

Slo-Pitch League Rules

The City of Kelowna Adult Co-ed Slo-pitch League strives to provide recreational slo-pitch softball for individuals of all abilities and skill levels based on the principles of low cost to the participant, maximum participation, socialization, and most importantly... fun!

As such, the following guidelines have been developed to help facilitate the conduct of play.

Code of Conduct

These are recreational slo-pitch leagues, fair play and good conduct is expected from all teams, players and spectators. Teams and individual players may face suspension if they do not meet the City of Kelowna's [Participant Code of Conduct](#).

Team contacts are able to report misconduct through sportsleagues@kelowna.ca. Please provide as much detail as possible when reporting. All conduct reports will be relayed to the offending player's team contact through the league coordinator at which point it is up to the team contact to report it (and the consequences) to the offending player.

Engaging in behaviour contrary to the Participant Code of Conduct, particularly after being warned, may lead to an official banning from City-owned facilities and leagues. There will be no return of league fees in this case.

Smoking / Alcohol / Suspensions

- City of Kelowna park and recreation facilities are non-smoking. Please respect other users and withhold from smoking/vaping at the game site. Use the designated smoking area at your field/complex.
- Alcohol consumption prior to, during, or after the game at a non-licensed game location or parking area is a criminal offense. The RCMP will be doing random checks of sports facilities.
- Non-offending teams can refuse to play teams that are consuming alcohol/smoking at the game site, and will be awarded the game if such a rule violation has taken place and is reported.
- There is zero tolerance on the "No Alcohol Rule" and teams found in violation of this rule will face suspension /expulsion. There will be no return of league fees in this case.

Contact Information

Slo-Pitch Score Reporting	Teamlinkt App	Kelowna Sports TeamLinkt Website
League Coordinator	250-469-8852	SportsLeagues@kelowna.ca
Parks Dept. Field Closures	250-469-8503 ext. 2	Field Maintenance

Rules Overview

All City of Kelowna [Slo-Pitch League Rules](#) are set and as such are not subject to modification upon consent of both team captains.

Scheduling

- All teams must be available and ready to play within 15 minutes of the scheduled start time or risk forfeiture of that game. Forfeits may be declared at the discretion of the non-offending team after the 15-minute grace period.
- Teams may not enter playing field area before 15 minutes ahead of scheduled game time. Field bookings are 1 hour and 45 minutes long from the scheduled start time. Please vacate the field on time when there is a game following your scheduled time.

Rainouts / Field Closures / Cancellations due to Field Conditions

- The City of Kelowna may close fields due to weather or poor field conditions. Teams will be notified of field closures by the City of Kelowna at 3pm via TeamLinkt app if there is a closure.
- It is then up to the **HOME TEAM** to contact the other team to find a suitable day and time for the rainout game to be played, and then contact the League Coordinator to be assigned a field.
- Make-up games can be played on any day of the week but are subject to diamond availability and are not likely to be rescheduled on your league night. Teams will not be required to play more than 2 games in one day. Do not leave your rescheduled games to the end of the season.
- Unplayed games at the end of the season due to City field closures will not be recorded.
- Do not assume a field is closed or a game is canceled due to rain prior to the start of a game. If a field has not been closed by the City of Kelowna, both teams must show up for their game. Failure to do so will result in a forfeited game.
- Teams can decide at game time, in person, if they wish to reschedule a game due to rain. Please let the 15 min. delayed start time expire to see if the rain lets up. If a decision cannot be made at game time, then the game must be played. All rescheduled game results, played or unplayed, must be reported.
- Once teams have been in contact, they must agree on a date to replay the game and then call the League Coordinator to be assigned a diamond for the make-up game. Make-up games can be played on any day of the week but are subject to diamond availability.

Cancellations (Non-weather-related)

Teams must make every effort to play games according to the scheduled date and time. If your team is required to cancel a game, every effort must be made to give your opponent's greater than 24 hours' notice. Direct contact must be made between team contacts.

Due to limited field availability, we cannot accommodate rescheduling of games that are non-weather related. Rescheduling of games will be limited to game cancellations due to extreme weather (lightning, rain, heat, smoke, etc.).

In the event of a non-weather-related cancellation, within 24 hours of the scheduled start time:

The non-cancelling team takes the win for the game. This game will be recorded as a forfeit for the cancelling team if it is not played. Teams that forfeit 2 games in a season will be **removed from the league** without a return of league fees.

In the event of a non-weather-related cancellation, more than 24 hours prior to the scheduled start time:

The non-cancelling team takes the win for the game. This game will be recorded as a default for the cancelling team. Teams that default 2 games in a season will be **removed from the playoffs**.

Player Format

All Co-ed leagues will play a 6:4 format with a league minimum of 9 players during which there must still be at least 4 players of the same gender. Teams may play with 9 players with an Automatic Out as long as the minimum player requirement is still met. Players must play in at least 3 regular season league games to be eligible for playoffs.

TeamLinkt Team Rosters

All team participants (including team captain/admin, players and spare players) are required to complete a participant activity waiver to be rostered on your team.

Start by clicking the weblink provided to your team captain at the start of the season, complete the online participant activity waiver and use the team registration join code provided.
DO NOT START IN THE TEAMLINKT APP – this feature is disabled for our sports leagues.

1. All team participants (including team captain/admin, players and spare players) are asked to accept the participant activity waiver, sign up and turn notifications on.
2. Share your unique Team Registration Join Code + registration weblink via text or email with your team (provided to team catpains via email at the start of the season)
 - **TeamLinkt rosters are due before the start of the season!**
 - Failure to submit rosters on time will result in your team not being eligible for playoffs. All players must be 18 years or older. Teams may not consist of more than 40 players.
 - If your team plays in more than one league, be sure to register as many players as possible on your roster form and make sure they play at least 3 league games each. As playoff divisions have teams from different leagues, there is a chance that your team(s) may play against each other. The roster allows for 40 players which is enough for 4 complete teams.

Reporting Results TeamLinkt

- The WINNING team is responsible for reporting the match result through the TeamLinkt app within 24 hours of the game completion.
 - The scheduled game time (1hr 45 min) must have passed in order to submit the score.

- If the game was won by forfeit/default; please select that the game was won with the Slo-pitch Default Score of 15 – 0. Please email sportsleagues@kelowna.ca to notify the league coordinator of the default/forfeit for tracking purposes.
- The losing team may submit the score after the 24-hour window has passed.

Point System

- Win = 4 pts
- Loss = 0 pts
- Tie = 2 pts
- Overtime Loss = 0 pts

Default Rule – Teams defaulting and/or forfeiting 3 or more games will be disqualified for playoffs

Standings

Regular season standings will be utilized to seed teams for playoffs. Standings are automatically updated based on scores reported through the TeamLinkt app. Scores can only be reported after the scheduled game time has passed. Standings and score reporting will be frozen/unavailable the Thursday prior to the playoffs.

If a mistake was made, a score correction is possible within the TeamLinkt app following the original submission. Please do not update the score without first contacting the opposing team's captain. If there is an issue with the standings, please contact the league coordinator.

*Default/Forfeits will be considered when seeding teams for playoffs and may alter a team's final seed.

**Teams showing a history of unreported scores will be removed from playoffs. They may also become ineligible to register for future leagues.

***Teams known to have warnings or violations in regard to the participant code of conduct, alcohol/substance use policies or safety guidelines may be removed from playoffs. They may also become ineligible to register for future leagues.

Playoff Qualifications

- All teams qualify for playoffs (as long as their TeamLinkt roster has been complete with the minimum player requirements of 10).
- Playoffs occur on your night of play over the last two weeks of the season.
- The playoff format groups teams with similar league records from the same night together into divisions.
- Playoffs are single knockout.
- Teams forfeiting 2 or more league games are eliminated from playoffs.

Rules / Disputes / Protests

All City of Kelowna slo-pitch league rules are posted on the TeamLinkt and Kelowna Sports website kelowna.ca/sports.

Teams are required to umpire the game when they are batting. The person umpiring should be familiar with the City slo-pitch league rules. Judgement calls (safe, out, etc.) are not protestable.

All other disputes can be made to the League Coordinator for follow-up and must be done by the team contact person only. All League Coordinator decisions are final.

Contact with the League Coordinator

Contacting the League Coordinator is done through your team's contact person: team captain/team admin.

Damage to Persons/Property, Private Property and Parking

- Players/teams are responsible for the damage to persons or property caused by balls that leave the field of play. Please do not park your vehicles close to outfield fences or foul lines. You are responsible for your own vehicle.
- When retrieving balls that have gone out of play and into private property, please get permission from the property owner prior to getting the ball. Please do not send children to retrieve balls from private property.

Children, Spectators & Pets

Please ensure children are spectating/playing in a safe manner. Spectators are expected to adhere to the Participant Code of Conduct. Please do not bring dogs or other pets to the sports fields.

Music at Games

Non-personal music systems are only allowed at games if agreed upon by both teams. If music is found to be disruptive to the immediate or surrounding games, or the music is offensive to anyone present at location (player or spectator), then the music must be turned off. Failure to do so will result in game forfeiture.

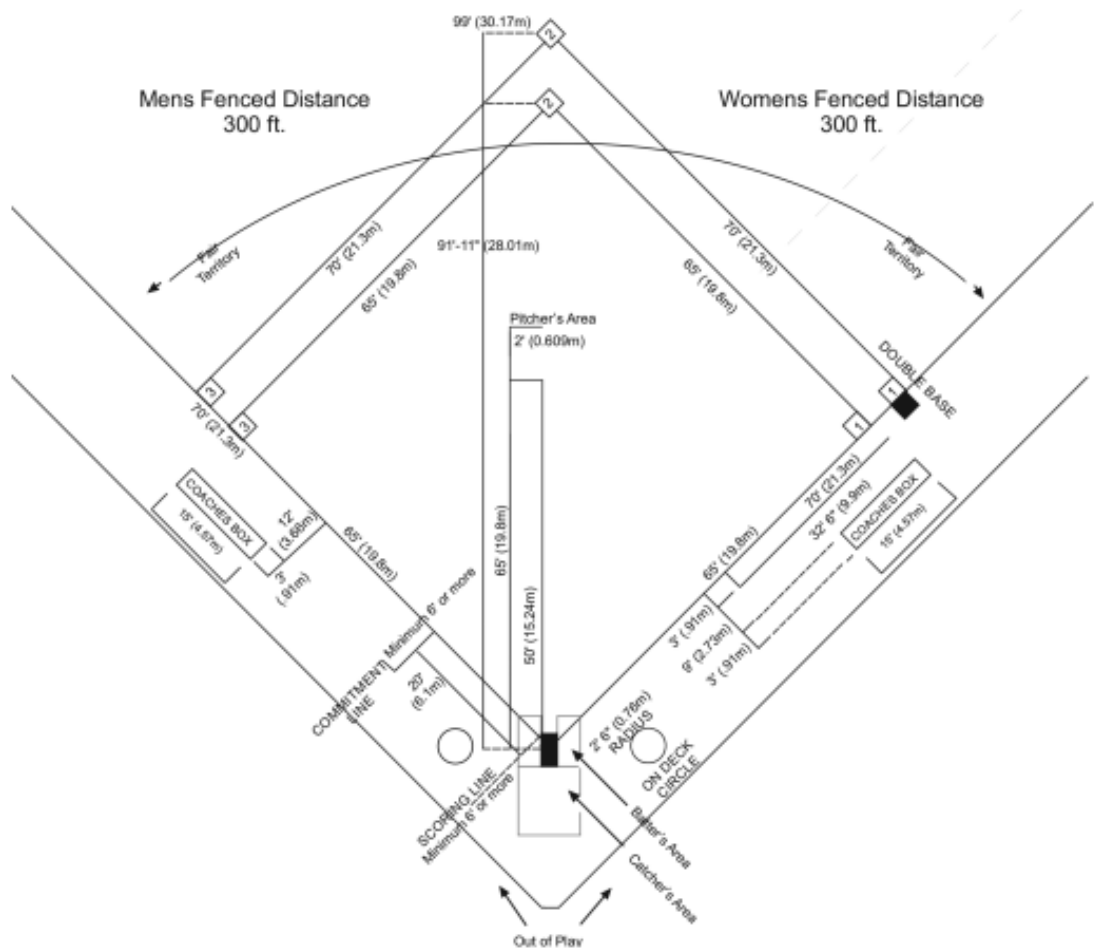
1. THE PLAYING FIELD

1.1. **THE PLAYING FIELD** is the area within which the ball may be legally played or fielded. The field shall have a clear and unobstructed area within an established minimum radius from Home Plate to the furthest boundaries between the foul lines. Outside the foul lines, between the foul lines and the backstop or other field limitations, there shall be an unobstructed area of not less than 25 feet in width.

NO MAXIMUM DISTANCE SET FOR THE FENCE.

1.2. **RECOMMENDED DIMENSIONS OF A SLO-PITCH FIELD:** The recommended distance to the fence is a minimum 300 feet for Men and 250 feet for Women.

ZONES (Infield Layout):

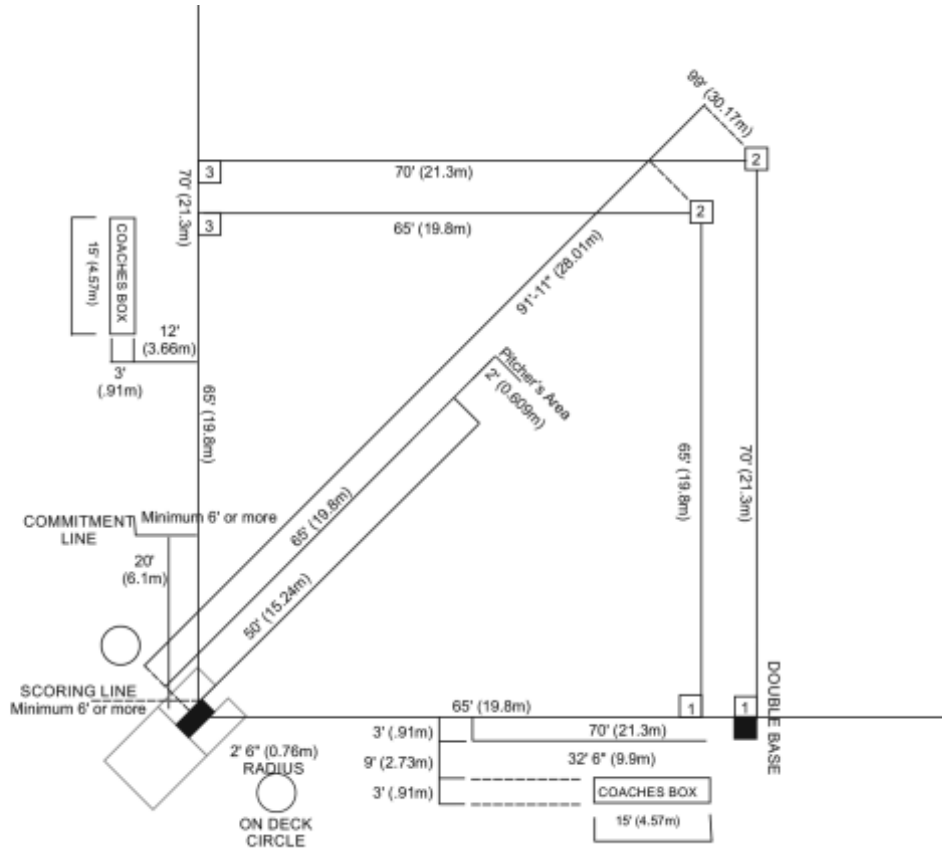


1.3. **THE OFFICIAL DIMENSIONS of the DIAMOND** shall be:

1.3.1. Baselines of 70 feet for all categories. If a facility is unable to accommodate the 70-foot base paths due to space constraints or field limitations, the 65-foot base paths will remain in use for all games at that location.

