

**UNITED STATES SPECIALTY
SPORTS ASSOCIATION**

United States Specialty Sports Association

**2004 Official Slow Pitch Rule
Book and National By-laws**

*Official Slow Pitch Softball Rules Adopted,
Published, and Distributed by*

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IF AN UNUSUAL OR DISPUTED PLAY OCCURS IN A GAME
describe the incident in detail and send a self-addressed, stamped envelope
for an answer or interpretation. Should you wish an
OFFICIAL RULE BOOK, please send \$5.50 to help
defray mailing and handling costs.

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USSSA SLOW PITCH SOFTBALL

The Slow Pitch Softball Game Official Playing Rules

11 Inch, 12 Inch, and 16 Inch Games

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NOTE: all new rule changes are screened in gray throughout the rule book.

→ This marking means change in wording or numbering for clarification only.

NOTE: Use of the word "he" in this publication is intended to include both the masculine and feminine genders unless otherwise noted.

RULE 1. THE PLAYING FIELD

Sec. 1. THE PLAYING FIELD is the area where the ball may be legally played or fielded. The field shall be an area within an established minimum radius from Home Plate to the far boundaries between the Foul Lines.

Sec. 2. SPECIAL GROUND RULES may be made by tournament Directors when the field is less than the official minimum dimensions, which are:

- A. In 12 inch the radius distance is 300 feet for men.
- B. In 16 inch the radius is minimum 250 feet for men and 235 feet for women. No maximum distance is set for the fence.
- C. In Women's Class "A" and "B" the radius distance will be a minimum of 275 feet to a maximum of 325 feet distance for National or World Tournament play. Temporary fences cannot be used if a permanent outfield fence is present.
- D. In Women's Class "C" and "D," the radius distance will be a minimum of 250 feet to a maximum of 325 feet fence distance for Regional, National, or World Tournament play.

EFFECT Sec. 2 A-D. It is optional at the State program level that when an outfield fence or obstruction less than legal radius is of such height to warrant consideration, a Tournament Director may determine whether or not to award the batter fewer than 4 bases on a fair batted ball that goes over the fence.

Sec. 3. THE OFFICIAL DIAMONDS of the field shall be established for 11 inch and 12inch with:

1. **Baselines of 65 feet for men, women, and mixed. In the Men's Programs, 70 foot baselines are optional. EXCEPTION: Men's "A" World Tournament will use 70 foot baselines; in all other Men's World Tournament play 65 foot baselines must be used. (Refer to Rule 27 for Men's Major baselines.)**
2. Pitcher's distances of 50 feet for both men and women.

Sec. 4. THE LAYOUT OF THE FIELD is shown in the accompanying diagram. First, select the desired location of Home Plate (preferably toward Southwest) and drive a stake in the ground. This will establish the rear corner of Home Plate. Fasten a cord to this stake and tie knots at distances of 50, 65, 92 and 130 feet. Place this cord along a line desired, and at the 50 foot marker place a stake. This will be the middle of the front edge of the Pitcher's Plate. Further along this cord drive a stake at the 91 foot 11 inch mark. This will be the outside corner of Second Base. Place the 130 foot marker at the Second Base stake. Next, take the cord at the 65 foot marker and walk to the right until the cord is taut, both from Home to First and from Second to First, then drive a stake. This will mark the outside corner of First Base. The line from Home to First becomes the First Base Foul Line. Again, taking the cord at the 65 foot marker, walk across the diamond until the cord is again taut between Second and Third, and Home and Third. Then drive a stake to establish the outside corner of Third Base. The line between Home and Third becomes the Third Base Foul Line. Both the First and Third Base Foul Lines shall be extended to the far extremities of the Field. Home Plate, First, Second, and Third Bases are all completely within the established Base Lines, or Diamond.

Sec. 5. BATTER'S BOXES shall be provided on either side of Home Plate, with the inside line of this Box 6 inches from Home Plate, and parallel to the sideline. The Batter's Box shall be 5-1/2 feet long, extending 3 feet forward and 2-1/2 feet toward the rear, measured from the center corner of Home Plate. The Batter's Box shall be 3 feet wide, thus forming a rectangle of 5-1/2 feet by 3 feet. The lines marking the Batter's Box are considered to be part of the Batter's Box.

Sec. 6. THE CATCHER'S BOX shall be 10 feet long from the rear outside corners of the Batter's Box on each side of Home Plate, thus forming a rectangle 10 feet long and 8 feet 5 inches wide.

Sec. 7. THE THREE FOOT LINE is drawn outside of and parallel to the First Base Foul Line starting at the outside corner of First Base and extending halfway toward Home Plate.

Sec. 8. THE COACHES' BOXES shall be established at both First and Third Bases, 10 feet from and parallel to the Base Lines. They shall be 10 feet long starting at the outside corners of the Bases and extending toward Home Plate. The width of the Box shall be 3 feet, thus forming a rectangle 10 feet long and 3 feet wide.

RULE 2. EQUIPMENT

Sec. 1. DUE TO RAPIDLY EXPANDING and advanced technologies of softball equipment, all new equipment introduced to the game of Slow Pitch Softball must be reviewed and approved by the USSSA Equipment Performance and Safety Standards Committee. Each item approved shall be tested for one year. During this time the item can be further evaluated in actual game playing situations. The USSSA reserves the right to disapprove any equipment due to failure to meet current safety standards as set by the USSSA Equipment Performance and Safety Standards Committee.

Sec. 2. THE OFFICIAL BAT shall be round in cross section, straight in length, and measure not more than 34 inches long including tape or other grip additions to the bat, and not more than 2-1/4 inches in diameter at its largest part and its weight shall not exceed 31-1/2 ounces, including tape or grip addition to the bat. The bat shall have a safety grip of tape or some other material to facilitate holding the bat during the batter's swing. The safety grip shall be not less than 10 inches long, nor extend more than 15 inches from the small end or handle end of the bat. Graphics, including BPF markings, must be permanent and cannot be decals or any other method that can be easily removed or added to the bat.

