the catcher will be required to leave the game under such circumstances.
 3. ~~The same courtesy runner may not run for both the pitcher and the catcher at any time during the game.~~
3. Deleted.
- B. In the top of the first inning only, the pitcher and catcher are identified as those players listed on the line-up as the pitcher and catcher. Thereafter, the pitcher and catcher are identified as the ~~last players who physically played that position on~~ defense. ~~If a substitute enters in the following half inning and gets on base, should the pitcher or catcher re enter no courtesy runner can be utilized for the pitcher or catcher during that half inning.~~ players who will assume those positions in the next half-inning. ~~If a substitute enters for a pitcher or catcher in the following offensive half inning and reaches base safely, should the pitcher and/or catcher re enter, the courtesy runner is not permitted for the pitcher or catcher until their next turn at bat.~~

EFFECT: If a courtesy runner is used for a pitcher or catcher, that player must play in that designated position in the next half-inning.

C. ~~Players who are currently in the game or have participated in the game in any playing capacity are not eligible to serve as courtesy runners. A courtesy runner must be the player not on base who will come up last to bat at the time of the entry of the courtesy runner.~~

D. ~~A player may not be a substitute for any player in the half-inning that they participated as a courtesy runner.~~

— ~~EXCEPTION: Should an injury or disqualification occur and no substitutes are available, the courtesy runner must be used as a substitute and take the place of the injured player. Should the courtesy runner be on base and is entered as a substitute, the pitcher or catcher for whom the courtesy runner is running must run in their place.~~

E. ~~If the DP bats for the pitcher or catcher and reaches base safely, a courtesy runner is not permitted to run for the Designated Player, or their substitute, including the pitcher or catcher.~~

D-E. Deleted.

F. Once the courtesy runner is designated for that half-inning, the pitcher or catcher for whom they are running may not return to run while that courtesy runner is on base. A courtesy runner cannot run for a courtesy runner.

~~EXCEPTION: Should an injury or disqualification occur to any offensive player, and no eligible substitutes are available, the a~~ courtesy runner must take the place of the injured or disqualified player. In this case, the courtesy runner enters as a substitute and the pitcher or catcher for whom the courtesy runner is running must run in their place.

G. A courtesy runner must be reported to the plate umpire.

EFFECT – Section 10[A-G]: If a courtesy runner fails to report or violates the courtesy runner rule they are considered an illegal runner and shall be ~~disqualified~~ called out. See Rule 4.6.E.3.

*RULE 9 — PROTESTS**SECTION 1. PROTEST TYPES*

There are three types of protests:

A. Misinterpretation of a playing rule — must be made:

1. before the next pitch legal or illegal,
2. before the next play,
3. before all infielders have left fair territory, or
4. on the last play of the game, before the umpires leave live ball territory.

B. Illegal player — must be made while the player in question is in the game and before the umpires leave the playing field.

NOTE – [A-B]: An umpire cannot reverse a decision after a pitch, legal or illegal.

C. Ineligible participant ~~player~~ — can be made any time. Eligibility is the decision of the protest committee. League's Umpire in Chief.

SECTION 2. INVALID PROTESTS

Protests will not be considered if based solely on a decision involving the accuracy of judgment on the part of an umpire.

A. Examples of protests which will not be considered are:

1. whether a batted ball was fair or foul.
2. whether a runner was safe or out.
3. whether a pitched ball was a ball or a strike.
4. whether there is a legal or illegal pitch.
5. whether a runner did or did not touch a base.
6. whether a runner did or did not leave a base too soon on a caught fly ball.
7. whether a fly ball was or was not caught legally.
8. whether a batted ball was or was not an infield fly.
9. whether there was or was not interference or obstruction.
10. whether the field is or is not fit to continue or resume play.
11. whether there is or is not sufficient light to continue play.
12. whether a player or live ball did or did not leave the live ball territory or touch some object or person in a dead ball area.
13. whether a batted ball did or did not clear the fence in flight.
14. whether a batted ball was or was not touched by a fielder before clearing the fence in flight.

B. Any other matter involving only the accuracy of the umpire's judgment.

SECTION 3. VALID PROTESTS

Protests may only involve the interpretation of a rule.