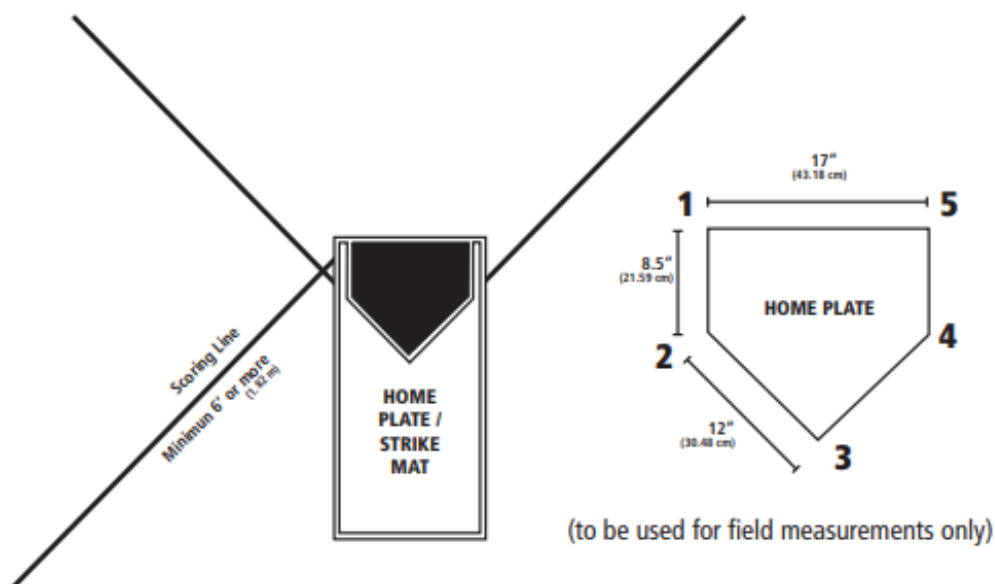
1.3.2. Pitcher's distance shall be a zone of 24 inches wide from 50-65 feet. These dimensions are for games using the 11 and the 12-inch ball.

- 1.4. **THE LAYOUT OF THE FIELD** is shown in the accompanying diagram.
OFFICIAL DIMENSIONS FOR SLO-PITCH DIAMONDS:



- 1.5. **THE BATTER'S AREA** is an area adjacent to and on either side of the home plate / strike mat.
- 1.6. **ON DECK CIRCLES** shall be a 5 foot circle (2-1/2 foot radius), placed adjacent to the end of the team's bench or dugout area closest to the home plate / strike mat.
- 1.7. **THE CATCHER'S AREA** is an area behind the home plate / strike mat.
- 1.8. **THE THREE FOOT LINE** is drawn outside of and parallel to the first base foul line, starting at the outside corner (outfield/foul corner) of first base and extending 32 feet 6 inches toward the original home plate.
- 1.9. **THE COMMITMENT LINE** is drawn 20 feet from corner "1" of the original home plate (corner closest to third base) and perpendicular to the third base line and shall extend a minimum of 6 feet or more from the baseline into foul territory (in all divisions and categories).
- 1.10. **THE SCORING LINE** is drawn from corner "1" of the original home plate (corner closest to the third base) and perpendicular to the third base line and shall extend a minimum of 6 feet or more from the base line into foul territory (in all divisions and categories).

- 1.11. **THE COACH'S BOX** shall be marked in at first and third bases. The boxes shall be 15 foot by 3 foot rectangles. The lines shall be 12 feet from and parallel to the foul lines and shall start at the outside (outfield/foul) corners of the bases and extending toward the original home plate.
- 1.12. **THE PITCHING ZONE** is a zone 24 inches wide located 50 to 65 feet from the original home plate. A Pitcher may choose to pitch from anywhere within this zone. If a pitching rubber is present, it is recommended that the rubber be placed or marked at 65 feet and not 50 feet.



2. EQUIPMENT

- 2.1. **THE OFFICIAL BAT** shall be round and measure not more than 34 inches long and not more than 2-1/4 inches in diameter at its largest part and its weight shall not exceed 38 ounces. The bat shall have a safety grip of cloth tape, cork or some other composite material to facilitate holding the bat. The safety grip shall not be less than 10 inches long, nor extend more than 15 inches from the small end of the bat. The bat may be made of hardwood, aluminum or other metal tubing, ceramic, fiberglass, graphite, bamboo or be a composite bat.
- 2.1.1. Authorized bat manufacturers shall have the USSSA compliance mark located on the bat.
- 2.1.2. Warm-up bats must be one piece construction and must have a safety grip. The bat must be marked "Official Warm-Up Bat" One or two softball bats or one warm-up bat or one warm-up bat and one official softball bat may be used for the purposes

of warming up in the on deck circle. Nothing may be attached to a bat such as donut, fan etc. when loosening up.

- 2.1.3. It is the responsibility of all players to know whether their bat has been altered or is an approved bat.

NOTE: All legal bats used in City of Kelowna adult co-ed slo-pitch leagues will have the USSSA compliance mark located on the bat. Local leagues have the ability to set their own bat policies.

NON-APPROVED BATS: The batter is out and ejected from the game if they enter the batter's area with an illegal bat.

ALTERED BATS: Any player who is found playing with an altered bat will be suspended for a minimum of 3 years from City of Kelowna adult sport leagues. Any altered bat found before the start of the game, and if the representative cannot establish who the owner of the altered bat is, then the coach/ manager will be suspended for a minimum of 3 years from City of Kelowna adult sport leagues. The City of Kelowna will not be responsible for any problems of any nature whatsoever caused by the use of non-approved and/or altered bats.

- 2.2. **THE OFFICIAL BALL** * to be used shall be: Polyurethane Protac Waxed Cotton Minimum 88 Composite Laminate Design 20 ft. lb./second 10 7/8" – 11 1/8" 5 1/2 oz – 6 1/2 oz Polyurethane Protac Waxed Cotton Minimum 88 Composite Laminate Design 20 ft. lb./second 11 7/8" – 12 1/8" 6 oz – 7 oz Core Material Cover Thread Stitch Count Construction Cover Separation Force Finished Size Finished Weight 11" 12" *The ball must have Slo-Pitch National, Slo-Pitch National, Softball BC and Softball Canada approval. The internal composition of the core must be clearly imprinted on the ball.
- 2.3. **BALL USED FOR PLAY**
 - 2.3.1. Co-ed "D" Intermediate and "E" Beginner teams: both male and female will hit the (12) inch ball OR
 - 2.3.2. Co-ed "C" Competitive (big ball small event) the males will only hit the (12) inch ball and the females will only hit the (11) inch ball.

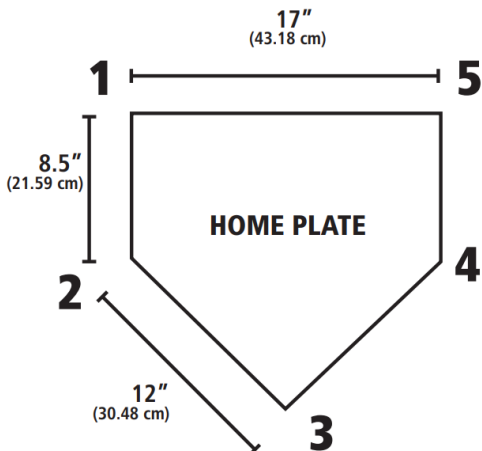
EFFECT B: If a batter hits the wrong ball, the offensive team has the option of taking the result of the play or having the batter go back up to bat and assume the previous count prior to the hit and the correct ball will be substituted.

The Official Softball, approved and recommended by Slo-Pitch National, Softball BC and [Softball Canada](#) is the Worth Softball.

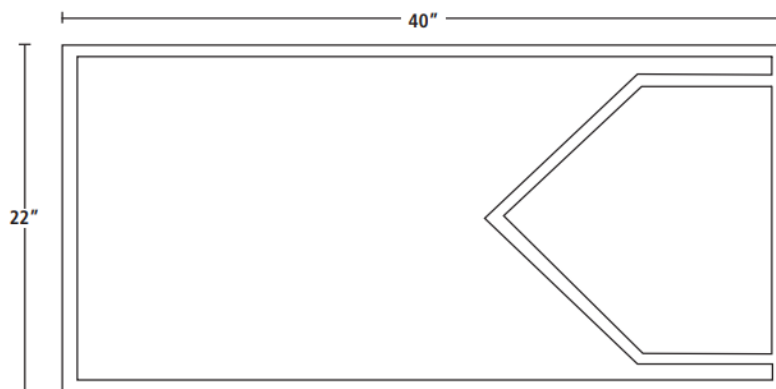
The City of Kelowna Adult Co-ed Slo-Pitch League uses the Worth – Hot Dot 12" – Yellow balls (COR .52 275 lbs. Compression). This official softball is approved and recommended for Co-ed Adult Slo-Pitch by the following national and provincial slo-pitch softball organizations: Slo-Pitch National, Softball BC and [Softball Canada](#).

2.4. THE HOME PLATE

2.4.1. **THE ORIGINAL HOME PLATE** shall be made of rubber or other suitable materials. It shall be a five sided figure, 17 inches across the front edge of the plate facing the pitcher. The sides shall be parallel to the inside of the batters' boxes and shall be 8 1/2 inches long, extending forward toward the pitcher's plate from either base line. The sides of the plate, from the rear corner (corner "3" – see diagram), along with the base line, shall be 12 inches long, set wholly within the base lines, where they form a square angle, with the point (corner "3") pointing towards the catcher. Home plate is always a part of fair territory. The black border, if applicable, that outlines the plate is NOT to be considered as part of home plate. The home plate is to be used only for marking the field with the playing lines.



2.4.2. **THE HOME PLATE / STRIKE MAT** shall be made of rubber or other suitable materials. It shall be a rectangle, 22 inches wide by 40 inches long. A representation of a home plate may be drawn on the mat, with the leading edge of the illustration equal to the leading edge of the mat. The sides shall be parallel to the inside of the batter's area, extending forward, toward the pitcher's plate from either base line.



The original home plate is to be used only for marking the field with the playing lines.

- 2.5. **THE BASES** other than the home plate / strike mat and first base (where a double base is used – refer to Rule 2 Sec. 5 - Double Base) shall be 15 inches square and not more than 5 inches in thickness. They shall be made of canvas, plastic or other suitable materials, filled with soft padding. They shall be **WHITE** in colour. All white bases are located entirely within fair territory. **ALL BASES** must be securely fastened at their designated places. The entire home plate / strike mat is considered to be fair territory.
- 2.6. **A DOUBLE BASE** is mandatory for use at first base. This one-piece base shall be 15 inches by 30 inches and shall be made of canvas, plastic or other suitable material, filled with soft padding and not more than 5 inches in thickness. One half of the base is white and is to be securely fastened in fair territory and the other half is orange and is to be securely fastened in foul territory. The following rules apply to the Double Base:
 - 2.6.1. If a batted ball hits **ANY PART** of the white portion, it is a fair ball and if it hits **COMPLETELY** on the orange portion, it is a foul ball.
 - 2.6.2. If a play is made to first base, the batter-baserunners first attempt to reach first base must be to touch some portion or all of the orange base. If the batter-baserunner touches only the white base in these situations, they are to be called out.
 - 2.6.3. A defensive player must use only white or some portion of it at all times. If they touch only the orange, it is the same as not touching the white at all: missed base.
 - 2.6.4. If the batter-baserunner touches on all of or part of the orange base and a portion of the white, it is a legal touch, or, if the defensive player touches a portion of the white and a part of the orange, it is a legal touch.
 - 2.6.5. Once a batter-baserunner has attained first base, and time is called, they must use only the white portion of the base. This includes:
 - 2.6.5.1. after over-running first base, or after rounding first base, if applicable, and the baserunner decides not to advance further, they must return to the white portion.
 - 2.6.5.2. after over-running first base, or after rounding first base, if applicable, and the baserunner touches only the orange portion and decides to advance further, they need not retouch the white portion.
 - 2.6.5.3. when tagging up, the baserunner must use the white portion.
 - 2.6.5.4. when there is an attempted pick-off play, the baserunner must return to the white portion.

EFFECT Sec. 5.5.1-4 If the baserunner uses only the orange portion at any time after the first attempt at first base and is not in contact with any part of the white portion, then they are considered to be out of contact with the base and are to be called out if tagged or leads off.
- 2.7. **LEGALLY ADOPTED GLOVES** All players may wear a glove or mitt of any size, including a “trapper” style glove. The webbing shall not be constructed to form any type of net or tray.

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

EFFECT Sec. 7 If a player or coach is found to be wearing illegal shoes, they are to be ejected from the game.

- 2.9. **PROTECTIVE EQUIPMENT** Any player who has a concern about an injury occurring from being struck with a ball during City slo-pitch league play should address that concern by the use of protective equipment which is available and is allowed in Slo-Pitch National, Softball BC adult co-ed slo-pitch and Softball Canada adult co-ed slo-pitch play.

NOTE: City of Kelowna strongly recommends that all players wear protective equipment while playing both defensive and offensive positions. Protective equipment, including masks, headwear, catchers' equipment and soccer style shin guards, may be used by all players in any City of Kelowna adult co-ed slo-pitch game, practice, or tournament. **City of Kelowna strongly recommends that all pitchers wear a pitching mask.**

- 2.10. **UNIFORMS**, including similar head pieces or caps, when required, shall be of similar colours and materials. MINIMUM uniform is considered to be matching tops. A. All those participating in a game shall wear the adopted TEAM UNIFORM, including shoes, and shall wear it properly. Managers/Coaches or team representative when on the field, shall wear the adopted full uniform, shoes and if appropriate, jacket, or similar attire that matches the colour code of the team, which can readily identify them as a member of a team.

EFFECT Sec. 9 A. The Manager/Coach or team representative shall be asked to dress properly. If they refuse they will be removed until they are dressed in accordance with the team uniform. Protest is not allowed for the uniform rule. B. Exposed metal braces are prohibited. Casts are prohibited, even if covered. Metal braces worn as a preventative aid must be covered with soft, pliable material.

- 2.11. **EQUIPMENT** shall not be allowed to remain on the playing field, during the playing of the game, either on fair or foul territory.

EFFECT Sec. 10 If after one warning, which will be given to the coaches of both teams simultaneously, there is still equipment left on the playing field, the offending coach will be ejected from the game.

