



## RECREATIONAL SERVICES

# Intramural Rulebook



## Softball

### MEN'S & WOMEN'S SLOW PITCH SOFTBALL RULES

All sections containing an asterisk are specific to Kansas State University Intramural Softball. United States Specialty Sports Association (USSSA) slow pitch softball rules will be used for all intramural games for clarification if not already covered in this manual unless indicated. ***All bold italicized rules are new rule changes for the 2012 year.***

#### Rule 1. The Playing Field

- Sec. 1. The playing field is the area within which the ball may be legally played or fielded. The field shall be an area within an established radius, from home plate to the far boundaries between the foul lines.
- Sec. 2. Special ground rules for intramural play:
- \*A home run will be awarded for any fair ball hit under or over any fence in the outfield area unless otherwise specified by the umpire.
  - \*Out of play lines are the lines projecting from the backstop sides and lying parallel to the base lines. Any ball contacting the ground outside of the out-of-play lines will be considered a dead ball.
- Sec. 3. The official diamonds of the field shall be established:
- Baselines of 65 feet.
  - Pitcher's distance of 50 feet
- Sec. 4. The Pitching Area is the area of the width of the Pitcher's Plate (24 inches) up to six (6) feet behind the Pitcher's Plate.
- NOTE: All Pitching rules that apply to the Pitcher's actions before and during the release of pitch along with the restrictions on height, speed, etc. shall remain the same
- Sec. 5. The layout of the field is shown in the accompanying diagram on the last page of this manual.

#### Rule 2. Equipment

- Sec. 1. ***The official bat shall be round in cross section, straight in length and measure not more than 34 inches long, including tape or other grip additions to the bat, shall have a knob at the end of its handle and not more than 2-1/4 inches in diameter at its largest part. Its weight shall not exceed 31 ounces, including tape or grip addition to the bat. The bat shall have a grip of tape or some other material to facilitate holding the bat during the batter's swing. The grip shall be not less than 10 inches long, nor extend to touch the taper or barrel of the bat. All key graphics, including USSSA and BPF markings, must be permanent and cannot be applied as decals or by any other method that would allow the key graphics to be easily removed or added to the bat.***
- Material. The bat may be made of hard wood of one piece, or laminated from sections of hard wood bonded together with adhesive in such a way that the grain directions of all the pieces are essentially parallel to the length of the bat. The bat may also be made of aluminum or other metals, fiberglass, graphite or composite materials.***
  - Construction. The bat may be made in pieces from different materials but must have a closed barrel end, a taper, and handle. The bat may be modular with interchangeable parts, subject to additional safety and tampering requirements as set forth in the standard USSSA Bat Licensing Agreement. The knob portion must be welded or mechanically attached to the bat. Only USSSA approved bats, USSSA approved weighted bats or USSSA approved bat weight attachments may be used by the on deck batter while loosening up on the field.***
  - Official softball. Authorized bat manufacturers shall mark their products with the words "Official Softball".***
  - Other criteria for legal USSSA bats.***
    - The performance standard for all non-wooden bats will be a Bat Performance Factor (BPF) of 1.20, or less under the ASTM BPF test as applied under the standard USSSA Bat License Agreement. Until January 1, 2013, a list of those bats licensed by USSSA and complying with this standard and therefore legal in USSSA sanctioned play shall be kept by***

**USSSA and published and made available by means including, but not limited to, the USSSA website. Prior to January 1, 2013, only bats on the published list and marked "USSSA BPF 1.20" or "1.20 BPF USSSA" are legal in USSSA sanctioned play. Wood bats made by a bat manufacturer on the approved USSSA bat manufacturer list shall be legal without regard to this section D.1.**

2. **After December 31, 2012, bats will be legal for USSSA sanctioned play only if the bat is manufactured by an approved USSSA bat manufacturer on the USSSA approved bat manufacturer list (kept by USSSA and published and made available by means including, but not limited to, the USSSA website) and has the new USSSA mark (kept by USSSA and published and made available by means including, but not limited to, the USSSA website) on the taper of the bat. Wood bats made by a bat manufacturer on the approved USSSA bat manufacturer list shall be legal without regard to this section D.2.**

- Sec. 2. \*The official ball to be used in women's play will be an 11" ball. The official ball to be used in men's and co-rec competition will be the 12" ball. Recreational Services will provide the softballs for all intramural play, and only softballs provided by Recreational Services will be used.
- A. Only softballs provided by Recreational Services may be used and the softballs may possibly exceed USSSA recommended standards.
- B. Compression of the softball core shall vary and might not conform to USSSA ASTM standards.
- Sec. 3. The Bases other than Home Plate shall be 15 inches by 30 inches and not more than 3 inches high. They shall be made of canvas bags, plastic or other suitable materials filled with soft padding. They shall be white, red or orange in color. All bases must be securely fastened at their designated places.
- NOTE: A safety base is optional. The safety base shall be 15 inches by 30 inches and not more than 3 inches high. The safety base should be positioned such that the white portion is located where First Base would normally be (in Fair Territory) and colored portion (red or orange) should be in Foul Territory. Any batted ball hitting the white portion should be fair and any ball hitting the red or orange portion should be foul. On the initial throw to First Base from the infield or outfield, the Batter-Runner MUST TOUCH the red or orange portion of the base but not the white. If legally appealed by the Defense during a live ball situation, the Runner will be called out. The defensive player must always touch the white portion. This rule is in effect only on the initial play at First base. This does not include:
1. Returning to the base after over running.
  2. Running on a base hit to the outfield (runner may touch the red or white part), or
  3. Re-tag to advance on a flyball.
4. **On any attempt to force the batter runner out at first base on the initial throw that pulls the defense off of first base into foul ground, the defense and the batter may use either the white or colored portion of the base.**
- Sec. 3. Legally adopted gloves may be worn by any fielder:
- A. Catchers and first basemen may wear a glove or mitt of any size, all other players are restricted to a finger type glove, with a space between the thumb and forefinger not exceeding more than 4-1/2 inches at the top. The webbing shall not be constructed to form any type net or tray.
- B. Multicolored gloves are legal.
- Sec. 4. \*Players may wear approved one-piece molded rubber soled shoes. No shoes with metal spikes or protruding metal surfaces may be used. Rubber screw-in type cleats are legal provided they have no protruding metal surfaces. Hard-soled street shoes or boots are illegal. No players may play barefoot.
- Sec. 5. \*Chest protectors and masks are available for catchers or for those desiring their use. It is highly recommended that catchers wear masks. Some type of shirt must be worn.
- Sec. 6. \*Any guard, cast or brace worn on the leg, knee or ankle that has any exposed metal must be covered by 1/2" thick, high density polyurethane or alternate material with similar physical properties.