SECTION 4. PROTEST PROCEDURE

The Field Manager, ~~acting manager or captain~~ of the protesting team shall immediately notify the plate umpire that the game is being played under protest. The plate umpire shall in turn notify the opposing Field Manager and official scorekeeper. To aid in the correct determination of the issue, all interested parties shall take notice of the information, details and conditions surrounding the decision to protest.

If a team believes the umpire has incorrectly interpreted a playing rule:

- A. The team's Field Manager must call "time" prior to the next pitch, and inform the umpire that they wish to enter an official protest.
- B. The Field Manager will be granted two minutes to provide the umpire and the opposing team's Field Manager the playing rule number and section number.
 1. If the Field Manager is unable to provide the playing rule number within two minutes, the umpire will call for play to begin and the protest may be withdrawn or the game continued under protest.
 2. If the Field Manager is able to provide the playing rule number within two minutes, the umpire will determine if his ruling was based on a misinterpretation (not a judgment call) of the rule and shall change the call to conform with the rule; or allow the game to continue under protest if he believes that his interpretation is correct.
- C. If the game is to continue under protest, the plate umpire shall notify the Official Scorekeeper and direct that the official protest and the rule number or complete description be entered in the game summary form at that exact point in the game (time, inning, and the batter that is up).
 1. The plate umpire of a protested game shall immediately notify the League Umpire in Chief, and provide their views in writing.
 2. The protesting team shall provide, within twenty-four hours after the game, the League Umpire in Chief their view in writing, along with a \$20 protest fee, or the protest will be nullified and the game will stand as played.
- D. If the team which enters the official protest wins the game that is under protest, the protest is nullified and no further action is taken.

SECTION 5. PROTEST OF ELIGIBILITY

Protest of participant eligibility can be made or appealed at any time. ~~Eligibility protests cannot be waived by the Local Association~~

SECTION 6. WRITTEN PROTEST CONTENT

The written protest should contain the following information:

- A. The date, time and place of the game.
- B. The names of the umpires and scorers.

- C. The rule and section of the official rules or local rules under which the protest is made.
- D. The information, details and conditions relevant to the decision to protest.
- E. All essential facts concerning the matter protested.

SECTION 7. PROTEST RESULTS

Protests will be evaluated and a decision rendered by the League’s Umpire in Chief.

EXCEPTION: Should the League’s Umpire in Chief be a party to the game under protest, including being a coach or other team staff member, an umpire, or have a daughter participating in the game, the protest will be evaluated and a decision rendered by a panel of impartial observers appointed by the League’s Executive Board.

NOTE: The decision of the League’s Umpire in Chief or the impartial panel is final and may not be appealed.

The decision rendered on a protested game must result in one of the following:

- A. The protest is considered to be invalid and the game score stands as played. The \$20 fee will be deposited into the League’s treasury, and the game will stand as played.
- B. When a protest is determined to be valid because of the misinterpretation of a playing rule, the decision will be corrected and the game shall be replayed from the point at which the incorrect decision was made. The \$20 fee will be returned, the game will be scheduled as soon as possible and continue from the point of the upheld protest. If the protesting team wins the game being protested, the protest then becomes meaningless.
- C. When a protest for participant ineligibility is determined to be valid, the offending team shall forfeit the game being played ~~or the game last played to the offended team.~~ and the Head Coach of the offending team shall be penalized with a one-game suspension.

RULE 10 — UMPIRES

Failure of umpires to adhere to Rule 10 shall not be grounds for protest. These are guidelines for umpires.

SECTION 1. POWER AND DUTIES

The umpires are the representative of the league or organization Mountain View – Los Altos Girls Softball League, by which they have been assigned to a particular game and, as such, are authorized and required to enforce each section of these rules. They have the power to order a player, coach, captain, or manager, or any team staff member to carry out or to omit any act which, in their judgment is necessary to give force and effect to one or all of these rules, and to impose penalties as herein prescribed. The plate umpire shall have the authority to make decisions on any situations not specifically covered in these rules; however, they may not change the game rules or adopt modifications to the rules for the game under any circumstances. The following is the general information for umpires.