A. THE BAT may be made of hard wood of one piece, or laminated from sections of hard wood bonded together with adhesive in such a way that the grain directions of all the pieces are essentially parallel to the length of the bat.

B. THE BAT may also be made of aluminum or other metals, fiberglass, graphite, or a composite material. The bat may be made in pieces from different materials but must have a closed barrel end and may be modular with interchangeable parts, subject to additional safety and tampering requirements as set forth in the standard USSSA Bat Licensing Agreement. The knob portion must be welded, or mechanically attached to

the bat. Only USSSA approved bats, USSSA approved weighted bats, or USSSA approved bat weight attachments may be used in loosening up. Nothing such as a donut or fan may be used when loosening up.

C. Authorized bat manufacturers shall mark their products with the words "Official Softball" or words to that effect. If the words "Official Softball" are illegible or it is a Little League bat, the bat should be declared legal if it is legal in all other respects. When a bat does not meet the specifications as defined, has flat spots or pronounced dents, or if in the Umpire's judgment, the bat has been altered, the Umpire shall prohibit the use of the doubtful bat.

D. The performance standard for all non-wooden bats will be a Bat Performance Factor (BPF) of 1.20, or less under the ASTM BPF test as applied under the standard USSSA Bat License Agreement. A list of those bats licensed and complying with this standard and therefore legal in USSSA play shall be kept by USSSA and published and made available by means including, but not limited to, the USSSA Website. Only bats on the published list will be legal for USSSA play. In addition, no bat shall be legal in USSSA play unless it is marked "USSSA BPF 1.20"; bats manufactured before January 1, 2004, are to be marked "1.20 BPF" or BPF 1.20."

E. A USSSA Director may at any time ask to inspect a bat that has been brought into the location of a USSSA sanctioned event. The owner and/or user may either:

a) Allow the Director to inspect the bat and reach a conclusion as to whether or not the bat might be altered. If, after making the inspection, the Director in his discretion decides that the bat might be an altered bat, the suspected offending owner and/or user will be subject to Rule 7, Sec. 2B and either:

i.) Allow the Director to send the bat to the USSSA Altered Bat Committee and/or Manufacturer of the bat for a determination as to whether or not the bat is altered. **NOTE:** During the time of the examination of the bat by the Manufacturer/Altered Bat Committee, the USSSA, by the discretion of the USSSA Altered Bat Committee, may suspend the suspected offending player pending the decision. If the Manufacturer or the USSSA Altered Bat Committee determines that the bat has been altered, the Altered Bat Committee may suspend a first time offender for up to two years from USSSA play. For a second time offender, any suspension may be up to lifetime.

ii.) Accept a one year (up to life for second time offenders) suspension from USSSA play with no right to appeal.

F. After examination of a bat to determine if it is altered, the bat shall be returned to the owner. No owner and/or player altered bat suspensions will occur unless the bat is determined to be altered.

Sec. 3. A. (USE THROUGH 2004) THE OFFICIAL BALL to be used shall be of Softball design with a flat surface. The center or core of the ball shall be either solid or of Number 1 long-fiber KAPOK, free from seeds and discoloration, or a mixture of granulated cork impregnated with either natural or artificial rubber, molded into a sphere and then finish wound with a fine quality twisted yarn. Or, it may be made of other materials approved by the USSSA. The cover of selected horsehide or cowhide shall be cemented to the core and stitched with cotton, linen, or nylon thread in either flat seam or any concealed stitch type, which gives a flat surface. In the 11 Inch and 12 Inch program, ball stitching must be either white or blue thread. However, if white thread is used the trademark, logos, and other imprints shall be of royal blue indelible ink. Internal composition of core must be clearly imprinted on the ball, also that the ball is an Official Slow Pitch Softball. The ball must have the USSSA stamp on it.

1. (USE THROUGH 2004) The 12 inch ball shall have a core wound with a fine quality twisted yarn to 11-5/8 to 11-3/4 Inches in circumference. The completed ball shall be 11-7/8 to 12-1/8 inches in circumference and shall weigh between 6 and 7-1/4 ounces. The flat seam style shall have not less than 88 stitches in each cover and sewed by two-needle method. The molded two-piece softball will be an authentic facsimile of said two-needle method.

2. (USE THROUGH 2004) The completed 11 inch ball shall be between 10-7/8 to 11-1/8 inches in circumference and shall weigh between 5-7/8 and 61/8 ounces. The Women's program will use an 11 Inch softball.

3. **(USE THROUGH 2004)** A two-piece molded cover ball in which the cover is bonded to the core and a one-piece molded ball are approved. The balls must contain facsimile stitching, as specifically approved by the USSSA and contain the USSSA stamp in indelible blue ink.

4. **(USE THROUGH 2004)** USSSA licensed softballs will not exceed a COR of 0.47.

5. **(USE THROUGH 2004)** USSSA licensed softballs shall not exceed a COR of 0.47 and there will be two compressions allowed as follows: Max Range – 525 pounds and Mid Range – 375 pounds. The compression will be based on the ASTM Test Method for Compression – Displacement of Baseballs and Softball (F-1888). In addition to the USSSA stamp and COR, the balls shall be imprinted by the manufacturer as either Max Range or Mid Range. **NOTE:** The ASTM Standard Test for measuring bat performance requires that a 375 pound compression ball shall be used in the test.

B. (EFFECTIVE JANUARY 1, 2005) THE OFFICIAL BALL to be used shall be of a spherical design with a smooth surface. The center or core of the ball shall be of a material and design traditionally used to make softballs or other materials or design as approved by the USSSA. The cover shall be of horsehide, cowhide, or other material approved by the USSSA and shall be cemented to the core and stitched with cotton, linen, or nylon or any other material approved by the USSSA. A molded cover ball or a molded ball without separate cover, or a multiple layer core design or multiple material core design, may be approved by the discretion of the USSSA on a case by case basis. The thread shall be in either flat seam or concealed stitch type which gives a flat surface. The stitch color must be blue. The internal composition of the core and the material of the cover must be clearly printed on the ball and the words "Official Slow Pitch Softball" must be clearly printed on the ball.