- Sec. 7. Players may not wear jewelry of any kind. This includes but is not limited to rings, bracelets, watches, necklaces and earrings. Players may wear medical bracelets that are visible and taped with clear tape to the body. Religious medallions may be worn if taped to the skin on the body and covered by a shirt.
- Sec. 8. Equipment shall not be allowed to remain on the playing field, during the playing of the game, either on fair or foul territory, with the exception of an official warm-up bat or official warm-up device which may be kept in proximity to the on-deck circle during a team's turn at bat.
- Effect** Sec. 8. A bat dropped by the batter – runner in foul territory, or any mask, cap, etc., dropped incidental to making a play, will be considered as foreign to the normal playing area, and foul ball rulings will be made accordingly.

### Rule 3. The Game

- Sec. 1. The choice of first or last bat in the inning shall be determined by the toss of a coin prior to the start of the game.
- Sec. 2. \*The fitness of the field for play shall be decided by Recreational Services professional staff members and/or the Intramural Supervisors.
- Sec. 3. A regulation game shall consist of a maximum of seven innings:
- A. \*For regular season play, a full seven innings need not be played if either team is ahead by 15 or more runs, after 4 innings of play have been completed or if the home team is ahead by 15 or more runs after 3-1/2 innings of play.
- B. \*For playoff games, a full seven innings need not be played if either team is ahead by 15 or more runs, after 3 innings (2-1/2 innings if the home team is winning by 15) of play have been completed or if the home team is ahead by 10 or more runs after 4-1/2 innings of play or after 5 or more completed innings.
- C. **Flip/flop rule – All Programs: In the inning when the run rule for that particular program is exceeded and the home team is losing, the home team will remain at bat and become the visiting team. If the team (new visiting team) does not score enough runs to reduce the run difference below the run rule, the game is over. If they reduce the run difference to below the run rule then the new home team will bat. If they subsequently score enough runs to exceed the run rule, the game will be over; if they do not, the game will continue under that format. If the situation reverses, the teams would flip/flop again.**
- D. \*No new inning shall begin after 50 minutes from actual starting time, except for a tie.
- E. In case of a tie, extra innings will be played.
- F. In playoffs, no time limit will be imposed.
- Sec. 4. \*If a regular season game is called due to weather conditions while in progress, it will be called a complete game if 4 innings are completed (even in case of a tie) or if the home team is ahead after 3-1/2 innings. Any game being called prior to this time will start anew. If a playoff game is called due to weather conditions while in progress, it will be continued from the point of stoppage, regardless of inning, and will be played to completion as in Sec. 3 and Sec. 3a.
- Sec. 5. The winner of the game shall be the team that scores the most runs in a regulation game, or receives a forfeit from the opposing team.
- A. \*A forfeit will be called if a team is not ready to play with a minimum of 8 players in Men's and Women's divisions or 8 players (4 females, 4 males in Co-Rec) after 5 minutes past the official starting time.
- Sec. 6. One run shall be scored each time a base runner legally touches first, second, third and home bases before the third out of an inning, unless the third out is the result of a force out, or the batter-runner is out before reaching first base. Base runners may advance and a run may be scored only on a legally batted ball, or on a play, or overthrow, or error resulting from plays that started with, and immediately follow the batted ball, or when the bases are full, so that runners are forced to move up, or advance, by reason of the batter being awarded first base by the umpire in accordance with these rules.
- Sec. 7. A run shall not be scored if the third out of an inning is the result of:
- A. The batter-runner being put out legally before touching first base.

- B. A base runner forced out at any base.
  - C. A base runner being called out for leaving a base too soon on a pitched ball.
  - D. A preceding base runner being called out for failure to touch a base.
  - E. The batter-runner being called out for carrying his/her bat to 1<sup>st</sup> base or beyond.
- Sec. 8. A base runner shall not score a run ahead of a base runner preceding him/her in the team's batting order, if the preceding runner has not been put out.  
Effect. Sec. 8. A preceding runner appealed out for missing a base does not affect the following runners on first or second out. However, no preceding runner crossing home plate may return to touch any missed base after a following runner has scored. If the fielding team appeals a preceding runner missing a base, which is allowed, the following runner's score is counted, unless the appealed out is the third out of the inning. If no appeal is made, then all runs scored are counted.
- Sec. 9. A protested game can result when there is a difference in opinion on the field between the protesting team and the umpire regarding the application or interpretation of either the printed playing rules or specially adopted ground rules.
- A. Conditions governing acceptance of protests during playing of a game:
    - 1) Based on an umpire's judgment such as whether a batted ball is fair or foul, a pitched ball was a ball or strike, a base runner was safe or out or when any other situation is wholly within the umpire's scope, to make a decision, is not to be accepted for consideration.
    - 2) Based on alleged misinterpretation or application of the playing rules should be accepted for consideration and decision.
    - 3) The intention to protest a rule must be made known by the captain of the protesting team to the umpire immediately and before the next pitch is made to the batter.
    - 4) Any rule protests must be made before the next legal pitch, intentional walk, illegal pitcher action or before all fielders have left fair territory.
- Sec. 10. \*Each team must provide its own scorekeeper. They must take a place where the umpire-in-chief can consult them at any time. If a team does not provide a scorekeeper, no protest may be filed regarding score. In this case, one of the officials may keep score and it will be considered official.

#### **Rule 4. The Players and Substitutes**

- Sec. 1. A team shall consist of ten players. \*\*A team must have eight players to start or to continue a game. However, an out shall be declared when the 9<sup>th</sup> position in the lineup is scheduled to bat. There will be no penalty for playing with nine players instead of ten.
- A. \*An "additional hitter", referred to as an AH, may be used by any team, provided it is made known prior to the start of the game. Teams may insert 1 or 2 hitters into their lineup as additional hitters. These players if used will bat in the eleventh and twelfth spots in the lineup.
  - B. The "AH" must remain in the same position in the batting order for the entire game.
  - C. The "AH" will be the eleventh player on the team. If a team has eight, nine, or ten players, the "AH" option is not in effect.
  - D. Any ten of the eleven or twelve players can take a defensive position throughout the game when the "AH" rule is in effect.
  - E. If the "AH" is used, the team must finish the game with eleven or twelve, (depending on if a team uses 1 or 2 additional hitters), players or the game is forfeited.
- Sec. 2. \*A team shall consist of at least 8 players that occupy defensive positions:
- A. Other than the pitcher or catcher, players in the field shall be stationed anywhere they choose on fair ground, as each pitch is made.
  - B. The pitcher, in delivering the ball, must be in legal position at the pitcher's plate.
  - C. As each pitch is delivered, the catcher must be in the catcher's box.
- Sec. 3. A player or substitute shall be officially in the game when her/his name has been entered on the score sheet. A substitute may take the place of a player whose name is on the team's batting order. The following regulations govern the substitution of players:
- A. The captain of the team making the substitution or the substitute should immediately notify the umpire.