- A. The umpire should not be a member of either team (i.e., player, coach, assistant coach, manager, or team staff member), nor have a daughter or sibling within the division of the game which they are umpiring. Any potential conflicts of interest that the umpire may have with either team must be disclosed to both teams at the meeting at the plate at the beginning of the game.
- B. The umpire should be sure of the date, time and place of the game and should arrive at the playing field 20 to 30 minutes ahead of time, start the game at the designated time, and leave the field when the game is over. The umpire's jurisdiction begins when entering the field to check the field conditions and ends when leaving the field following the completion of the game, or upon filing necessary paperwork due to a protest or ejection.
- C. The umpires should introduce themselves to the coaches, managers and official scorekeeper and check for team staff compliance with safety (e.g. two-female rule) and training (e.g. ACE certification) requirements.
- D. The umpires should inspect the playing field boundaries, players, and equipment, and clarify all ground rules for the representatives of both teams.
- E. Each umpire will have the power to make decisions on violations committed during playing time or during suspension of play.
- F. No umpire has the authority to set aside or question decisions made by another umpire within the limits of the respective duties as outlined in these rules.
- G. An umpire may consult the other umpire(s) at any time; however, the final decision will rest with the umpire whose exclusive authority it is to make decisions and who requests the opinion of the other umpire(s).
- H. In order to define respective duties, the umpire whose primary responsibility is the judging of balls and strikes will be designated as the Plate Umpire, while the umpire whose primary responsibility is the rendering of base decisions will be designated as the Base Umpire.
- I. The plate umpire and the base umpire will have equal authority to:

1. call a runner out for leaving a base too soon.
 2. call "time" for suspension of play.
 3. eject or disqualify a player, coach, manager, other team member, or spectator(s) from the game for violation of rule or flagrant misconduct.
 4. call all illegal pitches.
 5. forfeit any game.
- J. The umpire will declare the batter or runner out, without waiting for an appeal for such decision, in all cases where such player is retired in accordance with the rules. Unless appealed to, the umpire will not call a player out for failure to touch a base, for leaving a base too soon on a caught fly ball, for batting out of order, or for making an attempt to go to second after reaching first base as provided in these rules.
- K. The umpire will not penalize a team for any infraction of a rule when imposing the penalty would be advantage to the offending team.

SECTION 2. CHANGE OF UMPIRES

Teams may not request a change of umpires during a game.

- A. No umpire may be replaced during a game unless incapacitated by injury or illness.
- B. Teams may not make a request for a specific umpire or to avoid having a specific umpire for their game. The League's Umpire in Chief has sole discretion to schedule umpires for games in service to the League.

SECTION 3. UMPIRE'S JUDGMENT

- A. There will be no protest on any decision involving accuracy of judgment. No decision rendered by any umpire will be reversed except when the umpire is convinced it is in violation of one of these rules. In case the ~~Field Manager, acting manager or captain~~ of either team does seek reversal of a decision based solely on a point of rules, the umpire whose decision is in question will, if in doubt, confer with the other umpire(s) before taking any action; but under no circumstances will any player or person, other than the ~~Field Manager, acting manager or captain~~ of either team, have any right to protest any decision and seek its reversal on a claim that it is in conflict with these rules.
- B. Under no circumstances will any umpire seek to reverse a decision made by an associate, nor shall any umpire criticize or interfere with the duties of their associate(s) unless asked to do so.
- C. The plate umpire may rectify any situation in which the reversal of an umpire's decision or a delayed call by an umpire places a batter-runner, a runner or the defensive team in jeopardy. This correction is not possible after one pitch legal or illegal or after the pitcher and all infielders have clearly vacated their normal fielding positions and have left fair territory on their way to the bench or dugout area, or after the last play of the game, the umpires have left the field of play.

SECTION 4. SUSPENSION OF PLAY

- A. Umpires may suspend play when, in their judgment, conditions justify such action.

- B. An umpire shall call time to perform other duties. Play will be suspended whenever the plate umpire leaves the umpire's position to brush off the plate or to perform other duties directly connected with the calling of plays.
- C. The umpire shall suspend play whenever a batter or pitcher steps out of position for a legitimate reason.
- D. An umpire shall suspend play if a fair batted ball hits the umpire prior to passing an infielder.
EFFECT: The batter-runner is awarded a base hit. No runners are advanced unless forced to advance.
- E. An umpire shall not call time while any play is in progress, including when a thrown ball hits an umpire.
EXCEPTION: During a live ball situation, when a player becomes injured and requires immediate attention, an umpire shall call time.
- F. An umpire shall not call time if requested by the offensive team after the pitcher has started the delivery.
- G. During a live ball situation, when a player becomes injured and in the umpire's judgment requires immediate attention, the umpire shall call "TIME" and award any bases that would have been reached.
- H. Umpires shall not suspend play at the request of players, coaches or managers until all action in progress has been completed.

