

■ *The*
Official Rule Book
Of The
Northwest Florida
Girls Softball
Alliance



NORTHWEST FLORIDA GIRLS SOFTBALL ALLIANCE

Official Rule Book

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GENERAL NWFGSA GUIDELINES

Name: The name of the alliance shall be **The Northwest Florida Girls Softball Alliance**, or more commonly referred to as the **NWFGSA** or the **Alliance**.

Purposes:

- A.** The Alliance is an assembly of recreational girl's softball associations whose purpose is to collectively develop and enhance the recreational level of girl's softball through the spirit of harmony, cooperation, better competition and true sportsmanship for all persons involved, regardless of race, religion, or age.
- B.** To establish and maintain friendly alliances and to work and cooperate with all other recognized softball associations. The recognized associations shall be only the softball associations which have established good reputations and credibility through their efforts to promote the game of softball.

Rule Interpretations

- A.** Definitions of basic terms used in softball, such as batter, fielder, base runners, infield fly, etc., will be generally the same as defined in other major softball associations. If an agreement cannot be reached upon a definition or rule interpretation in NWFGSA play, then the Tournament Director and UIC will make a decision concerning the definition or rule interpretation in question.
- B.** Decisions reached by the method listed above concerning rule and definition interpretations will be binding and final for that particular tournament. In no event will a team be awarded a favorable decision on a protest, where that team has used trickery, deception, or wrongful interpretation of a rule by an umpire, NWFGSA Official, or Tournament Director as a means of trying to win the game. In all cases, the original intent and purpose of the rule in question will be failure to comply.

Appeal Play.

A play on which an umpire may not make a decision until requested by a manager, coach or player. The appeal must be made before the next legal or illegal pitch, or before the pitcher and all infielders have clearly vacated their normal fielding positions, and have left fair territory on their way to the bench or dugout area. On the last play of the game, an appeal can be made until the umpires leave the field of play. Appeals must be made with a live ball. Either before the umpire grants time, or after the ball is put back in play by the umpire, due to the pitcher taking the pitching position. The pitcher may then remain in contact with, or step off the pitching rubber when the announcement is made as to which runner and base is being appealed. The ball may be thrown or carried to the runner or base in question, and a tag of either made before a decision is rendered.

NOTE:

- A.** The defensive team has only one attempted appeal per runner.
- B.** All runners may advance on an appeal play at their own risk.
- C.** A ball thrown into dead ball area, forfeits the defenses right to any further appeal of the play.
- D.** When an appeal is made during a dead ball, the umpire shall inform the teams "TIME IS OUT".

ALLIANCE SPONSORED TOURNAMENTS GUIDELINES: (Revised 01/16/05)

- A. PLAYER AGE REQUIREMENTS:** Cut-off date for players will be January 1st. Proof of age must be provided in the form of a birth certificate, military identification, passport, etc. at the Alliance credentials meeting held *on a pre-set date* prior to the Mid-Season tournament. Rosters must also be turned in at this time. (*Rev 1/11/04*)
- B. HIGH SCHOOL PLAYERS:** Girls who have made a high school and up softball team will not be allowed to participate in the Mid-Season or All-Star tournaments.
- C. A player can only play in one age division in each tournament. (All-Stars is considered one tournament.)**
- 1. (PARTICIPATION RULE : Midseason Tournament Only)** All girls on the official roster who are in attendance and dressed out must either play Six consecutive Defensive outs and One at Bat each game or must be entered into the game at least "15" minutes prior to the end of a Regulation time.
- D. OTHER:**
- 1.** Any team that wishes to play up may do so by stating their intentions at the time the brackets are to be drawn.
 - 2.** No team may play down.
 - 3.** There must be at least four (4) teams in any division for that division to be considered for tournament play. (Exceptions may be made by the host park.)
- E. PICK-UP RULE:**
- 1.** The Player Pick-Up Rule is implemented to help a team that falls to seven (7) players, eight (8) for 8-U age group, which would result in a forfeit.
 - 2.** A team must drop to seven (7) players, eight (8) players for 8-U age group. before the Pick-Up Rule can be instituted to help them start the contest.
 - 3.** A team is only allowed one pick-up player bringing the roster to eight (8) with the 9th batter being an automatic out or nine (9) with the 10th batter being an out for 8-U.
 - 4.** The said pick-up player must come from a lower age group registered in the same park that has been either eliminated or has not participated in the tournament.
 - 5.** The 8-U age group may pick-up from across the board if said players team has been eliminated or from a T-Ball team from the same park. Once any of the regular rostered players arrive at the contest the pick-up player must be removed from the contest.
 - 6.** Be sure to List all players rostered on your team who are not present on the official Line-up presented at the plate as substitutes.
 - 7.** ALL pick-up players must wear their regular team uniform during the contest.
 - 8.** All pick-up players must be Identified to the Home Plate Official prior to the start of the contest.
 - 9.** The player is then added to the team's roster, The Head Coach must maintain a copy of the player's birth certificate.
 - 10.** The pick-up player cannot play in the pitching position. revised 4/02/2008.
- F. FIELD REQUIREMENTS (*added 1/11/04*):**

1. Six 200' fields
2. Two 140' coach-pitch type fields for 10u play
3. Two T-Ball fields for coach-pitch 8u play
4. No 300' fences

PROTEST PROCEDURES GUIDELINES:

A protest bond of \$50.00 cash must be posted at the time a protest is initiated. The bond will be returned if the protest is upheld. The game will be stopped with an official time-out and will not continue until the protest is settled.

- A. A protest committee will be appointed by the UIC at the time of the protest using guidelines set up by the Alliance Board.
- B. To file a protest, the Head Coach must call for and receive time out from either field official. Once time out has been given, the coach must inform the Home Plate umpire that they would like to make a Protest and present \$50.00 CASH to the Plate Official. At that time The Plate Official will:
 1. Stop play
 2. Record any remaining time left in the contest to the Official scorebook.
 3. Call for the Tournament U.I.C and Director.

The Protesting Head Coach will receive five Minutes to state the grounds for said protest; The Opposing Head Coach will receive five minutes to respond. After that, A Ruling will be made, ALL RULINGS ARE FINAL.

If the ruling is up held the \$ 50.00 cash will be returned, and Play will resume at that point, with whatever time remains on the Official clock.

After the Officials have left the confines of the playing field, A PROTEST CAN NOT BE MADE. THE CONTEST IS OVER! (If you have a protest even at the end of a contest, present the Plate Official with \$ 50.00 before they leave the playing field).

NOTE: You can not protest, any judgment call (balls, strikes, safe, outs, fair and foul balls etc.) (Rev 01/28/07)

TOURNAMENT DIVISION GUIDELINES

ALL-STAR DIVISIONS: 8U, 10U, 12U, 16U
 MID-SEASON DIVISIONS: 8U, 10U, 12U, 16U

The rules of play for the current playing year will be listed in the NWFGSA rule book.

- I. The following rules are in addition to the regular playing rules of the NWFGSA:
 - A. FENCE REQUIREMENTS: Strict adherence to the fence requirements is not required for NWFGSA tournament play.
 - B. FORFEITS: Grounds for forfeits:

- a. Fifteen (15) minutes shall lapse from the official game starting time (first scheduled game of the day) before a forfeit can be declared.
- b. In case of rain, teams should not leave the hosting ballpark until receiving OFFICIAL word from the Tournament Director or Commissioner that the games have been cancelled. Should games resume and a team has left or fails to take the field at the time of play designated by the Tournament Director, the team will forfeit the game.
- c. Teams may start with eight (8) players.

NOTE: IT IS THE TEAM MANAGER'S RESPONSIBILITY TO COMMUNICATE WITH THE TOURNAMENT DIRECTOR ABOUT THIS ISSUE!!

C. TIME LIMITS:

- a. Regular Games (Pertains to 12U, 16U, Mid-Season and All-Star tournaments) No new innings shall begin after one (1) hour and twenty (20) minutes unless there is a tie score. The umpire and official scorekeeper will keep the official time, and their decision concerning time of game is final and cannot be protested.
- b. Regular games (Pertains to 8U, 10U, Mid-Season and All-Star tournaments) No new innings shall begin after one (1) hour and fifteen (15) minutes unless there is a tie score. The umpire and official scorekeeper will keep the official time, and their decision concerning time of game is final and cannot be protested.
- c. Final Games (Pertains to 8U, 10U, 12U, 16U, Mid-Season and All-Star tournaments) Will be played by tournament rules.

D. RUN RULE:

- a. Regular games (Pertains to 8U, 10U, 12U, 16U, Mid-Season and All-Star tournaments) There will be a Six-Nine (6/9) run rule (9 runs maximum per inning). In a case of bases loaded and the sixth run is walked in, the sixth run scores and time is immediately called by the umpire. This is the end of the turn at bat. This rule is only in effect through the completion of the fifth (5th) inning.

Tournament mercy rule (12-10-8) (12 after 3 innings, 10 after 4 innings, 8 after 5 innings)

- b. Final Games (Pertains to 8U, 10U, 12U, 16U, Mid-Season and All-Star tournaments)
Tournament mercy rule (12-10-8)

E. WARM UPS: There will be no infield warm-ups during tournament play.

F. BATS:

- a. All bats must be stamped "Official Softball".

- b. No dented bats allowed

2/9/03

NWFGSA GIRLS COACH PITCH SOFTBALL (8U) RULES
REVISED JANUARY 2007

(NOTE: NWFGSA exceptions are *italicized*.)

I. PLAYING FIELD / EQUIPMENT:

- A. The base distance will be fifty (50) feet. A chalkmark will be placed 20' off of each base.
 - a. Thirty (30) foot slash marks will be made on the first and third base lines. The defensive team cannot cross those lines until the ball is hit.
- B. Any official softball bat can be used.
- C. The official ball will be an Alliance approved eleven (11) inch softball
- D. Batters and base runners must wear NOCSAE approved helmets. *Revised 01/28/07*

II. PLAYERS & SUBSTITUTIONS:

- A. Teams failing to field at least nine (9) players by game time shall forfeit the game. (See player pick-up rule). When both teams fail to field nine (9) players by game time a double forfeit shall be declared.
 - a. All players present must be in the line-up and bat
 - b. Only ten (10) players on the defense with free substitution.
***NOTE: Failure to follow the above rules will result in a forfeit**
 - c. Any player arriving after the beginning of the game will assume the last position in the batting order
 - d. The player pick-up rule applies. A Team with ONLY eight players may pick-up a player in the same age group that is registered in their park, and not already participating in the Tournament, this will ONLY bring the Team to the nine player eligible status: NOTE : A team can only pick-up one player when said team falls to eight. EFFECT tenth batter is an Automatic OUT.