- 2.12. **EQUIPMENT** At no time can a camera, cell phone, audio or video device be worn or used by a player, coach, or manager while on the field of play. **ELECTRONIC DEVICE** is any

device capable of making or transmitting still or moving photographs, video recordings or images of any kind. Any device capable of creating, transmitting or receiving text or data and any device capable of receiving, transmitting or recording sound is prohibited.

EFFECT Sec. 11 The offending player, manager, or coach will be removed from the game.

- 2.13. **EQUIPMENT:** City of Kelowna reserves the right to disapprove any equipment due to the failure to meet either NOCSAE (National Operating Committee on Standards for Athletic Equipment) or CSA (Canadian Safety Standards.)

3. DEFINITIONS

- 3.1. **AN ALTERED BAT** is a bat that has had its physical structure changed in such a way to improve the distance factor or cause an unusual reaction on the ball. For example: replacing a metal bat handle with a wooden or other type of handle, inserting material inside the bat
- 3.2. **APPEAL PLAY** is a live or dead ball play which the umpire cannot rule upon until a decision is requested by the defensive or offensive team. The appeal must be made before the next legal or illegal pitch, intentional walk, or before all defensive players have left fair territory. Types of appeal plays include missing a base, leaving a base on a caught fly ball before the ball is first touched, batting out of order, illegal substitution, and illegal re-entry
- 3.3. **BALL** is a pitched ball that does not touch any part of the home plate / strike mat, or conform to the legally delivered pitch rules, and is not struck at by the batter.
- 3.4. **BASE** is one of the three stations, along with the scoring line, which must be touched by a runner, in accordance with the rules that follow, to legally score a run.
- 3.5. **BASE ON BALLS** permits a batter to gain first base, without liability to be put out and is awarded by the umpire when four pitches are called balls or an intentional walk is awarded.
- 3.6. **BASE PATH** is an imaginary line three feet to either side of a direct line between two bases.
- 3.7. **BASERUNNER OR RUNNER** is a player of the team at bat, who has hit a fair ball and obtained first base, or who has been awarded first base for any reason, before they are put out.
- 3.8. **BATTED BALL** is any pitched ball that is hit by the bat, or that hits the bat, thus becoming either a fair or foul ball. No intent to hit the ball is necessary.
- 3.9. **BATTER** is the offensive player who takes a position in the batter's area for the purpose of hitting the ball.
- 3.10. **BATTER-BASERUNNER** is the term that identifies the offensive player who has just hit the ball, and applies until they are either put out prior to first base, or until the play on which they became a baserunner is complete.
- 3.11. **BATTER'S AREA** is that area adjacent to the home plate / strike mat, within which the batter takes their position when it is their turn to bat. Prior to the pitch, they must place 1



- foot on the ground anywhere in the batter's area, not more than 3 feet from the side edge of the home plate / strike mat. When striking the ball at the front of the home plate / strike mat, the trailing foot cannot be completely forward of the front edge of the home plate / strike mat. When striking the ball at the back of the home plate / strike mat, the lead foot cannot be completely behind the back edge of the home plate / strike mat.
- 3.12. **BATTING ORDER** is the official listing of offensive players in the order in which they must bat. Each player's surname, given name and uniform number, must also be listed.
 - 3.13. **BENCH OR DUGOUT** is the seating facility reserved for team members in uniform when they are not actively participating in the game.
 - 3.14. **BLOCKED BALL** is a batted or thrown ball that is touched, stopped or handled by a spectator or person not engaged in or a part of the game, or that touches any object which is not part of the legal official equipment, or playing field, or which hits or goes beyond a designated out of play area.
 - 3.15. **BUNT** is a batted ball not swung at, but intentionally met with the bat and tapped slowly within the infield.
 - 3.16. **CALLED GAME** is one whereby the umpire deems it necessary to terminate any further play.
 - 3.17. **CATCH** is the act of a fielder receiving the ball, in flight, and having it securely in their possession, in their hand or glove. It is a legal catch provided they do not use their cap, mask, a pocket or any other part of their uniform, or the glove off the glove hand to stop or catch the ball, or they do not collide with a wall, fence, another person or fall down and as a result of any such collision, drop the ball. To establish the validity of the catch, the fielder shall hold the ball long enough so the umpire is convinced they had complete control of the ball and themselves and that any release of the ball by the fielder was voluntary and intentional. Dropping the ball while attempting to throw it shall not invalidate the catch.
 - 3.18. **CATCHER'S AREA** is that area, behind the home plate / strike mat, within which the catcher must remain while and until a pitched ball has reached or passed home plate / strike mat or is batted.
 - 3.19. **CHARGED CONFERENCES** There are two types of charged conferences. They are **DEFENSIVE** and **OFFENSIVE**.
 - 3.19.1. **A DEFENSIVE CONFERENCE** takes place when a member of the defensive team requests "TIME" and a representative (not on the playing field) of that team enters the playing field and gives the umpire reason to believe that they have delivered a message (by whatever means) to the pitcher. If the representative entering the playing field removes the pitcher from the pitching position, it is a charged conference against the pitcher being removed. If this is the second charged conference, then this will result in the removal of the pitcher from the pitching position for the remainder of the game, but they can play any other position. A charged conference is not to be called if a representative from the dugout confers with a pitcher when



time has been called by the umpire or an offensive conference is taking place, as long as the defensive players are all ready to play when “PLAY BALL” is called.

- 3.19.2. An **OFFENSIVE CONFERENCE** takes place when a member of the offensive team requests “TIME” to allow the manager or other Team representative to give a message to the batter or baserunner. It is not a charged conference if the batter or baserunner is substituted for when “TIME” is called. It is not a charged conference if an umpire initiates the time out or if the defensive team is having a conference, as long as the offensive team is ready to play when “PLAY BALL” is called. It is not a charged conference when a courtesy runner is put in for a runner on base.
- 3.20. **CHOPPED BALL** is a ball batted whereby the batter swings the bat downward with a chopping motion with the intent that the ball bounce high into the air.
- 3.21. **COACH** is a member of the team. One offensive coach only is permitted in each coach’s box to direct the players of their own team while they are batting or running bases. A defensive coach **MUST** be positioned outside the field of play unless they are a player-coach.
- 3.22. **COACHES’ BOXES** are the areas in which the offensive coaches must stay while coaching and directing the players of their team in batting and running the bases.
- 3.23. **COMMITMENT LINE** is a line drawn 20 feet from corner “1” (see diagram) of the original home plate (corner closest to third base) and perpendicular to the third base line and shall extend a minimum of 6 feet or more from the base line. (In all divisions and categories).
- 3.24. **DEAD BALL** is any ball not in play and does not come in play again until the umpire calls “PLAY BALL”.
- 3.25. **DEFENSIVE TEAM** is the team whereby the players are stationed in the playing field.
- 3.26. **DELAYED DEAD BALL** is a game situation in which the ball remains live until the conclusion of a play. When the entire play is completed and “Time” is called, the umpire shall enforce the appropriate ruling.
- 3.27. **DOUBLE BASE** is the base used at first base with the white portion in fair territory and the orange portion in foul territory.
- 3.28. **DOUBLE PLAY** is a continuous play by the defensive team in which two offensive players are legally put out without an intervening play, or an error.
- 3.29. **FAIR BALL** is a legally batted ball that settles on fair territory between the home plate / strike mat and first base, or the home plate / strike mat and third base or that is on or over fair territory, including any part of first or third bases when bounding to the outfield, or that first touches any base, or that first touches a player or umpire over fair territory, or which first touched the ground or the home plate / strike mat, or an object in fair territory or over fair territory beyond first and third bases, or that while over and above fair territory passes out of the playing field (i.e. over and beyond the outfield fence).



- 3.30. **FAIR TERRITORY** is that part of the playing area within and including the first and third base foul lines from the home plate / strike mat to the bottom of the extreme playing area fence and then extending perpendicularly upwards. (The home plate / strike mat is in fair territory).
- 3.31. **FAKE TAG** is an act performed by a fielder who carries out all the appropriate motions of making a tag but they do not have the ball. This will be considered obstruction and the offender may be ejected.
- 3.32. **FIELDER** is any player on the team that is in the field for the purpose of playing defensively.
- 3.33. **FLY BALL** is any ball batted into the air.
- 3.34. **FORCE OUT** occurs when a baserunner is forced to advance to the next base due to the batter becoming a baserunner. If the baserunner (on or off the base) is tagged by a fielder with the ball or a fielder holds the ball on the base to which the baserunner is forced to advance before they reach that base and before any succeeding runner is put out, that baserunner is considered to be forced out.
- 3.35. **FOUL BALL** is any legally batted ball that stops or settles in foul territory without first being touched in fair territory, or which is first touched in foul territory, or that first touches some out of play object, or an area in foul territory, or that first touches foul ground beyond first or third base.
- 3.36. **FOUL TIP** is a foul ball.
- 3.37. **FOUR BASE AWARD** occurs when a fair batted fly ball deflects off a defensive player over the home run fence.
- 3.38. **HOME RUN** is a fair batted fly ball that clears the home run fence before touching anything or anyone and which is not caught. This includes a ball that hits the top of the fence and bounces over.
- 3.39. **HOME TEAM** is the team on whose grounds the game is being played, or if the game is scheduled on neutral grounds, it is decided by mutual agreement or toss of a coin. The home team shall be considered to be the last team at bat in each inning.
- 3.40. **ILLEGAL BAT** is a non-approved bat, that does not meet specifications as outlined in Rule 2 Sec. 1.
- 3.41. **ILLEGAL PITCH** is called when the ball is pitched in such a manner that it does not conform to all of the requirements of a legally delivered pitched ball.
- 3.42. **ILLEGALLY BATTED BALL** is one batted fair or foul by the batter when both of their feet are in contact with the ground, COMPLETELY outside the approved batter's area (refer to Rule 3 Sec. 11) or when their foot is in contact with home plate / strike mat, or when the ball is batted with an illegal bat. When making contact with the ball, the batter may not place a foot on the ground completely within the 22 inch area that is the front of the leading edge of the home plate / strike mat. They may not place a foot on the ground completely within the 22 inch area that is the back of the back edge of the home plate / strike mat.

- 3.43. **ILLEGALLY CAUGHT BALL** occurs when a fielder catches a batted or thrown ball with a glove, mask, cap, or with any piece of clothing detached from its proper position on the fielder's body.
- 3.44. **IN FLIGHT** describes a batted, thrown or pitched ball which is in the air and has not yet touched the ground, or some object other than a fielder.
- 3.45. **IN JEOPARDY** is a term indicating that the ball is live and in play and that an offensive player may be put out.
- 3.46. **INFIELD** is that portion of the field within the baselines, and also includes the areas of the field normally covered by infielders in defensive positions.
- 3.47. **INFIELD FLY** is a fairly batted fly ball (not a line drive) which can be caught by an infielder with ordinary effort when first and second, or when first, second and third bases are occupied with less than two out. Any defensive player, who positions themselves within the infield area, will be considered an infielder for the purpose of this rule.

NOTE: If a fairly batted ball is to be declared an infield fly the umpire shall call: "**INFIELD FLY, IF FAIR, BATTER IS OUT**" for the benefit of the runners. Failure to make the call does not preclude the batted ball from being an infield fly. The ball is live and if the runners advance they do so at their own risk and are in jeopardy if the ball is caught. The ruling is the same as any other caught or dropped fly ball. A foul ball is not an infield fly and if the ball falls untouched to the ground in fair or foul territory prior to first or third base and subsequently rolls into foul territory, it is just a foul ball.

- 3.48. **INNING** is that portion of a game within which teams alternate on defense and offense and each half inning is terminated when 3 outs have been made.
- 3.49. **INTENTIONAL WALK** is given to a batter when the pitcher advises the plate umpire that they want to walk the batter. The umpire will then award the batter first base. An intentional walk can be granted prior to a pitch having been thrown to a batter or at any time during the batter's turn at bat. – REFER TO RULE 8 SEC. 3
- 3.50. **INTENTIONALLY DROPPED BALL** is when a fielder or infielder drops a fair fly ball or line drive with first, first and second, first, second and third, or first and third bases occupied with less than two outs. The ball must first contact the fielder's glove and be dropped intentionally.
- 3.51. **INTERFERENCE** is an act of an offensive player, team member or others which impedes hinders or confuses a defensive player while they are attempting to execute a play. A. Physical Interference – occurs when an offensive player physically interferes with, impedes or confuses a defensive player while they are attempting to make a play. B. Verbal Interference – occurs when an offensive player uses vocal/verbal actions that interfere with, impede, or confuse a defensive player while they are attempting to make a play. C. Spectator Interference – when a spectator interferes with a player's ability to make a play.
- 3.52. **LEGAL CATCH** is a fly ball caught in the glove or in the hand and is securely held, and the player is in control of the ball and themselves.



- 3.53. **LEGAL SWING** is one whereby the batter has attempted to hit the ball directly out to the infield or the outfield by bringing the bat through in a forward motion with a follow through, out towards the field area. A half swing or a directional partial swing is a legal swing. The “level” or upward swinging of the bat at the ball determines the legality of the swing.
- 3.54. **LINE DRIVE** is a batted ball that goes in a straight line, sharply and directly into the playing field.
- 3.55. **LIVE BALL** is a ball that is live and playable and remains so until for some reason the umpire is required to call **TIME**, at which time the ball becomes dead and is not playable.
- 3.56. **MANAGER** is a person appointed by the team to be responsible for the team’s actions on the field, and to represent the team in communication with the umpire and the opposing team. A player may be designated as manager.
- 3.57. **MERCY RULE** is a rule, whereby, when one team is winning a game by a predetermined number of runs after the prescribed number of innings have been played, the game will be stopped based on the assumption that the losing team would not be able to attain the required number of runs to win the game in the time remaining.
- 3.58. **NO PITCH** is a pitch in slo-pitch that is ruled to be not a ball or strike. It is the same as the umpire calling time or time out.
- 3.59. **OBSTRUCTION** is the act of a fielder who is not in possession of the ball, or not in the act of fielding a batted ball, or not taking a proper position to receive a thrown ball (thrown ball must already be in flight) which impedes the progress of a baserunner who is legally running the bases. The obstruction does not have to be intentional. Obstruction also includes the act of a defensive player who hinders the batter’s ability to swing. Verbal obstruction occurs when any defensive players use vocal actions that impede or confuse a batter’s ability to swing or confuse a runner.
- 3.60. **OFFENSIVE TEAM** is the team at bat.
- 3.61. **ON DECK CIRCLE** is the area in which the person, who is to bat next, must wait and warm-up.
- 3.62. **OPEN INNING** is when a team can score as many runs as possible, before 3 outs.
- 3.63. **OPTION PLAY** is a play whereby the manager of the offensive team has the option of taking the result of the play or having the batter go back up to bat and assume the ball and strike count they had prior to the hit.
- 3.64. **OUTFIELD** is that portion of the field that is beyond the lines of the infield, extending to the furthest extremities of the playing field.
- 3.65. **OVERSLIDE** is the act of a baserunner whose slide to a base is with such momentum that they lose contact with the base and thus are placed in jeopardy. This does not apply to the batterbaserunner as they are first approaching first base.
- 3.66. **OVERTHROW** is a ball thrown from one fielder toward another and for whatever reason, goes into “out of play territory”. If this occurs, all baserunners will be awarded two bases from the last base touched at time of the throw.