SECTION 5. UNIFORM

The male and female umpire shall wear:

- A. a powder blue or navy blue, short-sleeved polo shirt. ~~ASA letters are worn on the left chest of the polo shirt.~~
- B. approved navy blue, black, or heather gray ~~Fechheimer~~ slacks and navy or black socks.
- C. ~~the approved navy cap with white ASA letters, trimmed with light blue on the front and the US Flag positioned on the left side, with the stars forward.~~
- D. ~~the approved navy blue ball bag with ASA letters to be worn with either navy or heather gray slacks. The approved gray ball bag(s) with ASA letters may be worn with heather gray pants.~~
- E. ~~the approved navy jacket with white ASA letters on the left chest.~~
- F. ~~black shoes and belt.~~
- G. ~~a T shirt is optional to wear under the powder blue or navy blue polo shirt. If a T-shirt is worn, it shall be a white T shirt under the powder blue polo shirt and navy T-shirt under the navy blue polo shirt.~~
- C-G. Deleted.
- H. The plate umpire in fast pitch SHALL wear a black or silver mask, with black or tan padding and a black throat protector. (An extended wire protector may be worn in lieu of a throat protector on the mask.)

SECTION 6. GAME PRELIMINARIES

Umpires shall:

- A. receive from the League one new and one nearly new Official Softball for the game. The umpire will be the sole judge of the fitness of the softballs used in the game.
- B. ensure that the field is groomed and all playing lines are properly marked so as to be easily distinguishable from the ground or grass.
EFFECT: Play may not begin unless the field is properly prepared.
- C. check the field for safe playing conditions. The fitness of the playing field shall be decided solely by the plate umpire or League Safety Coordinator.
- D. ensure that all players line up and are inspected to make sure they are in proper and safe attire for the game. Check bats, helmets and safety gear to see that it is legal and safe.
- E. hold a pre-game meeting at home plate with both team staffs to go over rules, safety or other game related issues, and specifically address pitching eligibility. Establish a Field Manager for each team.
- F. make sure that the Official Scorekeeper is ready and in the proper place to score the game.
- G. be responsible for the decorum of the teams on the playing field and are obligated to take action on all problems which concern members and spectators of the two teams playing the game in which they are officiating.
- H. immediately warn or eject any player who:
 - 1. fakes a tag, or intentionally attempts to make a tag without the ball.
 - 2. intentionally collides with a player whether offense or defense.
 - 3. intentionally throws a bat or batting helmet in anger
 - 4. uses profanity in front of an umpire.
 - 5. makes a farce of the game.
 - 6. displays unsportsmanlike conduct.

SECTION 7. PLATE UMPIRE

The Plate Umpire shall:

- A. take a position behind the catcher. The plate umpire will have full charge of and be responsible for the proper conduct of the game.
- B. call balls and strikes, and request the help of another umpire if needed
- C. by agreement and in cooperation with the base umpire, make decisions on plays, fair or foul balls, and legally or illegally caught balls. On plays that would necessitate the base umpire leaving the infield in a two umpire system, the plate umpire will assume the duties normally required of the base umpire.
- D. determine and declare whether:
 - 1. a batter bunts or chops a ball.
 - 2. a batted ball touches the person or clothing of a batter.
 - 3. a fly ball is an infield or an outfield fly.

- E. render base decisions as indicated in these rules.
- F. assume all duties when assigned as a single umpire to a game.

SECTION 8. BASE UMPIRE

The Base Umpire should:

- A. use the wheel formation.
 1. With the bases empty, they will position themselves about eight feet behind first base.
 2. With any runners on base, they will position themselves between second and third base, about eight feet behind the base path.

In each case, they will position themselves as not to interfere with the defenders or base runners.

- B. assist the plate umpire in every way to enforce the rules of the game.