III. THE GAME:

- A. Offensive coach pitches to his/her team.
- B. The game will consist of six (6) innings.
- C. All defensive players must play by position, outfielders behind the baseline (**umpires judgment**).
- D. One defensive coach is allowed on the field behind the outfield. He/she should give instructions before the ball is hit. After the ball is pitched the defensive coach on the field cannot physically touch any player.
 *PENALTY. Runners will advance one (1) base after play has stopped.
- E. *An inning will be over when three outs are obtained or the 6/9 run rule kicks in.*

- F. Batter will be allowed *six (6) pitches* or three (3) strikes.
- G. *A foul ball on the sixth (6th) pitch is not an out.*
- H. Offensive teams will be allowed three (3) coaches as follows: one first base coach, one third base coach, and one coach serving as pitcher. The pitcher will pitch from a thirty-five (35) foot pitching rubber.
- I. Throws must be attempted to be made over-hand (intent is not to bowl the ball).
*Note. Violation of this rule will give the offensive coach the option of batting over or taking the result of the play.
- J. No bunting allowed. Umpires judgment.
- K. There will be no base on balls.
- L. Hit batters are not allowed a base.
- M. The run rule will be 12-10-8 (12 after 3 innings, 10 after 4 innings, 8 after 5 innings).
- N. An injured player may re-enter the game but must return to the same position in the batting order.

IV. PITCHERS & CATCHERS:

- A. The player playing the position of pitcher shall keep both feet within the sixteen (16) foot diameter pitching circle until the ball is hit.
- B. The defensive coach, for safety reasons, may at their option move the pitcher behind second base.
*NOTE: Violation of the above rule will result in the offensive team having the option of taking the results of the play or declaring not play.
- C. If the batted ball hits the adult pitcher, the ball is dead. An adult pitcher must make an effort to keep from being hit by the batted ball.
*PENALTY: If no effort is made in the judgment of the umpire, the batter is called out. First offense draws a warning or ejection based on the severity. Second offense draws ejection.
- D. Catcher may play anywhere from the catcher's box to the back screen.
- E. Catchers must wear an approved (NOCSAE) mask until the ball is hit, then it may be removed to field the ball.

V. BATTING:

- A. No play shall be declared if a batter hits the ball with one foot or both feet outside the batters box.
- B. For safety reasons, coaches will caution players about throwing/slinging the bat. Each player will receive one warning from the umpire for throwing/slinging the bat. The second offense of the child will result in an automatic out, base on the umpire's judgment.
- C. Each team must let all players bat according to the batting order. If a player is sick, hurt or refuses to bat, this must be brought to the attention of the other coach, umpire and scorekeeper.
- D. Failure to bat constitutes a team out. The individual batter will resume their correct position in the batting order when returning to the game.
- E. No infield fly.

VI. BASE RUNNING:

- A. Base runners must be in contact with the base until a legally pitched ball reaches home plate.
PENALTY: Violation constitutes an out and the ball becomes dead.

- B. Base runners shall be entitled to the base they are going to, plus one, when the ball is overthrown into the dugout or over, through, or beyond the fence line.
- C. If a player is hurt or injured after the ball is batted, the offensive team may advance only one base and then time is called to attend the injured player.
- D. *Umpire will call "TIME" when an **infielder** makes an **attempt** to return the ball to the pitcher circle, or the lead runner is stopped.*
- E. Any coach touching a base runner(s) while the ball is in play will cause the runner(s) to be called out; and other runner(s) may advance at their own risk.
- F. *A chalk mark will be placed 20' off of each base. If the base runners have passed the line, they are entitled to the next base. If they have not reached the line when the umpire calls time, they must return to the previous base.*

01/28/07

NWFGSA OFFICIAL FASTPITCH SOFTBALL

The FastPitch Program will abide by official NWFGSA Rules, if not specifically covered in FastPitch Rules as outlined. In the event an occurrence arises that is not covered under the Official Rules, or the FastPitch rules as listed, then good, common sense and judgment pertaining to fairness to both teams involved will be used by tournament officials. All teams will abide by their decision or forfeit the game and their entry fee.

NOTE 1 - All teams entering any NWFGSA sponsored tournament will be required to pay the tournament entry fee, and is non-refundable after the brackets have been set.

NOTE 2 - The NWFGSA accepts no responsibility and disclaims all liability for any bodily injury or property damage to ball players, fans, or other members of the public which arise from NWFGSA sponsored game play or any actions (whether physical or administrative) of NWFGSA Directors, Officers or Umpires whether intentional or by accident.

NOTE 3 - The NWFGSA has been formed in order to try and provide a fair, impartial Alliance for governing softball. We want everyone involved in our program to be treated fairly. If for any reason you feel your team is being treated unfairly by any NWFGSA member, please contact the NWFGSA Chairman immediately.

AGE DIVISIONS	SUGGESTED PITCHING	SUGGESTED BASE PATH DISTANCE	SUGGESTED PLAYING FIELD RADIUS
8 & Under	35 ft	50 ft	200 ft
10 & Under	35 ft	60 ft	200 ft
12 & Under	40 ft	60 ft	200 ft
16 & Under	40 ft	60 ft	200 ft

DEFINITIONS:

ALTERED BAT - A bat is considered altered when the physical structure of the legal bat has been changed. Examples of altering a bat are: Replacing the handle of a metal bat with a wooden or other type handle or inserting material inside the bat. A flare or cone grip is considered an altered bat. A Sting Stopper and Color Bat Identifiers are acceptable. *EFFECT*: The ball is dead, batter is out, and base runners may not advance. The batter is ejected for using an altered bat.

APPEAL PLAY - A play in which an umpire may not make a decision until requested by a manager, coach or player. The appeal may not be made after any one of the following has occurred:

- A. Next legal or illegal pitch.
- B. The pitcher and all infielders have left fair territory.
- C. The umpires have left the field of play.

BALL ROTATION - A pitcher will have a choice of balls at the start of each half inning, with the exception, that if both balls do not get put into play in the first half of the first inning, the pitcher, in the bottom half of the first inning **MUST** pitch the unused ball. Thereafter, every third out, the ball in play must be returned to the circle. The pitcher now taking the field has a ball to start the next half-inning. Before throwing a warm-up pitch, the pitcher may request to pitch the other ball, giving the ball in her possession to the plate umpire. A choice has now been made and the pitcher must pitch this ball until it goes out of play or becomes blocked.

BASE PATH - A base path is an imaginary line three feet on either side of a direct line between the bases

BASE RUNNER - A player who has finished her batting turn, reached first base and has not yet been put out.

BATTER HIT BY PITCH - A legally or illegally pitched ball that hits the batter's person or clothing, provided the batter does not strike at the pitched ball. The plate umpire will award first base to the batter hit by the pitch. Any runners will advance one base, only if forced. *EXCEPTION*: If the batter makes no effort to avoid being hit by the pitched ball or if the umpire calls the pitched ball a strike. The ball striking the batter is disregarded, except that the ball is dead. The pitched ball is a strike or a ball, depending on the location of the pitched ball.

BATTER’S BOX - The area which the batter is restricted to while in position to bat. The batter must have both feet entirely within the lines of the box prior to the pitch. **The lines are considered to be within the batter’s box.**

BATTER - RUNNER - A player who has finished her turn at bat, but has not yet been put out or touched first base.

BATTING ORDER - The batting order is the official line up of offensive players, listing the order in which team members must come to bat. A line up card must include each player’s name, defensive position and the player’s number.

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

SUB A: A blocked ball is not called when a live ball strikes a base coach unintentionally. *EFFECT: THE BALL IS LIVE.*

SUB B: For offensive equipment causing a blocked ball, the runner closest to home plate will be declared out, and all other runners must return to the last base touched when the ball became blocked. *EFFECT: THE BALL IS DEAD.*

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

BUNT - A bunt is a fair ball in which the batter does not take a full swing to hit the ball, but holds the bat in such a manner in the path of the ball, to tap the ball slowly to the infield.

CATCH - A catch is a legally caught ball which occurs when a fielder secures a batted or thrown ball with her hand or glove. If the ball is merely held in the fielders arms or is prevented from dropping to the ground by some part of the fielders hand or glove. It is not a catch if a fielder, immediately after she contacts the ball, collides with another player or wall, or falls to the ground and drops the ball as a result of the collision or falling to the ground. In establishing a valid catch, the fielder shall hold the ball long enough to prove she has complete control of the ball, and that her release of the ball is voluntary and intentional. If a player drops the ball while in the act of throwing, the catch is valid.

CATCHER’S BOX - The catcher’s box is that area which the catcher must stay in until the ball is released. The lines of the box are considered to be within the box. All of the catcher’s body and equipment must be within the catcher’s box until the ball is released by the pitcher. An illegal pitch is indicated by the umpire if the catcher is not in this position.

CHARGED CONFERENCE - A charged conference takes place when:

- A. DEFENSIVE CONFERENCE** - The defensive team requests a suspension in play for any reason, and a representative (not on the field) enters the playing field and delivers a message (by any means) to the pitcher. It is not a conference when the representative enters the field and removes the pitcher, or an injury time out.
- B. OFFENSIVE CONFERENCE** - The offensive team requests a suspension of play to allow the manager or other team representative, on or off the field, to confer with a batter or base runner.

COACH - A member of the team at bat who takes his/her place in the coach’s box to direct his/her players in running the bases. Two coaches are allowed, one positioned at first base and one positioned at third base. One coach can have in his/her possession a

score book and an indicator, which shall be used for score keeping purposes only. (The Alliance will allow one defensive coach on the field to remain outside/ or not beyond the said dugout)

CROW HOP - Prior to delivering the pitch, the pitcher replants the pivot foot and pushes off from a spot other than the pitcher's plate.

