



2023
ALL AMERICAN YOUTH SPORTS
GIRL'S REC LEAGUE FASTPITCH
RULES

At AAYS, we provide a welcoming atmosphere so that athletes can develop positive values, including integrity, teamwork, sportsmanship, competitive spirit, and responsibility while participating in the activities they enjoy.

AAYS will only allow female athletes to play girls fast pitch softball. A female that was established at birth and has the original birth certificate will be allowed to register and sanction under AAYS. AAYS has adopted the state rulings from each of the states in which AAYS has teams playing in the events. Alabama HB391, Florida SB1028, Louisiana SB44, Mississippi SB2536.

The Rules are subject to change at any time based on rule changes effected by governing bodies, to improve competition and participation and for the health and safety of the participants. If any Rule is supplemented or revised, it will be prominently noted online after the spring season begins. However, these Rules will be considered finalized one week before the All-Star season begins

1. CLASSIFICATIONS AND AGE REQUIREMENTS

The youth fastpitch program will be divided into these classifications:

- A player's age on January 1st of that calendar year determines the age classification in which the player is eligible to participate.
- The recreation/league fastpitch program is designed for girls age 18 & under.

The fastpitch sanction runs from **September 1 until August 31**. Any player can play in a higher classification but not in a lower classification.

Age Divisions Offered for Spring 2023 until 9/1/2023:

Girls 6 & Under (2016 & 2017)	Girls 12 & Under (2010 & 2011)
Girls 8 & Under (2014 & 2015)	Girls 15 & Under (2007, 2008 & 2009)
Girls 10 & Under (2012 & 2013)	Girls 18 & Under (2004, 2005 & 2006)

A player shall not compete in any sanctioned tournament of the association with more than one team during the same tournament.

A player shall not compete in any sanctioned tournament of the association with more than one team during the same tournament.

2. PLAYING FIELD

Divisions Coach Pitch/Girl Pitch

Age	Pitching Rubber (ft)	Base Path (ft)	Fence Distance (ft)
6U	30	60	135-200
8U	35	60	135-200
10U	35	60	180-200
12U	40	60	200
15U	43	60	200-225
18U	43	60	200-225

3. DEFINITIONS

1. **Travel team:** a team consisting of a group of players that solely play travel tournaments. Those players can come from any location and may not necessarily be registered at a local park.
2. **League/Rec team:** a team consisting of a group of players who are all registered at their local park and were drafted to make the team.
3. **All-Star team:** a group of players that are all registered at their local park and have played on one of the park's teams for at least eight (8) regular-season games during the current season. These players must also play on their home park's selected All-Star team or if their home park does not have sufficient number of players who desire to participate in All Stars, an All-Star team may be formed consisting of two parks as long as those parks interlock during the regular season. Additionally, All-Star players cannot participate with a travel team during the month of June.

4. **Courtesy Runner** - A player not in the game, a substitute, may be used to run for the pitcher of record or catcher. This courtesy runner may be used at any time. If a substitute is not available, the player with the last completed at bat, not on base (may run). The pitcher or catcher of record may not be used as a courtesy runner.
Note: For 6U & 8U, only can use a courtesy runner for catcher if a catcher is being utilized.

5. **ABSENT PLAYER** - the absent player is the position that is created in the batting order when a player is withdrawn, and no substitutes are available to replace her. The absent player is also the ninth, unfilled position in the batting order when a team begins the game with only eight players. A team that has an absent player is playing short-handed.

6. **ALTERED BALL** - is one that has had its physical structure changed in any way, including (but not limited to) balls that have been frozen, micro-waved, heated, melted, cooled, recovered, resurfaced, surface modified to be rougher or softer, etc.

7. **ALTERED BAT** - is a bat that has had its physical structure changed, including, but not limited to

7.1.) The bat has had the surface of the barrel or the taper changed in any way such as by the addition of graphics, painting, repainting, removal of bat material or paint by any means, including but not limited to sandpapering or applying a solvent to the surface such as fingernail polish remover or by any other means.

7.2.) The bat has had the plug or knob removed/replaced or changed in any way

7.3.) The bat has had anything removed, added, or inserted inside or outside of the bat other than tape at the handle or knob. Choke-up devices are not permitted. Other examples of altering a bat would be changing or replacing manufacturers' markings or replacing the bat's handle with a new handle. Replacing the grip, adding tape, or adding a build-up to the handle is not considered altering a bat.

NOTE: Except when conforming to Rule 2 Equipment.

7.4.) The bat has been subjected to pressure in a manner that exceeds that of striking the bat at game speed swing speed against an approved ball traveling at game speeds. Such

pressure would include but is not limited to compressing the bat, rolling the bat, vicing the bat, or hitting the bat against an object such as a tree or a pole. The bat has in any other way, had its on-field performance improved by physically changing the bat (other than by hitting the bat at game condition swing speeds against an approved ball traveling at game condition speeds).

8. **BALL** - The ball is one of the playing implements. The term is also used to designate a pitch, which is not touched by the bat and is not a strike.

9. **BASELINE** - A baseline is an imaginary direct line between the bases.

10. **BASE ON BALLS** - If a batter receives four balls, the batter is awarded a base on balls (often referred to as a “walk”) and shall go immediately to first base before time-out can be called. The defense may not notify the Umpire or cause illegal pitch(es) to walk a batter intentionally. A team may intentionally walk a batter in 10U and up. They can simply declare to put the batter on base.

11. **BASE PATH** - A base path is a direct line between a base and the runner’s position when a defensive player is attempting (or about to attempt) to tag a runner.

12. **BATTED BALL** - A batted ball is any ball that comes in contact with the bat. It need not be intentional.

A. **A FLY BALL** is a batted ball that rises to an appreciable height above the ground. 14th Edition (2-18 Online revision) 17

B. **A LINE DRIVE** is a batted ball that travels parallel or nearly so with the ground through most of its flight.

C. **A GROUND BALL** is neither a fly nor a line drive.

13. **BATTER** - The offensive player whose turn it is to bat. The batter has completed her time at bat when she is put out or becomes a batter-runner.

14. **BATTER-RUNNER** - The batter-runner is a player who has finished her time at bat and has left the batter’s box (both feet touching completely outside the box) but has not yet been put out or reached first base.

15. **BATTER’S BOX** - The batter’s box is the area, including the lines in which the batter is positioned during an at-bat.

16. **BATTING ORDER** - batting order is the official listing of offensive players by first and last name, in the order in which they are to bat. Uniform numbers and the defensive positions shall be listed on the lineup sheet.

17. **BATWARMERS and BATS** - Bat Warmers are permitted.

- Bats for 8U and up must be approved for play by ASA or USSSA.
- For 6U, players may use a “T-ball” bat meaning it does not have the ASA or USSSA thumbprint. However, the barrel must not exceed 2 ¼ inches.

18. **BLOCKED BALL** - A blocked ball is a live ball, pitched, batted, or thrown, which is touched, stopped or handled by a person not engaged in the game; or touches any object which is not part of the official equipment or official playing area; or touches loose equipment.

19. **BUNT** - A bunt is a legally batted ball, which occurs when the batter does not swing to hit the ball but holds the bat in the ball's path to tap it slowly to the infield.

BUNT, ATTEMPTED. An attempted bunt (“offer”) is any movement of the bat toward the ball when the ball is over or near the plate area. Holding the bat in the strike zone is

considered an attempt to bunt. In order to take a pitch, the bat must be pulled back away from the ball. If an attempted bunt results in a foul ball, it is treated as any other foul ball. If the batter has two strikes and this happens, the batter is out.

20. **BUNT, DRAG** - A drag bunt is a bunt where the batter attempts to bunt the ball by running forward in the batter box, carrying the bat with her. The movement of the bat is in conjunction with the batter's forward movement.

21. **CATCH** - A catch is the act of a fielder getting secure possession in a hand or glove of a live ball in flight and firmly holding it. A. In establishing a valid catch, the fielder shall hold the ball long enough to prove complete control of it and that the release of the ball is voluntary and intentional.

21.1) If a player drops the ball after reaching into the glove to remove it or while in the act of throwing, it is a valid catch.

21.2) It is considered a catch if a fielder catches the ball before leaving live-ball area by stepping or falling into a bench, dugout, stand, bleachers, or over any boundary or barrier, such as a fence, rope, chalk line, or a pre-game determined imaginary boundary line of the field of play. Falling into does not include merely running against such an object.

21.3) A fielder who is out of play may come back to live-ball territory and make a valid play.

21.4) A collapsible fence is considered in play.

Note: A Catch shall not be credited when:

a) The fielder traps the ball.

b) A fielder catches a batted, pitched, or thrown ball with anything other than the hand(s) or properly worn glove. A cap, protector, mask, pocket, or another part of the uniform may not be used to catch the ball. A ball prevented from hitting the ground by a player's equipment (providing it is in its proper place) or body shall not be ruled caught until the ball is securely held in the player's hand(s) or glove/mitt.

c) The fielder uses any equipment or part of their uniform that is placed from its proper position to play on a batted ball.

d) A fielder is out of play while one foot is entirely touching out of play. ****Note:**

1) an out of play line is in play.

2) Any other part of the body is touching out of play.

3) In the air after being out of play.

4) The fielder is standing on the fence as it is lying on the ground beyond the original plane of the home-run fence when they contact the ball.

5) The ball strikes anything or anyone other than another defensive player while it is in flight even though it's caught by a defensive player.

6) Immediately after a catch, the fielder collides with another player, Umpire, or fence, or falls to the ground and fails to maintain possession of the ball.

22. **CATCHER'S BOX** - The catcher's box is an area in which the catcher must remain from the time the pitcher steps on the pitcher's plate until the pitch is released. The catcher's body and equipment are considered within the box unless touching the ground outside the box.

23. **COACH'S BOX** - The coach's box is the area to which the two base coaches (one per box) are

restricted prior to the release of the pitch.

24. **CONFERENCE CHARGED** - A charged conference takes place when a coach or bench personnel requests time-out to meet with offensive or defensive personnel.

25. **CONFERENCE, PRE-GAME** - A pre-game conference is a meeting involving the Umpires and the coaches near home plate. Team captains may also attend.

26. **CONFINES OF THE PLAYING FIELD** - The confines of the playing field include the field of play, the designated dugout/bench area, and any enclosed or clearly marked area that is designated as a warmup area that is adjacent to the field and within the view of the umpire(s).

27. **CROW HOP** - A crow hop is an act in which the pitcher's pivot foot leaves the pitcher's plate and replants prior to delivery of the pitch.

28. **DEAD BALL** - It is a dead ball when the ball is not in play. The ball is not considered in play again until the pitcher is in possession of the ball and is stationed within the 16-foot circle and the Plate Umpire calls "Play Ball."

- **DEAD BALL AREA.** The dead-ball area is beyond any real boundary, such as a fence, rope, chalk line, any stands, bleachers, dugouts, players' bench or designated media area; or any imaginary boundary line as determined in the pregame conference. If a ball becomes lodged in a fence or backstop, it is considered to be in a dead-ball area.

29. **DUGOUT** - An out-of-play area reserved for rostered players, coaches, and official representatives of the team only.

30. **EJECTED** - A player or coach removed from the game by the umpires, usually for an unsportsmanlike act or conduct. A flagrant act will require the player or coach to leave the grounds for the remainder of the game. Any ejected player or coach discovered participating in the game would constitute a forfeit.

31. **FAIR BALL** - A fair ball is a batted ball which:

- A.) Settles or is touched on or over fair territory between home and first base or home and third base;
- B.) Is on or over fair territory including any part of first and third base when rounding to the outfield.
- C.) Touches first, second or third bases.
- D.) While on or over fair territory touches the person of any Umpire or player or their clothing or equipment except the batter in the batter's box.
- E.) While over fair territory passes out of the playing field in flight.
- F.) First falls or is touched on or over fair territory beyond first or third base.
- G.) While over fair territory, an offensive player interferes with a defensive player attempting to field a batted ball.

*****NOTE:** A fair fly shall be judged according to the relative position of the ball and the foul line, including the foul pole, and not as to whether the fielder is in fair or foul territory at the time the fielder touches the ball. It does not matter whether the ball first touches fair or foul territory as long as it does not touch anything foreign to the natural ground in foul territory & complies with all other aspects of a fair ball.

32. **FAIR TERRITORY** - Fair territory is that part of the playing field within, and including, the foul lines from home plate to the bottom of the playing field fence and perpendicularly upwards.

33. **FIELDER** - A fielder is any player of the team in the field.

34. **FORCE PLAY** - A force play is a play on the batter-runner at first base or any other runner who loses the right to the base occupied and is forced to advance because the batter became a batter-runner. For a given runner, a force play ends as soon as the batter-runner reaches first base or any other runner reaches the next base or a following runner is put out. When a forced runner, after touching the next base, retreats for any reason toward the base they last occupied, the force play is reinstated.

35. **FORFEIT** - A forfeited game is awarded to the opponent of the offending team. The score shall be recorded as 7 to 0.

36. **FOUL BALL** - A foul ball is a batted ball which:

A.) Settles or is touched on or over foul on foul territory between home and first base, or between home and third base.

B.) Bounds past first or third base on or over foul territory.

C.) First falls on foul territory beyond first or third base.

D.) While on or over foul territory touches the person of an Umpire, a player, or any object foreign to the natural ground or contacts the batter in the batter's box.

E.) It is in foul territory when a base runner in foul territory interferes with a defensive player's attempt to field a batted ball.

F.) Touches the batter or the bat in the batter's hand(s) a second time while the batter is still within the batter's box.

37. **FOUL TERRITORY** - Foul territory is that part of the playing field outside the foul lines and perpendicularly upwards.

38. **FOUL TIP** - A foul-tip is a batted ball, which goes directly and speedily from the bat to the catcher's mitt or hand and is legally caught by the catcher, the ball remains live.

Note: Any batted ball that travels directly from the bat to any part of the catcher's body or equipment other than the hand(s) or glove/mitt, is a foul ball and dead. It is not a foul tip.

39. **GAME** -

A.) A regulation game is seven innings (term at-bat) unless extra inning(s) are necessary because of a tie score, or unless shortened because the home team does not require its half of the seventh inning or only a fraction of it, or because of weather or darkness.

B.) A called game is one that is ended by the order of the Umpire.

C.) A suspended game is a game to be completed at a later time.

40. **ILLEGAL PLAYER** - A player who takes a position in the lineup, either on offense or defense, who does not have a legal right to the position.

41. **INELIGIBLE PLAYER** - A player who is unregistered or who does not meet the requirements to register.

Examples of an ineligible player but not limited to are:

1.) Playing under an assumed name.

2.) Players not on the team roster.

3.) Violating divisional age requirements.

42. **INCORRECT PLAYER**- An eligible offensive player incorrectly placed on the field (batter or base runner)

43. **IN-FLIGHT** - A batted/thrown ball is in flight until it has touched the ground or some object on fair/foul ground, or it has touched a person other than a fielder.

44. **INFIELDER** - The infield is that portion of the field in fair territory that is normally skinned and covered by infielders.

45. **INFIELDER FLY** - An infield fly is a fair fly (not including a line drive or an attempted bunt) which can be caught by an infielder with ordinary effort (rule does not preclude outfielders from being the allowed to make the catch); and provided the hit is made before two are out and at a time when first and second base or all bases are occupied.

45. **INFIELDER** - An infielder is a fielder who defends the skinned area of the field around first, second, third or shortstop areas. They usually are the first baseman, second baseman, third baseman, shortstop, pitcher, and catcher.