- B. If for any reason the umpire is not notified of the substitution and the change is not announced, the substitute shall be considered in the game as follows:
    - 1) If the batter, when the substitute takes his/her place in the batter's box.
    - 2) If a fielder, when the substitute takes the place of the fielder substituted for.
    - 3) If a runner, when the substitute takes the base runner's place or the base the runner was holding.
    - 4) If a pitcher, when the substitute occupies the pitcher's plate and delivers a practice pitch.
  - C. Whether a substitute is announced or not, when the substitute assumes one of the above replacements of a player, any play made by or on this player shall be legal. There is to be no penalty applied for the unannounced substitute.
  - D. Each pitcher or substitute pitcher, who takes a position on the pitcher's plate and delivers one practice pitch, must then pitch to the first batter facing him/her, until the batter has completed that turn at bat, or the side has been retired.
  - E. Any player may be substituted for or removed from the game whenever the ball is dead and must leave the playing field and return to the team bench area.
  - F. If an ejected player is discovered participating in the game after the ejection, the game is declared a forfeit.
- Sec. 4. Continued participation due to injury, bleeding or an open wound:
- A. A player or substitute who is bleeding or has an open wound shall be prohibited from participating further in the game until the bleeding is stopped and the wound covered.
    - 1) If treatment can be administered in a reasonable amount of time the individual would not have to leave the game. The length of time considered reasonable is umpire judgment.
    - 2) If excessive time is involved, the re-entry rule would apply to players.
    - 3) If there is an excessive amount of blood on the uniform or if the bandage becomes blood soaked, in the judgment of the umpire, the uniform/bandage must be changed before the individual may participate.
- Sec. 5. Re-entry:
- A. Any of the starting players may withdraw and re-enter once, provided that such player occupies the same batting position whenever the player is in the line-up. A substitute who is withdrawn may not re-enter. There is no penalty for unannounced, proper re-entry.
  - B. Improper re-entry is handled as a protest by the offended team. Improper re-entry is a violation after a pitch is made. Examples of improper re-entry are:
    - 1) Starter who re-enters in an incorrect batting position.
    - 2) Starter who re-enters a second time.
    - 3) A substitute who re-enters the game.
- Effect: Sec. 5.B.
- A. Offense:
    - 1) If an improper re-entry is discovered by the defense while he/she is at bat, the player is ejected and a proper substitute assumes any accumulated balls and strikes.
    - 2) If improper re-entry is discovered after the player has completed their at bat but before a pitch has been made to a succeeding batter, the improper batter is called out and the player is ejected from the game. All base runners, if they have advanced, must return to the base occupied at the time the improper re-entry took a position in the batter's box.
    - 3) If the improper re-entry is not discovered until a pitch is made to the next batter or the improper re-entry enters as a substitute runner, player is ejected. All play that occurred while the improper re-entry was in the game will stand.
  - B. Defense:
    - 1) If the improper re-entry is discovered after the player makes a play on a fair batted ball (catch or throw) or a play on a foul fly ball before the next pitch, revert back to the previous pitch, the batter and each base runner are advanced one base. The improper player is ejected.

- 2) If the improper re-entry is discovered after a pitch which did not result in a batted ball on which the improper player made a play, the improper player is ejected (this includes the pitcher).

Sec. 6. No defensive player shall take a position in the batter's line of vision, and with deliberate attempt, act unsportsmanlike in any manner in an effort to distract the batter.  
Effect: Sec. 6. The umpire shall first warn the offender, and then eject any player from the game who repeats the offense.

Sec. 7. Players, coaches, and fans shall not, from any place:

- A. Incite, or try to incite by word, or sign, or demonstration, either opponents or spectators.  
B. Use language which will in any manner refer to or reflect upon opposing players, the umpires or spectators. Use of profane or abusive language or taunting will not be tolerated.

Effect: Sec. 7A-B. Players and spectators violating Sections A or B can be ejected from the game without warning and must leave the fields.

- C. Balls and strikes shall not be argued.  
D. Commit any act that could be considered unsportsmanlike conduct.  
E. Carelessly throw a bat.

Effect: Sec. 7D-E. For a first offense, the violator may be warned that to repeat that offense will cause prompt ejection from the game. All flagrant offenses (including a first offense) shall cause the offender to be immediately removed from the game and playing fields. An ejected player must leave the playing fields immediately and take no further part in the game.

### Rule 5. Pitching Rule

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

Sec. 2. At the beginning of an inning or when a pitcher relieves another pitcher, one minute may be used to deliver not more than three practice pitches to the catcher or some other teammate.

Sec. 3. Legal Positions of the pitcher's feet:

- A. The pitcher may pitch from the pitching plate or from the Pitching Area, an area the width of the pitcher's plate and up to six feet behind the pitcher's plate.  
B. Preliminary to pitching, the pitcher shall take a position with the pivot foot firmly on the ground and in contact with the pitching plate or Pitching Area. The pivot foot must be in contact with the pitcher's plate or Pitching Area when the pitched ball is released.  
C. The other foot (free foot) has no restriction on position and may be placed on, in front of, to the rear of, or to the side of the pitcher's plate or Pitching Area. After taking the initial position, the pitcher may take more than one step with the free foot, in any direction, provided that it is taken prior to, simultaneously with or during the actions of delivering the pitched ball.  
D. After release of the pitch, there are no restrictions on pitcher's subsequent movements, or the fielding positions that the pitcher may assume as a defensive player.

Sec. 4. Pitcher's legal motions allowed in actual delivery of the pitch:

- A. After assuming the pitching position on the pitcher's plate or Pitching Area, the pitcher must present the ball in front of his/her body (for at least one second) in either one or both hands, before starting the delivery motions. Note: All Pitching rules apply to the Pitcher's actions before and during the release of the pitch along with restrictions on height, speed, etc, shall remain the same.  
B. The pitcher may hold or grip the ball in any manner before delivering the pitch.  
C. Only a definite underhand motion is permitted in the delivery of the pitch.  
D. The pitcher may release the pitched ball in any manner when delivering the pitch. This includes any and all types of delivery.

Effect: Sec. 4A-D. After the pitcher presents the ball, he/she may make any wind-up or arm motions desired, either in front of the body, above the head or behind the back, including stops and pauses in these motions.

- E. Once the pitcher begins the delivery motions, the umpire shall not give a call or signal for "time" unless something unusual occurs.  
F. The pitched ball must be released within five seconds from the time the pitcher has the ball and the batter has taken a position in the batter's box. From this point, the umpire shall not give a call or signal for "time" unless something unusual occurs.  
G. Pitcher must face home plate on delivery of pitch.