DEAD BALL - The ball is not in play and not considered in play again until the pitcher has the ball in her possession and the umpire has called "Play Ball".

EJECTION - The result of an incident which requires removal from the game by the umpire, whereby the ejected player or coach can no longer participate. A flagrant act will require the player or coach to leave the grounds for the remainder of the game. Any ejected player or coach discovered participating will constitute a forfeit."(note: sight & sound)".

FAIR BALL - A fair ball is a batted ball that:

- A. Settles on fair territory between home and first or home and third base.
- B. Is on or over fair territory, including any part of first or third bases when bounding toward the outfield, or touches first, second or third base.
- C. Falls first in fair territory beyond first or third base.
- D. While over fair territory, passes out of the playing field, beyond the out field fence. **NOTE:** A fair fly shall be judged according to the relative position of the ball and foul line, not by the position of the fielder at the time she touches the ball. It does not matter whether the ball first touches fair or foul territory, as long as it does not touch anything foreign to the natural ground in foul territory and complies with all other aspects of a fair ball.

FLAGRANT PLAYER OBSTRUCTION- Any **Defensive PLAYER** shall not at anytime flagrantly, and with excessive force, impede the batter/runner or runner. Penalty: immediate ejection of said defensive player

FORCE OUT - A force out is an out which can be made only when a base runner loses the right to the base she is occupying because the batter becomes a batter-runner, and before the batter-runner or a succeeding runner has been put out.

FOUL BALL - A foul ball is a batted ball that:

- A. Settles on foul territory between home and first or home and third base.
- B. Bounds past first or third base on or over foul territory.
- C. Falls first on foul territory beyond 1st or 3rd base, touches an umpire, player or an object foreign to the natural ground.
- D. Touches the batter or bat in the batter's hand, while within the lines of the batter's box. **NOTE:** A foul fly ball shall be judged according to the relative position of the ball and the foul line, not by the position of the fielder.

FOUL TIP - A foul tip is a batted ball which goes directly from the bat, not higher than the batter's head, to the catcher's hands, and is legally caught by the catcher. A foul tip that is legally caught by the catcher remains live.

ILLEGALLY BATTED BALL - An illegally batted ball occurs when:

- A. A batter's entire foot is completely out of the box, on the ground, when she hits the ball fair or foul.
- B. Any part of the batter's foot is touching home plate when she hits the ball.
- C. The batter hits the ball with an illegal bat.

NOTE When an illegally batted ball occurs, the ball is dead, the batter is declared out, and the runners return to the base occupied at the time of the pitch. For rule C: The opposing team has the option of taking the result of the play.

ILLEGALLY CAUGHT BALL - An illegally caught ball occurs when a fielder catches a batted or thrown ball with her cap, illegal glove or any part of her uniform or equipment detached from its proper place.

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

INFIELD FLY - An infield fly is a fair ball (excluding a line drive or an attempted bunt) which can be caught by any fielder. *EXCEPTION:* In 8 & 10 Under division, the infield fly is not in effect. The ball remains “Live” with all runners in jeopardy of being put out when advancing. **NOTE:** The Infield Fly Rule is in effect when 1st and 2nd or 1st, 2nd and 3rd bases are occupied, with less than two outs. When it seems apparent that a batted ball will be an infield fly, the umpire(s) shall immediately declare “Infield fly, the batter is out”, to aid the runners. If the ball is near the foul lines, the umpire(s) shall declare “Infield fly, the batter is out if fair”. The ball is alive and runners may advance at the risk of the ball being caught, or re-touch and advance after the ball is touched by a fielder. If the ball becomes a foul ball, it is treated the same as any other foul ball.

INNING - An inning is that portion of a game which the teams alternate between offense/defense and there are three outs for each team.

INTERFERENCE - Interference is the act of an offensive player or team member which impedes or confuses a defensive player while attempting to execute a play. If judged so by the umpire, vocal interference may be called.

LEAP - The act of pitching the ball, by the pitcher, with **both feet off of the ground.**

OBSTRUCTION - Obstruction is the act of:

- A.** A defensive player or team member who hinders or prevents a batter from striking or hitting a pitched ball.
- B.** A fielder, while not in possession of the ball, the act of fielding a batted ball or about to receive a thrown ball, impedes the progress of a base runner who is legally running the bases..This also includes any defensive player blocking a base. **NOTE** :catcher interference is called when the catcher interferes with the batter who is attempting to hit / swing(forward or backward) prior to or during a pitch.

OVERTHROW - An overthrow is a play in which a ball is thrown to retire a runner who has not yet reached or is off base and the ball goes into foul territory beyond the boundary lines of the playing field.

PASSED BALL - A pitch the catcher fails to stop or control with ordinary effort and which enables a runner(s) to advance.

PIVOT FOOT - Is the pitcher’s foot that must be in contact with the pitcher’s plate or ground until the pitcher’s foot which the pitcher steps toward home plate with, touches the ground.

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

SACRIFICE - A batter is credited with a sacrifice when, with not more than one out, a bunt or fly ball enables a runner to score. In either case, the batter-runner would be put

out before reaching first base, or would have been put out if the hit would have been fielded without error.

STRIKE ZONE - The strike zone is that space over any part of home plate which is between the batter's armpits and the batter's knees, **when a natural batting stance is assumed**. Any part of the ball passing through this strike zone is considered a strike. The umpire is instructed to determine the batter's strike zone according to the batter's usual stance when swinging at a pitch.

STOLEN BASE/DOUBLE STEAL - The act of the runner attempting to advance to the next base without the aid of a base hit, put out or a fielding error (including batter error). An attempted steal involving more than one runner (two or three) is considered a double or triple steal.

THREE FOOT LINE - The three foot line is a line parallel to and three feet from the base line. Starting at a point halfway between home plate and first base: The batter-runner is declared out when she runs outside the three foot line, and in the judgment of the umpire, interferes with the fielder attempting to field a batted or thrown ball.

TIE BREAKER/EXTRA INNINGS - After the completion of seven innings, or when the time has expired, and the score is still tied, the tie breaker procedure will begin. The last batter of the previous inning who had completed her time at bat will assume the position at second base.(universal tie breaker)

TIME - The term used by the umpire to order the suspension of play.

TURN AT BAT - A player turn at bat begins when she enters the batter's box and continues until she is put out or becomes a base-runner.

RULE 1 - THE PLAYING FIELD

SECTION 1 - The playing field is the area within which the ball may legally be played and fielded. The playing field shall have a clear and unobstructed area with the radius of the prescribed fence distances, from home plate between the foul lines.

SECTION 2 - The playing field dimensions for NWFGSA. See guidelines(bylaws)

SECTION 3 - Ground rules See guidelines (bylaws)

SECTION 4 - The playing field layout should include, in addition to marking for foul lines, the following:

- A.** The base-runners path is drawn parallel to and three feet from the baseline, starting at a point halfway between home plate and first base.
- B.** The batter's on deck circle is a 5 foot circle placed between home plate and first base and between home plate and third base.
- C.** The batter's box, one on each side of home plate, shall measure 3 feet by 7 feet. The inside lines of the batter's box shall be 6 inches from home plate. The front line shall be 4 feet in front of the center of the plate. The lines are considered as being in the batter's box.
- D.** The catcher's box shall be 10 feet in length from the rear outside corners of the batter's boxes, and shall be 8 feet 5 inches wide.
- E.** The coach's box is behind a line 15 feet long drawn outside the diamond. The line is parallel to and 8 feet from the foul lines, extending from the bases toward home plate.

SECTION 5 - If during the course of any game the base distance or pitching distance is found to be in error, the error should be corrected and the game should continue. This is

not a point to be protested, and any corrections must be made when a full inning is completed. **NOTE:** There shall be a 16 foot circle drawn around the pitcher's plate, 8 feet in radius. When the ball is in possession of the pitcher within the 16 foot circle, any runners between bases must immediately advance to the next base, or return to the last base touched, with the liability of being put out. If the runner fails to return or advance immediately, the runner will be declared out. This will also apply to a batter-runner who has been awarded a base on balls.

SECTION 6 - The double base is (**required**) for first base, The white portion is where first base normally would be and the colored portion in foul territory. A batter-runner must touch the colored portion in foul territory. A batter-runner must touch the colored portion of the initial play to the base. After the initial play, the base runner must always use the white portion of the base. A runner in contact with the colored portion is considered to be off base. **NOTE:** Whenever a play is being made on the batter-runner, the defense must use the white portion and the batter-runner the colored portion. The batter-runner is out when there is a play being made at first base and the batter-runner touches only the white portion, providing the defense appeals prior to the batter-runner returning to first base. Once the runner returns to the white, no appeal can be made.

RULE 2 - EQUIPMENT AND UNIFORMS

The NWFGSA reserves the right to approve or reject any softball related equipment for its intended use in the NWFGSA program. Equipment does not merely need to meet industry standards, but must meet NWFGSA standards before approval for its use is granted.

SECTION 1 - The official bat shall be wood, graphite, carbon magnesium, fiberglass, ceramic or any other composite material approved by the NWFGSA. Any new composite construction bat must be reviewed and approved by the NWFGSA.

- A.** A bat shall not be more than 34 inches in length, nor more than 38 ounces in weight.
- B.** The bat shall have a safety grip of cork, tape (not smooth plastic type), or combination material.
- C.** The grip shall not be less than 10 inches long and shall not extend more than 15 inches from the small end of the bat.
- D.** The bat shall be marked "Official Softball" by the manufacturer.
NOTE: If the words cannot be read due to normal wear and tear, the bat shall be declared legal if it is legal in all other respects.
- E.** All exposed surfaces of the bat must be smooth and free of burrs, pins, rivets, dents, sharp edges or any type of exterior fastener that would present a safety hazard.
- F.** Unless the bat is made of one piece construction with the barrel end closed, it should have a rubber or plastic insert in the barrel.
- G.** A one piece rubber grip and knob combination is illegal.
- H.** Metal bats must have a knob on the handle welded or mechanically fastened.
- I.** All bats must have a safety knob of a minimum of 1/4 inch protruding at a 90 degree angle from the handle. The knob portion of the bat may be taped, as long as the bat does not exceed 34 inches in length. However, the umpire may

request tape to be removed from both the handle and knob if there is any question concerning the bat being altered or illegal. After determining the bat legal, the player may tape the bat back to her preference providing the bat meets all other NWFGSA requirements.