SECTION 9. RESPONSIBILITIES OF A SINGLE UMPIRE

If only one umpire is assigned, their duties and jurisdictions will extend to all points. The umpire's starting position for each pitch should be from behind home plate. On each batted ball or play that develops, the umpire must move out from behind the plate and into the infield to obtain the best position for any play that develops.

SECTION 10. VIOLATIONS AND PENALTIES

The Umpire(s), in addition to League Officials, will be responsible for maintaining team, team staff, and spectator decorum consistent with the principles and values of the League and to honor the game. Failure of players, team staff, or spectators to maintain decorum may have both immediate and long-term consequences to themselves or their daughter's and their team's participation in the League. Note that disciplinary actions become a permanent part of a participant's record and may be used to determine future participation in the League or other affiliated programs.

- A. Players, coaches, managers, other team staff, or spectators will not make disparaging or insulting remarks to or about opposing players, officials, or spectators, or commit other acts that could be considered unsportsmanlike conduct.
- B. Any arguing on the judgment of balls and strikes will constitute a team warning. Any repeat offense shall result in the ejection of that team member or spectator(s). See Rule 4.8.C.
- C. Umpires will immediately stop any game if unruliness by spectators becomes a factor, and if in their judgment, team members are exposed to profanity, abusive language, or might become jeopardized by unrestrained behavior. After stopping the game, the umpires will allow a maximum of five minutes for the spectator(s) to regain their self-control. If after five minutes the spectator(s) are unable to regain their self-control the umpires will call the game. When the game is called because of the unruliness of the spectators, the umpire(s) will notify the League Umpire in Chief in writing.
- D. The penalty for violations by a player, coach, manager, or other team member on the first offense may include ejection — a warning is not required.

- E. The penalty for violations by a spectator on the first offense is a warning. For the second offense, the offender is ejected from the game. In the case where the offender is unable to easily be determined, the umpire will direct the offending team to clear their stands before play may resume. Failure to do so within five minutes will result in forfeiture to the offending team.
- F. On any ejection, the umpire shall provide written details of the incident to the Umpire in Chief within 24 hours.
- G. Players, coaches, managers, other team staff, or spectators who have been ejected from a game face further consequences:
 - 1. On the first ejection of the season, a one game suspension.
 - 2. On the second ejection, a three-game suspension or, if during tournament play, suspension for the rest of the season.
 - 3. On the third ejection, permanent disbarment from the League for the offender and their family.

RULE 11 — SCORING

Failure of official scorer to adhere to Rule 11 shall not be grounds for protest. These are guidelines for the official scorer.

SECTION 1. OFFICIAL SCORER DUTIES

The official scorer shall keep records of each game as outlined in the following rules. The official scorer shall have sole authority to make all decisions involving judgment in relation to scorekeeping. For example, it is the scorer's responsibility to determine whether a batter-runner's advance to first base is the result of a hit or an error; however, a scorer shall not make a decision which conflicts with the official playing rules or with an umpire's decision. The official scorer is responsible for ensuring that the official game summary is properly completed, signed by the umpire and both managers, and turned into the Head Scorekeeper for the League.

SECTION 2. THE BOX SCORE

A. Each player's name and the position or positions played shall be listed in the order in which the player batted or would have batted had the player not been removed or had the game not ended before the player's turn at bat.

~~1. The designated player (DP) is optional, but if one is used it must be made known prior to the start of the game and listed on the score sheet in the regular batting order. Ten names will be listed, with the 10th name being the FLEX player, playing defense only. This 10th player may bat only if they move into the DP position in the batting order.~~

1. Deleted.

B. Each player's batting and fielding record must be tabulated.

~~1.~~ The first column will show the number of times at bat by each player, but a time at bat will not be charged against the player when:

- a. the player hits a sacrifice fly that scores a runner.
- b. the player is awarded a base on balls.
- c. the player hits a sacrifice bunt.
- d. the player is hit by a pitched ball.
- e. the player hits a sacrifice slap hit.

NOTE: A slap hit is defined as a fake bunt followed by a controlled swing and resulting in the runner(s) advancing, as in the case of a sacrifice bunt.

f. the third out occurs and the batter is not entitled to run to first base.

~~2.~~ The second column will show the number of runs scored by each player.