Sec. 5. Type of pitch permitted:

- A. The ball must be pitched underhand at a slow speed.  
B. The pitched ball must arc at least three feet after leaving the pitcher's hand and before it passes any part of home plate.  
C. The pitched ball shall not rise higher than ten feet above the ground.  
Effect: Sec. 5A-C. The speed of the pitch and height of the pitched ball are left entirely to the judgment of the umpire. (Note: For sake of uniformity in decisions, any doubtful pitch should be ruled as an unfairly delivered pitch). The umpire shall warn a pitcher who delivers a pitch with excessive speed that repeating such excessive speed pitch will cause the pitcher's removal from the pitcher's position for the remainder of the game. A pitch that does not arc the full three feet as required (flat level pitch) may not be an excessive speed pitch, but merely an unfairly delivered pitch.

Sec. 6. The catcher must:

- A. Be in and remain in the lines of the catcher's box when the pitcher is in position and remain until a pitched ball has reached or passed home plate or is batted.

Effect: Sec. 6A. An unfairly delivered pitch.

- B. Immediately return each pitch not hit, directly to the pitcher.

Effect: Sec. 6B. Ball shall be awarded to the batter.

Sec. 7. No pitch shall be declared immediately when:

- A. The pitcher pitches during a dead ball interval.  
B. The base runner is called out for leaving a base too soon.

Sec. 8. A fairly delivered pitched ball includes all pitches that the pitcher delivers in accordance with the rules in Rule 5.

Sec. 9. Unfairly delivered pitched balls include:

- A. Any pitched ball that does not conform to all the requirements of a fairly delivered pitch ball.  
B. All pitches made by the pitcher, when not conforming to pitching restrictions.  
C. Delivering a pitch from other than the pitcher's plate or Pitching Area and pitcher's position.  
D. A quick return pitch.  
E. The pitcher failing to face home plate on delivery of the pitch.  
Effect: Sec. 9A-E. In each case an unfairly delivered pitch shall be declared a ball by the umpire; provided, however, that if the batter strikes an unfairly delivered pitch, it shall be declared a strike, with no penalty for the unfairly delivered pitch. The ball remains in play if batted by the batsmen. (Note Sec 9A-E. These unfairly delivered pitches may not be so declared until the pitched ball reaches or crosses the plate.)

Sec. 10. Illegal pitcher's actions includes:

- A. Holding the ball at the pitcher's plate, by the pitcher, longer than five seconds.  
B. Throwing the ball by the pitcher to any fielder, unless making preliminary warm-up pitches, or making an effort to complete an appeal play, or while the ball is dead.  
C. Pitcher failing to take a position on the pitcher's plate, trying to delay the game.  
Effect: Sec. 10A-C. The umpire should immediately indicate "Dead Ball" and award a ball to the batter.

Sec. 11. Appealing while the ball is live (before umpire calls "Time"). Any fielder can appeal a runner once. During a live ball appeal, the defensive team must verbally state their appeal and touch the runner or the base which they are appealing. Ball is live and all runners may advance with liability of being put out.

Sec. 12. Appealing after the ball is dead. Umpire signals "Play Ball", pitcher announces which runner and base they are appealing. The ball is now live only for the purpose of making an appeal.

Effect: Section 12.

- 1) Defensive team may have only one attempted appeal per runner.
- 2) No runner may advance on an appeal play after time has been called.
- 3) No runner is out if he steps off base during an appeal.
- 4) When a ball is thrown into a dead ball area, the team forfeits the right for a second appeal on the runner.

Sec. 13. Any second conference with the same pitcher in an inning will require the removal of that pitcher from that position for the remainder of the game.

### Rule 6. Batting

Sec. 1. The batting order of each team must be listed and delivered to the umpire prior to the start of the game. The line-ups are considered official once the umpire puts the ball in play to begin the game.

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

Effect: Sec. 1A-E. Batting out of order is an appeal play by the defense.

1. If an incorrect batter is discovered before he completes his turn at bat, the correct batter may take his proper place, assuming any accumulated balls and strikes.
2. If the mistake is discovered after the incorrect batter has completed the turn at bat, and before a pitch has been made to a succeeding batter, the batter who should have batted is called out. All base runners, if they have advanced, must return to the base occupied at the time the incorrect batter took a position in the batter's box. The next batter is the player whose name follows that of the batter called out for failure to bat. This may even be carried over to the first batter of the next inning, if the appealed out is the third out.
3. If the mistake was not discovered until a pitch is made to the next batter, the turn at bat of the incorrect batter is then legal. All bases advanced or runs scored are counted, the next following batter shall be the one whose name follows that of the incorrect batter who just finished a time at bat. No one is called out for failure to bat, and players missing their turn at bat, have lost that turn and do not bat again until reached in the regular batter rotation.

Effect: Sec. 1. E2-3. For the purposes of interpretation, an intentional walk to a next batter or illegal pitcher's action, shall be considered the same as a pitch delivered to a batter.

4. No base runner shall be removed from the base he/she is occupying to bat in his proper place. He just misses his/her turn at bat with no penalty. The batter following his/her name in the batting order becomes the legal batter.

Sec. 2. The batter is out if:

- A. The batter bats illegally.
- B. The batter hits the ball with an illegal or altered bat. The umpire must discover this illegal action before the next pitch, either by observation or because of an appeal from the defensive team.

Effect: Sec. 2.B. If the batter hits the ball with an altered bat, ball is dead, batter is

out and ejected from the game and suspended from further play until meeting with the Assistant Director of Recreational Services.

- C. The batter bunts or chops the ball deliberately downward (either fair or foul).
- D. The batter has a second strike.
  - 1) The batter hits a second foul after one strike, ball is dead.
- E. The batter steps across the plate, with the pitcher in the pitching position.
- F. He intentionally interferes with the catcher, attempting a play.
- G. Any member of the batter's team interferes with a fielder attempting to make a play on a foul fly ball.
- H. The batter hits a fair fly ball or line drive that an infielder intentionally drops, with a runner on first, runner on first and second, first, second and third, or on first and third with less than two outs. (Note: A trapped ball that hits the ground is never ruled intentionally dropped.)  
Effect: Sec. 2.H. The umpire shall immediately call the batter out and the ball is dead.
- I. The batter hits a fly ball that is legally caught.
- J. He hits an infield fly, with runners on first and second, or on first, second and third bases with less than two outs.  
Effect: Sec. 2. I-J. The ball remains live and in play, with runners in jeopardy.
  1. If a declared infield fly falls to the ground untouched and bounces foul before passing first or third bases, it is a foul ball.
  2. If a fly ball falls to the ground untouched outside the foul lines then bounces fair before reaching first or third bases, it is an infield fly.
  3. Note: Umpire should always call "Infield fly – if fair."