- 3.67. **PITCHER/INFIELDER:** The pitcher becomes an infielder when after pitching the ball towards the batter they have a reasonable opportunity to field a batted ball.
- 3.68. **PITCHING ZONE** is the area in which the pitcher must have one foot within, in order to be considered as being in the legal pitching position.
- 3.69. **PIVOT FOOT** is the foot which when placed within the pitching zone by the pitcher, must maintain constant contact with the ground until the pitched ball is released.
- 3.70. **PLAY OR PLAY BALL** is the term used by the umpire to indicate that play shall begin, or start up again after a dead ball situation.
- 3.71. **PLAYING FIELD** is the area within which the game of slo-pitch is played, as established by fenced boundaries and/or boundaries determined by the league or umpire(s) as required.
- 3.72. **PROFANITY** is the use of swear or curse words and/or severe words of contempt and disrespect.
- 3.73. **QUICK PITCH** is a pitch made by the pitcher with the obvious attempt to catch the batter off guard and/or balance. This could be when the batter first takes their position in the batter's area and before they are ready, or when the batter is still off balance from the previous pitch.
- 3.74. **RETOUCH** is the act of a baserunner who is returning to touch a base as legally required.
- 3.75. **SACRIFICE FLY** is any caught fly ball that permits a baserunner to advance after a caught fly ball is first touched.
- 3.76. **SCORING LINE** is a line drawn in foul territory starting at the corner of the original home plate closest to third base (corner "1" – see diagram pg. 8) and would run parallel to first base if the first base line was extended at the original home plate. It shall extend a minimum of 6 feet or more from the base line. (In all divisions and categories).
- 3.77. **STRIKE** is a legally pitched ball that lands entirely or partially, on any part of the home plate / strike mat.
- 3.78. **SUSPENDED GAME** is a game called before being completed, which is to be completed at a later time, normally within the same day.
- 3.79. **TAG** is the act of a fielder touching a base with any part of their body while holding the ball firmly and securely in their hand or glove or touching the baserunner with the ball, or with the glove holding the ball, while continuously holding the ball firmly and securely during and immediately following the tag. A player may be tagged between the "commitment line" and the "Scoring line".
- 3.80. **THREE FOOT LINE** is the designated running area at the latter half of the home to first base base path, in which a batter-baserunner must run, so as not to be called out for interfering with the first base's ability to receive a throw.
- 3.81. **THROW** is the series of motions performed by a fielder, who subsequently releases the ball from their hand, with the ball being directed towards another fielder.
- 3.82. **TIEBREAKER** is a method used to speed up the breaking of a tied game. The tiebreaker method starts in the top of the eighth (8th) inning and continues each inning thereafter. The offensive (at bat) team shall begin its half inning with one out and with the player



- whose name precedes the next legal batter in the batting order starting as a runner at second base. Regular substitution rules will apply to this runner.
- 3.83. **TIME or TIME OUT** is the call made by an umpire when it is necessary to have the ball become dead and not in play.
 - 3.84. **TRAPPED BALL** is a fly ball that is not legally caught as outlined in Rule 3 Sec. 52. It is a fly ball which is held in the glove or in the hand, but is secured against the ground, and therefore is not a catch, but a ground ball.
 - 3.85. **TRIPLE PLAY** is any continuous play made by the defensive team in which three runners are put out, provided there is no error made in between the outs.
 - 3.86. **TURN AT BAT** starts when an offensive player first enters the batter's area and continues until they are put out or become a baserunner.
 - 3.87. **UNLIMITED BATTING ORDER** - A team can use a batting order, which may include all active players on the official waiver/roster.
 - 3.88. **WALK** is when first base is awarded after four pitches have been called "balls" or an intentional walk has been given.
 - 3.89. **WILD THROW** is a thrown ball which remains in playable territory, but is thrown in such a manner that a fielder is not able to receive it properly. The ball is live and playable.

4. THE GAME

- 4.1. **THE CHOICE OF FIRST OR LAST BAT** at the start of the game shall be decided by a toss of a coin.
- 4.2. **THE FITNESS OF THE GROUND** for beginning a game shall be decided by the plate umpire. In tournament play, the umpire, in consultation with the Tournament Director, makes the decision. After a game has been started by the plate umpire, they shall be the sole judge as to whether or not the game shall continue.
- 4.3. **THE START OF THE GAME** is the point in time when the teams have exchanged lineups and completed the toss of the coin.
- 4.4. **A REGULATION GAME** shall consist of seven innings, unless otherwise listed below:
 - 4.4.1. Seven full innings are not played if the home team scores the winning run in six innings or before the third out is made in their half of the seventh inning.
 - 4.4.2. The tiebreaker rule comes into effect in the 8th inning of a tied game. If the person who is to start at 2nd base in that team's half of the inning is not available because they left the game due to injury, ejection or any other reason, and their spot in the batting order is the automatic out, then the person batting before them in the lineup will start out as the baserunner on 2nd base and there is one out. If the automatic out is a female, then the runner at second will be the previous female in the batting order. If the automatic out is a male, then the runner at second will be the previous male in the batting order.



- 4.4.3. A game called by the umpire, which cannot be resumed within 30 minutes, may be regulation if: five or more innings have been played or if the home team has scored the winning run during the uncompleted fifth inning; or, after four full innings, than the visiting team has scored in their five complete innings.
- 4.4.4. A regulation game shall be declared if the score is Tied when the game is called, after five or more completed innings, or if the home team has equaled the score of the visiting team while batting during any uncompleted inning. (ie. 4-1/2, 5-1/2, etc.)

NOTE: The umpire is empowered to call a game at any time because of rain, lightning, darkness, panic or for any other case which puts the umpire, the players or patrons in peril.

- 4.4.5. The mercy rule (12 runs) is in effect after five or more complete innings (or four and a half innings, if the home team has scored the 12 runs to mercy). The mercy rule applies after 4-1/2, 5, 5-1/2, 6, etc. The home team must have as many opportunities to bat (to tie or win the game) as the visiting team. In all divisions a mercy rule of 12 runs after 5 innings and 20 runs after 4 innings will apply to all games including finals. In any inning where the mercy rule applies, a team is allowed to score enough runs to bring them inside the run spread. (example: A team that trails by 18 runs in the 5th inning will be allowed to score up to 7 runs to get inside the 12 run rule.)
- 4.4.6. In all divisions, a 6 run rule will be used in each inning except when an inning is declared an "open inning" by the umpire, and each inning thereafter.
- 4.5. **THE WINNER OF THE GAME** shall be the team that scores the most runs in a regulation game.
 - 4.5.1. The total number of runs scored legally, when the game is called at the end of any completed inning after five, shall be the score.
 - 4.5.2. When the home team has scored the winning run during any uncompleted inning after four or the visiting team has scored more runs than the home team after the end of any completed inning after five complete innings.

NOTE: If the last batter in a game hits a home run out of the playing field, or where a fence comes into play, the batter/baserunner and all runners on base are permitted to score in accordance with baserunning preceding rules, and the game ends when the batter baserunner scores.

- 4.5.3. If a game is to be called and the home team has not scored more runs, or does not score as many or more runs in their half of the uncompleted inning to tie or win the game, the game reverts to the last inning that was fully completed after five innings.
- 4.5.4. Games that are not considered regulation, or regulation tie games, shall be replayed from the beginning. Original line-ups may be changed when the game is replayed.

- 4.6. **ONE RUN SHALL BE SCORED** each time a baserunner legally touches first, second, third and the scoring line, before the third out of an inning, unless the third out is the result of a force out, or the batter-baserunner is out before reaching first base.
- 4.7. **A RUN SHALL NOT BE SCORED** if the third out of an inning is the result of:
- 4.7.1. The batter-baserunner being put out legally before touching first base.
 - 4.7.2. A baserunner forced out at any time.
 - 4.7.3. A baserunner being called out for leaving a base too soon on a pitched ball.
 - 4.7.4. A preceding baserunner being called out for failure to touch a base.
- 4.8. **A BASERUNNER SHALL NOT SCORE A RUN** ahead of a baserunner preceding them in a team's batting order, if the preceding baserunner has not been put out.

EFFECT Sec. 8 A preceding baserunner appealed out for missing a base does not affect the following baserunners on first or second out. However, no preceding baserunner touching the scoring line may return to touch any missed base after the following baserunner has scored. If the fielding team appeals a preceding baserunner missing a base, and the appeal is upheld, the following baserunner'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.

- 4.9. **A FORFEITED GAME** shall be declared by the home plate umpire in favour of the team not at fault in the following cases:
- 4.9.1. If a team fails to appear upon the field, or being on the field, refuses to begin the game for which it has been scheduled, at the time the game was assigned.
 - 4.9.2. If after a game has begun a team refuses to play or resume play as directed by the umpire.
 - 4.9.3. If a team uses tactics designed to delay or hasten the playing of a game.
 - 4.9.4. If an ejected player does not leave the ball park area within a requested time of being ejected from the game.
 - 4.9.5. If for any reason a team does not have the designated number of players to begin or continue the game.
 - 4.9.6. If, after a warning by the umpire, any one of these rules is willfully violated.

EFFECT Sec. 9 A-F The score will be 15-0 in favour of the team not at fault.

- 4.10. **A SUSPENDED GAME** can result in tournament or other play if the umpire stops play for any reason such as power failure of the lights, protested game in accordance with the rules, any act of God etc. that precludes immediate continuance of the game to the conclusion of the full seven innings, or as required. This means continuance of a game regardless of the time of the suspension of the game (i.e. suspended for one hour, three hours, seven hours or the next day).

EFFECT Sec. 10 When a suspended game is resumed, it must be started at the point of interruption with the identical situations and line-ups as when the game was suspended.

5. PLAYERS, SUBSTITUTES AND RE-ENTRY

- 5.1. **A CO-ED TEAM** must have a minimum of 10 players. Teams shall consist of a minimum gender ratio of 6:4 (as self-identified). A team can play with 9 players (while taking an Automatic Out for the missing players) as long as they meet the minimum gender ratio of 5:4.
- 5.2. **PLAYERS DEFENSIVE POSITIONS** 1) Pitcher 2) Catcher 3) First Base 4) Second Base 5) Third Base 6) Shortstop 7) Left Field 8) Left Centre 9) Right Centre 10) Right Field

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

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

5.3. **A TEAM**

- 5.3.1. **A TEAM** must have a minimum of 10 players to start, throughout and complete a game.
- 5.3.2. Co-ed league uses the Unlimited Batting Order, either one male and one female (or multiples thereof), may be used in accordance with Rule 7 Sec. 1.
- 5.3.3. The batting order must remain constant and any 10 of the declared batting line-up may play defensively. The players playing defensively may be changed at any time as long as there are no more than 10 defensive players. Should an 11th player be discovered defensively, the coach is ejected, and a defensive player is removed from the field.

EFFECT Sec. 3 C Should the discovery occur after a defensive play but prior to the next pitch, the offensive team will have the option of taking the result of the play or having the batter go back up to bat and assume the ball and strike count they had prior to the hit.

- 5.3.4. All players eligible to play in a game must be listed on the line-up card submitted to the umpire. The line-up card must list the surname, given name and uniform number of the line-up players in the correct batting order. The surname, given name and uniform number of all substitutes must also be listed on the line-up card for each of the participating teams. NOTE: Failure to list a player on the line-up card submitted to the umpire results in the player being ineligible to play in the game.
- 5.4. **A TEAM** must have the required number of players in the dugout before a game can be started. When a line-up is submitted, all of the starting players must be available as stated above.

- 5.5. **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. No defensive player can stand closer than 50 feet in fair territory as each pitch is delivered.

EFFECT Sec. 5. It is a delayed dead ball call. The pitch will be called a ball if not swung at. If the ball is hit the offensive/ manager has the option to accept the obstruction and take the result of the play EXCEPT if the batter reaches first safely, and all proceeding baserunners have advanced at least one base safely, the obstruction will be nullified. If the obstruction is nullified, the ball remains alive and in play and there is no option play. The umpire shall first warn the offender, and then eject any player from the game who repeats the offense.

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

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

EFFECT Sec. 6A Failure to notify the umpire is a violation and it is an illegal substitution and the player is immediately ejected from the game and said player is not allowed to participate in any capacity.

- 5.6.2. For purposes of the above rule (Rule 5 Sec. 6) a player shall be considered as being in the game:
- 5.6.2.1. As a batter, when they take their place in the batter's area;
 - 5.6.2.2. As a fielder, when they take their place of the fielder substituted for;
 - 5.6.2.3. As a baserunner, when they take their base of the baserunner they is substituting for;
 - 5.6.2.4. As a pitcher, when they take their place within the pitching zone.
- 5.6.3. Any player may be substituted for at any time.

5.7. **RE-ENTRY/SUBSTITUTIONS**

- 5.7.1. The players in the starting line-up may be substituted for and may subsequently be re-entered once.
- 5.7.2. A starting player, if re-entered, must occupy the same position in the batting order.
- 5.7.3. The starting player and the substitute cannot be in the line-up at the same time.

EFFECT Sec. 6 and 7

- 5.7.3.1. If an **ILLEGAL SUBSTITUTION** (a player who is eligible to be in the game but is entered in the wrong position) is appealed on while the player is playing offensively, the following penalties will be enforced.
- 5.7.3.1.1. If an **ILLEGAL SUBSTITUTION** is appealed on while they are at bat, they are ejected. Baserunners will remain as they were because there would have been no advancement possible. The proper substitute/batter resumes the ball and strike count of the ejected player.
- 5.7.3.1.2. If an **ILLEGAL SUBSTITUTION** is appealed on after the batter has completed their turn at bat and before the next pitch, the illegal player is ejected and any advance by baserunners as a result of a walk or base hit by the illegal batter, is nullified. The proper substitute/batter will then bat. If an out was made on the play, the "out" stands.
- 5.7.3.1.3. If an **ILLEGAL SUBSTITUTION** is appealed on after the batter has completed their turn at bat and after the next pitch, the illegal player is ejected and any advance by baserunners while the illegal batter was at bat, is legal. The next batter is the one following the illegal substitute and, if applicable, other batters lose their turn at bat.
- 5.7.3.2. If an **ILLEGAL RE-ENTRY** (a player who is not eligible to be in the game) is appealed on while the player is playing offensively, the following penalties will be enforced:
- 5.7.3.2.1. If an **ILLEGAL RE-ENTRY** is appealed on while they are at bat, they are out and ejected. Baserunners will remain as they were because there would have been no advancement possible.
- 5.7.3.2.2. If an **ILLEGAL RE-ENTRY** is appealed on after the batter has completed their turn at bat and before the next pitch, the illegal player is out and ejected and any advance as a result of a walk or base hit by the illegal batter is nullified.
- 5.7.3.2.3. If an **ILLEGAL RE-ENTRY** is appealed on after the batter has completed their turn at bat and after the next pitch, the illegal player is out and ejected and any advance by baserunners while the illegal batter was at bat, is legal.