- J.** A bat shall be round and smooth. It shall not be more than 2 ¼ inches in diameter at its largest part. A tolerance of 1/16 of an inch is permitted, to allow for expansion on the round bat.

SECTION 2 - The Official Softball shall be a smooth seam, concealed stitch or flat surfaced ball. It may be made of other materials approved by the NWFGSA. The cover of the ball shall be tanned horsehide, cowhide or any other materials approved by the NWFGSA, All softballs will be approved optic yellow solid core balls with a C.O.R. of no more than .47 stamped on the ball.

- A.** The official softball used for the 16 & under through 12 & Under divisions will be the 12 inch softball. The official softball used for the 10 & Under and 8 & Under divisions shall be the 11 inch softball.

SECTION 3 - GLOVES OR MITTS - Made of leather must be worn by all fielders. Only the catcher and first baseman may wear mitts. The glove worn by a pitcher must be uniform in color and may not be white or grey. Gloves or mitts with white or grey circles on the outside, giving the appearance of a ball, may not be worn by any player, and will be considered illegal.

SECTION 4 - SHOES - Must be worn by all players. A shoe shall be made with either canvas or leather uppers or similar materials. The sole may be either smooth or have soft or hard rubber or polyurethane cleats. Pitcher only may wear toe plates.

SECTION 5 - NO EQUIPMENT SHALL BE LEFT LYING ON THE FIELD, EITHER IN FAIR OR FOUL TERRITORY.

SECTION 6 - UNIFORMS - All players on a team shall wear uniforms alike in color and style.

- A. BALL CAPS OR VISORS** must be alike and must be worn properly. Caps or visors are not mandatory, but when worn by one or more players and/or coaches, they must be identical and must be a team cap or visor. (No hard visors of any kind are allowed).
- B. A PITCHER** shall not wear any item on the pitching hand, wrist, arm or thigh which may be distracting to the batter. Players may wear solid colored undergarments under their uniform shirts or shorts.
- C. NUMBERS** must be worn on all uniforms. No players on the same team may wear identical numbers. If this occurs, the umpire must insure that this is corrected immediately.
- D. NO JEWELRY IS ALLOWED:** Medical alert ID bracelets or necklaces are allowed, but should be worn taped to the body so as not to present a hazard. Casts, (plaster, metal or other hard substances) or other items judged dangerous by the umpire, may not be worn during the game.
- EXCEPTION:** In some cases, a protective device may be attached to an approved head protector. If so, approval must be sought by the tournament Director. **NOTE:** Prosthesis may be worn; however, any metal that is part of a brace or support must be covered by soft material and taped. Casts are prohibited. **SPECIAL NOTE:** Prior to the start of the game, the manager/coach

shall be responsible for verifying to the umpire-in-chief that all his/her players are equipped and in compliance with the official NWFGSA Rule Book.

PENALTY: If a player is wearing jewelry, and in the umpire's judgment it may cause injury, the umpire will ask the player to remove the jewelry. If the player refuses, that player will be ejected from the game. The Umpire shall then issue a team a warning to the manager/coach to insure that the rest of the team has removed their jewelry. After the team warning any future violation will result in the ejection of the manager/coach from the game.

SECTION 7 - A batting helmet bearing the **NOCSAE** Stamp is mandatory for each batter, on deck batter, player and youth coach in the coaches box and all runners. The batting helmet worn by each of the individuals must have extended ear flaps which covers both ears and temples. It is recommended that all helmets have chin straps.

PENALTY: The umpire-in-chief will issue a team warning if any player is found to be in non-compliance. All subsequent violations of the warned team will result in the ejection of the player not in compliance with this rule.

NOTE: When an umpire detects a runner (including the batter-runner) deliberately removing her batting helmet during playing action, a dead ball will be declared immediately. The violator is declared out immediately, and if a force play was in order at the time of the pitched ball, the runner closest to home plate will also be declared out, with no other runners returning to the base occupied at the time of the pitch. No runner shall score a run when a batter-runner or runner has been declared the third out of an inning for deliberately removing her batting helmet.

SECTION 8 - CATCHERS PROTECTIVE EQUIPMENT - The catcher must wear an approved head protector, a protective mask, body protector and softball or baseball shin guards. Any player warming up a pitcher at any location within the confines of the ball park will be required to wear an approved head protector and an approved mask. All protective equipment must conform to uniform standards.

RULE 3 – PLAYER SUBSTITUTIONS: Note The **EXTRA PLAYER AND OR DESIGNATED HITTER** can't be used during the Midseason Tournament, **ONLY** in the All-Star Tournament. *revised 01/28/2007*

SECTION 1- Lineups shall consist of a minimum of 9 players, and a **MAX** of 12 players if the 2 extra players and the **DH** are used. All other rostered players should be included on the line-up as substitutes. The player being **DH'd** for should be listed as the **FIRST** substitute at the bottom of the line-up card.

Failure to complete the game with the **DH** (unless the sub. is the player being hit for) results in the Forfeiture of the Contest.

A. A team may start play with eight players, but when and if another player arrives, she must immediately be inserted into the line-up in the 9th batting position. A vacant 9th batting position will be an automatic out. **EXCEPTION:** See Note; or if a team starts the game with **EP(s)**, that team must finish the game with the **EP(s)**, or be penalized as follows.

NOTE: SEE PLAYER PICKUP RULE UNDER SECTION VIII (H)

1. If the EPs or any other player (with the exception of the DH) is removed, injured or ejected from the game, with no substitutes to replace the player, the vacated spot automatically becomes an out each time the vacant spot comes to bat. Neither the DH nor the player being DH'd for may be used to replace the injured EP **NOTE:** When a team is left with a vacant spot in the lineup because of a player as described in the above section, the opposing team may "not" intentionally or unintentionally walk the previous batter, in order to get the "automatic out" created by the vacant spot in the batting order. If the previous batter is walked the vacant spot is skipped, the "automatic out" is waived, and the next batter is the name that follows the vacant spot, in the batting order.

1.NOTE: PLAYERS/SUBSTITUTIONS A team playing with nine (9) players and no available substitute may finish the game with eight (8) players if an injury occurs with the vacant spot being an out as described in Section 5 **EFFECT :** If a player is ejected from the contest while using 9 players: A Forfeit is declared

SECTION 2 - THE EXTRA PLAYER (EP) can play defense. An (EP) is optional, but if one is used, it must be made known prior to the start of the game and be listed on the line up sheet or score card. If the (EP) is used, she must be used the entire game. The (EP) must remain in the same position in the batting order for the entire game. The (EP) may be substituted for at any time, either by a pinch runner or a pinch hitter who then becomes the (EP). The substitute must be a player who has not played in the game.

Designated Hitter (DH)-MAY PLAY OFFENSE/BAT ONLY. The (DH) may be used for any player in the lineup. The (DH) must be made know prior the start of said game. The (DH) must remain in the same position in the batting order for the remainder of said game. The DH may be sub'd for at anytime, either by a pinch runner, or pinch hitter. If the sub is the player being hit for she must bat in the same order as the (DH) and the use of the (DH) will be terminated for the remainder of said game and the starting (DH) loses her re-entry rights. If the player is a pinch runner/hitter other than the player being hit for, it must be a player who has not enter the ballgame, and the sub then becomes the (DH) for the said game. By using this type of sub the player retains her re-entry rights.(Said team must complete the game with the (DH) unless the sub is a player being hit for, if not The result is a forfeit)

NOTE- See section NWFGSA BYLAWS VIII (G)

Player Participation - Any of the starting players may be withdrawn from the game and reentered once.(This includes the starting (EP), provided that the players occupy the original position in the batting order whenever in

the game.) **NOTE:** The original player and her substitute cannot be in the game at the same time.

SECTION 4 - Violation of the re-entry rule results in the use of an ineligible player. Penalty shall be the immediate ejection of the ineligible player when the violation is brought to the attention of the umpire by the offended team. A violation of the re-entry is handled as a protest which can be made any time during the game. All other rostered players should be included on the line-up as substitutes.

SECTION 5 - A team must have the required number of players to start or continue a game. A. A team may start play with eight players, but when and if another player arrives she must immediately be inserted into the lineup in the 9th batting position. A vacant 9th batting position will be an automatic out. **EXCEPTION:** See Note; or if a team starts the game with an (EP), that team must finish the game with the (EP) or be penalized as follows: 1. If the (EP) or any other player is removed, injured or ejected from the game, with no substitutes to replace the player, the vacated spot automatically becomes an out each time the vacant spot comes to bat. **NOTE:** When a team is left with a vacant spot in the line up because of a player as described in this section, the opposing team may not walk, whether intentional or not, the previous batter in order to get the “automatic out.”, If the previous batter is walked the vacated spot is skipped, the automatic out is waived, and the next batter is the name who follows the vacant spot in the batting order. The game may end on an automatic out.

SECTION 6 - A player shall be officially in the game when her name has been entered on the official score sheet, or has been announced. **NOTE:** A player’s correct name supersedes an error, if an incorrect number has been entered on the score sheet. The following regulations govern the substitutions of players:

A. The manager or team representative shall notify the plate umpire at the time a substitute enters the game. Failure to notify the umpire of a substitution would create an illegal substitution with the penalty-immediate ejection from the game whenever the infraction is discovered. **NOTE:** Re-entry is considered a substitution and if an illegal re-entry occurs, the penalty is the immediate ejection of the ineligible player.

RULE 4 - ELIGIBILITY

SECTION 1 - Players age classification is based upon their age as of December 31, for the following calendar year.

A. All players must play in only one age group.

B. A player cannot play in two age divisions in one tournament.

C. Proof of age must be verified by one of the following:

1. Birth Certificate and/or
2. Drivers license

D. Any player rostered on a High School Team, will not be Eligible for the Mid-Season or All-Star Tournament: see page five (rule book)

SECTION 2 - Teams may have no more than 20 players on their roster.