46. **INITIAL PLAY** - A fielder is considered to be making an initial play on a fair batted ball, a ball which could become fair or a foul fly ball when the fielder has a reasonable chance to gain control of a ground ball that no other fielder (except the pitcher) has touched or a reasonable chance to catch the ball in flight after it touches another fielder. The fielder is still considered to be making an initial play if the fielder fails to gain control of the batted ground ball and is within a step and a reach (in any direction) of the spot of the initial play.

47. **INNING** -

A.) An inning is that portion of the game, which includes time at bat for each team.

B.) A half-inning is the interval during which one team is on offense (batting) and the other is on defense (fielding). A half-inning ends when there is a third out or when, in the last inning, the winning run is scored. In either case, if there is a delayed out declared by the Umpire for a base running infraction, a possible fourth out may be recognized for the inning, depending on the circumstances. A new half-inning begins immediately after the end of the previous half-inning.

C.) An extra-inning is one, which extends the game beyond regulation play in an attempt to break a tie score.

48. **INTERFERENCE** - Interference is an act that interferes with, obstructs, impedes, hinders, or confuses any fielder attempting to make a play.

A.) Offensive interference is interference (physical or verbal) by the team at bat, or when a runner creates malicious contact with any fielder with or without the ball, in or out of the baseline; or when a coach physically assists a runner during playing action.

B.) Umpire interference is when the Umpire, inadvertently moves so as to hinder a catcher's attempt to throw or when a fair, untouched ball touches an Umpire before the closest infielder has a reasonable opportunity to field the ball.

C.) Spectator interference is any action by a spectator, which impedes the progress of the game.

49. **JEWELRY** (Youth only – 18 & under and younger) - Players in the game are prohibited from wearing jewelry such as rings, watches, earrings whether covered with tape or not, bracelets, necklaces (Including cloth and string type), or other hard decorative items. Un-adorned devices with no sharp edges or points, such as bobby pins, barrettes and hair clips, no longer than 2 inches, maybe worn to control a player's hair are permitted. Medical alert bracelets or necklaces

are not considered jewelry. If worn they must be taped to the body, so as to remain visible. If jewelry is not removed, that player will not be able to play until the jewelry is removed.

50. **LEAP** - A leap is when both feet are airborne

51. **OBSTRUCTION** - Obstruction is the act of a defensive team member that hinders a runner or changes the pattern of play or when a catcher or fielder hinders a batter unless the fielder is in possession of the ball or making an initial play on a batted ball. The act may be intentional or unintentional, physical or verbal.

A.) It is catcher obstruction when a catcher hinders or prevents a batter from swinging at a pitch.

B.) A fake tag is an act by a defensive player that simulates an attempt to tag a runner. Faking a tag is considered obstruction.

52. **ON-DECK BATTER** - The on-deck batter is the offensive player who follows the batter in the batting order.

53. **ON-DECK CIRCLE** - An on-deck circle for each team is a circle 5 feet in diameter located a safe distance to the side and away from home plate, at least 30 feet if space allows.

54. **OUTFIELD** - The outfield is that portion of the field beyond the infield.

55. **OUTFIELDER** - An outfielder is a fielder who defends the outfield.

56. **PASSED BALL** - A passed ball is a pitch that the catcher fails to stop or control with ordinary effort and which enables a runner to advance.

57. **PIVOT FOOT** - The pitcher's pivot foot is that foot that is in contact with the ground, as opposed to the non-pivot foot, which the pitcher uses to step toward home plate.

58. **PLAY BALL** - Play ball is the term used by the Plate Umpire to indicate that play shall start and shall not be declared until all defensive players are in fair territory except the catcher, who must be in the catcher's box, and all runners are properly on the base.

59. **QUICK PITCH** - A quick pitch is a pitch made by the pitcher with the obvious attempt to catch the batter off balance. This would be before the batter takes the desired position in the batter's box or while the batter is still off-balance as a result of the previous pitch.

60. **RESTRICTED TO THE BENCH** - A player or coach who has been confined to the dugout/bench area for the remainder of the game. It is generally as a result of an infraction of a playing rule (not an unsportsmanlike act or conduct).

61. **RUNNER** - A runner is an offensive player who has reached first base and has not yet been put out.

62. **SACRIFICE** - A sacrifice is a bunt that enables any runner to advance or a fly ball which enables a runner to score; but, in either case, results in the batter runner being put out before reaching first base or would have resulted in the batter-runner being put out if the hit had been fielded without error and provided two were not out when the ball was hit. A sacrifice is not listed as a "time-at-bat."

63. **SHORT-HANDED**- Short-handed refers to a team's status when batting:

A. fewer batters than listed on the original lineup card presented at the pregame conference, or

B. less than 9 batters.

64. **SLAP HIT** - A slap hit occurs when the batter gives the appearance of bunting, using a modified

swing or slap at the ball as it approaches home plate. If an attempt to “SLAP” is a foul ball, it is treated the same as any other foul ball including an attempt by the batter with two strikes.

65. **SLIDE** - A legal slide can be either feet first or head first. If a runner slides feet first, at least one leg and buttock shall be on the ground. If a runner slides, the runner shall be within reach of the base with either a hand or a foot when the slide is completed. A slide is illegal if:

A.) The runner uses a rolling, cross-body, or pop-up slide into the fielder.

B.) The runner’s raised leg is higher than the fielder’s knee when the fielder is in a standing position.

C.) The runner goes beyond the base and makes contact with or alters the play of the fielder.

D.) The runner slashes or kicks the fielder with either leg.

E.) The runner tries to injure the fielder.

66. **OVER SLIDE** - An over slide is the act of an offensive player when, as a runner, over slides a base the player is attempting to reach. It is usually caused when the player’s momentum causes the player to lose contact with the base leaving the player in jeopardy. The batter-runner may over slide first base without being in jeopardy.

67. **STARTING PLAYER** - A starting player is anyone in the starting batting line-up.

68. **STRIKE ZONE** - The strike zone is that space over home plate, which is zone in flight shall be considered a strike; the Umpire shall determine the batter’s strike zone according to the batter’s usual stance

69. **STRIKEOUT** - A strikeout is a result of the pitcher getting a third strike charged to a batter. In Fastpitch, this usually results in the batter being out. Anytime first base is unoccupied, or there are two outs, and the third strike is not caught before the ball touches the ground, the batter-runner is entitled to advance.

70. **SUBSTITUTE** - Any member of a team’s roster who is not listed as a starting player, or a starting player who re-enters the game.

71. **TAG OUT** - A tag out is the putting out of a runner (including the batter-runner), who is not touching a base, by touching the runner with a live ball or with the glove or hand when the live ball is securely held therein by a fielder. The ball is not considered as having been held securely if it is juggled or dropped after the touching unless the runner deliberately knocks the ball from the hand of the fielder.

72. **THROW** - A throw is an act of voluntarily losing possession through having the ball leave the hand for a purpose other than a pitch. It may result in the ball being bounced, handed, rolled, tossed or thrown.

73. **THROW OUT** - A throw out is a putout caused by a throw to first base to retire a batter-runner, or to any other base to which a runner is forced or is required to retouch

74. **TIME - “Time”** - is the command of the umpires to suspend play. The ball becomes dead when it is given.

75. **TRAP** - A batted fly ball or line drive is considered trapped if it hits the ground or a fence on a short hop before being caught. A thrown ball is considered trapped if it is caught but the ball is on the ground and the glove/mitt/hand is over, rather than under it and the fielder does not have secure possession. A pitched ball is considered trapped if it is a strike but touches the ground on a

short hop before being caught by the catcher.

76. **TURN AT BAT** - A turn at bat begins 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.

77. **WILD PITCH** - A wild pitch is a pitch that cannot be handled by the catcher with ordinary effort.

4. The GAME

Sec 1. FITNESS of GROUNDS:

The Umpire is the sole judge of the fitness of the grounds. The Umpire and/or tournament Director shall suspend play if the weather or other conditions make play unsafe.

Sec 2. RUN SCORES:

A runner scores one run each time the runner legally touches first, second, third base, and home plate, or a runner starting at second in a tiebreaker inning touches third and home.

*****NOTE: Runs scored would not count**

1. When the third out is a force out.
2. When the third out is a batted ball in flight that is caught or prevented from being caught by interference.
3. If a base running infraction were the third out, runs scored by the following runner(s) would not count.
4. When a runner crosses home plate after a preceding runner is declared the third out for a base running infraction.
5. With two outs, if the base missed were the first to which the batter or runner was forced to advance, no run would score.

Sec 3. TIME LIMITS:

Tournament Directors and League Officials may establish time limits such that a game will consist of six (6) innings or the amount of time specified, whichever comes first. No new inning will begin once the time limit has expired. Any inning which has been started prior to the time limit expiring will be completed. The time begins when the pre-game conference ends and the home team is allowed to take the field. A new inning begins as soon as the third out is recorded in the previous inning. If the game is still tied after the time limit has expired, the tie-breaker rule shall be in effect at the start of the next inning.

NOTE: The 5-Minute Rule/Stalling: Umpire has a right to end a conference early if the umpire determines a team is trying to stall a game. This call will not be questioned or appealed by a coach. Also, any stoppage of play within the last five (5) minutes of a timed game, with result in the game clock being suspended until the play resumes.

Sec 4. The RUN RULE:

Awards a win to a team that has a 12 run lead after 3 completed innings or 2 1/2 innings if the home team is ahead, 10 runs after 4 completed inning or 3 1/2 innings if the home team is ahead, 8 runs lead after 5 completed innings or 4 1/2 innings if the home team is ahead.

Sec 5. TIEBREAKER:

After the completion of 7- innings, or when time limits have expired, and the score is still tied, the tiebreaker procedure will begin. The player, who had the last completed at bat, assumes a position on 2nd base. A substitute may be inserted. A courtesy runner may be used for the pitcher or catcher. This procedure would be done at the beginning of each half inning; until a winner is determined. If the absent player should begin the half-inning

at second base, no out is declared. The player whose name precedes the absent player in the line-up is placed on second base. If the wrong player is placed on second base, the correct runner should be inserted immediately even if a pitch has been thrown, or the runner has advanced a base. All play made while the incorrect runner was on base stands. It is the responsibility of the umpires and scorekeeper to notify the teams involved as to which player starts the half-inning at second base.

Sec 6. REGULATION GAME:

A) A game ends when the team behind in score has completed its turn at-bat in the seventh inning, in any extra inning or the time limit has expired. If the home team scores a go-ahead run in the bottom of the seventh inning, in any extra inning or time limit has expired, the game is terminated at that point.

B) If a game is suspended and later resumed, it will be continued from the point of suspension, with the lineup and batting order of each team exactly the same as at the point of suspension

C) If a game ends because of weather conditions and the Tournament Director feels that the possibility of resuming the game is not likely, it is then a regulation game provided:

1. Two full innings have been played; or if the home team has scored an equal or greater number of runs in two or two and a fraction turns at bat than the visiting team has scored in their two-inning turn.
2. The play has gone beyond two full innings and is called when the teams have not had an equal number of completed turn's at-bats. The score shall be the same as it was at the end of the last completed inning; unless the home team in its half of the incomplete inning, scores a run (or runs) which equals or exceeds the opponent's score, in which case, the final score shall be recorded when the game is called.

Sec 7. FORFEITED GAME:

A) A game shall be forfeited to the offended team by the Tournament Director when a team:

1. Is late in appearing or in beginning play after the Umpire calls "Play Ball."
2. Refuses to continue play after the game has started.
3. Delays more than one minute in resuming play after the Umpire calls "Playball" or in obeying the Umpire's order to remove a player for violation of the rules.
4. Persists in tactics designed to delay or shorten the game.
5. Willfully and persistently violates any one of the rules after being warned by the umpires.
6. Cannot provide the required number of eligible players to start or continue a game.

B) The score of a forfeited game is 7 to 0 unless the game is forfeited after the number of innings required for a regulation game and the offending team is behind, then the score remains as recorded. If the offending team is leading, the score shall be 7 to 0. All individual and team averages shall be included in the official records, except that no pitcher shall be credited with a victory or charged with a loss in such a game if it is not a regulation game.

Sec 8. CHARGED CONFERENCE:

A.) Defense – Any time a head coach gets permission to suspend play to talk to the pitcher or batter, only one (1) offensive or defensive conference is allowed per half-inning without penalty. On the second defensive conference to talk to the pitcher, the pitcher must be replaced. The new pitcher must pitch to at least one (1) batter.

B.) Offensive - Each team, when on offense, may be granted not more than one charged conference per inning to permit the coach or any of that team's personnel to confer with the base runners, the batter, the on-deck batter, or other offensive team personnel. The Umpire shall deny any subsequent offensive team request for charged conferences. This offensive team-charged conference rule is effective when the ball first becomes live in each half-inning

C.) Not charged

- 1.) Time granted for an obviously incapacitated player shall not constitute a charged conference.
- 2.) A conference is not charged when the pitcher is removed as a pitcher.
- 3.) If a dugout representative confers with any player during a charged conference of the other team and is ready to play ball when the other team is ready.

D.) Pre-game Conference - The pre-game conference shall be conducted by the Plate Umpire. At least one adult coach from each team must attend. The pre-game meeting should begin approximately five minutes prior to the game and before the home team takes the field. There shall be no ball hit or thrown in the live-ball territory during this meeting. The purpose of the pre-game conference is to

- 1.) Exchange and check each team's lineup cards.
- 2.) Discuss ground rules.
- 3.) Identify the head coach
- 4.) Have coaches verify that their players are legally and properly equipped.

5. PLAYERS AND SUBSTITUTES

Sec 1. PLAYERS:

A team shall consist of at least nine players, whose positions shall be designated as; (1) Pitcher, (2) Catcher, (3) First Baseman, (4) Second Baseman, (5) Third Baseman, (6) Shortstop, (7) Left Fielder, (8) Center Fielder, (9) Right Fielder.

A.) A team must have the required number of players present in the dugout or team area to start or continue a game.

B.) The team's lineup card shall include the *first name, last name, jersey number, position, and batting order* of each starting player and should include each eligible substitute. The first and last name of the eligible player takes precedence over the jersey number if there is a discrepancy on the lineup card. All listed starters must be present in the team area. Lineups become official after they have been exchanged, verified, and then accepted by the Plate Umpire during the pregame conference.

C.) Eligible roster members may be added as substitutes at any time.

D.) (Non-ELITE SELECT divisions): ROSTER BATTING OPTION Teams may bat the required number of players for that age group or bat their entire roster (i.e., ALL players present)

5.3. Under Roster Batting, player(s) arriving late shall be placed in the lineup in the following priority:

1. to fill any Absent Player (automatic out) position
2. if no Absent Player position exists, then the late arrival will be placed last in the batting order (i.e. - a team batting 13 will add the late arrival in the 14th batting position)
3. Roster Batting must be declared at the pregame conference, and all players physically present must be listed in the batting order. If a player is physically present but is unable to play because of injury or illness, that player shall be ineligible for the entire game if the team elects Roster Batting.

Sec 2. SHORT-HANDED RULE:

Playing short-handed is an exception to Rule 5.1 above. A team shall be allowed to play with one batting position unfilled, provided they have a minimum of 8 batters present. The vacant batting position will be designated as the absent player. Whenever the absent player is scheduled to bat, an out shall be declared. A team may play short-handed under the following circumstances:

A.) A team may continue a game with one fewer batter than is listed in the starting batting order, whenever a player leaves the game (for any reason) and no substitutes are available. If a team falls below 8 batters, a forfeit shall be declared.