~~3.~~ The third column will show the number of base hits made by each player. A base hit is a batted ball that permits the batter to reach base safely:

- a. on a fair ball which settles on the ground, clears the fence or strikes the fence before being touched by a fielder.

- b. on a fair ball which is hit with such force or such slowness or which takes such an unnatural bounce that it is impossible to field with ordinary effort in time to make an out.
 - c. when a fair ball which has not been touched by a fielder becomes dead because of touching the person or clothing of the umpire.
 - d. when a fielder unsuccessfully attempts to retire a previous runner and in the scorer's judgment, the batter-runner would not have been retired at first base by perfect fielding.
4. The fourth column will show the number of opponents put out by each player.
- a. A put out is credited to a fielder each time they:
 - 1. catch a fly ball or line drive.
 - 2. catch a thrown ball that retires a batter-runner or runner.
 - 3. touch a runner with the ball when the runner is off the base to which the runner is entitled.
 - 4. are nearest the ball when a runner is declared out for being struck by a fair batted ball or for interference with a fielder, or when a runner is called out for being in violation of Rule 8, Sections 8E, J, S or T.
 - 5. ~~are the nearest fielder to an unreported substitute who is declared out in accordance with Rule 4, Section 6 [B] OFFENSE 1(b).~~
 - 5. Deleted.
 - b. A put out is credited to the catcher:
 - 1. when a third strike is called.
 - 2. ~~(Slow Pitch)~~
 - 2. Deleted.
 - 3. when the batter fails to bat in correct order.
 - 4. when the batter interferes with the catcher.
 - 5. ~~(Slow Pitch)~~
 - 6. ~~(Slow Pitch)~~
 - 5-6. Deleted.
5. The fifth column shall show the number of assists made by each player. An assist shall be credited:
- a. to each player who handles the ball in any series of plays which results in the put out of a runner or batter-runner. One assist only shall be given to any player who handles the ball on any put out. The player who makes the put out in a rundown or similar type play shall be credited with both an assist and a put out.
 - b. to each player who handles or throws the ball in such a manner that a put out would have resulted except for an error of a teammate.
 - c. to each player who, by deflecting a batted ball, aids in a put out.

- d. to each player who handles the ball on a play which results in a runner or batter-runner being called out for interference or for running out of the base path.
- 6. The sixth column will show the number of errors made by each player. Errors are recorded:
 - a. for each player who commits a misplay which prolongs the turn at bat of the batter or extends the existence runner.
 - b. for the fielder who fails to touch a base after receiving a thrown ball to retire a runner on a force out, or when a runner is compelled to return to a base, and provided the thrown ball could be caught by the fielder with ordinary effort.
 - c. for the catcher if a batter is awarded first base because of catcher obstruction.
 - d. for the fielder who fails to complete a double play because of a dropped ball.
 - e. for a fielder if a runner advances a base because of that fielder's failure to catch, stop or try to stop a ball accurately thrown to a base, provided there was occasion for the throw. When more than one player could receive the throw, the scorer must determine which player should receive the error.

SECTION 3. A BASE HIT NOT SCORED

A BASE HIT shall not be scored:

- A. when a runner is forced out on a batted ball or would have been forced out except for a fielding error.
- B. when a player fielding a batted ball retires a preceding runner with ordinary effort.
- C. when a fielder fails in an attempt to retire a preceding runner and, in the scorer's judgment, the batter-runner could have been retired at first base.
- D. when a batter reaches first base safely as a result of a preceding runner being called out for interfering with a batted or thrown ball, or with a defensive player.

SECTION 4. RUN BATTED IN

A RUN BATTED IN is a run scored because of:

- A. a safe hit.
- B. a sacrifice bunt, a sacrifice slap hit or a sacrifice fly.
- C. an infield put out or fielder's choice.
- D. a runner forced home because of obstruction, a hit batter or a base on balls.
- E. a home run and all runs scored as a result.
- F. Subject to the provisions of Rule 11, Section 4.G, when the batter ends a game with a safe hit which drives in as many runs as are necessary to put a team in the lead, the batter shall be credited with only as many bases on the hit as are advanced by the runner who scores the winning run, and then only if the batter runs out the hit for as many bases as are advanced by the runner who scores the winning run.

- G. When the batter ends a game with a home run hit out of the playing field, all runners on base are entitled to score.