1. **(EFFECTIVE JANUARY 1, 2005) Size and weight:** The completed 12" ball shall have a circumference of 12" +/- 1/8" and shall be 6.6 ounces +/- 0.3 ounces. The seam shall have not less than 88 stitches in each cover, or 88 simulated stitches in molded cover balls. The completed 11" ball shall be 11" +/- 1/8" in circumference and weigh 6 ounces +/- 0.2 ounces and shall otherwise be proportional to the 12" ball. The Women's Program and the Mixed Program shall use the 11" DISTANCE ball for Women. The Men's Program shall use the DISTANCE, ELITE, OR MAJORS 12" ball.

2. **(EFFECTIVE JANUARY 1, 2005) Name, Logo, COR, and Compression 12" Balls.** There shall be no COR or compression information on the ball.

a. THE DISTANCE BALL :

i.) Shall have a white or optic yellow cover,

ii.) Shall have "USSSA DISTANCE" in 1/8" minimum letters and a USSSA logo of at least 1-1/8" diameter,

iii.) Letters and Logo in gray color, applied to be indelible,

iv.) COR under ASTM test as applied in the USSSA Standard Ball License Agreement shall be 46.25 +/- 0.75, and

v.) Compression under the ASTM test as applied under the USSSA Standard Ball Licensing Agreement shall be 455 +/- 45 pounds.

b. THE ELITE BALL:

i.) Shall have white or optic yellow cover,

ii.) Shall have "USSSA ELITE" in 1/8" minimum letters and the USSSA logo of at least 1-1/8" diameter,

iii.) Letters and Logo in blue color, applied to be indelible,

iv.) COR under ASTM test as applied in the USSSA Standard Ball License Agreement shall be 43.25 +/- 0.75, and

v.) Compression under the ASTM test as applied under the USSSA Standard Ball Licensing Agreement shall be 355 +/- 45 pounds.

c. THE MAJORS BALL:

i.) Shall have a white cover only.

ii.) Shall have "USSSA MAJORS" in 1/8" minimum letters and the USSSA logo of at least 1-1/8" diameter.

iii.) Letters and Logo in blue color, applied to be indelible.

iv.) COR under ASTM test as applied in the USSSA Standard Ball License Agreement shall be 39.25 +/- 0.75, and

v.) Compression under the ASTM test as applied under the USSSA Standard Ball Licensing Agreement shall be 260 +/- 45 pounds.

3. (EFFECTIVE JANUARY 1, 2005) Name, Logo, COR, and Compression for 11" balls: There shall be no COR or Compression information on the ball.

THE DISTANCE BALL:

i.) Shall have a white or optic yellow cover ONLY.

ii.) Shall have "USSSA DISTANCE" in 1/8" minimum letters and a USSSA logo of at least 1-1/8" diameter.

iii.) Letters and Logo in blue color, applied to be indelible.

iv.) COR under ASTM test as applied in the USSSA Standard Ball License Agreement shall be 46.25 +/- 0.75, and

v.) Compression under the ASTM test as applied under the USSSA Standard Ball Licensing Agreement shall be 455 +/- 45 pounds.

4. NOTE: TRANSITION RULE: Balls meeting Sec. 3.B. shall not be legal in USSSA play until October 15, 2004. Balls meeting Sec. 3.A shall not be legal in USSSA play after March 1, 2005.

5. (EFFECTIVE JANUARY 1, 2005) Mixed Program: Effective January 1, 2005, the DISTANCE ball shall not be used as the 12" ball in the Mixed Program.

Sec. 4. THE HOME PLATE shall be made of rubber or other suitable materials. It shall be a five-sided figure, 17 inches across the front edge of the Plate facing the Pitcher. The two sides shall be perpendicular to the front edge and shall be 8-1/2 inches long, extending forward toward the Pitcher's Plate. The sides of the Plate, from the rear corner, along with the Base line, shall be 12 inches long and set completely within the Base Lines, where they form a 90 degree angle with the point pointing toward the Catcher. The Home Plate is always a part of Fair Territory. The black border that outlines the plate is NOT to be considered Home Plate.

Sec. 5. THE PITCHER'S PLATE shall be made of rubber or wood. It shall be 24 inches long and 6 inches wide. The front edge of this plate shall be centered on the direct line from Home Plate to Second Base. The top of the Plate shall be level with the flat surface of the ground. The front edge of the Plate shall be of Legal distance as measured from the extreme rear corner of Home Plate.

Sec. 6. THE BASES other than the Home Plate, shall be 15 inches square and not more than 3 inches high. They shall be made of canvas bags, plastic or other suitable materials filled with soft padding. They shall be WHITE or ORANGE in color. All BASES must be securely fastened at their designated places.

NOTE: A Safety Base is optional. The Safe Base shall be 15 inches by 30 inches and not more than 3 inches high. The Safe Base should be positioned such that the white portion is located where First Base would be normally be (in Fair Territory) and the colored portion (red or orange) should be in Foul Territory. Any Batted Ball hitting the white portion should be fair and any ball hitting the red or orange portion should be foul. On the initial throw to First Base from the infield or outfield, the Batter-runner **MUST TOUCH** the red or orange portion of the base but not the white. If legally appealed by the Defense during a live ball situation, the Runner will be called out. The defensive Player **MUST** always touch the white portion. This rule is in effect only on the initial play at First Base. This does not include:

1. Returning to the base after over running,
2. Running on a base hit to the outfield (Runner may touch the red or white part), or
3. Re-tag to advance on a fly ball.

EFFECT: If the Base-Runner uses the orange portion at any time after the first attempt at First Base and is not in contact with the white portion, then he is considered off the base.

Sec. 7. LEGALLY ADOPTED GLOVES may be worn by any Fielder.