1. If the absent player is the batter or a runner, she shall be declared out. Exception: if the absent player was injured while a batter-runner or runner, the absent player may be replaced by the last completed at bat (LCAB) as defined in Rule 8.3.B, to fulfill her baserunning responsibility. However, this exception does not apply to any future at-bat.
2. An absent player may not return to the lineup. Exception: a player who left under the Blood Rule may re-enter, subject to Rule 5.6.

B.) A team may begin the game short-handed. The absent player must be listed in the ninth (9th) batting position. Under no circumstances shall a team be allowed to have less than eight (8) players in the batting order.

C.) The team may not play short-handed if an eligible substitute arrives. Upon arrival, she must be inserted in the absent player's position in the batting order. A team may drop more than 1 batting position (i.e., may have multiple absent players), provided the lineup is maintained with at least 8 batters physically present (9 batters for 6u/8u). All other restrictions above apply. If a team has multiple absent players and an eligible substitute arrives, she must enter the game immediately in the first available absent player position due up in the batting order.

Sec 3. SUBSTITUTE:

A player who replaces a player that is in the game (offense only). Teams are required to immediately report all substitutions to the Plate Umpire. Upon notification by either team, the Umpire shall announce the legal substitute and make the appropriate lineup card changes. An unreported legal substitute brought to the Umpire's attention will result in a penalty, all prior play shall stand.

PENALTY: For unreported substitution,

First offense: A team warning is issued.

Second offense: The head coach is ejected for the remainder of the game only. A substitute or player who replaces a pitcher while the team is on defense shall pitch to the first opponent to bat against the substitute until that batter has advanced to first base or has been put out or until there has been a third out. To ensure that the requirements are fulfilled, the Umpire will deny any coach defensive player conference that will violate it.

A.) The starting pitcher must face one complete batter. If the starting pitcher is replaced before the first opposing batter has been put out or advanced to first base, the pitcher may play or re-enter at another position, but shall not return to pitch. If a courtesy runner is used in the first half-inning for the starting pitcher or catcher who does not pitch or catch to start the first inning then the player who was a courtesy runner is considered a substitute.

B.) A player may be removed as a pitcher and returned as a pitcher only once per inning. Provided the return as a pitcher does not violate either the pitching, substitution, or charged conference rule. If the pitcher, because of injury or being incapacitated, is replaced as pitcher and the above rule is not satisfied; or if the pitcher's substitute requires more warm-up throws than permitted, the pitcher shall not return to the game as a pitcher.

Sec 4. RE-ENTRY:

Any player may be withdrawn from the game and re-entered once, provided such player occupies the same batting position whenever in the line-up. A violation results in an illegal substitution. A substitute who is withdrawn may re-enter.

Sec 5. ILLEGAL PLAYER:

Is a player who enters the line-up without the right to an offensive or defensive position.

Examples of an Illegal player(s), but not limited to, are:

A.) Starter and/or substitute who re-enters in an incorrect batting position.

B.) Starter and/or substitute who re-enters a second time.

C.) Using a player to pitch who was removed from the pitching position because of **Rule 4 Sec 8 A “Penalty”**. The use of an illegal player is handled as a protest that can be made at any time, while the player is in the game. A player will not violate the illegal player provision until he/she enters the game and one (1) pitch is thrown. Any action before one pitch is thrown is correctable.

PENALTY: An illegal player violation results in the immediate ejection of the illegal player and his/her coach. In addition, the following penalties will apply

1.) If the illegal player has completed a turn at bat and before the next pitch, the illegal player is called out. Any advance by any runner as a result of the illegal player becoming a batter-runner is nullified. Any additional outs recorded on the play stand.

2.) If the illegal player has made a defensive play and before the next pitch (or the defensive team or the Umpires have left the field), the offensive team has the option:

a) the result of the play

b) replaying the last pitch.

******NOTE:** The illegal player can be legally replaced by any eligible substitute.

Sec 6. INELIGIBLE PLAYER:

The penalty for using an ineligible player is a forfeit of any/all games played or in progress.

Sec 7. INJURED PLAYER:

A.) During a live ball situation, when a player becomes injured such that, in the Umpire’s judgment, requires immediate attention, the Umpire shall call “DEAD BALL” and allow or seek first aid. EFFECT: Award any bases that would have been reached.

B.) A player who exhibits signs, symptoms, or behaviors consistent with a concussion (such as loss of consciousness, headache, dizziness, confusion, or balance problems) shall be immediately removed from the game and shall not return to play that day until cleared by an appropriate health-care professional in writing.

Sec 8. BLOOD RULE:

Player/Substitute, Manager, Coach, Trainer, Batboy, or other Team member or Umpire who is bleeding or who has an open wound shall be prohibited from participating further in the game until the bleeding is stopped and the wound covered.

A.) If treatment can be administered in a reasonable amount of time, the individual would not have to leave the game. The amount of time is determined by the Umpire’s judgment.

B.) If excessive time is involved, the re-entry rule would apply to players.

C.) If there is an excessive amount of blood on the uniform or if a bandage becomes blood-soaked, in the judgment of the Umpire, the uniform/bandage must be changed before the individual may participate.

6. PLAYING RULES

6U COACH PITCH

- A.)** The game shall be five (5) innings or 60-minute time limit when the time limit is up, the teams must finish the inning unless the home team is ahead when the top half of the inning is over.
- B.)** Ten (10) batters are the maximum number of batters that may bat per half inning or until the defense records three- (3) outs, whichever occurs first. The batting order shall be a revolving batting order consisting of ten - (10), or **BAT ENTIRE ROSTER.**
- C.)** Each batter will get 5 pitches to put the ball in play. If the Batter fouls the 5th pitch she will get another pitch until she hits the ball in fair territory or swings and misses the pitch.
- D.)** No stealing. If a player leaves the base before the ball reaches Home Plate she will be called out
- E.)** Play 10 in the field
- F.)** There are NO automatic two-outs with the last batter. There must be an out on the lead runner. Touching home plate constitutes getting the lead runner out.
- G)** A vertical line will be drawn 30 feet from home plate towards 1st base and from home plate towards 3rd base. No defensive player may play in front of this line before the ball is hit.
- H.)** The defensive team shall have no more than 6 infielders. Up to four (4) players shall be positioned in the outfield at least 10 feet behind the baseline until the ball is batted. Only 10 players will play on defense at one time, however, each team may substitute freely at any time. The Player Pitcher can be moved directly behind 2nd base (10 feet from the base) if the coach chooses to do so.
- I.)** An 11" hardcore softball will be used for all 6U competitions. A 10" softball (T-10-S-optic)89 can be used during the season at the park's decision.
- J.)** The player-pitcher shall stand with one or both feet inside the 8-foot radius even with or behind (but not in front) of the pitcher's plate (40 feet). The circle will be centered at 40' with a safety line at 40 foot.
- K.)** The defensive pitcher must be in the circle and behind the 40' line, or at least 10' directly behind second base before the Coach Pitcher pitches.
- L.)** Mercy Rule - 12 after 3rd inning, 10 after 4th inning, and 8 after 5th inning.
- M.)** Play shall stop when any defensive player has possession AND control of the ball in front of the lead runner AND time is awarded by the umpire. The ball is dead, and all base runners must stop at the base that the umpire rules they are entitled.
- *** Any Defensive Player that has possession and CONTROL of a ball inside the 8 ft. radius circle and time is awarded. The Ball is dead if the runner has passed the half-way line advancing to the next base, then it shall be awarded to them.
- N.)** The coach-pitcher must make every effort to avoid interfering with any ball put into play by either being hit by a batter or thrown by a defensive player.
- NOTE:** If in the judgment of the umpire, a coach pitcher intentionally interfered with the play, the batter is out and the ball is dead.
- O.)** In the umpire's judgment if the Coach Pitcher interferes either verbally or physically with the play it will be a dead ball and the lead runner will be called out and the coach ejected. The 1st incidence will be a warning and the next incidence will be the out and coach ejection.

P.) All base runners must return to the last base they legally occupied. If in the judgment of the umpire, a coach pitcher unintentionally interfered with the play then the ball is ruled dead and the pitch replayed.

NOTE: The coach pitcher shall only field the ball when it is thrown to him/her in order to put the ball back in play.

Q.) The Coach Pitcher may talk to the batter until he/she releases the ball. If the Coach Pitcher talks to the batter after he/she releases the ball then there will be a dead ball- strike called.

1st offense - A warning will be given

2nd offense - The Coach will be removed from the pitching circle and another pitcher will be put in his/her place.

R.) Coach Pitchers will pitch from a 30 ft pitching circle that will have a 40 ft. center radius.

S.) A ball must be thrown from the pitcher toward first base in an attempt to get the batter out in a standard routine play. There will be no underhand rolling of the ball. Throws on defense must be attempted to be made overhand. If the ball is thrown overhand and the ball bounces toward first baseperson, this is permitted. If an out is made by rolling the ball the batter/runner or the base-runner will be called safe. **OVERTHROWN BALL:** if the ball is hit down the first baseline, a tag can be made. If a ball is hit and fielded in the circle, an overhand throw must be made. A ball that is overthrown to the first base person and goes past the 3-foot running lane (touched or not) is considered a dead ball. All runners will be allowed one additional base. The ball must go past the 3-foot running lane line to be considered an overthrow. The 3-foot running lane should be run 10 feet past the bag.

Exception: on the last batter.

T.) There will be no underhand rolling of the ball. Throws on defense must be attempted to be made overhand. If an out is made by rolling the ball the batter will be safe

U.) There can be an adult at the backstop to help the player catcher get the ball back to the coach pitcher. **NO COACHING (TALKING)**

Effect: Penalty; Both Coach Pitcher & Coach Catcher:

1st Offense: It is a DEAD BALL WARNING

2nd Offense: Coach (he/she) will be removed from their position and another coach will be put in their place.

V.) The defensive team can choose to have a player catcher. The Coach can stand on either side of the player catcher or behind the player catcher. The player catcher can be positioned as far back as she likes, including all the way to the backstop. If the defensive team chooses NOT to use a player catcher, then that position is lost. Meaning you cannot move that player to the outfield for an additional outfielder or to the infield for an additional infielder.

W.) Bases will be 60' length in distance.

X.) The defensive team may have two coaches on the field, one down the 1st base foul line and the second one down the 3rd base foul line in foul territory.

Y.) If a coach catcher is used, the player catcher will be positioned as far away as possible from the batter to avoid contact from a foul ball or loose bat. The coach catcher is to be either side of the player catcher. A catcher will be in full catcher's gear. The catcher shall wear a NOCSAE approved

head protector (with dual ear flaps), an approved mask with throat protector, a body chest protector, and shin guards. If a hockey-style NOCSAE approved catchers' helmet is used, a separate throat protector is not needed.

Z.) If a catcher is in the catcher's box and cleanly catches a foul ball/foul tip on the first or second strike, it is an OUT.

AA.) No DP/Flex allowed in 6U

***NOTE: 6u may play by league rules for local tournaments.

8U Coach Pitch

A.) Maximum of 10 players on Defense

B.) Ten (10) batters are the maximum number of batters that may bat per half inning or until the defense records three- (3) outs, whichever occurs first. The batting order shall be a revolving batting order consisting of ten- (10), OR **BAT ENTIRE ROSTER.**

C.) The game shall be six (6) innings or 60-minute time limit when the time limit is up, the teams must finish the inning unless the home team is ahead when the top half of the inning is over.

D.) Coach Pitchers will pitch from 35 ft. with one (1) foot in contact with the rubber. E.) No stealing. If a player leaves the base before the ball reaches Home Plate she will be called out.

F.) Each batter will get 5 pitches or 3 strikes. If the Batter fouls the 5th pitch, she will get another pitch until she hits the ball in fair territory or swings and misses the pitch.

G.) There are NO automatic two-outs with the last batter. There must be an out on the lead runner. Touching home plate constitutes getting the lead runner out.

H.) The defensive team shall have no more than 6 infielders. (A player catcher is required to be one of the 6 infielders) Up to four (4) players shall be positioned in the outfield at least 10 feet behind the baseline until the ball is batted.

I.) An 11" hardcore softball will be used for all 8U competitions.

J.) Pitching coaches must make every effort not to interfere with the defensive team. They should leave the field when the ball is in play if they can do so without interfering with play.

K.) The Coach Pitcher may talk to the batter until he/she releases the ball. If the Coach Pitcher talks to the batter after he/she releases the ball, then there will be a dead ball strike called and a warning given.

***NOTE: If the Coach continues to talk to the batter, he/she will be removed from the pitching circle and another pitcher will be put in his/her place.

***NOTE: In the umpire's judgment if the Coach Pitcher interferes either verbally or physically with the play it will be a dead ball and the lead runner will be called out and the coach ejected.

1st Offense: will be a warning

2nd Offense: will be an out and coach ejection.

***NOTE: All base runners must return to the last base they legally occupied. If in the judgment of the umpire, a coach pitcher unintentionally interfered with the play then the ball is ruled dead and the pitch replayed.

***NOTE: The coach pitcher shall only field the ball when it is thrown to him/her in order to put the ball back in play.

L.) A vertical line will be drawn 30 feet from home plate towards 1st base and from home plate towards 3rd base. No defensive player may play in front of this line before the ball is hit.

M.) The Player Pitcher can be moved directly behind 2nd base (10 feet from the base) if the coach chooses to do so. The player-pitcher shall stand with one or both feet inside the 8-foot radius even with or behind (but not in front) of the pitcher's plate (40 feet).

Clarification of Circle (L): The circle will be centered at 40' with a line at 40'. The defensive pitcher must be in the circle and behind the 40' line before the Coach Pitcher releases the ball.

N.) The defensive team may have two coaches on the field, one down the 1st base foul line and the second one down the 3rd base foul line in foul territory.

O.) Mercy Rule - 12 after 3rd inning, 10 after 4th inning, and 8 after 5th inning.

P.) A catcher will be in full catchers' gear. The catcher shall wear a NOCSAE approved head protector (with dual ear flaps), an approved mask with throat protector, a body chest protector, and shin guards. If a hockey-style NOCSAE approved catcher's helmet is used, a separate throat protector is not needed.

Q.) Play shall stop when any defensive player has possession AND control of the ball in front of the lead runner AND time is awarded by the umpire. The ball is dead and all baserunners must be stopped at the base that the umpire rules they are entitled.

***If the defensive player has possession AND control of the ball inside the 8ft radius circle and time is awarded, the ball is dead. If the base runner has started advancing toward the next base, in the umpire's judgment, then the next base shall be awarded to the baserunner.

R.) NO BUNTING (a drag BUNT is a BUNT). Slapping is NOT a BUNT.

S.) If a catcher is in the catcher's box and cleanly catches a foul ball/foul tip on the first or second strike, it is an OUT.

S.) No DP/Flex in 8U.

10U

A) 10U in all divisions would be unrestricted play and/or same as 12U, with the exception of the pitching distance. 35'

B) No DP/Flex, free defensive substitution.

C) May bat entire roster

D) An 11" hardcore softball will be used for all 10U competitions.

**** For League team tournaments 6 runs per inning may be used. During All Star tournaments, there is no runs per inning rule

12-18

A) May bat entire roster

B) No DP/Flex, free defensive substitution.

C) An 12" hardcore softball will be used for all 12U, 15U and 18U competitions.

D) **** For League team tournaments 6 runs per inning may be used. During All Star tournaments, there is no runs per inning rule

14-18

A) Steal cleats may be used if park allows them.