EFFECT Sec. 6 and 7 B 1-3 The penalty for an offensive **ILLEGAL RE-ENTRY** is that the illegal player is out and ejected plus the manager/coach is ejected.

EFFECT Sec. 6 and 7 C. If an illegal substitution or illegal re-entry is appealed on while the player is playing defensively, the following penalties will be enforced:

5.7.3.3. If an illegal substitution or illegal re-entry is appealed after they make a play and before the next pitch, the offensive team has the option of taking the result of the play or of having the last batter go back to bat assuming the balls and strikes count the batter had prior to the discovery of the illegal player and having all baserunners returning to the last base they held prior to the play. The illegal substitute is ejected.

5.7.3.3.1.1. If the illegal substitution or illegal re-entry player is appealed on after a pitch to the next batter, the illegal substitute is ejected and all play stands.

5.7.3.3.1.2. EFFECT Sec. 7 C 1-2 1. The penalty for an illegal defensive re-entry is that the illegal player and the manager/ coach (the name that appears on the line-up card) are both ejected from the game. 2. The penalty for an illegal defensive substitution is that the illegal substitute is ejected from the game. NOTE: Players and coaches ejected for illegal re-entry or illegal substitution may not remain on the bench.

5.8. BLOOD RULE: Injured or Bleeding player

5.8.1. Any player who is injured or is bleeding from an injury and is assumed to be able to continue to play in the game, will be given a reasonable amount of time to tend to their injury or the bleeding. A reasonable amount of time will be determined by the umpire.

5.8.2. A player who is bleeding must be immediately removed from the playing field to have the bleeding controlled, cleaned up and the wound completely covered. If there is blood on any of the player's clothing, then the clothing must be changed before a player is allowed to participate in the game again.

EFFECT Sec. 8 If the player cannot return to the playing field in a reasonable amount of time, then a legal substitution or re-entry must take place when advised by the umpire that time is up. If this is not possible, the game will be forfeited if the team has less than 10 players.

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

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

5.10. **MANAGER, COACHES, PLAYERS, SUBSTITUTES, TRAINERS** or other team members or occupants of the bench shall not, from any place including the coach's box:

5.10.1. Incite, or try to incite by word, sign or demonstration, either opponents and/or spectators.

- 5.10.2. Use language which will in any manner refer to or reflect upon opposing players, teammates, Umpire's or spectators.
- 5.10.3. Commit any act that could be considered unsportsmanlike conduct.
- 5.10.4. Players and fans who broadcast amplified sound or music through any type of electronic system during the game, including between innings must reduce the level of sound or turn the device completely off when requested due to safety concerns for all participants.

EFFECT Sec. 10 A-D For a first offense the violator should be warned that to repeat the offense will cause prompt ejection from the game. All flagrant offenses (including a first offense) will be cause for the offender to be immediately removed from the game and playing area. An ejected player must leave the park immediately.

- 5.10.5. Approach umpire with a rule book visibly in hand, in an attempt to question, argue, or dispute an umpire's decision.

EFFECT Sec. 10 E Immediate ejection.

6. PITCHING

- 6.1. **AT THE BEGINNING** of each half of the first inning, five practice pitches will be allowed and then 1 pitch at the beginning of each subsequent inning, or when a pitcher relieves another pitcher, one minute may be used to deliver not more than three practice pitches to the catcher, or some other teammate.
- 6.2. **LEGAL POSITIONS OF THE PITCHER'S FEET:**
 - 6.2.1. Preliminary to pitching, the pitcher shall take a position with their pivot foot firmly on the ground within the confines of the pitching zone. The pivot foot must remain in constant contact within the pitching zone, until the release of the ball.
 - 6.2.2. The other foot (free foot) has no restrictions on position and may be placed on, in front of, to the rear of, or to the side of the pitching zone. After taking this initial position, the pitcher may only take one step with the free foot in a direction of their choice, provided that it is taken prior to, simultaneously with, and during the actions of delivering the pitched ball.
 - 6.2.3. After the release of the pitch, which action may include a step forward towards the batter, the pitcher may not continue to move forward, other than the normal forward momentum resultant from the pitch to the batter.

EFFECT Sec. 2 C If the pitcher continues to move forward in an attempt to distract the batter, on the first offence, the pitcher shall be warned. On the second offence, the pitcher shall be ejected from the game and the batter awarded first base.

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

- 6.3.1. After assuming the pitching position, the pitcher must hold the ball in front of their body (and be motionless for at least one second) in either one or both hands, before starting the delivery motions. The pitcher must face the home plate / strike mat when starting delivery of the pitch.
- 6.3.2. The pitcher may hold or grip the ball in any manner before delivery.
- 6.3.3. Once the pitcher is in the pitchers position the ball must be delivered within 5 seconds. The pitcher must deliver the ball from a standing position, and the windup must be in a continuous motion and may not include a stop or reversal of the pitching motion. The pitcher must release the ball on the first forward motion of the pitching arm.
- 6.3.4. Only a definite underhand motion is permitted in the delivery of the pitch.
- 6.3.5. The pitcher may release the pitched ball with the hand above the hip in order to obtain the necessary arc.
- 6.3.6. Once a pitcher starts their pitching motion, the batter may not request time out.

6.4. LEGALLY DELIVERED PITCHES:

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

EFFECT Sec. 4 A If the pitcher continues to pitch with excessive speed, they shall be removed from the pitching position for the remainder of the game.

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

EFFECT Sec. 4 A-D Failure to comply will constitute an illegally pitched ball and a ball will be awarded to the batter.

6.5. NO PITCH shall be declared immediately when:

- 6.5.1. The pitcher pitches during a dead ball interval.
- 6.5.2. A baserunner is called out for leaving a base too soon.
- 6.5.3. A pitcher attempts to "quick pitch" a batter.
- 6.5.4. The pitcher delivers the ball from the catching glove.

6.6. ILLEGALLY PITCHED BALLS INCLUDE:

- 6.6.1. Any pitched ball that does not conform to all the requirements of a legally delivered pitched ball.

- 6.6.2. All pitches made by the pitcher, when not conforming to pitching restrictions.
- 6.6.3. Delivering a pitch from other than the pitching zone and pitcher's position.
- 6.6.4. The pitcher failing to face the home plate / strike mat on delivery of the pitch.
- 6.6.5. When the pitcher moves towards the batter after releasing the pitch.

EFFECT Sec. 6 A-E In each case an illegally pitched ball shall be called immediately when it occurs and a ball will be awarded to the batter. The umpire, base or plate, will call the illegal pitch loud enough for the batter to hear. However, if the batter swings at an illegally pitched ball, the pitch will immediately become legal. The ball is live and in play if hit by the batter.

6.7. ILLEGAL PITCHING ACTIONS INCLUDE:

- 6.7.1. The pitcher, after assuming the pitching position, holding the ball longer than 5 seconds.
- 6.7.2. Throwing the ball by the pitcher to any fielder, unless performing preliminary warm-up pitches while the ball is dead.
- 6.7.3. The pitcher failing to take a position within the pitching zone, in an attempt to delay the game.

EFFECT Sec. 7 A-C The umpire shall immediately call "TIME" thus causing the play to be dead and award a ball to the batter.

- 6.8. **APPEALING WHILE BALL IS LIVE** Any team may appeal a baserunner once. The ball is live and all baserunners may advance with liability of being put out. Unless appealed to, an umpire does not call a player out for having left a base too soon on a caught fly ball, or a touched and subsequently caught fly ball, failing to touch a base as required, batting out of order, or making an attempted start to go to second base after the batter-baserunner has crossed first base, as provided in these rules. No appeal will be considered or allowed, after the next pitch is made to the batter.

NOTE: On appeal plays, the appeal must be made before the next pitch (legal or illegal) or before all defensive players have left fair territory.

- 6.9. **APPEALING AFTER BALL IS DEAD / DEAD BALL APPEAL** Once the ball has been returned to the infield and "TIME" has been called by the umpire, or the ball becomes dead, any team, with or without possession of the ball, may make a verbal appeal on a runner missing a base or leaving a base prior to a ball being caught. The appropriate umpire must acknowledge the appeal and then make a decision on the play. Baserunners may not leave their bases during this appeal process, as the ball remains dead until the umpire calls "PLAY BALL".
- 6.10. **UMPIRE'S JUDGEMENT DECISIONS MAY NOT BE APPEALED:**
- A. On a decision involving a ball or strike.
 - B. On whether or not a batted ball was fair or foul.

- C. On a call of safe or out on a baserunner.
 - D. When a game is called for darkness, rain, panic or other logical reasons.
- 6.11. **DEFENSIVE CHARGED CONFERENCE** There may only be one charged conference between the manager, coach or team representative from the dugout area with each and every pitcher in a game. The second charged conference will result in the removal of the pitcher from the pitching position for the remainder of the game, but they can play any other position.
- 6.12. **QUICK PITCH** A quick pitch is a pitch made by a pitcher with the intent of catching the batter off guard or off balance. This could be when the batter first takes their position or is off balance from the previous pitch.

EFFECT Sec. 11 The ball is dead and “No Pitch” shall be called by the umpire.

7. BATTING

- 7.1. **UNLIMITED BATTING ORDER** - A team may bat as many players as they wish – maximum of 10 players on the field at any one time.
- NUMBER OF BATTERS – 10 players (6:4)**
- 7.1.1. There must be an equal number of males and females added to the batting order. i.e. A 6-4 team may become a 7-5, 8-6 etc.
 - 7.1.2. A female may be substituted for a male and a male may be legally substituted or re-entered into that position in the batting order.
 - 7.1.3. A minimum of 4 females and a maximum of 6 females, defensively, and a maximum of 6 males and a minimum of 4 males, defensively must be maintained in a co-ed game.
 - 7.1.4. If a player is removed from the game due to an injury, ejection, etc., the automatic out will be recorded each time that player is due to bat, if there is no substitute for them. A team must finish the game with at least 10 players in the line-up.
 - 7.1.5. Teams may play with 9 players with an Automatic Out as long as the minimum player requirement is still met.
- 7.2. **THE BATTING ORDER** of each team must be listed and delivered to the OFFICIAL SCOREKEEPER by the MANAGER, or team representative. SHOULD an Official Scorekeeper not be assigned to the game, the BATTING ORDER must be delivered to the Plate Umpire prior to the starting time of the game. After each team has submitted its own batting order, both line-ups shall be made available to both teams, for their inspection and knowledge.
- 7.2.1. EFFECT Sec. 2 Each manager must have submitted their own team’s line-up before they can have access to the line-up of their opponents. The umpire may forfeit the game if there is unwarranted delay in providing a line-up.



- 7.2.1.1. The batting order submitted must be followed throughout the game, unless a substitute replaces a player. When this occurs, the substitute must take the turn at bat of the player they replaced in the original batting order.
- 7.2.1.2. Each player of the team at bat shall become the batter and enter the batter's area in the order in which their name appears on the score sheet/line-up card.
- 7.2.1.3. The first batter in each succeeding inning shall be the batter whose name follows that of the player who last completed a turn at bat in the preceding inning.
- 7.2.2. EFFECT Sec. 2 A-C Batting out of order is an appeal play situation.
 - 7.2.2.1. If an incorrect batter is discovered before they complete their turn at bat, the correct batter may take their proper place, assuming any accumulated balls and strikes. NOTE: In this situation, an appeal may be made by the offensive or defensive team.
 - 7.2.2.2. If the mistake is discovered after the incorrect batter has completed their turn at bat, and before a pitch has been made to a succeeding batter, the batter who should have batted is called out. All baserunners, if they have advanced, must return to the base occupied at the time the incorrect batter took a position in the batter's area. The next batter is the player whose name follows that of the batter called out for failure to bat. If the appealed out was the third out then the next batter in the next inning is still the batter whose name follows that of the batter called out for failure to bat. An illegal batter is removed from base. NOTE: In situation 2, only the defensive team can appeal.
 - 7.2.2.3. If the mistake is not discovered until after a pitch is made to a next batter, the turn at bat of the incorrect batter is then legal. All bases advanced or runs scored are counted, and the next batter shall be the one whose name follows that of the incorrect batter who has just finished a time at bat. No one is called out for failure to bat, and players missing their turn at bat have lost that turn and do not bat again until reached in the regular batting rotation. NOTE: For purposes of interpretation, an intentional walk to a next batter or illegal pitcher's action, shall be considered the same as a pitch delivered to a batter.
 - 7.2.2.4. A baserunner who has batted out of order will not be removed from the base they are occupying to bat in their proper place. They miss their turn at bat with no penalty. The next legal batter will be the one who follows them in the batting order.
- 7.2.3. A batter completes a turn at bat when they have either been put out or have become a baserunner.
- 7.2.4. When the third out of an inning is made before the batter has completed their turn at bat, the same batter will be the first batter in the next inning and all previous called balls and strikes will be cancelled.

7.3. THE BATTER IS OUT IF:

7.3.1. They enter the batter's area with an illegal, non-approved or altered bat.

EFFECT Sec. 3 A The batter is out and is ejected from the game.

7.3.2. They illegally hit the ball, when their foot is in contact with the home plate / strike mat. They place both of their feet on the ground completely outside the approved batter's area (refer to Rule 3 Sec. 11). They make contact with the ball with one foot on the ground, completely within the 22 inch area in front of the leading edge of the home plate / strike mat or completely within the 22 inch area at the back edge of the home plate / strike mat.

7.3.3. They deliberately bunt or swing the bat downward and chop the ball down to the ground.

7.3.4. They hit a foul ball or foul tip after two strikes.

7.3.5. They step across the home plate / strike mat with the pitcher in the pitching position.

7.3.6. They intentionally interfere with the catcher attempting a play.

7.3.7. Any member of their team (excluding baserunners) interferes with a fielder attempting to make a play on a foul fly ball.

7.3.8. They hit a fair fly ball or line drive that a fielder or infielder intentionally drops, with a runner on first, first and second, first, second and third, or first and third, with less than two outs.

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

7.3.9. They take longer than 20 seconds to enter the batter's area when it becomes their turn to bat, or 10 seconds to re-enter the batter's area after a called ball, strike or foul ball.

7.3.10. A preceding baserunner, who is not yet out, intentionally interferes with a fielder who is attempting to catch a thrown ball or to throw a ball in an attempt to complete a play. The runner shall also be called out.

7.3.11. They hit a fair ball with their bat a second time in fair territory.

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

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

7.3.13. They hit an over the fence home run that is in excess of the number allowed in that category of play: 'C' Competitive – 3 home runs; 'D' Intermediate – 2 home runs; 'E' Beginner – 1 home run.

7.3.14. They have three strikes.

EFFECT Sec. 3 B-N The ball is dead, the batter is out and the baserunner may not advance.

- 7.3.15. They hit a fly ball, whether fair or foul, or a foul tip, that is legally caught.
- 7.3.16. They carry the bat to first base. If a batter, carrying a bat, legally reaches or touches first base, the batter is out.
- 7.3.17. When a fly ball is legally caught, providing no part of the fielders body is touching in "out of play territory at the time of the catch.
- 7.3.18. They hit an infield fly, with baserunners on first and second, or on first, second and third bases with less than two out.