A. Catchers and First Basemen may wear a glove or mitt of any size, all other Players are restricted to a finger type glove with the space between the thumb and forefinger not exceeding more than 4-1/2 inches at the top. The webbing shall not be constructed to form any type net or tray.

B. Multicolored gloves are legal.

Sec. 8. A SHOE shall be considered legal if it is made with either leather or canvas uppers or similar materials. The soles may have soft or hard rubber cleats. Metal cleats are prohibited. Shoe sole or heel projections other than the standard shoe plate are prohibited. The all-purpose molded cleat softball shoe is legal. All Players must wear shoes.

Sec. 9. Catchers may wear MASKS.

EFFECT Sec. 9. TO PREVENT INJURY it is strongly recommended that all protective equipment be worn.

Sec. 10. UNIFORMS, including similar headpieces or CAPS, when required, should be adopted using similar colors and materials. If caps are worn they must be worn with the visor facing forward. Exception: The catcher while playing defense.

A. All participants in a game should wear the adopted the TEAM UNIFORM. Managers and Coaches, when on the field should wear the adopted full Uniform, or a Cap and Jacket, which include the Team's emblems and colors, to readily identify them as a member of the Team. Individual numerals on each uniform are optional. **NOTE:** Refer to By-laws for uniform requirements in National and higher tournaments.

EFFECT Sec. 10 A. While participating in Tournaments, Players should be uniformly dressed.

B. All exposed jewelry or items that are judged to be hazardous or potentially dangerous by the umpire may not be worn during the game.

C. In all programs, Batting Helmets may be worn by Players/Coaches at any time.

Sec. 11. EQUIPMENT shall not be allowed to remain on the playing field during the playing of the game, either on Fair or Foul Territory, with the exception of an official warm-up bat or official warm-up device which may be kept in proximity to the on-deck circle during a team's turn at bat.

EFFECT Sec. 11. A bat dropped by the Batter-Runner in Foul Territory, or any mask, cap, etc. dropped incidental to making a play will be considered as foreign to the normal playing area and Foul Ball rulings will be made accordingly.

RULE 3. DEFINITIONS

ALTERED BAT is one that has had its physical structure changed, including, but not limited to:

1. The bat has had the surface of the barrel or the taper changed in any way such as by sandpapering or applying a solvent to the surface such as fingernail polish remover or by any other means,

2. The bat has had the plug or the knob removed/replaced or changed in any way, and

3. The bat has had anything removed or added or inserted to the inside or outside of the bat other than tape at the handle or knob. Other examples of an altered bat would be changing or replacing manufacturers' markings or replacing the handle of the metal bat with a wooden handle. Replacing the safety grip with another safety grip is not considered altering a bat.

NOTE: Cracked, worn, or damaged bats are not altered bats, but will also be removed from play by Directors and Umpires. Such cracked, worn, or damaged bats will not result in a player suspension unless the player returned the offending bat into USSSA play after it has been removed or the bat is also altered. Paint or lettering wear shall not result in a bat being considered an altered bat as long as the bat can be identified and has the appropriate BPF marking. However, the Director or Umpire may remove from play a cracked, worn, or damaged bat.

APPEAL PLAY refers to a play in which the Umpire cannot make a ruling until a decision is requested by the Defensive or Offensive Team. This appeal must be made before the next legal pitch, intentional walk, illegal Pitcher action, or before all Fielders have left Fair Territory.

BALL refers to a Pitch that does not enter the Strike Zone in flight, nor conforms to the fairly delivered Pitch stipulations, and is not struck at by the Batter.

BASE refers to one of the four stations, which must be touched by a Runner in accordance with the rules that follow, to legally score a run. The term is most often applied to the bags marking the designated spots.

BASE PATH refers to an imaginary line 3 feet to either side of a direct line between two Bases. The Runner is restricted to the 3 foot line in some cases.

BASE ON BALLS permits a Batter to gain First Base, without liability to be put out and is awarded by the Umpire when three pitches are adjudged to be balls.

BASE RUNNER OR RUNNER is a Player of the Team at bat, who has hit a Fair Ball or who has been awarded First Base for any reason before he is put out.

BATTED BALL refers to any pitched ball that is hit by the bat or that hits the bat, thus becoming either a Fair or Foul Ball. No intent to hit the ball is necessary.

BATTER refers to the Offensive Player who takes a position in the Batter's Box.

BATTER-RUNNER is the term identifying the Offensive Player who has just hit a Fair Ball and applies until he is either put out or until the play on which he became a Runner is ended.

BATTER'S BOX is the area within which the Batter takes his position when it is his turn to bat.

BATTING ORDER is the official listing of Offensive Players in the order in which they must bat.

BENCH OR DUGOUT is the seating facility reserved for Team members in Uniform when they are not actively engaged in participating in the game.

BLOCKED BALL is a Batted or Thrown Ball that is touched, stopped, or handled by a spectator or person not engaged in the game, or that touches any object which is not part of the Legal official equipment, or which hits or goes beyond a designated out-of-play area.

BUNT refers to a Batted Ball not swung at, but is intentionally met with the bat and tapped slowly.

CALLED GAME is one that the Umpire-In-Chief terminates play for any reason.

CATCH (LEGAL) is the act of a Fielder getting the ball in flight (Refer to: **IN FLIGHT**) securely in possession in his hand or glove and firmly holding it, provided he does not use his cap, protector, a pocket, or other part of his Uniform, or the glove not in its normal position on the hand to stop or catch the ball. It is not a catch, however, if simultaneously or immediately following his contact with the ball, he collides with a wall, a fence, another person, or if he falls down and, as a result of any such collision, drops the ball. To establish the validity of the catch, the Fielder shall hold the ball long enough so the Umpire is convinced he had complete control of the ball, and any release of the ball by him was voluntary and intentional. Dropping the ball while attempting to throw it shall not invalidate the catch.

CATCHER refers to the Defensive Player who takes his position behind Home Plate.