NOTE: EFFECT Any Team found to have an "INELIGIBLE PLAYER" by protest, will "FORFEIT" the Tournament. see protest procedures under section XII (8) bylaws *added 01/28/07*

RULE 5 - THE GAME

SECTION 1 - A regulation game will generally consist of seven innings. A time limit of 1 hour -15min for 8-u / 10-u – 1 hour 20min for 12-u / 16-u games same for all championship games

SECTION 2 – SEE NWFGSA BYLAWS OFFICIAL PLAYING RULES SECTION D RUN RULE (a). 6/9 run rule

The mercy run rule will also be in effect. Unlimited runs after the 5th

- A. 12 runs after three innings.
- B. 10 runs after four innings.
- C. 8 runs after five innings.

SECTION 3 - The choice of home team or visitors shall be decided by the toss of a coin unless stated in the rules of the tournament under which the schedule of games is being played. **Home TEAM WILL KEEP THE OFFICIAL BOOK**

SECTION 4 - The umpires and director shall make the decision as to the fitness of the field for playing. Once a game has started, the umpire shall be the sole judge as to the continuation of play because of weather conditions, darkness or other causes which place players or patrons in peril.

SECTION 5 - These provisions do not apply to any acts on the part of the players or spectators which might call for the forfeiture of the game. The umpire may forfeit the game if attacked physically by any team member or spectator.

SECTION 6 - The umpire may forfeit a game in favor of a team not at fault in the following cases:

- A. If a team fails to appear on the field, or, being on the field refuses to begin a game at the time the team is scheduled to play, or within a time set for forfeitures.
- B. If, after the game has started, one team refuses to continue to play, unless the game has been suspended or terminated by the umpire.
- C. If, after the game has been suspended by the Umpire, one team fails to resume playing within two minutes after the umpire has called "Play Ball".
- D. If a team uses tactics to delay or to hasten the game.
- E. If, after being warned by the umpire, any one of the rules is willfully violated.
- F. If the order for the removal of a player from the game is not obeyed within one minute.
- G. If, because of the removal of a player by the umpire, or for any reason, there are less than required number of players to continue the game as outlined under the general playing rules of the NWFGSA.

SECTION 7 - In the event that a game cannot be completed, an official game can be called after 5 innings of play, or 4 1/2 innings if the home team is ahead.

SECTION 8 - Players listed in the line ups and not available at game time may be substituted for.

SECTION 9 - A run shall not be scored if the third out of the inning is the result of:

- A. The batter being put out before legally touching first base.
- B. A base runner being forced out due to the batter becoming a base-runner.
- C. A base-runner leaving the base before a pitched ball to home plate leaves the pitcher's hand.
- D. An appeal play at first base on the batter-runner for the third out of the inning.

SECTION 10 - No succeeding runner shall score a run when a preceding runner has been declared the third out of an inning.

SECTION 11 - A base-runner shall not score a run ahead of the base-runner preceding her in the batting order if the preceding runner has not been put out.

SECTION 12 - A manager and/or team representative shall be allowed only one charged conference with a batter or base-runner in any one inning. **PENALTY:** A strike will be called on the batter if more than one conference occurs.

SECTION 13 - At all levels of Youth FastPitch play, it is the team's responsibility to have a certificate of insurance and to present it to the director prior to participation in any NWFGSA sanctioned event.

SECTION 14 - BLOOD-HIV, AIDS PROTECTION - When a player is bleeding, or has an open wound, the bleeding must be stopped and the wound covered with a bandage/dressing strong enough to withstand the rigors of competition. This treatment must be immediate, and a suspension of play for a "Reasonable amount of time" will be awarded the team. Should the treatment of this wound exceed a "Reasonable amount of time", the affected player must be substituted for. If no substitute is available, and the team is using the (EP), the team may play on with nine players until the affected player can continue, with all penalties in place. When the affected player can continue, she may re-enter the line up. Return to play will be determined by appropriate medical personnel, umpires or tournament director. Any player whose uniform is saturated with blood, regardless of the source, must follow the same guidelines as stated above for a person bleeding, and must have that uniform changed if determined necessary before returning to the game. **NOTE:** A "Reasonable amount of time" will be determined by the tournament director and umpires and will be no less than 5 minutes.

RULE 6 - PITCHING REGULATIONS

SECTION 1 - Prior to starting the pitch, the pitcher must take a position in which both feet are in contact with the pitching rubber.

- A. The pitcher shall take, or simulate taking, a signal from the catcher.
- B. The pitcher, before pitching and after receiving the signal from the catcher, must take a position with the shoulders in line with first and third base, with the ball in both hands.
- C. After receiving the ball from the catcher, the pitcher must deliver the ball towards home plate in not less than one second or more than 10 seconds. The pivot foot must remain in contact with, or push off and drag away from, the

pitching plate, prior to the front foot touching the ground. The pivot foot must remain in contact with either the pitching plate or the ground.

- D.** The pitcher will not be considered to be in the pitching position unless the catcher is in position to receive the pitch.
- E.** The pitching position may not be assumed by the pitcher on or near the pitching plate, without having possession of the ball. **PENALTY:** Violation of rules A - E are illegal pitches.

SECTION 2 - The pitch starts when the pitcher separates one of the hands from the ball after the hands are together.

SECTION 3 - After taking the signal, the pitcher may not step backwards with the non-pivot foot.

- A.** It is not considered a step, if the pitcher slides her foot on the pitching plate, provided contact with the plate is maintained.
- B.** Such techniques as the “**crow hop**” and “**leap**” are illegal.

SECTION 4 - **A legal delivery is one in which the ball is delivered to the batter with an underhand motion.**

- A.** The follow through of the hand and wrist and the release of the ball must be forwards, past the straight line of the body.
- B.** A rocker action is NOT used, meaning, after having the ball in both hands in the pitching position, the pitcher removes one hand from the ball, takes a backward and forward swing, and returns the ball to both hands in front of the body.
- C.** No wind-up is used, meaning a stop or reversal of the forward motion. **D.** There is no more than one revolution of the arm in the windmill pitch. The pitching arm may be dropped to the side and to the rear before starting the windmill motion. The ball does not have to be released the first time past the hip.
- E.** The pitcher makes no continuous wind up after taking the forward step, which is simultaneous with the release of the ball.

SECTION 5 - While in the pitching position, the pitcher may not deliberately drop, roll or bounce the ball in order to prevent the batter from striking it.

SECTION 6 - During the game, the pitcher may not use tape or other substances on the ball, pitching hand or fingers. Nor shall any player apply any foreign substance on the ball. With the umpire’s approval, powdered resin may be used to dry the hand. The wearing of any item on the pitching hand, wrist or arm which may be distracting to the batter will not be allowed. **PENALTY:** Any infraction of Sections 1-6 constitutes an illegal pitch. If not previously covered, the umpire will indicate and declare a delayed dead ball. A ball is awarded to the batter, and all base-runners advance one base. If the illegal pitch is hit, and all runners including the batter-runner advance one base, then the play stands. A warning is issued to the pitcher, and if the pitcher continues to throw illegal pitches, the umpire may remove the pitcher from the pitching position for the rest of the game.

SECTION 7 - No player, manager or coach shall call “**Time**” or employ any other word or phrase, or commit any act while the ball is live and in play for the obvious purpose of trying to make the pitcher commit an illegal pitch. **PENALTY:** “No Pitch” will be declared and a warning issued to the offending team. A repeat of this type shall result in the offender being removed from the game.

SECTION 8 - There shall be only one charged conference between the manager or other team representative from the dugout, with each and every pitcher or defensive player in an inning. The second charged conference shall result in the removal of the pitcher from the pitching position for the remainder of the game.

RULE 7 - BATTING

SECTION 1 - The batter shall take her position within the lines of the batter's box.

- A.** The batter shall not have her entire foot touching the ground completely outside the lines of the batter's box or touching home plate when the ball is hit.
- B.** The batter shall not step directly across in front of the catcher to the other side of the batter's box while the pitcher is in position to pitch. **EFFECT:** The ball is dead, the batter is out, and base runners may not advance.
- C.** The batter must take her position within ten (10) seconds after the umpire has called "play ball". She must have both feet within the lines of the box before the start of the pitch. She may touch the line, but no part of her foot may be outside of the lines prior to the pitch. **EFFECT:** The ball is dead. The umpire will call a strike on the batter and will also issue a warning to the batter to take her position or risk being called out. If the batter refuses to take her position after the warning she will be called out. The warning will be given to a batter only one time per game. Any repeated violation during the game by that player will result in an out being called.
- D.** After entering the batter box, the batter must remain in the box, with at least one foot between pitches and while taking signals and practice swings. (Refer to definition) **EFFECT:** If the batter leaves the box and delays play, the umpire will call a strike. The batter may leave the box after a ball is hit fair or foul, if forced out of the box by a pitch, on a wild pitch or passed ball, if there is an attempted play or if time has been called, with no penalty. The batter may leave the box after a ball is hit fair or foul, if forced out of the box by a pitch, on a wild pitch or passed ball, if there is an attempted play or if time has been called, with no penalty.
- E.** The batter may not intentionally wipe out any portion of the lines of the batters box. **EFFECT:** The umpire will call a strike.

SECTION 2 - Each player of the side at bat shall become a batter in the order in which her name appears on the score sheet. The batting order of each team must be on the score sheet and delivered by the manager or captain to the home plate umpire. The batting order must be followed throughout the entire game unless a player is substituted for. When this occurs, the substitute must take the place of the player she is replacing in the batting order. The first batter in each inning shall be the batter whose name follows that of the last player who completed a turn in the preceding inning. **EFFECT:** Batting out of order is an appeal play which may be made by the defensive team only.

- A.** If the error is discovered while the incorrect batter is at bat, the correct batter takes her place and legally assumes any balls and strikes.
- B.** If the error is discovered after the incorrect batter has batted and before the next pitch to the following batter, the player who should have batted is out. Any advance or score made because of a batted ball by the improper batter's advance

to 1st base on a hit, an error or a base on balls shall be nullified. The next batter is the player whose name follows that of the player called out for failing to bat.

- C. If the error is discovered after the first pitch to the next batter, the turn at bat of the incorrect batter is legal; all runs scored and bases run are legal and the next batter shall be the one whose name follows that of the incorrect batter. No one is called out for failure to bat. Players who have not batted and who have not been called out have lost their turn at bat until reached again in the regular order.
- D. No base runner shall be removed from the base she is occupying to bat in her proper place. She merely misses her turn at bat with no penalty. The batter following her in the order becomes the legal batter.
- E. When the third out of the inning is made before the batter has completed her turn at bat, she shall be the first batter in the next inning and shall have the ball and strike count on her canceled.