NOTE: If a fly ball falls to the ground untouched outside the foul lines and then bounces fair, before reaching first or third bases, it is an infield fly.

EFFECT Sec. 3 O-R The batter is out, the ball remains live and in play, with baserunners in jeopardy.

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

NOTE: 1. The first occurrence of profanity by any manager, coach and/or player of either team will result in a warning to both teams. 2. A second occurrence would result in the offending player being called out if they are the batter, batter-baserunner, or a baserunner, OR the next batter on the offending team would be called out if the infraction was by a batter, batter-baserunner, baserunner, manager, coach, a defensive player or by a nonparticipating player (player on the bench).

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

7.4. ON DECK BATTER:

- 7.4.1. A. The on deck batter is the person whose name is next on the line-up card after the batter.
- 7.4.2. The on deck batter must position themselves within the lines of the on deck circle nearest their team's bench.
- 7.4.3. The on deck batter may leave the circle when they are to become the batter or when they are going to direct a baserunner advancing towards the scoring line.
- 7.4.4. If the on deck batter interferes with a defensive player making a play on the ball, the baserunner closest to the scoring line at the home plate / strike mat at the time of the interference will be called out.

7.5. A STRIKE IS CALLED BY THE UMPIRE:

- 7.5.1. For each fairly delivered pitched ball by the pitcher, that lands entirely or partially, on any part of the home plate / strike mat, before touching the ground.



- 7.5.2. For each pitch struck at and missed by the batter.
- 7.5.3. For each batted ball striking the batter, while they are in the batter's area.
- 7.5.4. For each foul ball not caught in flight.
- 7.5.5. For leaving the batter's area after the pitcher starts their pitching motion.

EFFECT Sec. 5 The ball is dead after any strike.

7.6. A BALL IS CALLED BY THE UMPIRE ON EACH PITCH NOT SWUNG AT BY THE BATTER, IF:

- 7.6.1. The pitched ball does not land completely or partially on any part of the home plate / strike mat.
- 7.6.2. The ball strikes the ground before reaching or landing on any part of the home plate / strike mat. NOTE: The ball is dead when the legal pitch has contacted the ground. A batter may not hit a ball that hits the ground prior to reaching the home plate / strike mat.
- 7.6.3. An illegally pitched ball is delivered but not struck at.
- 7.6.4. There is an illegal pitcher action.
- 7.6.5. When the catcher fails to return the ball directly to the pitcher except after a strike-out or put out by the catcher.

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

- 7.7.1. Settles or is first touched on fair ground between the home plate / strike mat and first base or between the home plate / strike mat and third base.
- 7.7.2. Bounds past first or third base while on or over fair territory.
- 7.7.3. Touches first, second or third base.
- 7.7.4. Touches the person or clothing of an umpire or player while on or over fair territory.
- 7.7.5. Falls to the ground in foul territory, then rolls or bounces into fair territory before passing first or third bases, and without having touched some object other than the ground.
- 7.7.6. First touches the ground in fair territory, then rolls into foul territory and then again rolls into fair territory, provided the ball did not touch anything while on or over foul territory, other than the ground.

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

- 7.8.1. Settles or is first touched on foul ground between the home plate / strike mat and first base or between the home plate / strike mat and third base.
- 7.8.2. Goes past first or third base while on or over foul ground.
- 7.8.3. First touches the ground in foul territory beyond first or third base.
- 7.8.4. While on or over foul territory touches the person or clothing of an umpire, player or is blocked.

EFFECT Sec. 8 A-D A strike is called on the batter unless they already have two strikes then a strike is called and the batter is out. Baserunners must return to their bases unless it is a caught fly ball, then the ball is live and all baserunners are in jeopardy.

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

7.9. **FOUL TIP** is any tipped ball that is caught by the catcher.

EFFECT Sec. 9 It is a foul tip only if it is legally caught and the batter is out. The ball remains live and all baserunners are in jeopardy.

7.10. **HOME RUN RULE** will apply.

7.10.1. Any undeflected ball hit over the fence will be considered as a home run for the designated allowances for home runs for all divisions and categories.

EFFECT Sec. 10A Where an over the fence home run is hit that is in excess of the number allowed, the batter will be called out.

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

7.10.3. When the umpire declares a Home Run or Four Base Award, the batter proceeds directly to the team bench. All on base runners also proceed directly to their bench. All runs are added to the team score.

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

EFFECT Sec. 11 A manager, coach or other team representative who insists on a third conference is to be ejected from the game.

8. BASERUNNING

8.1. A BASERUNNER WHILE ADVANCING OR RETURNING, MUST TOUCH EACH BASE IN LEGAL ORDER: (i.e. FROM FIRST BASE, SECOND BASE, THIRD BASE TO THE SCORING LINE)

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

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

8.2. THE BATTER BECOMES A BATTER-BASERUNNER AS SOON AS THEY HIT THE BALL:

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

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

8.3. THE BATTER IS AWARDED FIRST BASE:

- 8.3.1. When four balls are called by the umpire.
- 8.3.2. When the pitcher tells the umpire to intentionally walk a batter.
- 8.3.3. If a fair batted ball strikes a baserunner while they are off their base, and before passing an infielder other than the pitcher, the ball is immediately dead and the batter is entitled to first base without liability to be put out.
- 8.3.4. If a fair batted ball strikes the umpire in fair territory, before passing an infielder, other than the pitcher, the ball is immediately dead and the batter is entitled to first base without liability to be put out.
- 8.3.5. If the catcher or any infielder obstructs them physically/verbally from striking at a pitched ball.
- 8.3.6. **BATTER-BASERUNNER – A WALK** If a male batter is walked intentionally or otherwise, they will be awarded first base. If followed in the batting order by a female, the male batter will be awarded first and second bases. The female **MUST** bat. If an incorrect batter is standing in the on deck position, indicating they are the next batter, a male batter that is walked goes to first base only. (Refer to Rule 7 Sec. 4)

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

8.4. **BASERUNNERS ARE OUT** under the following circumstances:

- 8.4.1. When they are hit by their own batted ball in fair territory, after leaving the batter's area.
- 8.4.2. When they drop the bat in fair territory and it makes contact with a fair ball, by moving into the ball.
- 8.4.3. When, after a fair ball is hit, they are touched with the ball by an infielder prior to first base, while off the base.
- 8.4.4. When, after a fair ball is hit an infielder holds the ball on first base before the batter-baserunner touches or passes the base.
- 8.4.5. When, after reaching first base safely, they over run or over slide that base, and then make an attempt to start to second base and are tagged before returning to first base.
- 8.4.6. When they run outside of the three foot line and interfere with an infielder taking a throw, or making a play at first base.

EFFECT Sec. 4 F They are out and if the interference is deemed to be intentional the most advanced baserunner is also out.

- 8.4.7. If between the home plate / strike mat and first base, they move back toward the home plate / strike mat to avoid or delay being tagged.

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

- 8.4.8. If they interfere with a play at the scoring line at the home plate / strike mat in an attempt to prevent an obvious out.

EFFECT Sec. 4 H The baserunner is also out.

- 8.4.9. If they physically and/or verbally interfere with an infielder attempting to field a batted ball or intentionally interfere physically and/or verbally with a thrown ball.

EFFECT Sec. 4 I If this interference is an obvious attempt to prevent a double play, the baserunner closest to the scoring line at the home plate / strike mat shall also be called out.

- 8.4.10. If they carry the bat and legally reach or touch first base with the bat still in their hand.
- 8.4.11. When a play is being made at first base, they touch only the white portion of the double base.
- 8.4.12. If they are called on the infraction of directing or uttering profanities at an umpire, another player or participant and/or utters profanities whereby the spectators can hear it after a warning has been given to both teams for the first occurrence of profanity from either team.
- 8.4.13. If they physically pass a preceding baserunner before that baserunner has been put out.

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

8.5. **A BASERUNNER IS OUT** under the following circumstances:

- 8.5.1. If they fail to keep contact with the base to which they are entitled, until a pitched ball has reached or passed or bounced in front of the home plate / strike mat or is batted.

EFFECT Sec. 5 A No pitch is declared, the ball is dead, and the baserunner is out. Baserunners who have left the base legally (after a pitched ball has bounced in front of, reached or passed the home plate / strike mat) but the ball has not been hit, are not declared out but must immediately return to their base and the ball is dead.

- 8.5.2. If they physically and/or verbally interfere with an infielder attempting to field a batted ball or intentionally interfere, physically and/or verbally, with an infielder catching a ball, throwing a ball, or with a thrown ball. EFFECT Sec. 5 B The ball is dead, the baserunner is out and if the interference is deemed to be intentional, the next succeeding baserunner is also out.
- 8.5.3. If they are struck by a fair batted ball on fair ground WHILE OFF THEIR BASE and before it touches or passes an infielder, excluding the pitcher.
- 8.5.4. If they run the bases in reverse order, other than what is allowed under what constitutes legal baserunning.
- 8.5.5. If they intentionally kick a live ball, or intentionally interfere with a ball in play, whether or not the baserunner is in contact with their base, and an infielder HAS HAD an opportunity to play the ball.

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

- 8.5.6. A coach or baserunner that physically holds, carries, pushes or assists another baserunner, to assist them to reach, leave or return to a base.

EFFECT Sec. 5 F The assisted baserunner is out, the ball is live and all other baserunners are in jeopardy.

- 8.5.7. If they intentionally kick a live ball, or intentionally interfere with a ball in play, whether or not the baserunner is in contact with his base, and an infielder HAS NOT HAD an opportunity to play the ball.
- 8.5.8. If they have been put out and continue to run the bases, simulating a live baserunner, and thereby draws a throw to retire them a second time.
- 8.5.9. When one or more members of the team at bat, stands, or collects at, or around, a base toward which a baserunner is advancing, thereby confusing the fielders.
- 8.5.10. When a coach intentionally interferes with a live batted or thrown ball.
- 8.5.11. When a coach runs in the direction of the scoring line at the home plate / strike mat or any other base, on or near a baseline, while the infielder is attempting to make a play on a batted ball, or on a thrown ball, and thereby drawing a throw in their direction.
- 8.5.12. If they are attempting to score and the next batter or other team members interfere with the attempted play.

EFFECT Sec. 5 G-L Interference is called, the ball is dead and the MOST ADVANCED BASERUNNER IS ALSO CALLED OUT.

- 8.5.13. When, while the ball is in play, they are off the base and are legally touched with the ball.
- 8.5.14. When, on a force out, an infielder tags them with the ball or holds the ball on the base to which the baserunner is forced to advance, before the baserunner can reach that base.
- 8.5.15. When running toward any base, they run more than three feet outside their established base path to avoid being tagged with the ball in the hands of an infielder.
- 8.5.16. If they physically pass a preceding baserunner before that baserunner has been put out.
- 8.5.17. When they position themselves behind and not in contact with the base to get a running start on any fly ball.

EFFECT Sec. 5 M-Q The ball remains live and in play and all other baserunners are in jeopardy.

- 8.5.18. When they position themselves behind and not in contact with the base to get a running start when the pitch has been released but has not yet reached or crossed the home plate / strike mat or been hit.

EFFECT Sec. 5 R This is a lead off, the ball is dead, the baserunner is out and all other baserunners must return to the last base legally held at the time of the pitch. "No Pitch" will be called by the plate umpire.



- 8.5.19. If they fail to return to touch the base to which they are entitled when play is resumed after any suspension of play, if an infielder legally holds the ball on that base.
- 8.5.20. If they leave their 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 an infielder and legally held on the base left or if an infielder touches the baserunner with the ball, before the baserunner returns to retouch their original base.
- 8.5.21. When they fail to touch an intervening base or bases (including awarded bases) in regular or reverse order, while the ball is in play, and the ball is held legally on the missed base, or the baserunner is legally touched with the ball, while off the base.

EFFECT Sec. 5 S-U These are appeal plays and the defensive team loses its right to make an appeal on any of these situations, if the appeal is not made known before the next legal or illegal pitch, intentional walk, or illegal pitcher action or before all fielders have left fair territory.

- 8.5.22. When running to the scoring line, they don't cross the scoring line and an infielder holds the ball in their hand while touching the home plate / strike mat and appeals to the umpire. Also baserunners attempting to score by touching the scoring line are out if they touch the home plate / strike mat or cross over the home plate / strike mat in fair territory, whether a play is made or not.
 - 8.5.22.1. Unless two are out, the status of a following baserunner is not affected by a preceding baserunner or failure to comply.
 - 8.5.22.2. If, on an appeal, the preceding baserunner is the **THIRD OUT**, no following baserunner shall be allowed to score.
 - 8.5.22.3. If an appealed out is the **THIRD OUT**, and is the result of a force out, neither preceding nor following baserunners shall score.
 - 8.5.22.4. If the appealed out is the **THIRD OUT**, and is the result of the batter-baserunner not touching first base, preceding baserunners shall not score.
 - 8.5.22.5. In any appealed play not a force out, all baserunners in advance of a baserunner being appealed out, who touch the scoring line legally before completion of the **THIRD APPEALED OUT** shall be counted. Succeeding baserunners cannot score.
 - 8.5.22.6. When a defensive player clearly has the ball and is waiting for the baserunner and the baserunner deliberately with great force crashes into the defensive player.

EFFECT Sec. 5 W The offender is out and shall be ejected, the ball is dead and all other baserunners must return to the last base touched at the time of the infraction.

- 8.5.22.7. If they are called on the infraction of directing or uttering profanities at an umpire, another player or participant and/or utters profanities whereby the

spectators can hear it, after a warning has been given to both teams for the first occurrence of profanity from either team.

EFFECT Sec. 5 X The ball remains live and all other baserunners are in jeopardy.

8.6. **BASERUNNERS ARE ENTITLED TO ADVANCE WITH LIABILITY TO BE OUT:**

- 8.6.1. When any live ball continues to be in play. EFFECT Sec. 6 A
 - 8.6.1.1. The umpire shall call "TIME" when the baserunners cease to try to advance and an infielder has control of the ball in the infield.
 - 8.6.1.2. If a ball is no longer live and in play as determined by the stoppage of play and the umpire having called "TIME", baserunners must return to the last base touched and entitled to when all play stopped.
- 8.6.2. When during a live ball play, following a batted ball, and the ball is a wild throw in either fair or foul territory and does not become a blocked ball.
- 8.6.3. When any legally caught fly ball, is first touched by a fielder.
- 8.6.4. When a live thrown ball strikes the person of an umpire, coach or baserunner.
- 8.6.5. When a fair batted ball, or live thrown ball accidentally strikes a coach.
- 8.6.6. When another baserunner physically passes a preceding baserunner.
EFFECT Sec. 6 F The baserunner who passes the preceding baserunner is out.
- 8.6.7. G. When a preceding baserunner fails to touch a base as required.
EFFECT Sec. 6 B-G The ball remains live, with all baserunners continuing to be in jeopardy.
- 8.6.8. When a defensive player deliberately or otherwise contacts, catches or stops a batted or thrown ball, using any object, including 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. 6 H It is delayed dead ball call and 1. On a fair batted ball, or on a ball that may become fair, all baserunners are entitled to advance 3 bases from the time of the pitch. 2. On a thrown ball all baserunners are entitled to advance 2 bases from the time of the throw. 3. In both situations, the baserunners may advance further than the bases to which they are awarded but they will be in jeopardy.