SECTION 5. PITCHER CREDITED WITH A WIN

A pitcher shall be credited with a win:

- A. when a starting pitcher has pitched at least four innings and the pitcher's team is not only in the lead when the pitcher is replaced but remains in the lead for the remainder of the game.
- B. when a starting pitcher has pitched at least three innings and the pitcher's team scores more runs than the opposing team in a game that is terminated after five innings of play, or in a game that is terminated after the pitcher's team has scored more runs in four or more innings than the opposing team has scored in five or more innings and provided that the pitcher's team is not only in the lead if the pitcher is replaced after three innings of pitching but remains in the lead for the remainder of the game.

SECTION 6. PITCHER CREDITED WITH A LOSS

Regardless of the number of innings the pitcher has pitched, a pitcher shall be charged with a loss if replaced when the pitcher's team is behind in the score and fails to tie the score or gain the lead thereafter.

SECTION 7. GAME SUMMARY

~~The summary shall list the following items in this order:~~

The official game summary shall be completed by the official game scorekeeper, signed by the managers of each team and the umpire, and turned into the League immediately following the completion of the game. The official game summary shall contain the information prescribed on the form as outlined during the League's scorekeeper training.

- ~~A. the score by innings and the final score.~~
- ~~B. the runs batted in and by whom.~~
- ~~C. two base hits and by whom.~~
- ~~D. three base hits and by whom.~~
- ~~E. home runs and by whom.~~
- ~~F. sacrifice flies and by whom.~~
- ~~G. double plays and players participating in them.~~
- ~~H. triple plays and players participating in them.~~
- ~~I. number of bases on balls charged to each pitcher.~~
- ~~J. number of strike outs by each pitcher.~~
- ~~K. number of hits and runs allowed by each pitcher.~~
- ~~L. the name of the winning pitcher.~~
- ~~M. the name of the losing pitcher.~~
- ~~N. the time of the game.~~

~~Q. the names of the umpires and scorers.~~

~~P. stolen bases and by whom. This includes a batter advancing to second base on an awarded base on balls.~~

~~Q. sacrifice bunts and by whom.~~

~~R. the names of batters hit by a pitched ball and the names of the pitchers who hit them.~~

~~S. the number of wild pitches charged to each pitcher.~~

~~T. the number of passed balls charged to each catcher.~~

[A-T] Deleted.

SECTION 8. STOLEN BASE

A stolen base is credited to a runner whenever they advance one base unaided by a hit, put out, force out, fielder's choice, passed ball, wild pitch, an error, illegal pitch or obstruction.

SECTION 9. FORFEITED GAME

All records of a forfeited game will be included in the official records except that of a pitcher's won-lost record.

SECTION 10. TIE-BREAKER RULE

In scoring, the run scored by the player starting as a runner at second base shall be charged to the defensive team and not the pitcher. Depending on the judgment of the official scorekeeper, a run scored by any other player will be charged to the pitcher's ERA.

RULE 12 — USE OF ASA PLAYING RULES

The ASA Softball Playing Rules shall only apply to ASA Championship Play. Provided, however, in accordance with Article 320 (B&D) of the ASA Code, ASA Local Associations, such as Mountain View – Los Altos Girls Softball League, as well as other organizations may adopt or use all or any part of the ASA Softball Playing Rules as they deem appropriate for use in Non-Championship Play. The use of all or any part of such rules is strictly a local matter and such rules may be altered as league officials deem appropriate or necessary to conduct Non-Championship Play.