7. PITCHING RULES

Sec 1. A legal pitch shall consist of the following:

- A.) Prior to the pitch, the pitcher must have the ball in possession.
- B.) A pitcher must take a position ready to pitch with a pivot foot touching the pitching plate, it does not have to be on top of the plate.
- C.) Both feet must be within the 24" width of the pitcher's plate.
- D.) A pitcher may have stride foot on the plate or behind it.
- E.) Before getting set, the pitcher's hands must be separated.
- F.) The pitcher may step back before starting the pitch.

*****NOTE 1:** It is not a step if the pitcher slides their foot in any direction on the pitcher's plate, provided contact is maintained.

*****NOTE 2:** Techniques such as the "crow hop" are illegal.

*****NOTE 3:** If a hole has been created in front of the pitcher's plate, the pivot foot may be no higher than the level plane of the ground.

G.) A LEGAL DELIVERY - shall be a pitched ball that is delivered to the batter with an underhand motion.

- 1.) The release of the ball and the follow-through of the hand and wrist must be forwarded past the vertical line of the body.
- 2.) The hand shall be below the hip and the wrist not farther from the body than the elbow.
- 3.) The pitch shall be delivered on the throwing arm side of the body and not behind the back or between the legs.
- 4.) The pitch is completed with a step toward the batter.

H.) THE PITCHER MAY USE ANY WINDUP DESIRED PROVIDED:

- 1.) No motion to pitch is made without immediately delivering the ball to the batter.
- 2.) The pitcher does not use a rocker action in which, after having the ball in both hands in pitching position, the pitcher removes one hand from the ball, takes a backward and forward swing, and returns the ball to both hands in front of the body.
- 3.) The pitcher does not use a windup in which there is a stop or reversal of the forward motion.
- 4.) The pitcher does not make more than one- and one-half revolutions of the arm in the windmill pitch. A pitcher may drop the pitching arm to the side and to the rear before starting the windmill motion. The ball does not have to be released the first time past the hip.
- 5.) The pitcher does not continue to wind up after taking the forward step or after the ball is released.

*****NOTE:** Continuation of the windup is considered any action that, after the ball is released, causes the arm to continue to rotate past the shoulder.

- I.) The pitcher shall not wear any item on the pitching hand, wrist, arm, or thigh that the Umpire judges to be distracting. If a pitcher wears a batting helmet while on defense, the outer covering and shield shall be a non-glare surface.
- J.) Foreign Substance on the ball/Items on the pitcher. The pitcher shall not at any time be allowed to use any moisture or foreign substance on the ball, the pitching hand or fingers nor do anything to deface the ball. Neither shall any other player or team personnel apply

moisture or a foreign substance to the ball nor do anything to deface the ball.

1.) Under the supervision and control of the Umpire, the powdered resin may be on the hands to dry them. No tacky or sticky substances can be used as a substitute for a powdered drying agent.

2.) The pitcher's fingers, hand, wrist, forearm, or elbow may be taped for injury, providing such tape is a neutral color.

K.) The pitcher shall not deliberately drop, roll, bounce, etc., the ball while in the pitching position in order to prevent the batter from striking it.

Sec 2. A – K – Illegal Pitch Effect:

L Once the ball has been returned to the pitcher to prepare for the next pitch or the Umpire says "play", the pitcher has 20 seconds to release the next pitch.

PENALTY: Dead ball; a ball on the batter

M. At the beginning of an inning or when a pitcher relieves another pitcher, one minute may be used to deliver not more than five practice pitches to the catcher, or some other teammate. For excessive warm-up pitches, the pitcher shall be penalized by awarding a ball to the batter for each pitch in excess of five. A pitcher returning to pitch in the same half-inning shall not be allowed warm-up pitches. m. If the ball slips from the pitcher's hand during the backswing or forward motion, a ball is called on the batter. In either case, the ball remains in play and runners may advance at their own risk.

Sec 3. CATCHER and DEFENSIVE POSITIONING:

A.) A catcher shall be inside the lines of the catcher's box and all other defensive players positioned in fair territory when the pitcher takes their position to pitch and when the pitch is released.

PENALTY: An illegal pitch is called.

B.) The catcher shall return the ball directly to the pitcher after each pitch, except after a strikeout or a putout made by the catcher, or to play on a base runner.

PENALTY: The batter is awarded a ball. Exception: Intentionally violating the rule in order to walk the batter without pitching shall not result in a ball being awarded to the batter.

C.) A fielder shall not take a position in the batter's line of vision or, with deliberate unsportsmanlike intent, act in a manner to distract the batter. A pitch does not have to be released.

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

Sec 4 ILLEGAL PITCH:

An illegal pitch is a pitching rules violation. An illegal pitch is called immediately. It is a delayed dead ball and should be signaled by the umpire calling the illegal pitch and verbalized so a player could hear the call. Failure of players to hear the call shall not void the call.

A.) If the batter reaches first base safely and all other runners advance at least one base, the play stands, and the illegal pitch is canceled. No option is given.

B.) The coach of the offensive team has the option of taking the results of the play or accepting the effect for an illegal pitch.

C.) If the batter is hit by an illegal pitch, the batter is awarded first base, and each runner advances one base.

D.) If ball four is an illegal pitch, the batter is awarded first base, and each runner advances one base.

E.) The Umpire who called the illegal pitch shall explain the violation to the coach if requested.

Sec 5. NO PITCH shall be declared when:

A.) The pitcher pitches during the suspension of play.

B.) A runner is called out for leaving a base too soon.

C.) The pitcher attempts a quick return of the ball before the batter is in position or is off-balance as a result of a previous pitch.

D.) The pitcher pitches before a runner has retouched their base after being legitimately off that base.

E.) A player, manager, or coach calls time, employs any other word or phrase, or commits any act while the ball is live and in play for the obvious purpose of trying to make the pitcher commit an illegal pitch. The Umpire shall penalize according to the Sportsmanship Rule.

EFFECT- A-E: The ball is dead, and all subsequent action on that pitch is canceled.

8. BATTING

Sec 1. ON-DECK BATTER:

- A.)** The on-deck batter may take a position within the lines of the on-deck circle nearest the offensive team bench. No player is permitted to warm up in the other team's on-deck circle.
 - B.)** The on-deck batter may loosen up with no more than two official softball bats, an approved warm-up bat, or a combination not to exceed two. Any detachable piece placed on the bat must be approved.
 - C.)** The on-deck batter may leave the on-deck circle:
 - 1.)** When the on-deck batter becomes the batter.
 - 2.)** To direct runners advancing from third to home plate.
 - D.)** The on-deck batter may not interfere with the defensive player's opportunity to make an out.
 - 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.
- Note:** When the interference is with a thrown ball, the ball is dead and the runner closest to home is declared out. If no play is obvious, no player is out, but runners shall return to the last base touched at the time of interference.

Sec 2. POSITION AND BATTING ORDER:

Each player of the team at bat shall become the batter and shall take their position within the batter's box (on either side of home base), in the order in which their name appears on the lineup card as delivered to the Plate Umpire and the opposing team prior to the game. The order shall be followed during the entire game except that an entering substitute shall take the replaced player's place in the batting order. A batter is in proper order if the batter follows the preceding player in the lineup, even though such preceding batter may have batted out of order. An improper batter is considered to be at bat as soon as they enter the batter's box and one pitch has been thrown. When an improper batter's infraction is first discovered, time may be requested and the improper batter replaced by the proper batter who will assume the improper batter's ball and strike count, provided the infraction is detected before the improper batter is put out or becomes a base runner.

Sec 3. LEAD OFF BATTER:

After the first inning, the first batter in each inning shall be the player whose name follows that of the last batter who completed their time at bat in the preceding inning.

Sec 4. BATTING POSITION:

- A.)** Prior to the pitch, the batter must have both feet completely in 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.)** After the ball is in play, the batter may not step out of the batter's box to stop play unless time has been granted by the Umpire.
- EFFECT:** All action will continue, and the pitch will be called.

Sec 5. A STRIKE is charged to the batter when:

- A.)** A pitched ball enters any part of the strike zone in flight and is not struck at.
- B.)** A pitched ball, in the Umpire's judgment, is prevented from entering the strike zone by

any actions of the batter.

C.) A pitched ball is struck at and missed.

D.) A pitched ball becomes a foul ball when the batter has less than two strikes.

Note: A batted ball that contacts the batter in the batter's box is a foul ball.

E.) A pitched ball becomes a foul tip (even on a third strike) or a foul from an attempted bunt.

F.) A penalty strike is called because of a batter delay.

Sec 6. A BALL:

Is credited to the batter when a pitch is not touched by the bat and is not a strike or when there is an illegal pitch or for catcher/pitcher's delay.

Sec 7. BATTED BALL:

A foul hit or fair hit, which may be a bunt, occurs when a pitch is touched by the bat of the batter who is in the batter's box.

EXCEPTION: Foul Tip.

Sec 8 BATTER SHALL NOT DELAY THE GAME:

A batter shall not delay the game by failing to promptly take their position in the batter's box within 10 seconds of the pitcher having the ball in the pitching circle, or by stepping out of the box when the pitcher is on the pitcher's plate.

PENALTY: If a pitcher is committed to delivering the pitch, the batter leaves the box at the risk of having a strike called while being out of position. For failure of the batter to be ready within 10 seconds after the ball has been returned to the pitcher, the Umpire shall call a strike. If it is the third strike, the Umpire shall call time and declare the batter out.

NOTE 1: After entering the batter's box, the batter leaves it at the risk of being charged with delay. The batter may request time-out if the batter desires to step out for a valid reason and, if granted, the 10 seconds count will begin anew when the ball is declared live. The Umpire is authorized to refuse to grant time-out if the batter repeatedly causes a delay or if their leaving the batter's box appears to be an attempt to worry the pitcher or to gain some other advantage.

NOTE 2: If the pitcher stops or hesitates in their delivery as a result of the batter stepping out of the box or holding up their hand to request time, it shall not be an illegal pitch. However, if the batter steps out of the box or holds up their hand to request time and the pitcher legally delivers the ball, it shall be called a strike and the ball remains live. If a pitch is not delivered, a rule has been violated by both the batter and pitcher. The Umpire shall call time, declare, "no-pitch" and begin play again. If the Umpire judges the batter's action to be a deliberate attempt to create an illegal pitch, the Umpire shall penalize according to the **Sportsmanship Rule (11.2.S)**.

Sec 9. A BATTER SHALL BE IN THE BOX WHEN HITTING THE BALL:

A batter shall not hit the ball fair or foul while either foot is touching the ground completely outside the lines of the batter's box or while touching the plate.

PENALTY: The ball becomes dead immediately. The batter is out.

Sec 10. A BATTER SHALL NOT DISCONCERT THE PITCHER: A batter shall not disconcert the pitcher by stepping out of the box on one side of home plate to the box on the other side while the pitcher is in position ready to pitch.

PENALTY: The ball becomes dead immediately. The batter is out.

Sec 11. A BATTER SHALL NOT INTENTIONALLY MOVE TO GET HIT BY PITCH:

A batter shall not intentionally move to get hit by the pitch.

PENALTY: The batter remains at bat (pitch is a ball or strike) unless pitch was a third strike or ball four.

Sec 12. A BATTER SHALL NOT INTERFERE WITH CATCHER: A batter shall not interfere with the catcher's fielding or throwing by leaning over home plate. By stepping out of the batter's box, by making any other movement which hinders action at home or the catcher's attempt to play on a runner, or by failing to make a reasonable effort to vacate congested areas when there is a throw to home and there is time for the batter to move away.

PENALTY: Dead ball; the batter is out.

Sec 13. BROKEN BAT AND THROWN BAT:

If the bat breaks and is hit by the ball or hits a runner or a fielder, no interference will be called. If a whole bat is thrown and interferes with a defensive player attempting a play, interference shall be called.

PENALTY: The batter is out, and runners return. If in the Umpire's judgment, interference prevented a possible double play, two may be declared out (the batter throwing the bat and the runner closest to home).

Sec 14. A BATTER SHALL BE CALLED OUT:

A.) Prior to the next pitch (legal or illegal), the batter was discovered having hit the ball with an illegal bat or non-approved bat.

EFFECT: Any runner not put out must return to the base occupied at the time of the pitch. Any runners put out prior to the discovery shall remain out.

First Offense: Team Warning

Subsequent Offense: Player Restricted to Dugout; Coach Ejected.

B.) A third strike is caught before the ball touches the ground.

C.) A bunt on a third strike is foul.

D.) A third strike (in flight) is not caught, provided a runner occupies first base at the time of the pitch and there are less than two outs.

NOTE: If there are two outs or if no runner occupies first base, the batter is not out unless the third strike is caught. The batter is entitled to try to reach first base before being tagged out or thrown out.

E.) If a team is playing short as per Rule 5 Sec 2 and the absent player's turn to bat is reached.

F.) After hitting or bunting a ball, the bat hits the ball a second time while the ball is on or over fair territory, or is on or over foul territory and, in the Umpire's judgment, had a chance to become a fair ball, the ball is dead, no runner(s) advance and the batter is out.

EXCEPTION: If the bat and ball accidentally come in contact with each other a second time while the batter is holding the bat in the batter's box, it is a foul ball.

NOTE: If the batter drops the bat and the ball rolls against the bat in fair territory and, in the Umpire's judgment, there was no intention to interfere with the course of the ball, the batter is not out and the ball is live and in play.

G.) When an entire foot is touching the ground completely outside the lines of the batter's box

when the ball makes contact with the bat.

H.) When any part of a foot is touching home plate when the ball makes contact with the bat.

I.) When a batter leaves the box but has returned to the box and makes contact with the ball.

EXCEPTION: Section G-I: If no contact is made with the pitched ball, there is no penalty

PENALTY: Dead Ball and all runners must return to the base occupied at the time of pitch in A, C, F-I.

9. BASE RUNNING

Sec 1. BASE STEALING:

Stealing of bases permitted.

Sec 2. The LOOK-BACK RULE:

Is in effect when the ball is live, the batter-runner has touched first base or has been declared out, and the pitcher has possession of the ball (e.g. has the ball in their hand, glove, under arm or chin, between their legs) within the 16-foot circle. Any runner(s) in motion may continue without stopping or may stop once. Any runner who is stopped or stops their motion must immediately move directly back to the last base touched or attempt to advance to the next base. Once the runner stops at a base for any reason, they may not move off that base. A batter-runner who overruns first and does not without delay attempt to advance to second is committed to return to first and stop. The runner, off base, may not stand motionless. There does not need to be any motion or recognition by the pitcher. Failure of the runner to respond as indicated shall cause the Umpire to signal the runner out. The ball shall be declared dead. If the pitcher no longer has possession of the ball within the 16-foot circle, the pitcher makes an attempt on any of the runners, or a fake throw is made, this rule does not apply. Being in the 16-foot circle is defined as both feet within or partially within the line. The feet may touch the line and extend outside the line. When the pitcher is in the pitcher's circle and a runner(s) is off the base, the pitcher is considered to be playing on the runner(s) when the throwing arm is raised or any forward movement of the body is made toward the runner. The movement of the head is not considered an attempted play.

EFFECT: The ball is dead, and the runner is out.