Sec. 3. A strike is called by the umpire:

- A. For each fairly delivered pitched ball by the pitcher that passes through the strike zone before touching the ground.  
Effect: Sec. 3A. An umpire should not let the batter's position, either in the front part or rear of the batter's box, be of influence in calling strikes. Each pitch should be adjudged according to the height of any part of the ball as it is crossing only above or over any part of the home plate. Any individual who repeatedly argues balls and strikes will be ejected.
  1. The strike zone is only that part or any part of the area over home plate that is lower than the top of the batter's highest shoulder or higher than the bottom of the front knee.
- B. For each pitch struck at and missed by the batter.
- C. For a batted ball striking the batter, while the batter is in the batter's box with no strikes.
- D. For each foul tip. Batter is out if this is the second foul after the first strike.
- E. For a foul ball not caught on the fly with no strikes.
- F. The umpire shall not give a call or signal for "Time" when a batter steps out of position after a pitcher has started his delivery motions.  
Effect: Sec. 3.F. If the pitcher pitches, the umpire shall call "strike" on each such pitch, the batter may take his/her proper position after any such pitch (within ten seconds) and the regular ball and strike count shall continue.
- G. When the batter delays entering the batter's box after the umpire signals play ball, after 10 seconds the umpire shall declare dead ball and a strike shall be called on the batter.

Sec. 4. A ball is called by the umpire on each pitch not swung at by the batter if:

- A. The pitched ball does not enter the strike zone.
- B. The ball strikes the ground before passing completely across home plate or any part of the plate.
- C. A pitched ball strikes any part of home plate.
- D. Any unfairly delivered pitch is made and not struck at.
- E. There is an illegal pitcher action.
- F. A pitched ball is not released within five seconds from the time the pitcher has the ball and the batter has taken their position in the batter's box.

- G. The catcher fails to return each pitch not hit directly to the pitcher.  
Effect: Sec. 4A-G. The pitched ball is dead after each ball, strike or illegal pitcher's action and must be returned immediately to the pitcher (unless an out occurs). Any individual who repeatedly argues balls and strikes will be ejected.

Sec. 5. A fair batted ball is a legally batted ball which is immediately in play.

Effect: Sec. 5

1. A batted ball which first falls to the ground in foul territory and then rolls or bounds into fair territory before passing first or third bases, and without having touched some object other than the ground, is a fair ball. A batted ball first touching ground in fair territory, then rolling into foul territory and then again into fair territory, is also a fair ball, provided the ball did not touch anything while over foul territory, other than the ground.
2. A fair or foul ball shall be judged according to the position of the ball, relative to the foul lines, and not whether the fielder is on or over the fair or foul territory, at the time the ball is first touched.
3. When a batted ball passes out of the field over a fence, the umpire shall declare it fair or foul, according to position of the ball, as it leaves the playing field.
4. When a batted ball hits any object including a fielder and is ruled a fair ball under the rules, it is always treated as a fair ball regardless of what happens to the ball or where it may go.
5. A fly ball falling beyond first or third base is judged at point of first contact.

Sec. 6. A foul ball is a legally batted ball which does not conform to the provisions or rules that would cause it to be a fair ball.

Effect: Sec. 6 A batted ball which strikes any person, object, fence, bench, screen, bat or other equipment, or which goes into pre-determined out-of-play area in foul territory, remains a foul ball regardless of where it may go.

1. It is a strike unless the batter already has one strike.
2. A foul fly may be caught, thus putting runners in jeopardy.
3. A foul ball not caught is a dead ball, runners must return to their bases.

(Note: Sec. 6 Effect 2. See 6-2D for exception)

### Rule 7. Base Running

Sec. 1. A base runner while advancing or returning, must touch each base in legal order: First, second, third and home base.

Effect: Sec. 1. A base runner can only acquire the right to an advanced base by touching it, before having been put out, and shall be entitled to hold such base until the base runner touches the next base legally or is forced to leave the base because the batter becomes a base runner and thus forces the runner to leave base.

Sec. 2. The batter becomes a batter-runner instantly when the batter hits a fair ball.

Effect: Sec. 2. The batter is in jeopardy immediately.

1. If a fair batted ball strikes the umpire or base runner while off base before passing a fielder other than the pitcher, the ball is dead immediately and the batter is entitled to first base without liability to be put out.
2. If the fair batted ball hits the umpire or base runner after passing a fielder other than the pitcher, or touches any fielder including the pitcher, it remains in play, with all runners being in jeopardy.
3. The pitcher becomes an infielder after releasing the pitch to the batter, and in the opinion of the umpire has a reasonable opportunity to field a batted ball. (This will be considered an umpire's judgment.)

Sec. 3. The batter is awarded first base:

- A. When three balls are called by the umpire.
- B. When the pitcher tells the umpire to intentionally walk the batter. The ball will remain dead.
- C. If the catcher or other fielder obstructs or prevents him from striking at a pitched ball, the batter will have the option to accept obstruction or the result of the play.  
Effect: Sec. 3C. When a batter is obstructed the batter is awarded first base because of the obstruction, except that if the batter succeeds in hitting the pitch and reaches

first base safely and no preceding runner is put out before advancing at least one advanced base, the obstruction should not be called or enforced. If the obstruction is not enforced, the ball remains live and in play.

Sec. 4. A batter-base runners are out under the following circumstances.

- A. When the batter-base runner is hit by his/her own batted ball in fair territory, after leaving the batter's box.
- B. When the batter drops the bat in fair territory and it makes contact with a fair ball by moving into the ball.
- C. When a fly ball is legally caught with the fielder's feet within the established boundaries.
- D. When after a fair ball the batter-base runner is touched with the ball by a fielder while off base.
- E. When after a fair ball a fielder holds the ball on first base before the batter-base runner touches or passes that base.
- F. When after reaching first base safely the batter-base runner over runs or over slides that base and then makes an attempt to start to second base before returning to first base.

Effect: Sec. 4F. The runner is in jeopardy and must be tagged out or put out.

G. When, after hitting a fair ball, and while the ball is still alive, the Batter-runner carries the bat and touches first base or runs beyond first base while carrying the bat. Note: If this action results in the third out of an inning, no runs shall score.

H. When, after hitting a fair ball, and while the ball is still alive, the Batter-runner goes into dead ball territory.

Effect: Sec. 4G-H. Ball is live and in play and other base runners are in jeopardy. This does not apply to walks and home runs as the ball is dead in those situations.

- I. When the batter-base runner runs out of the three foot line and interferes with a fielder taking the throw or making a play at first base.
- J. When the batter-base runner interferes with a fielder attempting to field a batted ball or intentionally interferes with a thrown ball. If this interference in the judgement of the umpire is an obvious attempt to prevent a double play, the base runner closest to home plate shall also be called out.