CATCHER'S BOX is that area where the Catcher must remain while and until a pitched ball has reached or passed Home Plate, or is Batted.

CHOPPED BALL is a Batted Ball that the Batter strikes downward so that it hits the ground within the infield, with a deliberate attempt and downward chopping motion with the bat.

COACH refers to a member of the Team at bat. Only one Coach is permitted in each Coaches' Box, to direct the Players of his own Team while batting and running Bases.

CONFERENCE refers to a meeting that takes place anytime a Team Representative delays the game or requests a suspension of play for any reason and delivers a message (by any means) to any Player.

DEAD BALL is any ball not in play, or a live ball that becomes dead during play.

DEFENSIVE TEAM is the Team that is playing Defensively in the Field.

DOUBLE PLAY is a continuous play by the Defense where two Offensive Players are legally put out without an intervening play or an error.

FAIR BALL is a Batted Ball that settles on Fair Territory between Home Plate and First Base, or Home Plate and Third Base, or that is over Fair Territory, including any part of First or Third Bases when bounding to the Outfield, or that first touches any base, other than Home Plate, or that first touches a Player or Umpire over Fair Territory, or which first touches the ground or an object in Fair Territory, or over Fair Territory, beyond First and Third Bases, or that while over and above Fair Territory passes out of the Playing Field, that is, over and beyond the outside fence.

FAIR TERRITORY is that part of the Playing Area within and including the First and Third Base Foul Lines, from the Home Plate to the bottom of the extreme playing area fence and then extending perpendicularly upward.

FAKE TAG is making the motions of a tag without the ball. This may be considered obstruction, and the offender may be ejected.

FIELDER refers to any Player of the Defensive Team playing in the field.

FLY BALL refers to any ball Batted into the air and before it strikes some object other than a Fielder.

FORCE OUT refers to when a Runner is tagged by a Fielder with the ball (while on or off a Base) or a Fielder holds the ball on the Base to which a Runner is forced to advance before the Runner can reach that Base and before any succeeding Runner is put out.

FOUL BALL is any Batted Ball that stops or settles in Foul Territory without first being touched in Fair Territory, or which is first touched in Foul Territory, or that first touches some out-of-play object or area in Foul Territory, or that first touches Foul Ground beyond First and Third Base, or which does not conform to the requirements that would make it a Fair Ball. **NOTE:** An untouched Batted Ball that strikes the Pitcher's Plate and rebounds into Foul Territory where it is touched or stops is a foul ball.

FOUL TIP is a Batted Ball that goes directly from the bat not higher than the Batter's head, to the Catcher's hands and is legally caught. First contact from bat must be Catcher's hands.

HOME TEAM is the Team on whose grounds the game is being played; or, if the game is scheduled on neutral grounds, it is decided by mutual agreement or a toss of a coin. Home Team bats in the last half of the innings.

ILLEGAL BAT refers to one that does not meet the requirement/specifications of Rule 2, Sec. 2.

ILLEGALLY BATTED BALL is one Batted Fair or Foul by the Batter when either one or both of his feet are in contact with the ground COMPLETELY outside the lines of the Batter's Box, or when his foot is in contact with Home Plate, or when the ball is batted with an Illegal Bat.

ILLEGALLY CAUGHT BALL occurs when a Fielder catches a Batted or Thrown Ball with a glove, a mask, a cap, or with any part of his clothing detached from the proper position on the Fielder's body.

IN FLIGHT describes any Batted Ball, a Thrown or Pitched Ball, which has not yet touched the ground or some object other than a Fielder.

IN JEOPARDY is a term indicating that the ball is live and in play and that an Offensive Player may be out under these rules.

INFIELD is that portion of the Field within the Baselines and also includes the areas of the Field normally covered by Infielders in defensive positions.

INFIELD FLY is a Fair Batted Ball (not a line drive) that can be caught in flight by an Infielder with ordinary effort. Any Defensive Player may catch the ball in the Infield Area.

INNING is that portion of a Game within which teams alternate on Defense and Offense, and each team is allowed three outs during its time at bat.

INTERFERENCE is an act where Players or others interfere with a Player's opportunities. There are three types of interference:

A. Offensive Interference – When a Player interferes with or impedes or confuses a Defensive Player while he is attempting to make a play. This can occur by either physical or vocal actions.

B. Spectator Interference – Occurs when a person not engaged in the game touches a live Batted or Thrown Ball which could prevent a Blocked Ball to occur, or when a person not engaged in the Game physically interferes with a Player's opportunities.

C. Umpire Interference – Occurs when a Fair-Batted Ball strikes the Umpire on Fair Ground before passing a Fielder other than the Pitcher.

LEGAL TOUCH – Refer to **TAG** for details.

LINE DRIVE is a Fly Ball that is batted sharply and directly into the Playing Field. **NOTE:** A Line Drive should never be considered an Infield Fly.

LIVE BALL occurs when the Umpire signals Play Ball. The ball remains live until the ball becomes dead for any reason as stated in these rules.

MANAGER refers to a person appointed by the Team to be responsible for the Team's actions on the Field. Also, the Manager represents the Team when communicating with the Umpire and the opposing Team. A Player may be designated as a Manager.

OBSTRUCTION

A. Obstruction is the act of a Fielder while not in possession of the ball, or not in the act of fielding a Batted Ball, or taking a proper position to receive a Thrown Ball (Thrown Ball must already be in flight) which impedes the progress of a Runner who is legally running the Bases.

B. Obstruction is the act of a Fielder which impedes the Batter from striking at a Pitched Ball.

C. The obstruction does not have to be intentional and may be vocal.

OFFENSIVE TEAM refers to a Team during its half inning while it is at bat.

OUT refers to one of the three requirements of an Offensive Team each inning.

OUTFIELD is that portion of the Field beyond the lines of the Infield and extending to the extremities of the Playing Field. This usually refers to the area between the Foul Lines.

OUTFIELDER refers to the Defensive Player occupying a position in the Outfield, which is the most distant from the Home Plate.