Sec 3. COURTESY RUNNER:

A.) The team at bat may use a courtesy runner for the pitcher and/or catcher any time after they reach base other than by substitution. The same runner may not be used for both positions in the same inning. Neither the pitcher nor the catcher will be required to leave under such circumstances

B.) Players who have participated in the game in any other capacity are not entitled to serve as a courtesy runner (i.e., the courtesy runner must be an unused substitute or the Last Completed at Bat (LCAB) may serve as a courtesy runner, subject to all other applicable restrictions (cannot run for both positions in the same inning, etc). The LCAB courtesy runner is determined at the time the courtesy runner is requested, skipping batters

1. currently on base,
2. who are the pitcher or catcher of record, or
3. who have already courtesy run for another position in the same inning. In the first inning, if no eligible substitutes are available to courtesy run, the LCAB courtesy runner shall be the person furthest away in the batting order (i.e., the LCAB courtesy runner for the leadoff batter is the last batter listed in the lineup).

PENALTY: If an ineligible courtesy runner is utilized and is discovered while still on base, the runner shall be called out and a team warning issued. On the second offense, the head coach is ejected for the remainder of that game only. If an incorrect yet eligible courtesy runner is utilized, team shall replace them with the correct runner. No penalty will be given.

- C.) A runner put in for any player other than the pitcher or catcher will be considered a substitute player.
- D.) A player may not run as a courtesy runner and be used as a substitute for another player in that half inning.

EXCEPTION: Unless there is an injury and there is no substitute 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, the pitcher or catcher for whom the courtesy runner is running must run in their place.

E.) Once a courtesy runner is designated for that half inning, no other courtesy runner or the pitcher or catcher may return to run for the original courtesy runner. Should an injury occur, another courtesy runner or the pitcher or catcher may run until they score or are put out.

F.) The courtesy runner is not permitted to be used for the DP unless the DP is the pitcher or catcher of record.

PENALTY Unreported courtesy runner: An unreported courtesy runner is treated the same as an unreported substitute. The team is warned, and further violations result in the ejection of the coach.

Sec 4. BATTER/RUNNER:

A batter becomes a batter-runner with the right to attempt to score by advancing to first, second and third, and then home plate in the listed order when:

A.) Hitting a fair ball.

NOTE: Batter becomes a runner when entitled to run.

B.) Charged with a third strike.

NOTE: if a third strike is caught before the ball touches the ground, the batter is out an instant after becoming a runner.

C.) A fourth ball is called by the umpire.

D.) A pitched ball, legal or illegal, hits the batter's person or clothing.

EFFECT: The ball is dead immediately.

EXCEPTIONS:

1.) If the batter swings or If the ball enters the strike zone or If the batter prevents the ball from entering the strike zone, a strike is called on the batter; and if it is the third strike, the batter is out.

2.) If the batter intentionally moves to get hit by the pitch, it is a strike or ball depending on the location of the pitch.

NOTE:

a. If a batter's loose garment, such as a shirt that is not buttoned is hit by a pitched ball, the batter is not entitled to first base.

b. It does not matter if the ball strikes the ground before hitting the batter.

c. The batter's hands are not considered part of the bat.

d. If a batter swings and the ball hits their hands which sends it into fair or foul territory, the ball is dead immediately; a strike is called on the batter; and if it is the third strike, the batter is out

E.) The catcher or any infielder obstructs him. Obstruction on the batter is a delayed dead ball. The coach or captain of the team at bat, after being informed by the Plate

Umpire of the obstruction, shall indicate to the Umpire whether they elect to accept the result of the play or to accept the penalty of awarding the batter first base and advancing all other runners only if forced. Such election shall be made before the next pitch (legal or illegal) or before the infielders leave the diamond. Obstruction of the batter (before the batter has become a batter-runner) is ignored if the batter-runner reaches first and all other runners advance at least one base.

NOTE: 1. Any runner attempting to advance (i.e., steal or squeeze) on a catcher's or any infielder's obstruction of the batter shall be awarded the base the runner is attempting. If a runner is not attempting to advance on the catcher's, the runner shall not be entitled to the next base, unless forced to advance because of the batter being awarded first base.

NOTE 2. If obstruction is enforced, all other runners on the play will return to the base occupied at the time of the pitch unless forced to advance because of the batter being awarded first base.

NOTE 3. If the obstruction penalty is not enforced, all other runners advance at their own risk.

Sec 5. A BATTER/RUNNER IS AWARDED FIRST BASE IF:

- A.) A fourth ball is called.
- B.) Hit by a pitched ball as provided in section 8.4.D.
- C.) The catcher or any infielder obstructs him.
- D.) A fair ball, other than an infield fly, becomes dead and provided a preceding retired runner does not interfere in such a way as to prevent an obvious double play.

NOTE: Unless awarded first base as above, a batter-runner is entitled to first base only if the batter-runner reaches it before being tagged out, thrown out, or called out for hitting an infield fly.

a) hit by a thrown ball while legally advancing which incapacitated the batter-runner prior to reaching 1st base.

Sec 6. TOUCHING BASES IN LEGAL ORDER:

- A.) An advancing runner shall touch first, second, third, and then home plate in order.
- B.) A returning runner shall retouch the bases in reverse order. **Except** when an uncaught foul ball causes the ball to become dead, the runner need not touch intervening bases.
- C.) Any runner who misses a base while advancing may not return to touch the missed base if a following runner has scored.

NOTE: Any runner who misses the first base to which they are advancing and who is later called out shall be considered as having advanced one base.
- D.) When a runner passes a base, the runner is considered to have touched the base for purposes of awarded bases.
- E.) When a runner dislodges a base from its proper position, neither the runner nor the succeeding runner(s) in the same series of plays is compelled to follow a base out of position.
- F.) A runner shall not run bases in reverse order either to confuse the fielders or to make a travesty of the game.

EFFECT: The ball is dead, and the runner is out.

- G.) Two runners may not occupy the same base simultaneously.

EFFECT: The runner who first legally occupied the base shall be entitled to it unless forced to advance. The other runner may be put out by being touched with the ball.

H.) Failure of a **PRECEDING** 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 **SUCCEEDING** 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 **SUCCEEDING** runner may score a run.

I.) No runner may return to touch a missed base, or one left too soon after a following runner has scored or once the runner leaves the field of play.

J.) Bases left too soon on a caught fly ball must be retouched prior to advancing to awarded bases.

K.) Awarded bases must be touched in legal order.

Sec 7. RUNNER MAY ADVANCE:

A.) A runner may advance with liability to be put out. A. When the ball leaves the pitcher's hand on the delivery.

B.) On a thrown ball or a fair batted ball that is not blocked.

C.) On a thrown ball that hits an Umpire.

D.) If a batted ball (fair or foul other than a foul tip) is caught, the initial contact of the ball by a fielder releases the runner(s) from the base(s) occupied at the time of the pitch.

E.) If a fair ball strikes an Umpire or a runner after having passed an infielder other than the pitcher and provided no other fielder had a chance to make an out, or when a fair batted ball has been touched by an infielder, including the pitcher, and the runner did not intentionally interfere with the batted ball or the fielder attempting to field the batted ball.

EFFECT: The ball is in play.

Sec 8. RUNNERS MAY BE PUT OUT:

A Runner becomes liable to be put out when:

A.) with the ball in play or on awarded bases, the runner fails to touch a base before attempting to make the next base.

B.) after overrunning first base, the runner attempts to continue to second base.

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

Sec 9. RUNNERS MAY RETURN TO BASE

If a batter-runner is entitled to return to first base after overrunning, or if a runner fails to touch home plate, and if such runner desires to return to such base, the runner shall return immediately.

Sec 10. RUNNERS RETURNING TO FIRST BASE:

A batter-runner who reaches first base safely and then overruns or over slides may immediately return without liability of being put out, provided they do not feint or attempt to advance to second.

NOTE 1: When a walk or uncaught third strike occurs in which the batter is entitled to run, it is treated the same as a batted ball. The batter-runner may continue past first base and is entitled to run toward second base as long as they do not stop at first base if the pitcher has possession of the ball in the 16- foot circle. If the runner stops after rounding first base, the runner must comply with the **Look Back Rule (Rule 8, Sec 2).**

NOTE 2: A player who is awarded first base on a base on balls may continue on down the first base line after touching first base and immediately return without liability of being put out, if there is no deception or attempt to advance to second. They may also round first base and go directly to second base without stopping. If the runner does stop, the runner must comply with the **Look Back Rule (Rule 8, Sec 2)**.

Sec 11. RUNNERS RIGHT TO BASE:

A runner acquires the right to the proper unoccupied base if the runner touches it before being put out. The runner is then entitled to this base until being put out, or until legally touching the next base while it is unoccupied, or until a following runner is forced to advance to the base occupied.

Sec 12. RUNNERS RETURN TO BASE ENTITLED TO:

Each runner shall touch their base after the ball becomes dead. All awarded bases must be touched in their proper order. The runner returns to the base they had reached or passed when the ball became dead. In the event of interference, a runner returns to the base they had legally reached at the time of the interference. If the interference does not cause the batter to be out and any other runner cannot return to the base last legally occupied at the time of the interference, they are advanced to the next base.

EXCEPTION: The runner returns to the base occupied at the time of the pitch if their advance was during an uncaught foul.

Sec 13. OBSTRUCTION:

When a runner is obstructed while advancing or returning to a base, by a fielder who neither has the ball nor is attempting an initial play on a batted ball, it shall be a delayed dead-ball.

EFFECT: If the obstructed runner is put out prior to reaching the base that would have been reached had there not been obstruction, a dead ball is declared, and the Umpire shall award the obstructed runner, and each other runner affected by the obstruction, the bases they would have reached, in the Umpire's judgment, had there been no obstruction.

A.) If the obstructed runner advances beyond the base the runner would have reached, in the Umpire's judgment, the delayed dead ball is terminated and the runner advances with liability to be put out.

B.) If any preceding runner is forced to advance by the awarding of a base or bases to an obstructed runner, the Umpire shall award this preceding runner the necessary base or bases.

C.) The penalty for faking a tag is obstruction.

D.) An obstructed runner may not be called out between the two bases where the runner was obstructed except as follows:

1. The obstructed runner obtains the base they would have been awarded had there has been no obstruction and there is a subsequent play. The obstructed runner is no longer protected if they leave the base.

2. The obstructed runner commits an act of interference or malicious contact

3. The obstructed runner passes another runner.

4. A proper appeal is made for leaving a base too soon or for missing a base.

NOTE: When obstruction occurs, the Umpire gives the delayed dead-ball signal and calls out "obstruction." If an award is to be made, the ball becomes dead when time is taken to make

the award.

Sec 14. AWARDED BASES:

All awarded bases must be touched. Each runner including the batter-runner is awarded:

A. Four bases (home base):

1. If a fair-batted ball goes over the fence between the foul poles without touching the ground.
2. If a fair-batted ball hits a foul pole above the fence.
3. If a fair-batted ball is prevented from going over the fence by a spectator.
4. If a fair-batted ball is prevented from going over the fence by an illegal glove/mitt.
5. If a fair-batted ball is prevented from going over the fence by detached player equipment, which is thrown, tossed, kicked, or held by a fielder.

B. Three bases:

1. If a fair-batted ball (other than in item a) is touched by an illegal glove/mitt or by detached player equipment which is thrown, tossed, held, or kicked by a fielder, provided the ball when touched:
 - a) Is on or over fairground.
 - b) Is a fair ball, while on or over foul ground.
 - c) Is over foul ground in a situation that it might become a fair ball.

C. Two bases:

1. If a fair-batted ball becomes dead because of bouncing over or, when passing through a fence, becomes blocked.
2. If a live thrown ball, including a pitch, is touched by an illegal glove/mitt or detached player equipment which is thrown, held, tossed, or kicked by a fielder.
3. If a live thrown ball, not by a pitcher from the pitcher's plate as in an item goes into a stand for spectators, or a players' bench, or over or through or lodges in a fence.
4. If the fielder, in the judgment of the Umpire, intentionally touches loose equipment left on or near the field by the defensive team.
5. If the fielder intentionally carries a live ball into dead-ball territory.

NOTE: If two runners are between the same bases, the award is based on the position of the lead runner.

D. One base:

1. If a pitch by the pitcher from the pitching position on the pitcher's plate goes into a dead-ball area, becomes blocked (unless by the offensive), lodges in an Umpire or catcher's equipment.
2. If a fielder loses possession of the ball on a tag play and the ball enters a dead-ball area.
3. If forced from the base occupied by a following runner who must advance because a batter receives a fourth ball is hit by a pitched ball or hits a fair ball which becomes dead.
4. If a runner is attempting to steal or the runner is forced from the base occupied by a batter-runner or runner who must advance because the catcher or any fielder obstructed a batter (such as stepping on or across home plate, pushing the batter to

reach the pitch, or touching the bat). Instances may occur when the infraction may be ignored or when the batter may be awarded first base.

5. If the fielder unintentionally carries a live ball into dead ball territory.

NOTE 1: Illegal use of detached player equipment, as in items a, b, or c, does not cause the ball to immediately become dead. If each runner advances to or beyond the base that each would have reached as a result of the award, the infraction is ignored.

NOTE 2: If a ball is touched with an illegal glove or mitt, any runner who advances on the play beyond the base they would be awarded does so at their own risk and may be put out.

E. The Umpire shall impose such penalties and/or make any awards as in the Umpire's judgment will nullify the following acts:

1. Spectator interference. When there is spectator interference with any thrown or batted ball, the ball shall be dead at the moment of interference.

NOTE EXCEPTION: It is not spectator interference if a spectator physically hinders a fielder who is reaching into a dead ball area to make a play on a batted or thrown ball.

2. Blocked ball caused by the defense.

Sec 15. AN AWARD IS FROM THE BASE DETERMINED AS FOLLOWS:

A. The pitch:

1. If any pitch (batted or unbatted) is followed by a dead ball before the pitcher is in the 16-foot circle for the next pitch and before there is any throw by the fielding team.

2. For a runner required to tag up after a caught fly ball.

B. The infraction:

1. If the award is for any pitching infraction followed by a pitch.

2. For use of detached player equipment or ball touches an illegal glove

3. For a fielder losing possession of the ball.

4. Obstruction.

C. The time the ball last left the hand of the thrower (in any situation other than A or B)

Sec 16. A RUNNER MUST RETURN TO THEIR BASE WHEN:

A.) a batted ball is foul.

B.) an illegally batted ball is declared by the Umpire.

C.) a batter, batter-runner, or runner is called out for interference. Each other runner shall return to the last base which, in the Umpire's judgment, was legally touched by the runner at the time of the interference.

D.) any part of the batter's person or clothing is touched by a pitched ball that is swung at and missed.

E.) a batter is hit by a pitched ball unless forced.

F.) when an intentionally dropped ball is ruled

EFFECT- Section 16 A-F: The ball is dead and each runner must return to their base without liability to be put out, except when forced to go to the next base because the batter became a batter-runner. (ie. when the Plate Umpire interferes with the catcher's attempt to throw

out a runner stealing, or an attempted pick-off play)

EFFECT: Delayed dead ball. If the runner is ruled out, the ball remains live. If the runner is not out, all runners return to the base occupied at the start of the pitch. 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.

Sec 17. THE BATTER-RUNNER IS OUT:

A.) When interfering with the catcher's attempt to field the ball after a third strike.

B.) When a batted ball in flight is caught by a fielder or such catch is prevented by a spectator reaching into the field enclosure.

C.) When a fair fly, fair line drive, or a fair bunted ball in flight is dropped by an infielder with at least first base occupied and less than two outs; the ball is dead and the runners shall return to their respective bases.