Sec. 5. Base runners are out under the following circumstances:

- A. When a base runner fails to keep contact with the base to which he/she is entitled, until a pitched ball touches the ground, has reached or passed home plate or is batted.  
Effect: Sec. 5A. No pitch is declared, ball dead and runner out.
- B. When the base runner interferes with a fielder attempting to field a batted ball, or intentionally interferes with a fielder catching a ball, or throwing a ball, or with a thrown ball.  
Effect: Sec. 5B. If the interference is not ruled intentional, the batter-runner is entitled to go to first base. If in the opinion of the umpire the interference is an obvious attempt to prevent a double play, the immediate succeeding runner shall also be called out. When a base runner interferes after being put out or scoring, the most advanced runner shall be declared out.
- C. When a base runner is struck by a fair batted ball on fair ground while off base and before it touches a fielder, or passes a fielder.
- D. When a base runner intentionally kicks a live ball, or intentionally interferes with a ball in play, whether or not the runner is in contact with the base.
- E. When a base runner runs bases in reverse order other than when permitted to.
- F. When a base runner fails to attempt to advance and goes into dead ball territory.  
Effect: Sec 5B-F. Ball dead immediately and involved base runner is out.
- G. When a base runner who has been put out continues to run the base thus simulating a live base runner and thereby draws a throw to retire him/her a second time.
- H. When one or more members of the team at bat stands or collects at or around a base toward which a base runner is advancing, thereby confusing the fielders in adding to the difficulty in making a play.
- I. When a coach intentionally interferes with a live batted ball or thrown ball.

- J. When a coach runs in the direction of home base or any other base, on or near a baseline, while the fielder is attempting to make a play on a batted ball or on a thrown ball and thereby draws the throw in his/her direction.
- K. When a base runner is attempting to score and the next batter or other team member interferes with the attempted play.
- L. When a member of the Offensive Team or their equipment causes a blocked ball.  
Effect: Sec. 5F-L. The infractions constitute interference. All play stops, the ball is dead, and the most advanced runner is called out.
- M. When anyone other than another runner physically assists a runner while the ball is in play.
- N. When while the ball is in play, he is legally touched with the ball in the hands of a fielder while not in contact with a base.
- O. When on a force out a fielder tags him with the ball (while on or off a base) or holds the ball on the base to which the base runner is forced to advance before the base runner can reach the base.
- P. When running toward any base he/she runs more than three feet from a direct line between a base he/she is trying for, to avoid being tagged with the ball in the hands of a fielder.
- Q. When a base runner physically passes a preceding runner before that runner has been put out.
- R. When the runner positions himself behind and not in contact with the base to get a running start.  
Effect: Sec. 5. M-R. In these situations the ball remains live and in play, other base runners are in jeopardy.
- S. When a base runner fails to return to touch the base to which he/she is entitled when play is resumed after any suspension of play, caused by a dead ball situation, if fielder legally holds the ball on that base.
- T.. When a base runner leaves his base to advance to the next base before a fly ball has been touched or touches some object, provided that if the fly ball is caught and returned to a fielder and legally held on the base left or if a fielder touches the runner with the ball, before the runner returns to retouch his original base.
- U. When a base runner fails to touch an intervening base or bases in regular or reverse order, while the ball is in play, and the ball is held legally on the missed base or the runner is legally touched with the ball, while off the base.  
Effect: Sec. 5. S-U. These are appeal plays and the defensive team loses its right to make an appeal on any of these situations, if the appeal is not made known, before the next legal pitch, or illegal pitcher action, intentional walk, or before all fielders have left fair territory.
- 1) Unless two are out, this status of a following runner is not affected by a preceding runner's violation or failure to comply.
  - 2) If, on appeal, a preceding runner is the third out, no following runner shall be allowed to score.
  - 3) If, the appealed out is the third out, and is a result of a force out, neither preceding nor following runners shall score.
  - 4) If the appealed out is the third out, and is the result of the batter-runner not touching first base, preceding runners shall not score.
  - 5) On any appeal play not a force out, all runners in advance of the runner appealed out, who touch home plate legally before actual physical completion of the third appealed out in any inning shall be counted. Succeeding runners cannot score.
- V. When a defensive player clearly has the ball and is waiting for the runner and the runner deliberately with great force crashes into the defensive player, the runner is declared out.  
Effect: Sec. 5V. The offender shall be ejected, the ball is dead and all other runners must return to the last base touched at the time of the collision.

Sec. 6. Base runners are entitled to advance with liability to be put out.

- A. When any live ball continues to be in play.

Effect: Sec. 6A.

- 1) The umpire shall call "time" when base runners cease to try to advance, because the fielders have the ball ahead of them, and all immediate play is apparently completed.
  - 2) Base runners must return to the last base touched and entitled to, immediately when play is stopped in accordance with the previous stipulation.
- B. When during a live ball play, following a batted ball, the ball is overthrown in either fair or foul territory and does not become a blocked ball.
- C. When any legally caught fly ball is first touched by a fielder.
- D. When a live thrown ball strikes the person of an umpire or base runner.
- E. When a fair batted ball or a live thrown ball accidentally strikes a coach.
- F. When another base runner physically passes a preceding runner.
- G. When a preceding base runner fails to touch a base as required.

Effect: Sec. 6B-G. In all these cases the ball remains live with all runners continuing to be in jeopardy.

- H. When a fielder deliberately contacts or catches a batted or thrown ball with their cap, glove or any part of their uniform or equipment while it is detached from its proper place on the fielder's person.

Effect: Sec. 6H.

- 1) On a fair batted ball, or a ball over foul ground in a situation that might become a fair ball, all base runners are entitled to advance three bases from the time of the pitch.
- 2) On a thrown ball all base runners are entitled to advance 2 bases.
- 3) In each case the runners may advance further at their own risk, being in jeopardy after reaching the awarded bases. (Note: If in the opinion of the umpire a fair batted ball would have cleared the outfield fence, if not interfered with, the batter shall be awarded a home run.

Sec. 7. Base runners are entitled to advance without liability to be put out:

- A. When a fair batted ball goes over or under an outfield fence.

Effect: Sec. 7A. When a batted ball, either fair or foul, is legally caught on the fly, while the fielder's feet are still within the established lines of the playing area, the batter is out even though the fielder's momentum may cause the fielder to fall over the fence. The ball is declared dead and every base runner is awarded one base after the catch. If the ball is carried intentionally into a dead ball area, two bases are awarded to the runners.

- B. When a fair batted ball rolls into a dead ball area other than an outfield fence, the base runners will be awarded two bases from the time of the pitch.