- B. Non-Championship Local League. The ASA, as national governing body for softball in the United States understands that local city or county leagues may adopt and use ASA's official playing rules. The use of any or all of ASA's playing rules is strictly a local matter and the rules may be altered as league officials deem necessary to conduct their own league play. ASA expressly disclaims any and all liability associated with the use of its official playing rules or any modification of its official playing rules, including its equipment standards. The primary purpose of ASA's playing rules and equipment standards is to promote competitive balance and to preserve the integrity of the sport of amateur softball. ASA's official playing rules, or any modification thereof, should not be considered a guarantee that participants, spectators or others will be safe of free from injury or ham. As stated in the preamble to the ASA Code, there are many risks and dangers incidental to the game of softball and ASA disclaims any and all liability associated with the game of softball or the use of its rules or Code. ASA does not review, sanction or approve of any modifications to its official playing rules. To the extent ASA's official playing rules are modified by local leagues; such modification may increase the potential or likelihood of injury, death or property loss, including the dangers associated with increased batted ball speeds. ASA shall not be responsible for any injury (including death) or property loss to any person in connection with any modification of ASA's official playing rules or the use of ASA's rules or any modified rules at any game or event.
- D. Use of ASA Official Playing Rules. ASA's official playing rules are designed to be used at ASA championship events and implemented by ASA officials and volunteers. ASA shall not be responsible for any injury (including death) or property loss to any person in connection with the use and implementation of ASA's official playing rules at any event, whether or not the event is recognized or sanctioned by ASA.

RULE 13 — END OF SEASON TOURNAMENT RULES

The following are exceptions to published “Division Rules for 10U and Higher,” to be in effect during the end-of-season tournament. All in-season rules are applicable (e.g. run limits, etc.) with the only exceptions listed in this section.

DEFINITIONS

CHAMPIONSHIP GAME: Refers to the last two games which determine the final place (first, second, third), typically held on Closing Day of the recreational league season.

NON-CHAMPIONSHIP GAME: All other games within the tournament play leading up to the Championship Games.

PLAYERS

- A. A team must have eight or more eligible players (i.e. no substitutes or borrowed players) in the dugout to begin play.
- B. After the beginning of the game, a team may continue to play with seven players. No out will be recorded for the vacant position(s).

REGULATION GAME

- A. Game time is unlimited.
- B. Regulation game length.

- 1. **Non-championship game:** A regulation game shall consist of:
 - a. (10U only): five innings. A full five innings need not be played if the home team scores more runs in four and one-half innings or before the third out in the last of the fifth inning.
 - b. (12U only): six innings. A full six innings need not be played if the home team scores more runs in five and one-half innings or before the third out in the last of the sixth inning.
- 2. **Championship game:** A regulation game shall consist of six innings. A full six innings need not be played if the home team scores more runs in five and one-half innings or before the third out in the last of the sixth inning.

NOTE: A game that is tied at the end of regulation play shall be continued by playing additional innings using the Modified Tie Breaker rule described in Section C, below, until one side has scored more runs than the other at the end of a complete inning or until the home team has scored more runs in their half of the inning before the third out is made.

- C. **Modified Tie Breaker.** In the first extra inning after regulation play, the last player who completed a turn at bat in the preceding inning (must have reached base or been called out) will become a base runner at second base before the first pitch of that inning is allowed. For each additional inning beyond the first extra inning after regulation play, the last player who completed a turn at bat in the preceding inning will become a base runner at second base and the batter that preceded her will become a base runner at third base before the first pitch of that inning is allowed. This will continue until a winner is determined.

PITCHER ELIGIBILITY

There are no “pitching outs per week” limitations. Instead, there is a limit on the number of outs a single pitcher may pitch during regulation play. If a game is tied at the end of regulation play and, therefore, goes into extra innings, any player may pitch and there is no further limitation on outs pitched in the game.

- A. **Non-championship game:** No pitcher may pitch more than six outs during the first four innings.
- B. **Championship game:** No pitcher may pitch more than six outs during the first four innings.
- C. Pitching eligibility is unlimited in extra innings (innings beyond regulation play for tie-breaking purposes).

HOME TEAM

The higher seeded team will occupy the third-base dugout. The Home team will be determined by coin toss prior to the start of the game.

SEEDING

Seeding for the tournament will be determined by the Head Scorekeeper using the following Criteria:

- A. **Win-Loss record:** The team with the better win-loss record (ties = ½ win ½ loss) as a percentage of games played will be the higher-seeded team.
- B. **Head-to-Head:** In case of a tie in win-loss records, the result of head to head competition will determine the seeding (the team with the better win-loss record against that specific opponent will be the higher-seeded team).
- C. **Runs Against:** In case of a tie in win-loss and head-to-head, the team with the least number of runs allowed in the season will be the higher-seeded team.
- D. **Coin Flip:** In case of a tie after [A-C], a coin flip will determine the seeding. Winner of the coin flip is the higher-seeded team. The coin flip will be witnessed by at least three League officials.