OVER SLIDE or **OVER SLIDING** is the act of a Runner when his slide to a Base is with such momentum that he loses contact with the Base, and he is thus placed in jeopardy. This does not apply to the Batter-runner, as he is first approaching First Base.

OVERTHROW is a ball thrown from one Fielder toward another and which, for any reason, goes into Foul Territory and stays within the boundaries of the Playing Field. This ball always remains live unless it becomes a Ground Rule Blocked Ball.

PENALTY is the application of the rules following an illegal act or violation.

PERSON refers to an Umpire or Player includes all of his body, his clothing, or his equipment.

PITCH refers to any delivery of the ball to the Batter by the Pitcher.

PITCHER is the Fielder designated to deliver the Pitch to the Batter.

PITCHER / INFIELDER – The Pitcher becomes an Infielder when, after releasing the Pitch to the Batter, he has a reasonable opportunity to field a Batted Ball.

PIVOT FOOT is the foot, when placed on the Pitcher's Plate by the Pitcher, that must maintain constant contact with the Pitcher's Plate until the Pitched Ball is released.

PLAY OR PLAY BALL is the term used by the Umpire to indicate that play shall begin or continue after a dead ball interval.

QUICK RETURN PITCH is a Pitch made by a Pitcher with the obvious attempt to catch the Batter off guard and balance. This could be when the Batter first takes his position in the Batter's Box and before he is ready, or when the Batter is still off balance from the previous pitch.

RETOUCH is the act of a Runner in returning a touch to a Base as legally required.

ROSTER – in all National and World tournament play, a team shall not exceed 20 Players.

SACRIFICE FLY is any caught Fair Fly Ball that permits a Runner to SCORE a run after a caught fly ball is first touched.

STRIKE ZONE is that space directly above Home Plate that is not higher than the Batter's highest shoulder, nor lower than the bottom of the Batter's front knee, when the Batter assumes his natural batting stance. Any part of the Pitched Ball that passes through this zone is a strike.

SUSPENDED GAME is a game called before being completed which is to be completed at a later date.

TAG is the action of a Fielder touching a Base with any part of his body while holding the ball firmly and securely in his hand or glove. Also, Tag refers to touching the Runner with the ball, or with the glove holding the ball, while continuously holding the ball firmly and securely during and immediately following the tag.

THROW refers to the act of propelling the ball with the hand or arm toward a given objective and is always distinguished from the Pitch.

TIME is the announcement by the Umpire of a legal interruption of play, during which interval the ball becomes and remains dead until legally put back into play.

TOUCH refers to touching an Umpire or Player or Person. This includes any part of his body, his clothing, or his equipment.

TEAM REPRESENTATIVE is any person affiliated with the Offensive or Defensive Team, including Sponsors, Managers, Coaches, and Players in a Game.

TRIPLE PLAY refers to any continuous play made by the Defense in which three Runners are put out, provided that there is no error made between the outs.

TURN AT BAT begins when it is any individual Player's turn to bat, such as his name listed at the top of the Offensive Team's Batting Order at the beginning of an inning; or when the Batter listed immediately preceding him in the Batting Order completes his turn at bat by being put out or becoming a Runner.

RULE 4. THE GAME

Sec. 1. THE CHOICE OF FIRST OR LAST BAT in the inning shall be decided by a toss of a coin, unless otherwise stated in the rules of the Organization under which the schedule of Games is to be played.

Sec. 2. THE FITNESS OF THE GROUND for the beginning of the Game shall be decided by the Home Team. If no Home Team has been previously designated, such as in Tournament Play, the Umpire, with the advice of the Tournament Director, makes the decision. After the Umpire has started a Game, he shall be the sole judge as to the fitness of the ground, or the intensity of the weather, for continuing play.

Sec. 3. A REGULATION GAME shall consist of seven innings, unless otherwise listed below.

A. Seven full innings are not played if the Team second at bat scores more runs in six innings or before the

third out is made in their half of the seventh inning.

B. A Game that is **TIED** at the end of seven innings shall be continued, by playing additional innings until one Team has scored more runs than the other at the end of a completed inning, or the Team second at bat scores more runs in their half of the uncompleted extra inning.

C. A Game called by the Umpire, during regular season play which can not be resumed within 30 minutes, may be regulation if four or more innings have been played, or if the Team second at bat has scored as many or more runs during the uncompleted fourth inning, or after three full innings, than the Team first at bat has scored in their four complete innings.

D. A regulation Game shall be declared if the score is **TIED** when the Game is called, after four or more completed innings, or if the Team second at bat has equaled the score of the first Team at bat, while batting during any uncompleted inning.

EFFECT Sec. 3 C-D. The Umpire is empowered to call a Game at any time because of rain, darkness, panic, or for any other cause which puts the Umpire, Players, or the Patrons in peril.

E. The Run Rules which awards a win to a Team that is ahead in a Game after five or more completed innings are played as follows: **NOTE: EXCEPTION** – Men's Class "A" 25 runs after 3 innings, 20 runs after 4 innings, and 15 or more runs after five completed innings in all tournaments; all other programs 15 or more runs in National, National Invitational, and World tournaments. (See Rule 12, Youth, Rule 14, Mixed, Rule 15, 16 Inch, and Rule 27, Men's Major for Run Rule.) At the state program level (other than Men's "A") a predetermined Run Rule may be adopted. In the Women's A, B, C, & D programs there will be a 10 Run Rule in a Game after 4-1/2 innings if the home Team is ahead or after 5 or more completed innings.

F. **Flip/Flop Rule--All Programs:** In the inning when the Run Rule for that particular program is exceeded (after the second inning) and the home Team is losing, the home Team will remain at bat and become the visiting Team. If the Team (new visiting Team) does not score enough runs to reduce the run difference below the Run Rule the Game is over. If they reduce the run difference to below the Run Rule then the new home Team will bat. If they subsequently score enough runs to exceed the Run Rule the Game will be over, if they do not the Game will continue under that format. If the situation reverses, the Teams would flip/flop again.