NOTE: In this situation, the batter is not out if the infielder permits a fair fly ball, line drive or a fair bunted ball in flight to drop untouched to the ground, except when the infield-fly rule applies.

D.) If, after a third strike or a fair hit, any fielder, while holding the ball, tags out the batter-runner before the batter-runner touches first base; or if any fielder, while holding the ball securely in a hand, touches first base or touches first base with the ball before the batter-runner touches first base.

E.) When they run outside the three-foot running lane (last half of the distance from home plate to first base) while the ball is being fielded or thrown to first base.

EXCEPTION: This infraction is ignored if it is to avoid a fielder who is attempting to field the batted ball or if the act does not interfere with a fielder or a throw.

F.) When they contact the ball a second time in fair or foul territory, if, in the Umpire's judgment, the ball had a chance to become fair.

G.) When they move backward toward home plate to avoid or delay being tagged out. The ball is dead and base runners must return to the last base touched at the time of the infraction.

H.) When they hit a fair fly and the infield fly rule is declared.

EFFECT: The ball is live; the batter is out if the batted ball is fair. If the ball is caught, each runner may tag up and advance with the liability to be put out once the batted ball is touched the same as on any caught fly ball. If a declared infield fly is not caught, the ball is live, the batter-runner is out which removes all force plays, and each runner may advance with liability to be put out without needing to retouch their base(s).

I.) When any coach or member of the offensive team other than runners interferes with a fielder making an initial play.

J.) When, after becoming a batter-runner, they do not attempt to reach first base before all infielders leave the diamond, the half-inning ends, or they give up by entering the bench or dugout area.

EFFECT: Ball remains Live

K.) When they are an illegal substitute and are discovered.

Sec 18. ANY RUNNER IS OUT WHEN THE RUNNER:

A.) Runs more than three feet away from the base path to avoid being tagged, or to hinder a fielder while the runner is advancing or returning to a base.

EXCEPTION: This is not an infraction if a fielder, attempting to field a batted ball, is in the runner's proper path and if the runner runs behind the fielder to avoid interfering.

NOTE: When a play is being made on a runner or batter-runner, the runner establishes their base path as directly between the runner's position and the base toward which the runner is moving.

B.) Slides illegally and causes illegal contact and/or illegally alters the actions of a fielder in the immediate act of making a play on him.

PENALTY: The runner is out and the ball is dead immediately and interference is called.

NOTE: Runners are never required to slide but, if the runner elects to slide, the slide shall be legal.

C.) does not legally attempt to avoid a fielder in the immediate act of making a play on him.

PENALTY: The runner is out, and the ball remains live unless interference is called.

NOTE: Jumping, hurdling, and leaping are all legal attempts to avoid a fielder only if the fielder is lying on the ground.

D.) performs Malicious contact (always supersedes obstruction).

E.) does not attempt to avoid the fielder on a force play.

NOTE: a legal slide is considered an attempt to avoid.

F.) Interferes intentionally with a throw or thrown ball.

G.) Hinders a fielder's initial play on a batted ball.

H.) Is prevented from being put out by an illegal act by anyone connected with the team.

NOTE 1: If, in the judgment of the Umpire, this interference 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.

NOTE 2: If a retired runner interferes and, in the judgment of the Umpire, another runner could have been put out, the Umpire shall declare the runner closest to home out.

NOTE 3: If the batter-runner interferes, the Umpire shall call the batter-runner and the runner who has advanced the nearest to home base out.

NOTE 4: If two fielders try to field a batted ball and the runner contacts one or both, the Umpire shall decide which one is entitled to field the ball and that fielder only is entitled to protection.

NOTE 5: If a batted ball is misplayed but the fielder is still making an initial play and the runner contacts the fielder, this is still interference. If the misplayed ball bounds away or past the fielder and then contact occurs as the fielder and runner collide, this may be considered inadvertent contact or obstruction.

I.) Is tagged out.

EXCEPTIONS: If a batter-runner safely touches first base and then over slides or overruns it, the batter-runner may immediately return to first base without liability of being tagged out, provided there was no feint or attempt to advance to second. Also, if any base comes loose from its fastening when any runner contacts it, such runner cannot be tagged out because the base slides away from the runner.

NOTE: The ball is not securely held if it is dropped or juggled after the runner is touched, unless the ball was deliberately knocked from the fielder's hand by the runner. **J.)** Does not retouch a base left before a caught fly ball is touched or touch a missed base if properly appealed. It is not necessary for a runner to retouch the

base after a foul tip.

K.) Is not in contact with the base at the time a pitched ball leaves the pitcher's hand. However, if the pitcher does not allow sufficient time for a runner to return to base, the runner shall not be called out for being off the base before the pitcher releases the ball. The runner may advance as though the base was left legally.

L.) Violates the Look Back Rule

M.) Fails to reach the next base before a fielder either tags the runner out or holds the ball while touching such base, after the runner has been forced from the base occupied because the batter became a runner.

EXCEPTION: No runner may be forced out if a runner who follows in the batting order is first put out, including a batter-runner who is out for an infield fly.

N.) Is contacted by a fair-batted ball before it touches or passes an infielder, or after it passes any infielder, except the pitcher, and the Umpire judges that another infielder has a play.

EFFECT: The ball is dead, and the batter is awarded first base. All base runners return to the base occupied at the time of the infraction unless forced.

EXCEPTION: If a runner is touching a base when hit by a batted fair ball, the runner is not out unless they intentionally interfere with the ball or an infielder making a play.

NOTE 1: When the infield fly rule is in effect, if a runner is hit by an infield fly when not touching a base, both the runner and the batter are out.

NOTE 2: When a runner is hit with a fair batted ball after it is touched or has passed an infielder, except the pitcher, and the Umpire judges that another infielder had no opportunity to make a play, the runner is not out and the ball remains live. **O.** Is detected passing an unobstructed preceding runner before such runner is out (including awarded bases).

O.) Is detected running bases in reverse to confuse opponents or to make a travesty of the game.

P.) After at least touching first base, the runner leaves the baseline, obviously abandoning their effort to touch the next base.

Q.) Is detected taking a position for a running start behind and not in contact with a base.

R.) Is on or beyond a succeeding base when the ball is declared dead after having left a base too soon on a caught fly ball, or having failed to touch a preceding base; or continuing and touching a succeeding base after the ball becomes dead.

NOTE: A runner shall not be declared out if the fielder deliberately throws or carries the ball into dead-ball territory to prevent that runner, who has touched or advanced beyond a succeeding base, from returning to a missed base or a base left too soon.

R.) Fails to touch base and appeal

S.) the runner fails to touch the intervening base or bases in regular or reverse order and the ball is returned to an infielder and properly appealed.

T.) Intentional contacts a fair ball

U.) Prior to a pitch (legal or illegal) to the next batter, the runner was discovered having hit the ball with an illegal bat or non-approved bat.

EFFECT: Any runner not put out must return to the base occupied at the time of the pitch. Any runners put out prior to the discovery shall remain out.

First Offense: Team Warning

Subsequent Offense: Player Restricted to Dugout; Coach Ejected.

V.) a runner on base leaves the game without a replacement substitute. The runner is also out because of actions of other team members such as

W.) the immediate preceding 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.

X.) When anyone other than another runner physically assists them while the ball is in play.

Y.) When a Coach intentionally interferes with a live, batted ball, or thrown ball.

Z.) When the offensive team causes a blocked ball.

EFFECT: The runner closest to home is out. If no play is obvious, no player is out, but all runners shall return to the last base touched when the ball becomes dead.

AA.) When a Coach runs in the direction of Home Plate or any other base, on or near a baseline, while the Fielder is attempting to make a play on a batted ball or on a thrown ball, and thereby draws a throw in their direction.

Sec 19. DOUBLE FIRST BASE THE DOUBLE FIRST BASE SHALL CONSIST OF A BASE IN FAIR TERRITORY THAT IS WHITE IN COLOR AND A BASE IN FOUL TERRITORY THAT IS COLORED.

A.) A batted ball hitting or bounding over any part of the white portion is declared fair. A batted ball hitting or bounding over only the colored portion is declared foul.

B.) Whenever a play is being made on the batter-runner, the defense must use the white portion and the batter-runner the colored portion.

1.) If the batter-runner touches only the white portion when there is a play being made at first base, it is treated the same as missing the base. The batter-runner is out providing the defense appeals prior to the batter-runner returning to first base. Once the runner returns to the white or colored portion, no appeal can be made.

2.) If the defense touches only the colored portion, it is treated the same as being off the base.

Exceptions: The defense and batter-runner can use either portion when:

3.) The ball is thrown from the foul side of the first baseline.

4.) On any force-out attempt from the foul side of first base.

5.) On any fair batted ball or errant throw that pulls the defense to foul territory.

C.) If there is a force play by an infielder on the batter-runner, who touches only the white portion and collides with the fielder about to catch a thrown ball while on the white, Interference is ruled. Penalty: The ball is dead, the batter-runner is out, and all other runners are returned to the base last occupied at the time of interference.

D.) When no play is being attempted at first base, the batter-runner may touch the white or colored base.

E.) After the batter-runner initially reaches first base, the runner and any fielder may use the white or colored base. This shall include but is not limited to:

1.) The runner returning to first base.

2.) The runner tagging up on a fly ball.

3.) The fielder making a play on a returning runner.

10. APPEALS

An appeal is a play or rule violation on which the Umpire does not make a ruling until requested by a coach or player.

Sec 1. Types of appeals:

- A.) Missing a base, either advancing or returning (live or dead ball appeal).
- B.) Leaving a base on a caught fly ball before the ball is first touched (live or dead-ball appeal).
- C.) Batting out of order (dead-ball appeal only).
- D.) Attempting to advance to second base after making the turn at first base overrunning first base (live-ball appeal only).

Sec 2. Live ball appeal (before Umpire calls time).

Any fielder can appeal a runner once. A Live Ball Appeal may be made by touching the runner (A & B & D above) or touching the base (A & B above). The ball is live and all runners may advance with the liability of being put out.

Sec 3. Dead ball appeal

Once all runners have completed their advancement and time has been called, the coach or any defensive player, with or without the ball, may make a verbal appeal on a runner missing a base or leaving a base too soon on a caught fly ball. The administering Umpire should then make a decision on the play.

- A.) If the ball has gone out of play, runners must be given the opportunity to complete their base running responsibilities before the dead-ball appeal can be made.
- B.) If “play ball” has been declared by the Umpire and the pitcher then requests an appeal, the Umpire would again call “time” and allow the appeal.

Sec 4. The appeals must be made:

- A.) before the next legal or illegal pitch;
- B.) at the end of an inning, before all infielders have left fair territory and the catcher vacates their normal fielding position; or
- C.) on the last play of the game, before the Umpires leave the field of play.

Sec 5. Advancing Runners

- A.) Runners may advance during a live-ball appeal play.
- B.) No runner may advance on a dead ball appeal.
- C.) No runner is out if they step off base during a dead ball appeal.

Sec 6. RUNNERS MAY NOT RETURN TO BASE:

A runner may not return to touch a missed base, or one left too soon on a caught fly ball if:

- 1.) she has advanced, touched, and remains on a base beyond the base missed or left too soon and the ball becomes dead.
- 2.) she has left the field of play, or
- 3.) the following runner has scored.

Sec 7. More Than One Appeal

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

Sec 8. Force Out

If an appeal is honored at a base to which a runner was forced to advance, no runs would be scored if it was the third out.

Sec 9. Fourth-Out Appeal

An appeal may be made after the third out as long as it is made properly. (i.e. one out with a runner on first and third. The batter hits a fly ball that is caught. Each runner leaves their base before the caught ball is touched. An appeal is made at first base for the third out. The defensive team then makes an appeal at third base before the infielders leave the infield. The runner on third would then be declared out also, and the run would not count.)

Sec 10. Batting Out Of Order

A batter shall be called out on appeal when they fail to bat in their proper turn and another batter completes a time at bat in their place.

NOTE: Only the defensive team may appeal out of order after the batter has completed their time at bat.

A. When an improper batter becomes a runner or is put out and the defensive team appeals to the Umpire before the next pitch (legal or illegal), or before the infielders leave the diamond if a half-inning is ending, batting out of order is declared and results in the following:

1. The proper batter is declared out.
2. The improper batter is taken off base. If the batter is out on the play, the out does not stand because the out for batting out of order supersedes an out by the improper batter on a play.
3. Any outs made on the play on other runners stand. Any runner not put out must return to the base occupied at the time of the pitch.
4. No runs may score on the play.
5. The next batter is the player who follows in the batting order the player who was declared out for not batting in the proper order.

NOTE: If a runner advances because of a stolen base, wild pitch, or passed ball while the improper batter is at bat, such advance is legal.

B. If an improper batter becomes a runner or is put out and a legal or illegal pitch has been delivered to the succeeding batter, or all infielders have left the diamond if a half-inning has ended and, in all cases, before an appeal is made, the improper batter becomes the proper batter and the results of their time at bat become legal.

C. When the proper batter is called out because they failed to bat in turn, the next batter shall be the batter whose name follows that of the proper batter who was called out.

D. When an improper batter becomes a proper batter because no appeal is properly made as above, the next batter shall be the batter whose name follows that of such legalized improper batter. The instant an improper batter's actions are legalized, the batting order picks up with the name following that of the legalized improper batter.

NOTE: When several players bat out of order before discovery so that a player's time at bat occurs while they are a runner, such player remains on base, but is NOT out as a batter.

11. DEAD BALL - SUSPENSION OF PLAY

Sec 1. Ball becomes dead immediately when:

A.) A pitch touches a batter or the batter's clothing.

NOTE: the ball becomes dead even though the batter strikes at it.

B.) The ball is illegally batted or comes in contact with the bat a second time. Except if the ball rolls against the bat in fair territory as in rule 7 Sec 14-G, note

C.) The batter is discovered with an illegal bat.

D.) Any batted ball, while on or over foul ground.

1. Touches any object other than the ground or any person other than a fielder.

2. Goes directly from the bat to the catcher's protector, mask, or person without first touching the catcher's glove or hand.

3. Becomes an uncaught foul.

E.) There is interference by a batter, a runner, or a retired runner.

F.) A fair ball, which is on or over fairground.

1. Touches a runner or an Umpire before touching any fielder and before passing any fielder other than the pitcher.

2. Touches a runner after passing through or by an infielder and another infielder could have made a play on the ball.

3. Touches a spectator.

4. Goes over, through or wedges in the field fence.

G.) A pitch or any other thrown ball

1. Is touched by a spectator.

2. Is touched by nonparticipating team personnel.

3. Goes into a stand or player's bench (even if it rebounds to the field).

4. Goes over or through or wedges in the field fence.

5. Lodges in an Umpire's or catcher's equipment or touches loose equipment.

H.) The Umpire handles a live ball, calls "Time" for inspecting the ball, or for any other reason.

I.) A fielder, after catching a fair or foul ball (fly or line drive), leaves the field of play by stepping with both feet or by falling into a designated dead-ball area (i.e., bench, dugout, stand/bleacher, etc.).

NOTE: if a chalk line is used to designate an "out-of-play" area, the line is considered in play. If a fielder is touching the line, they are in the field of play and may make a catch. When the fielder completely unintentionally leaves the live-ball area and then re-establishes himself within live-ball territory (one foot touching out of play line), a catch would be allowed. If the fielder unintentionally leaves a live-ball area with both feet after making a catch, the ball becomes dead and all base runners are awarded one base from the time of the pitch. Two bases shall be awarded to each runner if a fielder intentionally leaves the live-ball area with both feet.