NOTE: If, in the opinion of the umpire, a fair batted ball would have cleared the outfield fence, had it not been interfered with, the batter-baserunner will be awarded four (4) bases.

- 8.6.9. I. If a baserunner dislodges a base from its proper position neither they nor any succeeding baserunner in the same series of plays, are obligated to run to a base that is unreasonably out of its proper place.

EFFECT Sec. 6 I The ball is live and baserunners may advance with liability to be put out.

- 8.6.10. When a fair batted ball has been touched by a fielder, including the pitcher.



- 8.6.11. Should a ball strike a legally discarded piece of equipment, that equipment becomes part of the playing field and does not establish a dead ball. (Ex: pitcher's or fielder's mask)

EFFECT Sec. 6 J-K The ball remains live with all baserunners continuing to be in jeopardy.

8.7. **BASERUNNERS ARE ENTITLED TO ADVANCE WITHOUT LIABILITY TO BE PUT OUT:**

- 8.7.1. When a fair fly ball goes over the home run fence or into the stands in the established outfield "out of play territory" without touching the ground or a defensive player, the batter shall be entitled to a home run.
 - 8.7.1.1. A fair ball that clears the fence before touching anything or anyone, and which is not caught is a home run. This includes any ball that hits the top of the fence and goes over it.
 - 8.7.1.2. When a fair batted fly ball deflects off a defensive player over the home run fence, the batter- baserunner will be awarded four (4) bases.
 - 8.7.1.3. When a batted ball, either fair or foul is legally caught in flight, and the fielder has not yet touched any area outside the lines of the established playing area. The batter is out, but if the fielder's momentum causes them to touch, or to go completely into the "out of play area", the ball will be declared dead and all baserunners will be awarded one base from the last base legally touched at the time of the catch. If the ball is intentionally carried into "out of play territory" the award will be a minimum of two bases.
- 8.7.2. When a fair batted ball bounces or rolls into the stands, over, under or through a fence or other boundary of the playing field whether or not the batted ball is first touched by a fielder.

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

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

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

- 8.7.4. When forced to advance because of the batter being awarded first base.
- 8.7.5. If they are obstructed by an infielder between bases, or as they round a base, unless the infielder is trying to field a batted ball, thrown ball, or has the ball in their possession ready to tag the baserunner.

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

8.7.6. If a baserunner is obstructed during a rundown, they will be awarded the base they were running toward at the time of the obstruction.

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

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

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

8.7.8. When an accident or incident occurs, that prevents a baserunner from proceeding to a base to which they are entitled because of a home run or other awarded base, a substitute baserunner shall be permitted to take their place and complete the play.
EFFECT Sec. 7 A-H When a batter or baserunner is awarded one or more bases, each base must be touched in regular order when advancing, otherwise the team in the field may make an appeal on the baserunner.

8.8. A BASERUNNER MAY BE PUT OUT IF:

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

8.8.2. After reaching first base, the batter-baserunner's momentum causes them to overrun or over slide first base, the batter-baserunner then makes an attempt to start toward second base, before returning to retouch first base.

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

8.8.4. If a fair ball is trapped.

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

8.9.1. Baserunners required to return, or attempting to return when the ball is in play, must touch each base in regular legal reverse order. If a batter-baserunner or baserunner abandons a base and enters their team area or leaves the field of play,



the batter-baserunner or baserunner shall be declared out immediately when they enter their team area or leave the field of play.

EFFECT Sec. 9 A

8.9.1.1. Batter-baserunners or baserunners are in jeopardy until they get back to their base when the ball is live.

8.9.1.2. A baserunner may not return to a preceding base, after the ball has been declared dead, if they have touched a succeeding base, or after a following baserunner has scored.

8.9.1.3. A baserunner may not return to retouch a missed base after crossing the commitment line.

8.9.2. Two baserunners may not occupy the same base simultaneously. EFFECT Sec. 9 B
The first baserunner touching a base shall be entitled to occupy it until they have touched the next base legally, or are forced to leave the base due to the batter becoming a baserunner. The following baserunner may be put out by being tagged with the ball.

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

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

8.9.4. A batter-baserunner or baserunner may not return to touch a missed base or one they have left illegally, once they enter their team area or out of play territory.

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

8.10. **BASERUNNERS MUST RETURN TO THEIR BASES:**

8.10.1. When a ball is batted illegally.

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

8.10.3. When an umpire or baserunner is struck by a fair batted ball, before it passes an infielder, excluding the pitcher.

8.10.4. When time out is called by the umpire.

EFFECT Sec. 10 A-D

8.10.4.1. The ball is immediately dead.

8.10.4.2. Baserunners may be forced to advance, if the batter is credited with a hit under part "C" thus awarded first base.

8.10.4.3. Baserunners need not touch intervening bases, when required to return.

8.10.4.4. Baserunners must be allowed sufficient time to return, when required.

8.11. **BASERUNNERS ARE NOT PERMITTED TO ADVANCE AS A RESULT OF ANY PITCHED BALL NOT HIT**

EFFECT Sec. 11 If a baserunner fails to keep contact with the base to which they are entitled until a pitched ball has bounced in front of, reached or passed the home plate / strike mat or is batted, the ball

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

8.12. **BASERUNNERS ARE NOT OUT:**

- 8.12.1. When a batter-baserunner over runs or over slides first base and immediately returns to that base.
- 8.12.2. When a baserunner is required to return to a base and is not given sufficient time to return.
- 8.12.3. When a baserunner is touched with the ball not securely held by a fielder.
- 8.12.4. When a defensive team does not attempt an appeal play until after a next pitch is made.
- 8.12.5. When a baserunner holds their base until a fly ball is first touched, and then attempts to advance.
- 8.12.6. When a baserunner runs outside a baseline and behind a fielder attempting to field a batted ball.
- 8.12.7. When a baserunner runs outside the baseline, other than to avoid an infielder attempting to tag them with the ball.
- 8.12.8. When a baserunner is hit by a fair batted ball after it is touched or touches any infielder including the pitcher.
- 8.12.9. When a baserunner makes contact with a fielder not fielding the ball.
- 8.12.10. When a baserunner sliding into a base, dislodges the base from its proper position.
- 8.12.11. When, while in contact with the base, a baserunner is hit with a fair batted ball, unless the umpire rules that the ball was intentionally interfered with, or an infielder was interfered with, while attempting to field a ball.

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

- 8.13. **CHARGED CONFERENCES** Only two (2) charged conferences may take place between the manager/coach or team representative and the batter or baserunner in an inning. Umpires shall not allow any such conferences in excess of two (2) in an inning.

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

8.14. **COMMITMENT LINES/SCORING LINE**

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

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

8.14.2. A baserunner who touches the **COMMITMENT LINE** or makes contact with the ground past the **COMMITMENT LINE** with any part of the body between third base and the scoring line at the home plate / strike mat must continue on towards the scoring line (at the home plate /strike mat).

EFFECT Sec. 14 B A player who has touched and/or crossed over the commitment line as described above and attempts to return to third base, shall be declared out. The ball is live and all baserunners are in jeopardy. C. A baserunner may be tagged out between the commitment line and the scoring line. D. All baserunners attempting to score a run must do so by touching the **SCORING LINE** with one foot or by placing one foot on the ground past the **SCORING LINE** in foul territory, in order for it to be counted as a run.

EFFECT Sec. 14 D Baserunners are out if they touch the home plate / strike mat or cross over the home plate / strike mat in fair territory, whether a play is made or not. E. The baserunner should avoid all collisions or be subject to ejection, based on the umpire's judgement.

8.15. **A COURTESY RUNNER** is an eligible player from the offensive team who replaces a baserunner. They are in the game when they occupy the base of the player they are running for. They may be used a maximum of three (3) times per game in all divisions. When courtesy runners are used, the same courtesy runner cannot be used more than once. Only players listed on the lineup card are eligible to be courtesy runners and a courtesy runner can be used for a courtesy runner. If there are no courtesy runners or substitutions available to take the place of a courtesy runner that is on base when that player is to be up to bat, an out shall be declared. The courtesy runner can be anyone listed on the lineup card and the same courtesy runner cannot be used more than once per inning.

NOTE: A maximum of three (3) courtesy runners per game may be used but the same baserunner cannot be used more than once. Where a courtesy runner is used a male must be placed for a male, a female for a female, or a female for a male.

EFFECT Sec. 15 Failure of the manager/coach or team representative to notify the plate umpire that a courtesy runner is being used, and there is an appeal by the opposing team, the courtesy runner /baserunner shall be called out.

8.16. **PITCHER REPLACEMENT RULE/TEMPORARY RUNNER:** A temporary runner must be used for a pitcher who is on base with two out, who wears visible outer protective equipment to pitch (ex: mask and leg pads) This is to permit the pitcher to don their protective equipment and not delay the game. This will not apply if the pitcher is only wearing a face or head protection, or the protective equipment is worn under the uniform. The following provisions apply:

- 1) It is not optional.
- 2) There must be two out.

- 3) If the pitcher is on base with less than two outs, the Temporary Runner must be used after the second out occurs.
- 4) The Temporary Runner can be anyone on the line-up card.
- 5) If the pitcher is the runner in the tie-breaker situation, they will be considered the same as if they had batted and would be replaced by a Temporary Runner with two out.
- 6) Re-entry and substitution rules are waived for the Temporary Runner.
- 7) If a Temporary Runner is due to go to bat, any other player on the line-up card can be used for the Temporary Runner without penalty.

NOTE: Where a temporary runner is used, a male must be placed for a male, a female for a female, or a female for a male.

9. BALL IN PLAY (LIVE) & DEAD BALL

- 9.1. **THE BALL IS LEGALLY PUT IN PLAY BY THE UMPIRE:** A. At the start of the game and each half inning when the pitcher has the ball while standing in the pitching position and the plate umpire has called "PLAY BALL". B. After every dead ball situation.
- 9.2. **THE BALL IS DECLARED LIVE AND IN PLAY:**
 - 9.2.1. When the pitcher has the ball in their possession within the pitching zone.
 - 9.2.2. When the pitcher delivers the pitch toward the home plate / strike mat.
 - 9.2.3. When the batter hits the pitched ball legally.
 - 9.2.4. Whenever there is a play resulting from the legally batted ball.
 - 9.2.5. When a live ball strikes a photographer, groundskeeper, policeman, etc., when they are assigned to the game. If they are within playable territory, they become part of the field.
 - 9.2.6. When a fly ball, either fair or foul, including a line drive or foul tip, is legally caught.
 - 9.2.7. At all times during the enforcement of an infield fly rule.
 - 9.2.8. When any thrown ball goes into foul territory and is not blocked.
 - 9.2.9. When a batted or thrown live ball accidentally strikes the coach.
 - 9.2.10. If thrown, it strikes an umpire or offensive player.
 - 9.2.11. When a fair batted ball strikes an umpire or baserunner after touching an infielder, or after passing any infielder including the pitcher/infielder.
 - 9.2.12. When a fair ball strikes the umpire or offensive player on foul ground.
 - 9.2.13. If baserunners have reached the base to which they are entitled when a fielder illegally touched or fielded a batted or thrown ball.
 - 9.2.14. When a delayed obstruction call has been made and signaled but not yet enforced.
 - 9.2.15. When a baserunner must return to a base in reverse order while the ball is live and in play.
 - 9.2.16. When a baserunner is called out for passing a preceding baserunner.
 - 9.2.17. When a baserunner acquires the right to a base by legally touching it before being put out.
 - 9.2.18. When a base is dislodged while baserunners are progressing around the bases.



- 9.2.19. When a baserunner is called out for running more than three (3) feet outside the established base path in order to avoid a tag.
 - 9.2.20. When a baserunner is forced or tagged out.
 - 9.2.21. When a "live ball" appeal play is involved or enforced.
 - 9.2.22. When a player is called out under the profanity rule.
 - 9.2.23. Whenever the ball is not "DEAD", as provided in Section 3 of this rule.
 - 9.2.24. When a coach physically holds or pushes a baserunner to assist them to return or to leave a base.
 - 9.2.25. When a ball is caught illegally.
- 9.3. **THE BALL IS DEAD AND NOT IN PLAY:**
- 9.3.1. When no pitch is declared.
 - 9.3.2. When an illegal pitcher's action is declared.
 - 9.3.3. When a baserunner is called out for leaving a base too soon, on a pitched ball.
 - 9.3.4. After each called "ball" or "strike".
 - 9.3.5. When a pitched ball touches any part of a batter's person.
 - 9.3.6. When a batter bats illegally, or hits the ball with an illegal bat.
 - 9.3.7. When a batter **DELIBERATELY** bunts or chops the ball downward.
 - 9.3.8. When the batter is hit by their own batted ball, either fair or foul.
 - 9.3.9. When a foul ball is not caught in flight. Baserunners may not advance, including baserunners who have touched and/or crossed the commitment line.
 - 9.3.10. When a batter steps completely across the home plate / strike mat, with the pitcher standing within the pitching zone. EFFECT Sec. 3 A-J Ball is immediately dead. Baserunners may not advance.
 - 9.3.11. If a fielder or infielder intentionally drops a fair fly ball or line drive.
 - 9.3.12. When an offensive team member causes interference.
 - 9.3.13. When the baserunner deliberately crashes into a defensive player, who is waiting to make a tag.
 - 9.3.14. When a baserunner is off a base and is hit with a fair batted ball, before the ball is touched by or passes through the infielders.
 - 9.3.15. When a blocked ball occurs.
 - 9.3.16. When a ball lands outside the established limits of the playing field.
 - 9.3.17. When a coach intentionally interferes with a batted or live thrown ball.
 - 9.3.18. When a spectator or other person, not in the game, causes interference.
 - 9.3.19. When a fair-batted ball hits an umpire in fair territory, before being touched or passing by an infielder, other than the pitcher.
 - 9.3.20. When "TIME" is called for any reason by the umpire.
 - 9.3.21. When there is obstruction on the batter and it is enforced.