Effect: Sec. 7B. This award is made, whether or not the batted ball is first touched by a fielder.

- C. When a fielder catches a ball with an illegal glove, the catch is nullified.

Effect: Sec. 7C. The umpire must discover this illegal action before the next pitch, either by observation, or because of an appeal from the offensive team. Revert to the previous pitch, disallow the catch and charge an error to the fielder. Ball is dead and the batter and each base runner is advanced one base.

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

- E. When the base runner is obstructed by a fielder between the bases, or as the runner rounds the base, unless the fielder is trying to field a batted ball, a thrown ball, or had the ball in the fielder's possession ready to tag the runner.

Effect: Sec. 7E. The obstructed runner shall be awarded at least one base beyond the base they had last legally touched before the obstruction. Umpire should award the runner all other advanced bases that the umpire believes the runner would have made, had no obstruction occurred, without waiting for an appeal from the offensive team, if the runner continues beyond the base awarded by the obstruction then the runner becomes in jeopardy. Ball remains live with all other runners in jeopardy, except any preceding runners, forced by the award as penalty for obstruction, shall advance without liability to be put out, to the base which they are awarded.

F. When a ball is live after a batted ball is overthrown into foul territory and is blocked.  
**Effect:** Sec. 7F. In all cases when a blocked ball occurs on an overthrown live ball, the ball is immediately dead. Each and every base runner is awarded two bases from last base occupied, unless required to retouch.

**NOTE:** For the offensive equipment or team representative causing a blocked ball, the runner closest to home will be declared out and all other runners must return to the last base touched when the ball becomes blocked.

- 1) When a first throw is made by an infielder trying for a first play, the award is made from the batter's and base runner's position at the time of the pitch.
- 2) When an infielder makes any first attempt play and then makes a second attempt play or throw, or on any throw from the outfield, the award is made from the last base touched by a runner at the time this throw is released.  
(Note: Should more than one runner be between the same bases, the advanced runner governs the award.)

Sec. 8. A base runner forfeits exemption from liability to be put out if:

- A. While the ball is in play, the runner fails to touch each base in legal order before attempting to make the next base.
- B. After reaching first base, the batter-runner's momentum causes him/her to over run or over slide first base, the batter-runner then makes an attempt to start toward second base before returning to retouch first base.
- C. After dislodging a base, the runner attempts to continue to the next base.  
**Effect:** Sec. 8C. To avoid being in jeopardy, the runner must either remain with the dislodged base or remain stationary at the bases proper location where the base was originally located. If the base runner makes a start toward the next advanced base and then tries to return to the dislodged base, the runner is in jeopardy and it is entirely within the umpire's judgement whether or not the runner should be safe or out.

Sec. 9. Base runners may and shall return to bases at various times:

- A. Base runners required to return, or attempting to return, when the ball is in play, must touch each base in regular legal reverse order, which includes any intervening bases.  
**Effect:** Sec. 9A.
  - 1) Base runners are in jeopardy until they get back to their base when the ball is live.
  - 2) No base runner may return to a preceding base after the ball has been declared dead if the base runner touches any succeeding base or after a following runner has scored.
  - 3) No base runner may return to retouch a missed base after a following runner has scored.
- B. Two base runners may not occupy the same base simultaneously.  
**Effect:** 9B. The first runner touching a base shall be entitled to occupy it until the runner touches the next base legally or is forced to leave the base due to the batter becoming a base runner. The following runner may be put out by being tagged with the ball, even though both runners are in contact with the same base.
- C. A base runner shall not run the bases in reverse order to confuse the fielders. The base runner shall be called out by the umpire, ball dead.
- D. Base runner returning to a base on a fly ball caught and thrown by a fielder to any base. If the ball is thrown by a fielder into the out of play area, base runner shall be awarded the base that must be retouched plus one base. Since base runner is required to regain the base first occupied, the base runner is awarded the base and one more only.
- E. A base runner returning to a base on a ground ball or any time runners not required to retouch the base runners are awarded two bases from the base last occupied.

Sec. 10. Base runners must return to their bases:

- A. When any foul ball is not legally caught.
- B. When any illegally batted ball occurs.
- C. When a proper batter is out on appeal for failing to bat in order.
- D. When an offensive player is called out for interference.

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

F. When time out is called by the umpire.

**Effect:** Sec. 10A-F.

- 1) The ball is dead immediately.
- 2) Base runners may be forced to advance if the batter is credited with a hit under part "E" thus awarded first base, thereby forcing other runners to advance.
- 3) Base runners need not touch intervening bases when required to return.

Sec. 11. Base stealing or advancing is not permitted as a result of any pitched ball not hit. Base runners must keep contact with their base and may leave only when a pitched ball has reached or passed home plate is batted or hits the ground.

**Effect:** Sec. 11. Each pitch not hit becomes dead and base runners must immediately return to their base.

Sec. 12. Base runners are not out:

- A. When a batter-runner over runs or over-slides first base and immediately returns to that base.
- B. When a base runner is touched with the ball not securely held by a fielder.
- C. When a defensive team does not attempt an appeal play until after a next pitch is made.
- D. When a base runner holds their base until a fly ball is touched and then attempts to advance.
- E. When a base runner runs outside a baseline and behind a fielder attempting to field a batted ball.
- F. When a base runner runs outside the baseline other than to avoid a fielder attempting to tag the base runner with the ball.
- G. When a base runner is hit by a batted ball that has passed or touched a fielder.
- H. When a base runner sliding into a base dislodges it from its proper position.  
**EFFECT:** Sec 12-H. If a runner sliding into a base is adjudged to be safe by the umpire before dislodging the base, he/she remains safe by either staying in the same position the base is supposed to occupy, or by remaining in contact with the base. The runner puts himself in jeopardy when he/she attempts to advance to the next base. If he/she then tries to return to the misplaced base, it is entirely within the umpire's jurisdiction to declare the runner safe, or out, if he/she is tagged with the ball.
- I. Following runners are not required to touch a base if the base is several feet removed from its proper location.  
**EFFECT:** Sec 12-I. Following runners may either touch the dislodged base, or touch the original position of the base as if the base were in its proper location.
- J. When while in contact with the base the base runner is hit with a fair batted ball, unless intentionally interfered with, the ball will remain live with runners in jeopardy.
- K. When while in contact or off of a base, the base-runner is hit with a fair batted ball that first hits a base unless the umpire rules that the ball was intentionally interfered with, or a fielder interfered with, while attempting to field a batted ball.  
**EFFECT:** Sec. 12 J-K. The ball remains live with all runners continuing to be in jeopardy.

### **Rule 8. Ball in Play and Ball Dead**

Sec. 1. The ball is legally put in play by the umpire:

- A. At the start of the game when the pitcher has the ball while standing at the initial pitcher position on the pitcher's plate or in the Pitching Area, batter in the batter's box, the catcher in the Catcher's Box and the umpire signals "play."