J.) Any personnel connected with the offensive team requests "Time" or uses any other command or commits an act for the purpose of trying to cause the opposing pitcher to commit an illegal pitch.

K.) An infielder intentionally drops a fair fly.

EXCEPTION: Infield Fly Rule.

- L.) A runner interferes with a fielder attempting to catch a foul fly.
- M.) The batter-runner moves backward toward home plate to avoid or delay being tagged out.
- N. A batted, thrown, or pitched ball touches in an occupied designated media area (a ball that passes through a dead-ball area in flight is not considered dead).
- O.) An illegal pitch occurs, but no pitch is delivered to the batter.
- P.) The Umpire calls Time Out for an Injured Player see **Rule 5.**

Sec 2. It is a delayed dead ball when:

A.) An illegal pitch is delivered.

See Effect in **Rule 6.3 Pitching Illegal Pitch.**

B.) A catcher or any fielder obstructs a batter or obstructs the ball through the use of detached play equipment.

C.) The Umpire interferes with the catcher who is attempting to throw.

EFFECT: If the runner is not out, they are returned to the last base attained before the interference occurred.

D.) A coach physically assists a runner.

E.) A ball touches an illegal glove/mitt.

F.) Anyone who is required to wear a batting helmet deliberately removes the helmet while the ball is live.

Sec 3. OBSTRUCTION/DEAD BALL

The ball becomes dead when time is taken to make an award when a catcher or any fielder illegally obstructs a runner.

Sec 4. BALL BECOMES LIVE

After a dead-ball situation, the ball becomes live when it is held by the pitcher within the 16-foot circle, and the Umpire calls and/or signals "Play Ball" and gives the beckoning hand signal.

Sec 5. TIME

"Time" shall be called by the Umpire and play suspended:

A.) When the Umpire and/ or Tournament Director considers the weather or ground conditions unfit for play.

NOTE: After 30 minutes, the Umpire and/ or Tournament Director may declare the game ended or suspended.

B.) When a player, bench personnel, or spectator is ordered from the field of play, or player is ordered to secure protective equipment.

C.) When an Umpire or player is incapacitated, unless an injury occurs during a live ball, then time shall not be called until any further advancement or putout is possible.

NOTE: If necessary, the Umpire may suspend play immediately if, in the Umpire's judgment, further play may cause injury or jeopardize a participant's safety.

D.) When a player or coach is granted time for a substitution, conference with the pitcher, or for a similar cause.

E.) When play is suspended for any other cause, including an award of a base after an infraction, inspection of the ball, or the ending of a half-inning.

Sec 6. When the ball becomes dead:

A.) No action by the defense during that time can cause a player to be put out.

B.) A runner may not advance, nor return to a base that was not touched or that the runner was not in contact with on a caught fly ball during a live ball if the runner had advanced to or beyond a succeeding base.

C.) Any runner may advance when awarded a base or bases for an act, which occurred before the ball became dead. All awarded bases must be touched.

12. SPORTSMANSHIP

Sec 1. UNBECOMING OR ABUSIVE BEHAVIOR:

All players and coaches will be expected to behave in a sportsmanlike manner at all times. Any player, coach, or parent/fan whose conduct is unbecoming or abusive will at a minimum be warned and may be removed from the playing field or stands at the discretion of the Tournament Officials or the Umpires. Foul or abusive language will not be tolerated under any circumstances. This includes a team forfeiting or being removed from the tournament if necessary.

Sec 2. BEHAVIOR NOT ALLOWED:

A coach, player, substitute, attendant or other bench personnel shall not:

- A.) Fake a tag without the ball.
 - B.) Carelessly throw a bat.
 - C.) Fail to wear or deliberately remove helmet when it is required to be worn.
 - D.) Wear metal cleats or metal toe plates where prohibited.
 - E.) Wear jewelry or any exposed ornament which in the umpire's judgment is dangerous while participating in the game.
 - F.) Hit the ball to teammates on defense after the game has started.
 - G.) Use electronic communication, television monitoring, or replay equipment during the course of the game. Electronic scorebooks may be used to record the current game.
 - H.) Use tobacco products in any form.
 - I.) Be in possession of any object in the coach's box other than a scorebook, which shall be used for scorekeeping purposes only.
 - J.) Be outside the designated dugout/bench or bullpen areas unless they are a batter, runner, on deck batter, in the coach's box or one of the nine players on defense.
- NOTE:** A single on-deck batter shall remain in their team's on-deck circle while the opposing pitcher is warming up.
- K.) Hit the ball with an illegal bat.

PENALTY A-K:

FIRST OFFENSE is a team warning.

SECOND OFFENSE and any subsequent violation the offender is restricted to the bench for the remainder of the game and their current head coach shall be ejected.

NOTE: a reminder at home plate by the Umpire does not constitute a warning for either team.

- L.) Using words or actions to incite spectators to demonstrations.
- M.) Using intimidation tactics or baiting or taunting.
NOTE: ALL AMERICAN YOUTH SPORTS disapproves of any form of taunting which is intended or designed to embarrass, ridicule or demean others under any circumstances including race, religion, gender, or national origin.
- N.) Behaving in any manner not in accordance with the spirit of fair play.
- O.) Be located in the area behind the catcher while the opposing pitcher and catcher are in their positions.
- P.) Charge an Umpire.
- Q.) Use amplifiers or bullhorns for coaching purposes during the course of the game.

R.) Argue ball and strike calls or other Umpire judgment calls.

S.) Call "time", employ any other word or phrase, or commit any act for the purpose of causing an illegal pitch.

T.) Commit any other unsportsmanlike act.

PENALTY L-T:

If it is the FIRST OFFENSE and is judged to be of a minor nature, an offending player may be warned, or an offending coach may be restricted to the bench. If not minor or a subsequent offense, the Umpire shall eject the offender from the game. Failure to comply shall result in the game being forfeited. Any coach restricted to the bench shall be ejected for further misconduct. A coach may leave the bench/dugout to attend to a player who becomes ill or injured.

U.) Curse or use profanity

V.) Deliberately throw a bat, helmet, or any other piece of equipment.

W.) Initiate malicious contact.

X.) Engage in a fight.

NOTE: Fighting is any attempt by a player or nonplayer to strike or engage an opponent in a combative manner unrelated to softball. Such acts include, but are not limited to, attempts to strike an opponent(s) with arm(s), hand(s), leg(s), or foot (feet), whether or not there is contact.

Y.) Leaving their positions or bench area when a fight has broken out. Coaches who enter the field to restrain combatants from their team shall not be considered to have violated this rule.

Z.) A coach, player, substitute, attendant, or other bench personnel shall not bring the rule book (hard copy or electronically) onto the playing field while the game is in progress to discuss/dispute the umpire(s) ruling and/or decision.

PENALTY U-Z: The umpire shall eject the offender from the game. Failure to comply shall result in the game being forfeited. A player ejected for malicious contact is declared out unless they have already scored.

13. COACH/MANAGER OR PLAYER EJECTION

Sec 1. COACH EJECTION

A coach/manager who is ejected shall leave the vicinity (out of sight and out of sound) of the playing area immediately and is prohibited from any further contact (direct or indirect) with the team during the remainder of the game. The ejected coach/manager must sit out the remainder of that game and the following game. They are barred from coaching in the tournament until that team has completed their next game. If a coach is ejected for a third time in a season, during league play or tournament play, that coach will not be allowed to coach any sanctioned game for the remainder of the season. Note: if your third ejection comes before the mid-season, the suspension will carry for the remainder of that season. If the third ejection comes after mid-season, this penalty carry over to the following season. Mid-season is defined as the middle of that scheduled season.

Sec 2. PLAYER EJECTION

A player ejected must sit out the remainder of that game. The player is eligible to play in the team's next game. Any youth player who is restricted to the bench or ejected shall remain in the dugout/bench area under adult supervision.

Sec 3. REMOVAL FROM THE PREMISES

Anyone ejected will be asked to leave the park at the discretion of the Umpire and Tournament Director.

NOTE 1: All coach ejections except noted by * result in the coach being barred from participation for the remainder of the game in progress PLUS the coach is barred from participation until their NEXT game is completed.

NOTE 2: Coach Ejection for unreported substitution/courtesy runner

RESULT 1: is the coach being barred for the remainder of the game in progress only. If you choose to bat the entire roster on 10U – 18U and a player is sick, injured, or removed if you do not have a sub to put in batting order it is an out.

14. PROTEST

Sec 1. PLAYER ELIGIBILITY:

Umpires will work to settle all problems on the field. Protests from the offended team will be allowed for age and rule interpretations and Player eligibility only.

Sec 2. PROTEST FEE:

The protest fee is \$100. If a team wants to protest a player's eligibility, it is \$100 per player. Teams can only protest 1 player at a time. Once the first player eligibility protest is decided, a team may protest another player if it so desires.

Sec 3. PLAY SUSPENDED:

The Plate Umpire shall suspend all action and notify the Tournament Officials of any protest. Tournament Officials and UIC will rule on all protests and their decision will be final.

Sec 4. RULE INTERPRETATION:

Rule interpretation protests must be declared to the Plate Umpire before the next pitch following the dispute. No rule interpretation protest will be allowed once the Umpires have left the field at the end of the game. In tournament play, all rule interpretations protests must be settled before any play can be resumed.

Sec 5. PLAYER ELIGIBILITY PROTEST TIMING:

Player eligibility protests made during the game must be declared to the Plate Umpire. Player eligibility protests made after the game must be declared to the tournament director. During pool play, protests on player eligibility must be made before pool play has concluded and bracket seedings have been established. During bracket play, protests on player eligibility must be made before either team has begun their next game. If a player eligibility protest cannot be resolved at the time of the protest, the game shall be completed.

A.) If the eligibility protest is upheld before the game is completed: the offending team loses the game, is ejected from the tournament, placed last in the standing, and forfeits all awards, sponsor travel money, and berths that would have been awarded at that tournament.

B.) If the eligibility protest is upheld after the game is completed but during the tournament: the game shall stand as played. However, the offending team is ejected from the tournament and assumes the same penalties as above.

C.) If the eligibility protest is upheld after the tournament is completed: the team shall be placed last in the tournament standings and the standings shall be adjusted accordingly.

15. UMPIRES

Sec 1. UMPIRES MUST BE REGISTERED WITH AAYS

All tournaments and leagues played under the jurisdiction and administration of the ALL AMERICAN YOUTH Fastpitch program shall utilize only Umpires who are currently registered with the association.

Sec 2. NO CONNECTION TO EITHER TEAM

The Umpire should not be connected in any way with either team.

Sec 3. UMPIRE EXPECTATIONS

- A.)** The Umpire should be sure of the date, time, and location of the game and should arrive at the field 30 minutes before the game time, prepared to work.
- B.)** The Umpire is responsible to keep control of the game.
- C.)** The Umpire can suspend play for any reason: Acts of nature, unruly conduct, etc.
- D.)** The Umpire should always maintain a professional attitude toward fans, players, and coaches and always be approachable.

Sec 4. UMPIRE UNIFORM

The official Umpire uniform standard for sanctioned play includes approved and licensed products, which allow for freedom of movement. The official uniform shall consist of:

- A.)** A mesh pullover shirt. If a shirt is worn under the umpire shirt, it shall be plain, short sleeve, and white, black or match the pullover shirt's primary color. Long sleeve shirts may be worn but must match the pullover shirt color.
 - B.)** Solid Black Umpire cap.
 - C.)** Long heather gray slacks with black socks. Shin guards may not be exposed.
 - D.)** Gray or black ball bag. Only the Plate Umpire shall wear a ball bag.
 - E.)** Black belt.
 - F.)** Black polished shoes and black shoelaces; solid black socks.
 - G.)** A windbreaker jacket, a V-neck pullover may be worn as outside apparel.
- NOTE:** If two or more Umpires are used per game, they must be dressed alike.
- H.)** The Umpire behind the plate must wear a mask.

Sec 5. NUMBER OF UMPIRES

Game officials include the Plate Umpire and may include one, two, or three Base Umpires. Any Umpire has the authority to order a player, coach, or team attendant to do or refrain from doing anything, which affects the administering of these rules, and to enforce prescribed penalties. The National Fastpitch Program Committee strongly recommends there be at least two Umpires.

Sec 6. UMPIRE JURISDICTION

Umpire jurisdiction begins upon the arrival of one Umpire within the confines of the field and ends when the Umpires leave the playing field at the conclusion of the game.

Sec 7. SOLO UMPIRE

If there is only one Umpire, that Umpire has complete jurisdiction in administering the rules and shall take a position behind the catcher.

Sec 8. UMPIRE JUDGEMENT

Any Umpire's decision, which involves judgment, such as whether a hit is fair or foul, whether a pitch is a strike or ball, or whether a runner is safe, or out, is final. If there is reasonable doubt about some decision being in conflict with the rules, the coach or captain may ask that the correct ruling be made. The Umpire making the decision may ask another Umpire for information before making a final decision. The use of videotape by game officials for the purpose of making calls or rendering a decision is prohibited. No Umpire shall criticize or interfere with another Umpire's decision unless asked by the one making it.

NOTE: The Plate Umpire sometimes asks for aid from the Base Umpire when there is a question as to whether a batter's half-swing is to be called a strike. As an aid in deciding, the Umpire shall note whether the swing carried the barrel portion of the bat in front of the batter's body and in the direction of the infield, but the final decision is based on whether the batter actually struck at the ball.

Sec 9. ILLNESS OR INJURY

No Umpire may be replaced during a game unless he or she becomes ill or injured.

Sec 10. UNSPORTSMANLIKE CONDUCT

The Umpire's right to disqualify players or remove nonplayers for objecting to decisions or for unsportsmanlike conduct is absolute.

Sec 11. TOBACCO

Umpires shall not use tobacco products in any form in the vicinity of the playing field.

Sec 12. UMPIRE DUTIES AND POSITIONING

The Plate Umpire shall stand behind the catcher. The Plate Umpire shall make all decisions except those commonly reserved for the Base Umpire. The duties of the Plate Umpire shall include the following:

- A.)** Inspect the condition of the field
- B.)** Conduct Pre-Game Conferences. Ask both coaches if their teams are legally and properly equipped, receive the batting order of both teams, announce special ground rules and formulate such that if the two teams cannot agree, designate the dugout/bench area, if necessary, designate the official scorekeeper.
- C.)** Ensure that each player takes their glove and other loose equipment to the bench at the end of their team's time in the field.
- D.)** Call "Play Ball" and give a beckoning hand signal to start the game or to resume play, and call "Time" whenever the ball becomes dead.
- E.)** Call and count balls and strikes,
- F.)** Signal fair hits, and call out "foul ball" while signaling each foul hit
- G.)** Make all decisions on the batter.
- H.)** When it seems apparent that a batted ball will be an infield fly, the Plate Umpire immediately announces it for the benefit of the runners. If the ball is near the baseline the Umpire shall declare, "Infield fly, if fair."
- I.)** Eject a player or send a coach from the field of play if it becomes necessary.
- J.)** Announce each substitute.