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

Metric Conversions			
The following table will assist with the Metric Conversion of information contained in these Rules.			
1/32	0.7938 mm	16 feet	487.68 cm
1 inch	2.54 cm	25 feet	762.00 cm
2-1/4 inches	5.72 cm	30 feet	914.00 cm
4 inches	10.16 cm	32 feet	975.00 cm
5 inches	12.70 cm	32 feet 5 inches	990.60 cm
6 inches	15.24 cm	35 feet	1067 cm
8 inches	20.32cm	38 feet	1168 cm
8-1/2 inches	21.59 cm	40 feet	1219 cm
10 inches	25.40 cm	42 feet	1280 cm
11 inches	27.94 cm	45 feet	1371 cm
11-7/8 inches	30.16 cm	46 feet	1402 cm
12 inches	30.48 cm	50 feet	1524 cm
12-1/8 inches	30.80 cm	55 feet	1676 cm
15 inches	38.10 cm	60 feet	1829 cm
15-3/4 inches	38.74 cm	65 feet	1981 cm
16-1/4 inches	41.28 cm	70 feet	2134 cm
17 inches	43.18 cm	84 feet 10-3/4 inches	2586 cm
24 inches	60.96 cm	91 feet 11 inches	2802 cm
30 inches	76.20 cm	99 feet	3017 cm
34 inches	86.36 cm	120 feet	3658 cm
36 inches	91.44 cm	130 feet	3962 cm
48 inches	121.92 cm	140 feet	4267 cm
60 inches	152.40 cm	200 feet	6096 cm
84 inches	213.36 cm	225 feet	6858 cm
2 feet 5 inches	73.66 cm	245 feet	7468 cm
2 feet 6 inches	76.20 cm	250 feet	7620 cm
3 feet	91.44 cm	265 feet	8077 cm
4 feet	121.92 cm	275 feet	8382 cm
5 feet	152.40 cm	300 feet	9144 cm
7 feet	213.36 cm	6-1/4 ounces	177.19 gm
8 feet	243.84 cm	7 ounces	198.45 gm
8 feet 5 inches	256.54 cm	9 ounces	255.15 gm
10 feet	304.80 cm	10 ounces	283.50 gm
12 feet	365.76 cm	38 ounces	1077.30 gm
15 feet	457.00 cm		

10. UMPIRES

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

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

- 10.2. **UMPIRE ELIGIBILITY:**

10.2.1. Umpires must be currently carded umpires in good standing with Kelowna and District Softball Umpires Association, NSA BC/Canada, or Softball BC/Canada.

10.2.2. Umpires must be a minimum of eighteen (18) years of age in order to be carded. For safety reasons, there will be no exceptions to this rule.

- 10.3. **GENERAL INFORMATION & REGULATIONS FOR UMPIRES**

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



- 10.3.2. The umpire should be sure of the date, time and location of the game.
- 10.3.3. The umpire should arrive at the field 30 minutes before the game time to mentally and physically prepare for the game.
- 10.3.4. The umpire shall wear a uniform which will allow freedom of movement and umpires should be wearing the official umpire uniform.

NOTE: When more than one umpire is working a game, both umpires must be attired in a similar fashion.

- 10.3.5. The umpire shall have all necessary equipment deemed proper (umpire's indicator, small whisk broom and all proper protective equipment such as an athletic support, a mask when required). they are to ensure that all their equipment not being used is not on the playing field.
- 10.3.6. The umpire(s) will introduce themselves to the official scorekeeper and managers.
- 10.3.7. The umpire(s) must inspect the playing field and equipment, and supplement the rule book, when possible, with written game ground rules, indicating all out-of-play areas, or other exceptions to the rule book for both managers.
- 10.3.8. The umpire working behind the home plate / strike mat judging the pitched balls shall be designated as the Plate Umpire, with the umpire judging plays on the bases to be called the Base Umpire.
- 10.3.9. Neither umpire has the authority to set aside a decision made by the other umpire within the limits or scope of their respective duties as outlined in these rules.
- 10.3.10. Under no circumstances shall either umpire seek to reverse a decision made by their associate, nor shall either umpire criticize or interfere with the duties of their associate.
- 10.3.11. An umpire may consult with their associate at any time they desire to do so, or when requested to do so by a manager. However, the final decision shall rest with the umpire whose exclusive authority it was to make the decision and who requested the opinion of the other umpire.
- 10.3.12. If different decisions should be made on one play by different umpires, the Plate Umpire shall call all umpires into consultation, with no other person present. After consultation, the plate umpire shall determine which decision shall prevail, based on which umpire was in the best position, and which decision was most likely to be correct. Play shall then proceed as if only one decision has been made.
- 10.3.13. The umpires shall declare the batter-baserunner or baserunner safe or out without waiting for an appeal for such decision, in all cases where such player is safe or out in accordance with this set of rules.

EFFECT Sec. 3 M Unless appealed to, an umpire does not call a player out for having left a base too soon on a caught fly ball, or a touched and subsequently caught fly ball, failing to touch a base as required, batting out of order, or making an attempted start to go to second base after the batter-baserunner has

crossed first base, as provided in these rules. No appeal will be considered or allowed, after the next pitch is made to a batter.

- 10.3.14. An umpire, if first aid qualified, will only assist an injured person during a ball game if there is no other person present with the same or more qualifications than they have and, if applicable, will release the care of the injured person, as soon as possible, to emergency personnel.
- 10.3.15. Any participant (including players, managers, coaches, and umpires) on the playing field with an open wound, who is bleeding, must be removed from the playing field until the wound has been tended to and properly covered. This includes the umpire removing themselves from the game. (refer to Rule 5 Sec. 8).
- 10.4. **EITHER THE PLATE OR BASE UMPIRE SHALL HAVE EQUAL AUTHORITY TO:**
 - 10.4.1. Call illegal pitcher's actions or illegally delivered pitches.
 - 10.4.2. Call a baserunner out for leaving a base too soon.
 - 10.4.3. Remove a manager, coach, player or team member for violating these rules.
 - 10.4.4. Call "TIME" when play should be suspended.
 - 10.4.5. Order field lights turned on.
 - 10.4.6. Call illegally caught balls.
- 10.5. **SPECIFIC DUTIES TO THE PLATE UMPIRE:**
 - 10.5.1. They shall have full responsibility for the proper conduct of the game. This will include the responsibility to make sure that all bats are checked before each game. They will also have the option of checking each bat as the batter approaches the batting area.
 - 10.5.2. They shall take their initial position behind the home plate / strike mat.
 - 10.5.3. They shall call each pitch not hit, a ball or strike.
 - 10.5.4. They shall call all batted balls fair or foul, and all illegally batted balls.
 - 10.5.5. They shall call all caught fly balls.

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

- 10.5.6. On plays which necessitate the base umpire leaving the infield, the plate umpire shall move out and assume the duties of the base umpire, such as runners touching the bases, obstruction, interference, etc.
- 10.5.7. They shall determine and declare if:
 - 10.5.7.1. A batter bunts or chops the pitched ball downward.
 - 10.5.7.2. A fly ball is an infield fly.
 - 10.5.7.3. A batted ball touches the person of the batter.
 - 10.5.7.4. A batter strikes at the pitch.
- 10.5.8. When a TIME LIMIT has been set prior to the game starting time, announce this fact and the time set to end the game, before the game is started. The umpire keeps this time, and total playing time of games.



- 10.5.9. Inform the managers that the official scorekeeper records are official and that they, the managers, are to advise the umpire of any changes, who will in turn, advise the official scorekeeper.
- 10.5.10. Should a dispute arise during or immediately following the game, ensure that the scorekeeper has the correct decision and score.
- 10.5.11. They alone shall have the authority to declare a game forfeited.
- 10.5.12. After a game has been started, they shall be the sole judge as to whether or not the game shall continue.
- 10.5.13. They shall put the proper ball into play.
- 10.6. **SPECIFIC DUTIES OF THE BASE UMPIRE:**
 - 10.6.1. They shall assist and cooperate with the plate umpire in order to make all proper and correct decisions.
 - 10.6.2. They shall take the appropriate positions on the field as outlined in the Umpire's Manual.
 - 10.6.3. They may and should be required to go into the outfield to call certain outfield decisions when the plate umpire would be at a great disadvantage making the call. Some of these plays would involve a trapped ball catch, fly ball hitting or clearing a fence, a legal catch when a fielder runs or falls into a fence or obstruction and drops the ball because of such a collision, and other plays, especially when light conditions are not the best.
- 10.7. **THE RESPONSIBILITIES OF ONE UMPIRE ASSIGNED TO OFFICIATE BY THEMSELVES** extends to all parts of the field, their duties and jurisdiction encompass all those duties normally covered when more than one umpire is assigned.
- 10.8. **UMPIRES SHALL NOT BE CHANGED DURING THE PLAYING OF A GAME**, unless they become incapacitated due to an injury or illness.
- 10.9. **UMPIRE'S JUDGEMENT DECISIONS MAY NOT BE APPEALED:**
 - 10.9.1. On a decision involving a ball or strike.
 - 10.9.2. On whether or not a batted ball was fair or foul.
 - 10.9.3. On a call of safe or out on a baserunner.
 - 10.9.4. When a game is called for darkness, rain, panic or other logical reasons.

EFFECT Sec. 9 A-D No decision shall be reversed by the umpire, involving their judgement, except if they are convinced they were in error. This could come from consulting another umpire working with them, as a result of their own requested conference.

- 10.10. **UMPIRES SHALL ENFORCE ALL THESE RULES:**
 - 10.10.1. All rules governing the playing of the game are to be enforced.
 - 10.10.2. If, after a person has received a warning, the infractions are repeated, the umpire shall eject the offender from the game. For major offenses, no warning shall be given. An immediate ejection shall be enforced.

NOTE: 1. Umpires should not necessarily penalize an entire team because of the actions of one or more individuals. Remove violators from the game. 2. Umpires may choose not to impose a penalty when the imposition of said penalty would work to the detriment of the non-offending team. 3. Umpires must work together and cooperate in every way to ensure correct decisions and fair rulings.

10.11. UMPIRE'S SIGNALS AND TERMS TO BE USED:

- 10.11.1. To indicate the **PLAY** shall begin or be resumed, the plate umpire shall call "PLAY" and simultaneously make a beckoning motion for the pitcher to deliver the pitch. Extend the arm to shoulder level and directly towards the pitcher with the palm of the hand open and facing up to the sky and then bring the palm of the hand in towards your face.
- 10.11.2. To indicate to the pitcher to hold the pitch **AND NOT DELIVER**, because the batter is not ready, extend the **ARM** directly toward the pitcher with an **OPEN PALM** facing the pitcher, signaling the pitcher to stop.
- 10.11.3. To indicate that the **PITCH** was a **STRIKE**, the plate umpire shall raise their **RIGHT ARM** straight up above the shoulder and then down to the hammer position (right angle) with the fist closed while at the same time calling "**STRIKE**" and the number of the same in a clear and decisive voice.
- 10.11.4. To indicate a **BALL**, no arm signal is used. However, the plate umpire shall give the verbal call of "**BALL**", and then add the number.
- 10.11.5. To indicate an **INTENTIONAL WALK** of the batter by the pitcher, the plate umpire merely makes such announcement to the batter and official scorekeeper.
- 10.11.6. To indicate the **TOTAL COUNT** on the batter, the plate umpire always announces the number of **BALLS** first and then the number of **STRIKES**. Also signal the count with the hands, showing the number of **BALLS** on the left hand, and the number of **STRIKES** on the right hand.
- 10.11.7. To indicate a **FOUL BALL** the umpire shall extend their hands straight up into the air while verbalizing "**FOUL BALL**" in a manner appropriate to the situation.
- 10.11.8. No **FOUL TIP** indication is required.
- 10.11.9. To indicate a **FAIR BALL**, the plate umpire shall gesticulate toward the centre of the diamond. **THERE IS NO VERBAL CALL**.
- 10.11.10. To indicate the batter or baserunner **OUT**, the umpire shall raise their **RIGHT ARM** (hand open straight up to a full extension directly above the shoulder and then bring it back down into the hammer position (right angle) with the fist clenched and verbally call "**OUT**".
- 10.11.11. To indicate that a baserunner is **SAFE**, the umpire shall extend **BOTH ARMS** out to their sides and to shoulder level with the palms open and facing down towards the ground. A verbal call of "**SAFE**" is performed simultaneously with the signal.
- 10.11.12. To indicate a **SUSPENSION** of play, the umpires shall call "TIME" and at the same time extend **BOTH HANDS** skyward, clearly above their head with the hands



open. The other umpires shall immediately acknowledge the suspension of play, by performing a similar signal.

- 10.11.13. To indicate a **DELAYED DEAD BALL**, the umpire shall extend their left arm horizontally to shoulder level and to the side.
- 10.11.14. To indicate a **TRAPPED BALL**, the umpire shall extend both arms diagonally in front of their body with palms open and toward the ground and then move the arms out to the side of their body to indicate **SAFE**. "**TRAPPED BALL**" and "**SAFE**" shall be called simultaneously with the appropriate signals.
- 10.11.15. To indicate a **GROUND RULE DOUBLE**, the umpire shall raise their arms straight up over the shoulder and indicate with their fingers the number of bases awarded.
- 10.11.16. To indicate a **HOME RUN**, the umpire shall raise their right arm straight up over the shoulder with a clenched fist and then move the arm in a counterclockwise motion several times to indicate the home run.
- 10.11.17. To indicate a **FOUR (4) BASE AWARD**, the umpire shall raise the right arm straight up with four fingers extended and point with the left hand to the home plate / strike mat.
- 10.11.18. To indicate an **INFIELD FLY RULE BEING IN EFFECT**, the umpire shall bring the palm of their right hand up to their left chest area and place the hand on the chest.
- 10.11.19. To indicate an **INFIELD FLY IS NO LONGER IN EFFECT**, the umpire shall brush the fingers on the right hand down the left arm, which will be brought forward a little bit and in front of the body to indicate that it is OFF.
- 10.11.20. To indicate an **INFIELD FLY**, the umpire shall raise their right arm straight up with their fist clenched and call "**INFIELD FLY, IF FAIR, THE BATTER IS OUT.**"
- 10.11.21. To indicate that a player has been ejected from the game and the playing area, the umpire shall raise their right arm above shoulder level and point indicating that the player is to leave the playing field. The umpire will also simultaneously state in a loud voice that the player is ejected.
- 10.12. **SUSPENSION OF PLAY:**
 - 10.12.1. The umpire may suspend play when, in their judgement, any situation or condition justifies such action.
 - 10.12.2. When in the opinion of the umpire all immediate play resulting from a batted ball is apparently completed, they shall call "**TIME**".

EFFECT Sec. 12 B It is not necessary to return the ball to the pitcher, after a batted ball, to stop baserunners from advancing. When baserunners have ceased to try to move forward, or to try for the next base, because a fielder has the ball in the infield area, the umpire shall call "**TIME**".

- 10.12.3. Play shall be suspended whenever the umpire leaves their proper position to clean the home plate / strike mat, or to perform other duties not directly connected with the calling of decisions.



- 10.12.4. The umpire shall suspend play whenever a batter or pitcher steps out of position for a legitimate reason.
- 10.12.5. The umpire shall not give a call or signal for “**TIME**” when a batter steps out of position after a pitcher has started their delivery motions.
- 10.12.6. In case of injury, or if some unforeseen incident occurs before a batter hits the ball “**TIME**” shall be called. But, if the ball is hit, then all action continues until all plays in progress have been completed, or all baserunners have stopped at their bases.
- 10.12.7. Umpires shall not suspend play for any reason, during live ball action, at the request of players, coaches or managers, until all probable actions have been completed.

11. SCORING

- 11.1. **VERIFYING SCORES** Manager/Coach or team representatives are responsible for ensuring the final scores once posted are correct. Manager/Coach or team representative of both teams must verify that the score on the home team’s official scoresheet is properly submitted to the league. The Home team scoresheet shall be official. Any discrepancies in scores submitted by both teams must be brought to the attention of the league or tournament convener immediately.