SECTION 3 - Members of the team at bat shall not interfere either physically or vocally with a player attempting to field either a fair or foul ball. This includes a base coach.

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

SECTION 4 - The batter shall not hit a fair ball a second time with the bat in fair territory.

EFFECT: The ball is dead, the batter is out and base runners may not advance. **NOTE:** If the batter drops the bat and the ball rolls against the bat in fair territory and in the umpire's judgement, there was no intention to interfere with the course of the ball, the batter is not out and the ball is alive and in play.

- A. When a pitched ball hits the batter while the ball is in the strike zone. **EFFECT:** **Section 5 (D-G):** The ball is dead and base runners must return to their bases without liability to be put out.

SECTION 5 - The umpire calls a strike:

- A. For each legally pitched ball entering the strike zone before touching the ground and at which the batter does not swing.
- B. For each pitched ball swung at and missed by the batter. This includes a ball that hits the ground and is swung at.
- C. For each foul tip held by the catcher. The batter is out if it is the third strike.
- D. For each foul ball not legally caught, this does not include a 3rd strike.
- E. For each pitched ball swung at and missed which touches any part of the batter.
- F. When any part of the batter's person is hit with her own batted ball when she is in the batter's box and she has less than two (2) strikes.
- G. When a pitched ball hits the batter while the ball is in the strike zone. **EFFECT:** Section 5 (d-g) The ball is dead and baserunners must return to their bases without liability to be put out.

SECTION 6.- The umpire calls a ball:

- A. For each pitch that does not enter the strike zone, hits the ground or touches home plate and which is not swung at by the batter.
- B. For each illegally pitched ball.

- C. When a pitch hits the batter outside of the strike zone. The batter is awarded 1st base. This includes a ball that hits the ground and then hits the batter.
- D. When the catcher fails to return the ball directly to the pitcher as required in Rule 6. Section 5 (e).
- E. When the pitcher fails to pitch within ten (10) seconds.
- F. For each excessive warm-up pitch (See Rule 6. Sec. 11).
- G. When the pitcher attempts a quick return pitch; the pitcher shall be given a warning.

SECTION 7 - A fair ball is a legally batted ball which:

- A. Settles or is touched on fair ground between home and 1st base or home and 3rd base.
- B. Bounds past 1st or 3rd base on or over fair ground.
- C. Touches 1st, 2nd or 3rd base.
- D. While on or over fair ground, touches the person or clothing of an umpire or player.
- E. First falls on fair ground beyond 1st or 3rd base. A fair fly ball must be judged according to the relative position of the ball and the foul line, regardless of whether the fielder is on fair or foul ground at the time she touches the ball.
- F. Hits home plate and remains in fair territory. **EFFECT: Rule 7. Sec 7(a-f).** The ball is in play and baserunners are entitled to advance any number of bases with liability or be put out. The batter becomes a baserunner unless the infield fly rule applies.
- G. While on or over fair ground, the ball lands behind a fence or into the stands beyond the outfield fence. This is a home run.
- H. Hits a foul pole on the fly. If the ball hits the pole above the fence level, it shall be a home run.

SECTION 8- A foul ball is a legally batted ball which:

- A. Settles on foul ground between home and 1st base or between home and 3rd base.
- B. Bounds past 1st or 3rd base on or over foul ground.
- C. First touches on foul ground beyond 1st or 3rd base.
- D. While on or over foul ground touches the person or clothing of an umpire or player, or the ball is blocked. **EFFECT: Rule 7, Sec 8 (a-d)** The ball is dead. A strike is called on the batter for each foul ball, and baserunners must return to their bases without liability to be put out.

SECTION 9 - The batter is out:

- A. When the 3rd strike is struck at, missed and touches any part of the batter's person.
- B. When a batter appears in the batter's box with or is discovered using an altered or an illegal bat prior to hitting the ball. The batter is also ejected from the game for using an altered bat.
- C. When a fly ball is legally caught.
- D. Immediately when she hits an infield fly and the umpire has declared "Infield Fly." Refer to Rule 1, Section 27. **NOTE: Infield Fly in the 10**

and Under is not in effect. The ball remains alive with all runners in jeopardy of being put out.

- E. If a fielder intentionally drops or lets drop a fair fly ball, including a line drive, and an attempted bunt which can be caught by an infielder with ordinary effort with 1st, 1st and 2nd or 1st and 3rd or 1st, 2nd and 3rd bases occupied with less than two outs. **EFFECT:** The ball is dead, the batter is out and baserunners must return to the last base touched at the time of the pitch. This does not apply to an infield fly; the dropped ball remains alive on an infield fly. **NOTE:** A trapped ball shall not be considered as having been intentionally dropped.
- F. If a preceding runner, in the umpire's judgement, intentionally interferes with a fielder who is attempting to catch a thrown ball, or is attempting to throw a ball in an attempt to complete a play, the preceding runner and the batter are both declared out.
- G. Any batter-runner that carries the bat, during a live ball, and legally reaches or touches 1st base while still holding the bat, will be declared out. Should this be the 3rd out of the inning, no preceding runner shall score. **EFFECT:** If less than two outs, a delayed ball signal will be given and the ball will remain alive.
- H. When the batter attempts a bunt on the 3rd strike and bunts the ball foul.
- I. On a legally caught 3rd strike foul ball or foul tip. **NOTE:** If, with less than 2 outs and 1st base is unoccupied or with 2 outs, the batter is not out unless the 3rd strike is caught. If the ball is not caught, the batter is eligible to reach 1st base before being tagged out or thrown out: Runners occupying any other base(s) may also advance with liability or be put out.
***NOTE:** Any foul tip that is caught is a strike and the ball is in play.
****NOTE:** In 10 and Under, whether the third strike is caught or not, the batter is out.
- J. When hit by her own batted ball, in fair territory, outside the batter's box.
- K. The Batter Shall not: 1) Hinder the catcher from catching or throwing the ball by stepping out of the batter's box. 2) Intentionally hinder the catcher while standing within the batter's box. 3) Intentionally interfere with a thrown ball in or out of the batter's box. 4) Interfere with a play at home plate. **EFFECT:** The ball is dead, the batter is out and each runner must return to the last base that, in the judgement of the umpire, was touched at the time of the interference. **EXCEPTION:** If no play is being made and the batter accidentally interferes with the catcher's return throw to the pitcher and a runner(s) advances safely; the umpire should call time and return the runner(s) to the base occupied at the time of the accidental interference. **EXCEPTION:** If the batter interferes with a play at the plate with less than two (2) outs, the baserunner is out.

SECTION 10 - The batter or baserunner is not out if a fielder making a play or her uses an illegal glove. The manager of the offended team has the option of having the batter bat over and assuming the ball and strike count he had prior to the pitch he hit (baserunners return), or taking the result of the play. The umpire will signal a delayed dead ball.

SECTION 11 - On deck batter:

- A. The on-deck batter is the offensive player whose name follows the name of the batter in the batting order.
- B. The on-deck batter shall take a position within the lines of the on-deck circle, that is behind the batter that is in the batters box.
- C. The on-deck batter may loosen up with two official softball bats, an official warm up bat; or any other official warm up bat or product that has been approved by the NWFGSA. Nothing else may be attached such as a donut, fan , etc. when loosening up.
- D. The on-deck batter may leave the on-deck circle when she becomes the batter or to direct base runners advancing from 3rd to home plate.
- E. When the on-deck batter interferes with the defensive player's opportunity to make a play on a runner, closest to home plate at the time of the interference is declared out.

RULE 8 - BASE RUNNING

Courtesy Runners: MIDSEASON: Courtesy Runners: May "ONLY" be used for the Pitcher and/or Catcher and "ONLY" with two outs. The Courtesy Runner shall be the player in the batting order where the last out was recorded. In the event the last batted out was the pitcher or catcher, then the previous batted out must be used. ALLSTARS: Either the Courtesy Runner (as defined above) may be used or a pinch runner. A pinch runner is defined as a substitute player who has not been entered into the game. A pinch runner will lose her re-entry rights, if you re-enter the original starting player back to their respective position. added 2/01/2008

Double 1st base Parks that use the safety bag at first base, the following rules apply.

If the play is at first base, either from an infielder or outfielder, the batter-runner will be called out for touching the inside base. If the play is elsewhere (foul territory), the inside base may be tagged in a continuation toward 2nd base. The batter-runner toward 1st base may cross over into the inside bag to avoid a collision if a wild throw occurs. The inside bag will be used by the batter-runner if attempting to get back to 1st base.

SECTION 1 - The base runner must touch the bases in legal order (i.e. 1st, 2nd, 3rd and Home Plate.

- A. When a base runner must return to bases while the ball is in play, she must touch the bases in reverse order. **EFFECT:** The ball is in play and base runners must return with liability to be put out.
- B. When a base runner acquires the right to a base by touching it before being put out she may hold the base until she has legally touched the next base in order, or is forced to vacate it for a succeeding runner.
- C. When a runner dislodges a base from its proper position, neither she nor the succeeding runners in the same series of plays are compelled to follow a base

unreasonably out of position. The ball is in play and runners may advance without liability of being put out.

- D. A base runner may not run the bases in reverse order, either to confuse the fielders or to make a travesty of the game. **EFFECT:** The ball is dead and the runner is out.
- E. Two base runners may not occupy the same base simultaneously. **EFFECT:** The runner who first legally occupied the base is entitled to it. The other runner may be put out by being touched with the ball.
- F. Failure of a preceding runner to touch a base or to leave a base legally on a caught fly ball and who is declared out, does not affect the status of a succeeding runner who touches the bases in proper order; however, if the preceding runner were to be called out for the 3rd out of the inning, no succeeding runner may score a run.
- G. No runner may return to touch a missed base or one left illegally after a following runner has scored.
- H. When the ball is dead, no runner may return to touch a missed base, a base she has left after she has left illegally, even after the ball becomes alive; however, when a dead ball occurs, a runner may return to a missed base if she is required to by the umpire in the awarding or determination of bases. The runner is not liable to be put out for missing a base beyond the base she is required to by the umpire in the awarding or determination of the bases. The runner is not liable to be put out for missing a base beyond the base she is required to return to.
- I. **No runner may return to touch a missed base or one left illegally once she enters her dugout or bench area.**
- J. When four (4) balls have been called by the umpire. Base runners do not advance unless forced or successful in an attempt to steal.
- K. Bases left too soon on a caught fly ball must be retouched before advancing to awarded bases. Awarded bases must also be touched in proper order.