Sec. 4. THE WINNER OF THE GAME shall be the Team that scores the most runs in a regulation Game.

A. The total number of runs scored legally when the Game is called at the end of any completed inning after four shall be the score.

B. When the Team second at bat has equaled or scored more runs during any uncompleted innings after four, the runs are all counted and the score is either tied or one Team wins.

C. If the Team second at bat has not scored more runs, or does not score as many or more runs in the half of the uncompleted inning to tie or win the Game, the Game reverts to the last inning that was fully completed.

Sec. 5. ONE RUN SHALL BE SCORED each time a Base Runner legally touches First, Second, Third, and Home Bases before the third out of an inning, unless the third out is the result of a force out, or the Batter-runner is out before reaching first base.

Base Runners may advance and a run may score only on a legally batted ball, on a play, on an overthrow, or on an error resulting from plays that started with, and immediately follow the batted ball, or when the bases are full, so that runners are forced to move up, or advance, by reason of the batter being awarded First Base by the Umpire in accordance with these Rules.

Sec. 6. A RUN SHALL NOT BE SCORED if the third out of an inning is the result of:

A. The Batter-runner being put out legally before touching First Base.

- B. A Base Runner forced out at any base.
- C. A Base Runner being called out for leaving a base too soon on a Pitched Ball.
- D. A preceding Base Runner being called out for failure to touch a base.

Sec. 7. A BASE RUNNER SHALL NOT SCORE A RUN ahead of a Base Runner preceding him in the Team's batting order if the preceding runner has not been put out.

EFFECT Sec. 7. A preceding runner appealed out for missing a base does not affect the following runners on a first or second out. However, no preceding runner crossing Home Plate may return to touch any missed base after a following runner has scored. If the Fielding Team appeals a preceding runner missing a base, which is allowed, the following runner's score is counted unless the appealed out is the third out of the inning. If no appeal is made, then all the runs scored are counted.

Sec. 8. THE FOLLOWING HOME RUN RULES WILL BE USED FOR DESIGNATED PROGRAMS.

- A. Over-the-fence Home Runs are limited in selected USSSA programs. All fair untouched fly balls over-the-fence in excess of the limit will be ruled an out.

EFFECT Sec. 8. A.

1. Any time the batter is ruled out because of an over-the-fence Home Run in excess of the limit, the ball is dead and no runners can advance.
2. Any fair fly ball touched by a defensive player which then goes over the fence in Fair Territory will be declared a four base award and is not to be included in the total of over the fence Home Runs.
3. A Home Run will be charged for any untouched fair fly ball hit over the fence in Fair Territory, whether or not runs score.

The following are Home Run limitations per Game and per Team, by Program.

PROGRAM	HOME RUNS PERMITTED
Men's Major	16
Men's Class A	8
Men's Class B	4
Men's Class C	2
Men's Class D	0
Men's Class E	0
Men's Corporate Class A	7
Men's Corporate Class B	3
Men's Corporate Recreational	0
Men's Law Enforcement A	9
Men's Law Enforcement B	3
Men's Church Class A	5
Men's Church Class B	3
Men's Church Class C	1
Masters	See Rule 16, Sec 4
Men's Hispanic Competitive	5
Men's Hispanic Recreation	0
Women's Hispanic Competitive	Unlimited
Women's Hispanic Recreation	0

Mixed A Male	5
Mixed A Female	5
Mixed B Male	3
Mixed B Female	3
Mixed C Male	2
Mixed C Female	2
Mixed D	0
Women's Class C	0
Women's Class D	0
Women's Corporate Recreational	0
Military Varsity A	7
Military Varsity B	3
Military Intramural	1
Men's Black American Major	8
Men's Black American Competitive	5
Men's Black American Recreational	2
Women's Black American Competitive	5
Women's Black American Recreation	2
Men's Native American Competitive	5
Men's Native American Recreational	0
Mixed Native American Male	5
Women's Native American	0

B. The following Home Run limit will be used in Men's Major National Invitational Tournaments: when a Men's Major Team plays another Men's Major Team, the Major Home Run Rule will be used. When a Men's Major Team plays a Men's A Team or below, the Home Run limit will be 12 Home Runs per Game, per Team. In all other Games during the tournament, the Home Run limit will be 8 Home Runs per Game, per Team.

C. When Combining Mixed "B" and "C" Teams in a Tournament, the Mixed "C" Home Run Rule will be used.

D. The following Home Run Rule (H.R.) limit will be used in the Black American National Invitational and World Qualifying Tournaments:

1. Major plays a Major -- 8 H.R. limit
2. Major plays Competitive -- 6 H.R. limit
3. Major plays a Recreation 4 -- H.R. limit
4. Competitive plays Competitive -- 5 H.R. limit
5. Competitive plays Recreation-- 3 H.R. limit
6. Recreational plays Recreation -- 2 H.R. limit

Women's Program:

1. Competitive plays Competitive -- 5 H.R. limit
2. Competitive plays Recreation -- 3 H.R. limit

3. Recreation plays Recreation -- 2 H.R. limit

E. In the Men's Class "E" Program, any Batter who hits an untouched fair fly ball over the fence in fair territory will be declared out. Each subsequent time that position in the lineup is due to bat, the batter shall automatically be declared out. The player shall remain in the game for defensive purposes only. This applies to any substitute in that batting position.

Sec. 9. A FORFEITED GAME shall be declared by the Umpire in favor of the Team not at fault in the following cases: The score will be 7-0 in favor of the Team not at fault.

- A. If a Team fails to appear on the Field, or being on the Field, refuses to begin the Game for which it had been scheduled, at the time the Game was assigned.
- B. If after a Game has begun a Team refuses to play or resume play as directed by the Umpire.
- C. If a Team uses tactics noticeably designed to delay or hasten the playing of a Game.
- D. If an ejected player does not leave the field immediately when ordered to do so.
- E. If for any reason a Team does not have the designated number of Players to begin or continue the Game.
- F. If, after a warning by the Umpire, any one of these Rules are willfully violated.
- G. State Programs may adopt a grace period before a forfeit is declared in a Tournament.