- K.) Call a game if conditions become unfit for play.
- L.) Penalize for rule infractions, such as illegal pitch, interference, delay, unwarranted disputing of decision, unsportsmanlike conduct, or defacement of the ball by the pitcher.
- M.) Have the authority to make decisions on any situation not specifically covered in the rules.
- N.) Forfeit the game for prescribed infractions by spectators, players, or attendants.
- O.) When the game is played under the auspices of an organization which permits protests to be filed, the Plate Umpire shall report the protest to the organization along with all related conditions at the time of the protested play, provided the protest is brought to the attention of an Umpire by the offended team at the time of the play and before the next pitch after such play.
 - EXCEPTION:** Protests resulting from the last play of the game shall be brought to the attention of an Umpire by the offended team prior to leaving the field. The Plate Umpire shall then inform the coach of the opposing team and the official scorekeeper.
 - NOTE:** If there is a question about a rule that was possibly misapplied, the team's coach or captain shall inform the Umpire at the time of play and before a pitch to the next batter of the team currently at bat or before the first batter for the team that was on defense, if the teams have changed positions; or before the Umpire leaves the field if the play in question was the last play of the game.
- P.) Keep a record of substitutions, courtesy runners, the defensive team charged conferences, ejections/restrictions, and team warnings for each team.
- Q.) Penalize for jewelry violation.
- R.) Rectify any situation in which an Umpire's decision that was delayed or reversed has placed either team in jeopardy.
- S.) Correct a scorekeeping error if brought to attention before the Umpires leave the field when the game is over.

Sec 13. THE BASE UMPIRE(S)

Shall assist the Plate Umpire in administering the rules. The Base Umpire shall make all decisions on the bases except those reserved for the Plate Umpire as defined above. The Base Umpire shall have concurrent jurisdiction with the Plate Umpire in calling time, illegal pitches, defacement or discoloration of ball by the pitcher, when a fly ball is caught, or in disqualifying any player for unsportsmanlike conduct or infraction as prescribed by the rules. In some instances, the Base Umpire will rule on the ball being fair or foul. When there is only one on-base Umpire, that Umpire typically, but not solely, makes all decisions at first and second base. The Base Umpire will also make some decisions at third base. If a play takes the Base Umpire beyond the infield, the Plate Umpire will make all calls on the bases.

16. PARK TEAM SANCTIONING FOR SPRING

Each Park must sanction with AAYS by the start of its Park's first spring game or at the latest by April

1, 2023. Each Park must provide a written roster of the player's names for each team and submit a \$25 fee for each team to its Area's Director, unless a different fee is required by your Area Director. A Park cannot participate in All Stars unless each team is sanctioned properly.

17. COMPETITIVE PLAY LEAGUE TOURNAMENTS

Competitive Play League Tournaments are dependent on your Area Director's scheduling and promoting these tournaments. Competitive Play League ("CPL") teams are formed from your Park's registrants only. Girls outside of your Park are not permitted to participate. Parks that have interest to form more than one team in an age group, should divide those teams as evenly as possible. Your Park's teams are not required to wear a special jersey for participating. Some Parks have their players wear their Rec jerseys, which may consist of different colors. Some Parks buy their girls a "CPL Jersey" promoting their Park.

The purpose of the CPL is to provide more competition for those players in your Park that want more games in a competitive environment. A Park's CPL Team should not be used by any Park to pre-select their All Star team. CPL and All Stars are separate and apart.

Participation in CPL tournament does not make a player ineligible for All Stars.

The CPL tournaments scheduled for Spring are typically around first week in March, and then every two to three weeks for a total of 4 CPL tournaments. During the Fall, the first CPL tournament is typically in September, and then every two to three weeks for a total of 4 CPL tournaments.

To sign up for any of these tournaments, please email your Area Director.

We expect that schedules for the tournaments will be released by Wednesday prior to the tournament. We will keep everyone informed, but please let your Area Director know if your team can or cannot play in a tournament as soon as you know. Pool games will be selected randomly. Your Area Director will do everything it can to make sure that after the first tournament your Park's teams pool opponents are different for the next tournament.

These tournaments will be played under the current year AAYS All-Star rules. 8U is Coach pitch only.

Each team will pay \$40.00 (subject to change) per game to umpire at plate. The tournament director will be paid \$300 by the hosting Park.

Please pay umps cash.

Gate Fee

Adults - 10.00

12 and under free

3 coaches per team get in free for 10U and older. For 8U, 4 coaches per team get in free. Closer to the tournament time, each Coach will send their list of coaches to the hosting Park's representative.

The format for these tournaments will be 2 pool, single elimination, except if adverse weather causes the tournaments to be shortened.

All pool play games (6U-12U) will be 60 min drop dead finish the batter. GAMES CAN END IN TIE. Home team will be decided by COIN TOSS.

All bracket games will be 60 min finish the inning. Home team will be higher seeded team. Ties in bracket play will be decided by international tie breaker rules, meaning last recorded out player goes to second with no outs, and you play until a winner decided.

Protest fee is 75.00 cash at time of protest

Seeding for bracket play will be determined by:

- 1) W/L
- 2) RUN DIFFERENTIAL +7-7
- 3) RUNS ALLOWED
- 4) RUNS SCORED
- 5) COIN FLIP

Game balls will be provided by hosting Park. Individual awards will be provided to first and second place finishers in each age group by hosting Park.

Have your team ready to take the field at least 20 min early in case we get ahead.
No warm up on fields between games. Please be ready to play.

REC-LEAGUE TOURNAMENTS

1. REQUIREMENTS

1. Leagues must play by 2023 ALL AMERICAN YOUTH SPORTS RULE BOOK during the regular season, with the exception of any "LOCAL LEAGUE" Rules.
2. Effective Aug. 1, 2021 (2022 season), ALL AMERICAN YOUTH SPORTS will no longer allow individual team sanctions. ALL teams in a park must be sanctioned with ALL AMERICAN YOUTH SPORTS to participate with ALL AMERICAN YOUTH SPORTS Rec. It will no longer be an option for only some teams or age groups to be sanctioned and not others.
3. No team can have more than three travel players on a rec tournament team. This rule is to make sure a whole travel team cannot enter a Rec tournament and there maintains the integrity of the program. This means no travel ball team even as a pick up under any sanctioning body. Only official rosters from any sanctioning body can be used to protest an ineligible player. No social media information or any pictures or lineups will be considered. See protest rules for more information.
4. Leagues must have ALL teams in a park sanctioned with ALL AMERICAN YOUTHSPORTS for the season they are playing (i.e. Spring or Fall) EXAMPLE:- for Fall 2020 (begins Sept. 1, 2019), you sanction the ten (10) teams you have for the fall season. But in Spring 2020 (begins March 1, 2020) you have 13 teams: The park must then sanction and pay the fees for the three (3) new teams in order for all the league teams to be eligible to play in ALL AMERICAN YOUTH SPORTS Rec tournaments.
5. A team is ineligible to play in tournaments if their park is not entirely sanctioned through ALL AMERICAN YOUTH SPORTS
6. Interleague: For a park to be eligible for interleague status, the entire park must interleague. Single team interleague play does not qualify a park. All teams in all age groups must interleague between the parks for both parks to qualify as "interleaved".
7. Single park interleaving: Parks must play a minimum of three (3) home and three (3) away games per team in each age group with the interleague park. If these games are canceled for any reason, games must be rescheduled to keep interleague status.
8. Multi-Park interleaving: Parks who interleague with multiple parks (three (3) or more parks) must play a minimum of two (2) home and two (2) away games with each park. If these games are canceled for any reason, the game must be rescheduled to keep interleague status.
9. Pickup Player (Guest Player) – a pickup player is considered any player not on a team's drafted roster.
10. A player is only eligible for pickup status if: The player is registered at your park for the current season (Spring or Fall) The player is registered at a Gulf Coast Sports sanctioned park with which you interleague per the guidelines above.
11. Not all interleague parks are Gulf Coast Sports sanctioned.
12. A team is allowed three (3) pickups for Rec league tournaments.
13. Team rosters with pickups cannot exceed eleven (11) players.

Rostered Players Available	Allowable Pickups	Legal Roster w/ Pickups
6	3	9
7	3	10
8	3	11
9	2	11
10	1	11
11 or more	0	0

- Only one (1) of the allowable number of pickups can play **either** pitcher or catcher.
- Once one pick-up player plays in either the pitcher or catcher position, the other allowable pickup players cannot play pitcher or catcher for the entirety of the tournament.
For example: if a pickup player plays catcher, she must continue in this position or another position in the field, **except pitcher**, for the entirety of the tournament.
- Pickups must play in **their** park league uniform **for that season**.
- If a team chooses to do special uniforms for charity tournaments such as Guarding the Guard, Backing the Blue, Battle of the Bay, Going Pink, or DIPG, on any other tournament the pickup players must still wear their original park team jersey.
- Monster Bash exception: Pickup players may wear their costumes for pool play only. Bracket play must be in their original park uniform.
- Pickups can bat anywhere in the line-up.
- Pickup players must notify their home team coach of their intent to pick up with another team.
- All coaches must submit a pickup player form to ALL AMERICAN YOUTH SPORTS no later than 10 pm Wednesday before the scheduled tournament date.
- **Jerseys:** All jerseys must match and be from the current season
Exception: The only exception is pickup players and All-Star warmup tournaments.
- Altered jerseys are not allowed.
 - No duct tape
 - No marker
 - No other foreign material to alter the jersey.
 - Pick-up players in appropriate jerseys

ALL AMERICAN YOUTH SPORTS Rec Tournaments follow the ALL AMERICAN YOUTH SPORTS Rule Book.

ALL STAR TOURNAMENTS

1. REQUIREMENTS

- Leagues must play a minimum of a 10-game season.
- All-Star players must have played in at least **eight (8)** of the scheduled games prior to May 29, 2023.
- For 2023, the All-Star Tournament Dates will be:
 - June 1-3 – Pre-Area 1
 - June 8-10 – Pre-Area 2
 - June 15-17 – Area
 - June 21-24 – State
- The League State Tournament may be used to help satisfy the **10-game** rule for 16U and 18U.
 - **NOTE:** Parks that have girls playing on High School and/or Middle School teams may waive the "One Pre-Area Tournament Requirement".
 - They may go straight to the Area Tournament. (This should apply to 16U & 18U).
 - These teams may be announced no later than seven (7) days prior to the Area Tournament.
- Teams will consist of a maximum of 15 players.
- All-Star teams must participate in at least one (1) Pre-Area Tournament, plus the Area Tournament to qualify for the "ALL AMERICAN YOUTH SPORTS ALL-STAR STATE CHAMPIONSHIP TOURNAMENT".
- All-Star players must choose to play all-stars or travel ball. Players cannot play both. This decision must be made before the all-star program starts and continues until it ends. An individual team's "start date" is when it plays its first All-Star tournament.

2. **FORMAT-** format for any ALL-STAR tournament is subject to change based on number of teams, field availability, adverse weather or for any other reason determined by your Director.

- Points will be given in the Pre-Areas to determine your seeding in the Area tournament.
- All teams participating in any Pre-Area tournament will receive 50 points for participation and points for placement in each tournament.
- Format for Pre-Areas will be a 2-pool to single elimination with layered bracket. The purpose of the Pre-Areas tournaments is for every player on each's team's roster to play.
- Seeding for Pre-Areas (pool to bracket):
 - Win/Loss (head to head when ONLY TWO teams have same record)
 - Runs Allowed
 - Runs Scored
 - Run DifferentialIf all things are the same at this point, it is a coin toss.
- Format for Area will be a warm-up game (selected randomly virtually with coaches' participation) into a seeded double elimination, layered bracket. Seeding is based on points accumulated through the Pre-Areas.

3. POINTS - will be given in the Pre-Areas to determine your seeding in the Area tournament:

Points:

50 points participation for each Pre-Area

10 points for pool game win

5 points for a tie

20 points for bracket game win in upper bracket

50 points for runner up for each Pre-Area upper bracket

100 points for winner for each Pre-Area upper bracket

Note: No points will be given in the lower bracket for wins. The purpose of the lower bracket is for teams to play similar competitive teams for a positive experience for all the teams playing. However, awards will be given for top two finishers in lower and upper brackets.

A team that has a bye in bracket play will receive points as if it was a win for the bye game. If two or more teams have the same amount of points, tiebreakers for seeding to Area will be:

1. Overall Record
2. Head to Head (when only two teams)
3. Runs Allowed
4. Coin toss

4. STATE – three games will be guaranteed at State, unless adverse weather conditions.

- For an Area that has eight (8) or fewer teams for a particular age division, the top four (4) finishers in that age division from each Area Tournament will advance to the **Gold** division. The other finishers qualify for the **Silver** division.
- For an Area that has nine (9) or more teams for a particular age division, the top six (6) in that age division from each Area Tournament will advance to the **Gold** division. The other finishers qualify for the **Silver** division.
- During ALL-STARS, a player must play in her appropriate age.
- The MAXIMUM number of players – at the plate meeting during pool and warm-up games, the coaches can agree to play more than required number of players. As an example, in 6U and 8U games, if the coaches agree to play 11 players on defense meaning 5 outfielders, this is permitted. In 10U and older age groups, if the coaches agree to play 10 players on defense meaning 4 outfielders, this is permitted.
- The MINIMUM number of players on the field:
 - 6u and 8u – minimum - 9 players
 - 10u thru 18u – minimum – 8 players
 - **NOTE: 6u and 8u:** There will be an out called when the tenth batter's spot comes up to bat
 - **NOTE: 10u thru 18u:** There will be an out called when the ninth batter's spot comes up to bat
- **WORLD SERIES ONLY** Team may borrow up to (3) Three players from your park/league.

5. UNIFORMS

- Each uniform must have the name of the park or community prominently displayed on the front of the jersey with the words “ALL STAR” on the jersey.
- Numbers must be a minimum of 6” on the back of the jersey. Duplicate numbers are not allowed.
- If uniforms are not ready by Pre-Area tournaments and the team participates anyway, that team’s coach is not permitted to participate in the coin toss during pool games. However, the team’s coach who has proper uniforms can waive this rule. The team who has proper uniforms will get to choose home or away. If both teams playing in a pool game have improper uniforms, then a coin toss will be administered to determine home or away.
- For geographically named teams, as an example only, Oak Mountain 10U forms a team with Springville 10U. They select Spring Mountain as their joint team name. “Spring Mountain 10U All-Stars” must be on their jerseys.
- No nicknames allowed. (MUST BE NAME OF PARK or TOWN/CITY). Cannot abbreviate Town/City. As an example, only, a team from Hoover, cannot use “H” instead of “Hoover”.
- If there is more than one team from a park the uniforms will need to be different colors.
- The above rules are protectable. If a protest is upheld, the game will be forfeited. (Teams have until the Area tournament to have appropriate uniforms.)
- Player eligibility protests must be made to your Director.

At the yearly All-Star credential meeting, we will require the following items:

- An original roster signed by ALL parents and the League President
- The tournament fee for each All-Star tournament at your Area Sanctioning Meeting, unless a different arrangement is required by your Area Director. For 2023, these sanction meetings will occur the week of May 22, 2023.
- COPIES of birth certificates (*paper or digital copy*) for each participant (Coaches should have copies of each player's birth certificates. PLEASE do not bring originals).
- The roster needs to be signed the by local director

ALL AMERICAN YOUTH SPORTS RESERVES THE RIGHT TO CHANGE THESE RULES AT ANY TIME.

Executive Board Ruling for All-Stars

If a coach or player is ejected from a game for any reason, the coach or player will be suspended for the remainder of the current game and the next game that the coach or player is scheduled to participate in. If a coach or player is ejected in an elimination game, they will be suspended for the first game of the next tournament they are scheduled to participate in.

**NO RULE BOOK ON THE FIELD (paper or digital).
No warnings will be given. The presenting coach
will be automatically ejected.**