SECTION 2 - The batter becomes a batter-base runner:

- A. As soon as she hits the ball.
- B. When four balls have been called by the umpire. Base runners do not advance unless forced or successful in an attempt to steal.
- C. When a (legal or illegal) pitched ball hits the batter's person or clothing; provided the batter does not strike at the ball. **EXCEPTION:** If the batter makes no effort to avoid being hit, or if the umpire calls the pitched ball a strike; the hitting of the batter is disregarded except that the ball is dead. The pitch will be called a strike or ball depending on the location of the pitch. Unless ball four is called on the batter, forcing runners to advance, all runners must return to the base occupied at the time of the pitch.
- D. When the catcher or any other fielder obstructs or hinders the batter from striking at or hitting a pitched ball. **EFFECT:** The ball is dead, the batter is awarded 1st base, and runners advance only if forced.
 - 1. The umpire shall signal "delayed dead ball."
 - 2. The offensive team manager has the option of taking the base awarded the batter for catcher obstruction, or he may take the result of the play.

3. If the batter reaches 1st base safely and all other runners advance at least one base on the batted ball, catch obstruction is canceled and no other options are given.
- E. When a fair ball strikes the umpire or base runner on fair ground.
1. If the ball hits the umpire or base runner after passing an infielder, other than the pitcher, or touches an infielder, including the pitcher, the ball is in play.
 2. If the ball hits the umpire or base runner before passing an infielder, the ball is dead and the batter is entitled to 1st base without liability of being put out. Runners not forced by the batter-runner must return.
- F. When the catcher fails to catch the 3rd strike before it touches the ground, when there are two(2) outs, or there are fewer than two(2) outs and 1st base is not occupied, at the time of the pitch.

SECTION 3 - Base runners are entitled to advance with liability to be put out:

A. When, after the pitcher releases the ball, the runner attempts to advance to the next base without the aid of a base hit, put out or a fielding (including batter) error (stealing base) EXCEPTION: 10 and Under base stealing is allowed under the following rules. Runners starting at first base or second base or entitled to steal one base only per pitch with liability to be put out. (Runners ARE NOT entitled to advance more than one base per pitch even in the event of an overthrow at ANY base.) Runners starting at third base may not steal home but are liable to be put out if they are off the base.

1) A runner attempting to advance beyond the one base they are entitled to steal may be put out while between bases or in contact with a base to which she is not entitled.

2) After all play ceases and the ball becomes dead, if a runner occupies a base beyond the one the runner was entitled to steal, the runner will be returned to the correct base without liability to be put out.

3) A batter runner, who has received a base on balls, can attempt to steal second base.

4) Awarded bases will apply to all runners. This includes an overthrow into dead ball territory.

5) Runners can only score on a } a batted ball. b) a base on balls or hit batter with bases loaded. c) an awarded base when the ball goes out of play. d) an illegal pitch. B. When the ball is thrown into fair territory or foul territory and is not blocked.

B. When the ball is thrown into fair territory or foul territory and is not blocked.

C. When the ball is batted into fair territory and is not blocked.

D. When a legally caught fly ball is first touched.

E. If a fair ball strikes an umpire or a runner after passing an infielder other than the pitcher, or having been touched by an infielder, including the pitcher, the ball shall be in play.

SECTION 4 - A player forfeits her exemption from liability to be put out:

- A. If, while the ball is in play, she fails to touch the base she is entitled to before attempting to make the next base. If the runner put out is the batter-runner at 1st base, or any other runner forced to advance because of the batter-runner at 1st base or any other runner forced to advance because of the batter-runner, this is a force out.

- B. If after over running 1st base, the batter-runner attempts to continue to the next base.
- C. If after dislodging the base, the batter-runner attempts to continue to the next base.

SECTION 5 - Base runners are entitled to advance without liability to be put out:

- A. When forced to vacate a base because the batter was awarded a base on balls.
- B. When a fielder obstructs a base runner from making a base, unless the fielder is trying to field a batted ball, has the ball ready for a tag or is about to receive a thrown ball. **EFFECT:** When obstruction occurs, the umpire shall call and signal a delayed dead ball.
 1. If a play is being made on the obstructed runner or if the batter runner is obstructed before reaching 1st base, the ball is dead and all runners advance, without liability to be put out, to the bases they would have reached, in the umpire’s judgment, if there had been no obstruction. **EXCEPTION:** A base runner obstructed in a run down, shall be awarded the lead base at the time of obstruction. Any preceding runners forced to advance by the award of bases, for obstruction, shall advance without liability to be put out.
 2. If no play is being made on the obstructed runner at the time of obstruction, the play shall proceed until the play is completed. The umpire shall call “time” and impose such penalties, if any, as in his judgment, will nullify the act of obstruction.
 3. If a fielder without the ball, fakes a tag, the umpire may award the obstructed runner, and each other runner affected by the obstruction, the bases they would have reached, had there been no obstruction. **NOTE:** In the case of a fake tag, the fielder will be automatically ejected from the game.
- C. When forced to vacate a base because the batter was awarded a base for catcher obstruction.
- D. When a fielder contacts or catches a batted or thrown ball with her cap, glove or any part of her uniform, while detached from its proper place. **EFFECT:** A runner shall be entitled to three (3) bases if a batted ball or two (2) bases if a thrown ball; in either case, runners may advance further, at their own risk. If an illegal catch was made of a fair ball; that, in the judgment of the umpire, would have cleared the out field fence in flight, a home run shall be awarded. The umpire will signal a delayed dead ball.
- E. When the ball is in play and is overthrown (beyond the established boundary lines), or is blocked. **EFFECT:** Awarded bases shall be determined by the position of the base runner(s) at the time of the infraction. All base runners will be allowed to advance one (1) base on a pitched ball that goes directly out of play. **NOTE:** For offensive equipment causing a blocked ball, the runner closest to home plate will be declared out and all other runners must return to the last base touched when the ball becomes blocked.

1. The ball is dead. In all cases where a thrown ball goes into the spectators seats; goes over, through or under any fence surrounding the playing field; hits any person or object not engaged in the game, goes into the player's benches, including bats lying near benches, whether the ball rebounds onto the playing field or not; or remains in the meshes of any wire screen, each and every base runner shall be awarded two (2) bases.
 2. When the first throw is made by an infielder, two (2) bases shall be awarded. Award shall be governed by the position of each runner at the time the pitch was made. However, if all runners, including the batter-runner have advance at least one (1) base, when an infielder makes a wild throw on the first play after a pitch, the award of the bases shall be governed by the position of the runners when the wild throw was made.
 3. When a throw is made by an outfielder or is the result of any succeeding play or a attempted play, the 2 base award shall be governed by the position of each runner and the last base she has touched at the time the throw was made. If two runners are between the same base, the award is based on the position of the lead runner.
 4. When a fielder loses possession of the ball, such as on an attempted tag, and the ball enters a dead ball area or becomes blocked, all runners are awarded one (1) base from the last base touched at the time the ball enters the dead ball area or becomes blocked. If a runner touches the next base and returns to her original base, the original base she left is considered the "last base touched" for the purpose of an overthrow award.
- F.** When a fair ball bounds or rolls into a stand; over, under or through a fence or bounds out of play unintentionally off a defensive player; or other obstruction marking the boundaries of the playing field. **EFFECT:** The ball is dead and all base runners are awarded two (2) bases from the time of the pitch.
- G.** When a live ball is unintentionally carried by a fielder from the playable territory into a dead ball area, the ball becomes dead. All base runners are awarded one base from the last base touched at the time the fielder enters the dead ball territory. If, in the judgment of the umpire, a fielder intentionally carries a live ball into dead ball territory, the ball becomes dead and all base runners are awarded two (2) bases from the last base touched at the time she entered the dead ball are. **NOTE:** A fielder carrying a live ball into the dugout or team area to tag a player, is considered to have intentionally carried it there. A dead ball line is considered in play.
- H.** When any pitched ball goes directly out of play (through, over, under fence/backstop). **EFFECT:** The ball is dead and all runners advance one base from the time of the pitch.

SECTION 6 - A base runner must return to her base:

- A.** When a foul ball is illegally caught and so declared by the umpire.
- B.** When an illegally batted ball is declared by the umpire.

- C. When a batter or base runner is called out for interference. Other base runners shall return to the last base touched at the time of the interference.
- D. When any part of the batter's person is touched by pitched ball that is swung at and missed.
- E. When a foul ball is not caught. **EFFECT:** The ball is dead and base runners must return to base, except when forced by the batter becoming a base runner. Base runners need not touch the intervening bases in returning, but must return promptly; however, runners must be allowed sufficient time to return.

SECTION 7 - Batter-base runner out:

- A. When, after a fair ball is hit, she is legally touched with the ball before she touches 1st base.
- B. When, after a fly ball is hit, the ball is caught by a fielder before the ball touches the ground or any object other than a fielder.
- C. When, after a fly ball is hit, the ball is caught by a fielder before the ball touches the ground or any object other than a fielder.
- D. When, after a fair ball is hit or a base on balls is awarded, she fails to advance to 1st base and enters her team area. **EFFECT:** The ball is in play and the batter-runner is out.
- E. When she runs outside the 3 foot line and in the judgment of the umpire, interferes with the fielder taking the throw at 1st base; however, she may run outside the 3 foot line to avoid a fielder attempting to field a batted ball.
- F. When she interferes with a fielder attempting to field a batted ball or interferes (intentionally) with a thrown ball. If the interference, in the judgment of the umpire, is an obvious attempt to prevent a double play, the base runner closest to home plate, shall be called out.
- G. When a batter-runner interferes with a play at home plate, in an attempt to prevent an obvious out at home plate. The runner is also out.
- H. When he/she moves back toward home plate to avoid or delay a tag by a fielder.
- I. When she is discovered using an altered or illegal bat. **EFFECT:** The ball is dead and the batter-runner is out. Other base runners must return to the last base legally touched at the time of the illegal action.