Sec. 2. The ball is "live" and in play:

- A. When the pitcher has the ball in possession at the pitcher's plate or in the Pitcher's Area.
- B. When the pitcher delivers the pitch toward home plate.
- C. When the batter hits the pitched ball legally.
- D. As long as there is a play resulting from a legally batted ball.
- E. When a fly ball is caught legally (unless it is a 1<sup>st</sup> foul after one strike.)

- F. At all times during enforcement of the infield fly rule.
- G. When a fair batted or thrown live ball accidentally strikes a coach.
- H. When a thrown ball strikes an umpire or offensive player.
- I. When a fair batted ball strikes an umpire or base runner after touching a fielder or after passing any fielder.
- J. When a fair ball strikes the umpire or offensive player on foul ground.
- K. When obstruction is called but the runner obstructed cannot be put out until they have reached the base entitled because of obstruction.
- L. When a base runner must return to a base in reverse order while the ball is live and in play.
- M. When a base runner is called out for passing a preceding runner.
- N. When a base runner is called out for being out of the baselines.
- O. When a base runner is forced or tagged out.
- P. When an appeal play is involved or enforced.

EFFECT: Sec. 2-P. This applies during an Appeal Play situation, which is attempted before the Umpire has called "TIME". However, after a DEAD BALL interval, base runners may not advance during the execution of an Appeal Play, made immediately after the ball is again put in play.

Q. Whenever the ball is not DEAD, as provided in Section 3 of this rule.

- Sec. 3. The ball is dead and not in play:
- A. When no pitch is declared.
  - B. When an illegal pitcher's action is declared.
  - C. When a base runner is called out for leaving a base too soon on a pitched ball.
  - D. After each pitched ball and strike not batted.
  - E. When a pitched ball touches any part of a batter's person.
  - F. When a batter bats illegally or hits the ball with an illegal or altered bat.
  - G. When a batter deliberately bunts or chops the ball downward.
  - H. When a batter is struck by their own batted ball, either fair or foul.
  - I. When a foul ball is not caught on the fly.
  - J. When a batter steps completely across the plate with the pitcher on his plate.
  - K. Intentionally dropped fair fly ball or line drive by an infielder.
  - L. When the batter hits a second foul after one strike.
  - M. When an Offensive Team member or their equipment causes interference.

Effect: Sec. 3A-M. Ball immediately dead. No runner may advance.

- N. When an offensive team member causes interference.
- O. When the base runner deliberately crashes into a defensive player who is waiting to make a tag.
- P. When a base runner is off a base and is hit with a fair batted ball before the ball is touched by or passes through the infielders.
- Q. When a blocked ball occurs.
- R. When the ball enters the out-of-play area.
- S. When a coach intentionally interferes with a batted or live thrown ball.
- T. When a ball is caught with an illegal glove in any manner.
- U. When a batted ball hits an umpire before the ball is touched by or passes through the infielder. Batter is awarded first base. No base runners may advance except to make room for the batter-runner.
- V. When "time" is called by the umpire.
- W. When, after hitting a fair ball, and while the ball is still alive, the batter-runner carries the bat and touches the first base or runs beyond first base while carrying the bat.
- X. When, after hitting a fair ball, and while the ball is still alive, the batter-runner goes into dead ball territory.
- Y. When there is obstruction with the batter, which is enforced.

Effect: Sec. 3N-Y. Ball immediately dead; however, runners are permitted to retain any bases they may have advanced or any bases they may be awarded at the time of, or because of, the interference.

## Rule 9. Special

- Sec. 1. Each umpire has the authority to rule on any point not specifically covered by the rules.

## RULE 10: Co-REC SOFTBALL RULES

- Sec. 1. A team consists of 10 players – 5 males and 5 females.
- A. \*A game may be played with as few as 8 players if the team has an even number of men and women. If, at any point, a team drops below 4 of either sex a forfeit will be declared. When a team begins the game with only 8 players, there shall be no automatic outs for failing to fill the 9<sup>th</sup> and 10<sup>th</sup> spots in the batting order.
  - B. \*If there are 9 players, there may be 5 men and 4 women or vice versa. An out will be declared any time two players of the same sex are required to bat consecutively. For example, if a team has 5 men and 4 women, the ninth batter in the order will be a male and will be followed by an automatic out. (Note: The automatic out will always be placed in the tenth batting spot.)
  - C. The double "AH" rule may be used for co-rec softball; i.e. teams may play with 12 players (6 men & 6 women). Any ten of these players (5 men & 5 women) may play the field at any time. If the "AH" rule is used, teams may drop down to 11 or 10 players, but cannot have more males than females in the line-up. For example, if a female player is removed from the line-up, the male player following her in the line-up must be removed. All vacant spots in the line-up will be declared an out every time that position in the line-up is due to bat. If a team starts with 9 or 10 players, they are not allowed to add the 11<sup>th</sup> or 12<sup>th</sup> player at a later time. The defensive team may walk the preceding batter(s) to get to the position or positions in the lineup that is an out due to having to drop from 12, 11 or 10 players. There is no base appeals allowed when this results in the third out of the inning. The "AH" must be in effect at the start of the game
- Sec. 2. \*A 12-inch softball will be used for intramural co-rec games for both male and female batters.
- Sec. 3. \*Male and female players must alternate in the batting order. Any person may lead off with the exception of a 5-4 situation, in which case the sex represented by 5 must lead off. There is no position requirement for males and females on defense.
- Sec. 4. When a male batter receives a base on balls or intentional walk, he will be awarded first base and second base with the next female batter having the option to bat or walk. The male batter awarded the walk must touch first base before advancing to second base. NOTE: If the next female chooses to walk, it is considered an intentional walk for the purpose of making an appeal.
- Sec. 5. Substitutions must be of the same sex as the person being replaced.
- Sec. 6. All playing rules not specifically covered in Rule 10 shall be governed by the other rules stated in Rules 1-9 in this rule book.

**Reminder: Always park your vehicle a safe distance away from the softball fields. Recreational Services is not responsible for a softball hitting your vehicle or any other damages. Please be aware of your surroundings as softballs are being thrown and hit on multiple fields and during warmups on various locations and it is possible to be hit by an errant throw or hit while not involved in playing a game.**

**\*\*\*\*Please note that any damage caused to vehicles in the parking lot or street due to either a batted ball or a thrown ball are the responsibility of the vehicle owner and the individual who batted or threw the ball to settle any monetary claims. Recreational Services bears no responsibility for any damage caused.\*\*\*\***

Revised 3/14

# OFFICIAL USSSA STANDARD PLAYING FIELD DIMENSIONS