SECTION 8 - The base runner is out:

- A. When, in running to any base, she runs more than 3 feet from a direct line between that base and the next base, in regular or reverse order, to avoid being touched by the ball in the hands of a fielder. When a play, such as a rundown is made on a runner who has "rounded" a base, and that runner is outside a direct line between bases, the runner establishes her baseline as a direct line between her and the next base in regular or reverse order.
- B. When, while the ball is in play, she is legally touched with the ball in the hands of a fielder while not in contact with the base.
- C. When, on a force out, a fielder tags her with the ball or tags the base on a force out.
- D. When the base runner fails to return to touch the base she previously occupied when play is resumed after suspension of play.
- E. When a base runner physically passes a preceding runner before that runner has been put out.

- F. When the base runner leaves her base to advance to another base before a caught fly ball has been touched by a fielder, provided the ball is returned to a fielder and legally held on that base or a fielder legally touches the base runner before she returns to her base.
- G. When the base runner fails to touch the intervening base or bases in regular or reverse order and the ball is in play and legally held on that base; or the base runner is legally touched while off the base she missed.
- H. When the batter-runner legally overruns 1st base, attempts to run to 2nd base and is legally touched while off the base.
- I. In running or sliding for home plate, she fails to touch home plate and make no attempt to return to the base, when a fielder holds the ball in her hands while touching home plate and appeals to the umpire for a decision. **EFFECT: Section 8 (F-I)**, these are appeal plays and the defensive team loses the privilege of putting the base runner out if the appeal is not made before the next legal or illegal pitch. If an appeal is made after the ball is dead and before the next pitch is made, the ball remains dead and runners may not advance. The pitcher must have the ball in her possession inside the 16' circle. Any manager, coach or player may then make an appeal by announcing to the umpire which runner is being appealed; which base has been missed or which base has been left too soon. Any player may also make an appeal while the ball is still alive and before the ball becomes dead, by tagging the runner or the base being appealed, with the ball.
- J. When the base runner interferes with a fielder attempting to field a batted ball or intentionally interferes with a thrown ball. If this interference, in the judgment of the umpire, is an obvious attempt to prevent a double play and occurs before the base runner is put out, the immediate succeeding runner shall also be called out.
- K. When a base runner is struck with a fair batted ball in fair territory while off base and before it passes an infielder, excluding the pitcher, or if it passes an infielder and another infielder has an opportunity to make a play.
- L. When a runner intentionally kicks a ball which an infielder has missed.
- M. When, with a base runner on 3rd base the batter interferes with a play being made at home plate with less than two (2) outs.
- N. When anyone, other than another base runner, physically assists a base runner while the ball is in play.
- O. When the coach near 3rd base runs in the direction of home plate on or near the baseline while a fielder is attempting to make a play on a batted or thrown ball, and thereby draws a throw to home plate. The base runner nearest to 3rd base shall be declared out.
- P. When one or more members of the offensive team stand or collect at or around a base which a base runner is advancing, thereby confusing the fielders and adding to the difficulty of making the play. This includes the batboy or any other person authorized to sit on the team's bench.
- Q. When any base runner runs the bases in reverse order to confuse the defensive team or to make a farce of the game. This includes the batter-runner moving backwards towards home plate to avoid or delay a tag.

- R.** If a coach intentionally interferes with a thrown ball.
- S.** When a runner, after being declared out or after scoring, interferes with a defensive player's opportunity to make a play on another runner. The runner closest to home plate at the time of the interference shall also be called out.
EFFECT: Section 8(J-S) , the ball is dead and the base runner is out. Other runners must return to the last base legally touched at the time of the illegal action.
- T.** When a defensive player has the ball and is waiting for the runner and the runner remains on her feet and deliberately, with great force, crashes into the defensive player; the runner is declared out. **EFFECT:** The ball is dead and all other runners must return to the last base touched at the time of the collision, unless Section 8(J) or Section 8(S) applies. **NOTE:** If the act is determined to be flagrant, the offender is ejected from the game.
- U.** When the base runner (s) fail to keep contact with their base until a legally pitched ball leaves the pitcher's hand. The ball is dead, "NO PITCH" is declared and the base runner (s) is declared out.
- V.** When she abandons a base, does not attempt to advance to the next base and enters the team area or leaves the field of play; the base runner shall be called out immediately upon entering the team area or upon leaving the field of play.
- W.** If hit by an infield fly when not in contact with the base. The ball is dead and the runner and the batter are both declared out. Other runners must return to the base occupied, without liability to be put out, at the time of the pitch.
- X.** When the ball is in possession of the pitcher within the 16' circle, any runners between bases must immediately advance to the next base or return to the last base touched with liability of being put out. If the runner fails to return or advance immediately, the runner will be declared out.

SECTION 9 - Base runner is not out:

- A.** When a base runner runs behind or in front of a fielder and outside the baseline in order to avoid interfering with a fielder who is attempting to field the ball in the baseline.
- B.** When a base runner does not run a direct line to the base, providing the fielder in the direct line does not have the ball in her possession.
- C.** When more than one fielder attempts to field a batted ball and the base runner comes into contact with the one who, in the umpire's judgment, was not entitled to field the ball.
- D.** When the base runner is hit with a fair batted ball that has passed through an infielder, excluding the pitcher, and in the umpire's judgment, no other infielder has an opportunity to make a play.
- E.** When a base runner is touched with a ball not securely held by a fielder.
- F.** When the defensive team does not request the umpire's decision on an appeal play until after the next pitch.
- G.** When a batter-runner overruns 1st base after touching it, and makes no attempt to advance to the next base.
- H.** When the base runner is not given sufficient time to return to a base, she shall not be called out for being off the base before the pitcher pitches the ball. Not pitch shall be called by the umpire.

- I. When a runner, who has legally started to advance, cannot be stopped by the pitcher receiving the ball while on the pitching plate nor by stepping on the pitching plate with the ball in her possession.
- J. When a base runner holds her base until a fly ball touches a fielder, then attempts to advance.
- K. When the runner is in contact with the base, and is hit by a batted fly or ground ball in fair territory, (unless she intentionally interferes with the ball), the base runner is not out and the ball is dead. **EFFECT:** Ball is dead, and all runners advance one base if forced.
- L. When a base runner slides into a base and dislodged it from its proper place. The base is considered to have followed the runner.
- M. When a fielder makes a play on a batter or base runner while using an illegal glove.
- N. When the base runner is hit by a fair batted ball after it touches any fielder, including the pitcher.

RULE 9 - DEAD BALL/BALL IN PLAY

SECTION 1 - The ball is dead and not in play:

- A. When the ball is batted illegally.
- B. When a batter steps from one side of the box to the other when the pitcher is ready to pitch.
- C. When “No Pitch” is declared by the umpire.
- D. When a pitched ball touches any part of the batter’s person or clothing, whether or not the ball is struck at.
- E. When a foul ball is not caught.
- F. When a base runner fails to keep in contact with their base until the pitched ball leaves the pitcher’s hand.
- G. When the offensive team causes interference.
- H. When the ball is outside the playing limits of the playing field. A ball is considered “out of play” when it touches the ground, person on the ground or object outside the playing area.
- I. If an accident to a runner prevents her from proceeding to a base which she is awarded. A substitute runner shall be permitted for the injured runner.
- J. In case of interference with the batter or fielder.
- K. When time is called by the umpire.
- L. When time is called by the umpire and an appeal play follows; the ball remains dead throughout the appeal.
- M. When any part of the batter’s person is hit by her own batted ball while she is in the batter’s box.
- N. When a runner runs the bases in reverse order.
- O. When, in the judgment of the umpire, a coach touches or physically helps a runner; or when a coach near 3rd base, runs in the direction of home plate on or near the baseline, while the fielder is attempting to make play, and thereby draws a throw to home plate.
- P. When a play being made on an obstructed runner, or it the batter-runner is obstructed before she reaches 1st base.

- Q.** When a blocked ball is declared.
- R.** When the batter enters the batter's box with or uses an illegal bat or an altered bat.
- S.** When a caught fair ball, including a line drive, which can be handled by an infielder with ordinary effort, is intentionally dropped with less than two (2) outs and with runners on 1st, 1st and 2nd, 1st and 3rd or 1st, 2nd and 3rd bases.
- T.** When a fielder carries a live ball into dead ball territory.
- U.** When the batter is hit by their own batted ball, in fair territory, outside the batter's box.

SECTION 2 - The ball is in play:

- A.** At the start of each half inning when the pitcher has the ball in her pitching position, and the umpire has called "Play Ball."
- B.** When the infield fly rule is enforced.
- C.** When a thrown ball goes past a fielder and remains in playable territory.
- D.** When a fair ball strikes an umpire or base runner on fair ground after passing or touching an infielder.
- E.** When a fair ball strikes an umpire on foul ground.
- F.** When the base runners have reached the bases which they are entitled, when the fielder illegally fields a batted or thrown ball.
- G.** When a base runner is called out for passing a preceding runner.
- H.** When no play is being made on an obstructed runner. The ball shall remain alive until the play is over.
- I.** When the batter legally hits a fair ball.
- J.** When a base runner must return in reverse order while the ball is already in play.
- K.** When a base runner acquires the right to a base by touching it before being put out.
- L.** When a base is dislodged while runners are running the bases.
- M.** When a runner runs out of the base line in regular or reverse order to avoid a tag by a fielder.
- N.** When a runner is forced or tagged out.
- O.** When the umpire calls the base runner out for failure to return and touch the base, when play is resumed after a suspension of play.
- P.** When a live ball strikes a grounds keeper, photographer, policeman, etc. assigned to the game.
- Q.** When a thrown ball strikes an offensive player.
- R.** If the batter drops the bat and the ball rolls against the bat in fair territory, and in the judgment of the umpire, there was no intention to interfere with the course of the ball. The batter is not out and the ball is alive and in play.
- S.** When a thrown ball strikes an umpire.
- T.** When a thrown ball strikes a base coach.
- U.** As long as there is play as a result of the hit by the batter. This would include an immediate live ball appeal before the umpire has called "time." Once the umpire has called "time" however, the ball will continue to be dead during a subsequent appeal play.

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