EFFECT Sec. 9. A-G. The Umpire is instructed and cautioned to employ his best discretion to avoid forfeiture of any Game, within the scope of good reasoning.

Sec. 10. A SUSPENDED GAME can result in Tournament Play, if the Umpire stops play for any reason such as power failure of light, protested Game in accordance with these rules, or any act of God, etc. that precludes immediate continuance of the Game to the conclusion of the full seven innings, or as required. In all sanctioned Tournament Play, the Game must be played the complete 7 innings, or 6-1/2 innings with the home Team ahead.

EFFECT Sec. 10. When a Suspended Game is resumed, it must be resumed under the conditions that prevailed PRIOR to the interruption that caused the Suspended Game.

Sec. 11. A PROTESTED GAME can result when there is a difference of opinion on the field between the protesting Team and the Umpire regarding the application or interpretation of either Official Printed Playing Rules, or Specially Adopted Ground Rules.

EFFECT Sec. 11. When a Protest, not involving the Umpire's judgment, is registered with the Umpire on the field immediately, and before any succeeding Pitch, the Game assumes the status of a Suspended Game until the Protest is allowed or disallowed.

A. Conditions governing acceptance of Protests during playing of a Game.

- 1. Based on an Umpire's judgment such as whether a batted ball was Fair or Foul, a Pitched Ball was a Ball or Strike, a Base Runner was Safe or Out, or when any other situation is completely within the Umpire's scope to make the decision, is not to be accepted for consideration.
- 2. Based on alleged misinterpretation or application of the playing rules should be accepted for consideration and decision.
- 3. The intention to Protest a Rule must be made known by the Manager or Captain of the Protesting Team to the Umpire immediately, and before the next Pitch is made to a batter. This is to enable all concerned, that is, Umpires, Scorekeepers and the opposing Team to take notice of the exact conditions prevailing on the Field at the time of the Protest. The Umpire receiving the Protest shall immediately notify all concerned, including the Public Announcer.

4. In Tournament Play, all protests must be settled before any play can be resumed as a Suspended Game except protests concerning player eligibility. If a player eligibility protest is lodged during Tournament Play and cannot be resolved at the time of the protest, the Game shall be completed. If the eligibility question cannot be resolved until the tournament is completed and it is subsequently found that the involved player or players are ineligible, the Team shall be placed last in the tournament standings and the standings shall be adjusted accordingly.

5. In Tournament Play, when an ineligible player is discovered during the Game, the offending Team loses the Game, is ejected from the tournament, placed last in the standings and forfeits all awards, sponsor travel money and berths that would have been awarded at that tournament. If this ineligible player is discovered after the completion of the Game (but during the tournament) the Game shall stand as played. However the offending Team is ejected from the tournament and assumes the same penalties as above.

6. If a bat is protested as being altered during a game, the suspected offending player may either:

1.) Allow the Director to inspect the bat and reach an initial conclusion on whether or not the bat may be altered. If, after making an inspection, the Director in his discretion decides that the bat may be altered, the suspected offending owner and/or user will be subject to Rule 7, Sec. 2.B. and either:

a.) Allow the Director to send the bat the USSSA Altered Bat Committee and/or the Manufacturer of the bat for a determination to find out if the bat has been altered. **NOTE:** During the time of the examination of the bat, the USSSA, in the discretion of the Altered Bat Committee, may suspend the suspected offending player pending the decision. If the Manufacturer of the bat or the Altered Bat Committee determines the bat has been altered, the Altered Bat Committee may suspend a first time offender for up to two years from USSSA play. For a second time offender, a suspension may be up to lifetime.

b.) Accept a one year (up to lifetime for a second time offender) suspension from USSSA play with no right of appeal.

2.) Withhold the bat from inspection and accept a one year (up to lifetime for a second time offender) suspension from USSSA play with no right of appeal.

7. Any Rule Protests must be made before the next legal pitch, intentional walk, illegal pitcher action, or before all fielders have left fair territory.

B. In the absence of a League Rule fixing a time limit, protests that arise, other than during the playing of the Game must be filed within a reasonable time. Forty-eight hours from the end of a Game is suggested as maximum time limit for filing a written protest.

1. A formal Protest should contain the following information:

a. The date, time, and place of the Game.

b. Names of the Umpires and Scorekeeper.

c. The Rule and Section of the Official rules, or Local League Rules adopted General Rules under which the Protest is being filed.

d. The decision and/or conditions surrounding the cause for the Protest.

e. All essential facts involved in the matter of the Protest.

2. The decision made on a Protested Game may result in:

a. The protest is found invalid and Game's score stands as played.

b. Protest allowed, Game resumed at point of Protest, as a Suspended Game.

c. Protest allowed, Game forfeited in favor of the Team not at fault.

C. Highly technical protests and those which could, or did not have any effect on the playing of the Game, or the final results, should be discouraged or disallowed.

RULE 5. THE PLAYERS AND SUBSTITUTES

Sec. 1. A TEAM shall consist of at least ten players, whose positions shall be designated as: (1) Pitcher, (2) Catcher, (3) First Basemen, (4) Second Basemen, (5) Third Basemen, (6) Shortstop, (7) Left Fielder, (8) Center Fielder, (9) Right Fielder, (10) Short Fielder (usually Left Center) and may have an (11) Additional Hitter. (See Rule 5. Sec. 6). Some programs can start and/or finish the Game with nine players, see Rules 12 through 29 for these programs.

A. Other than the Pitcher and Catcher, players in the Field may be stationed anywhere they choose on Fair Ground as each pitch is made.

B. The Pitcher, in delivering the ball, must be in Legal Position at the Pitcher's Plate.

C. As each pitch is delivered, the Catcher must be in the Catcher's Box.

Sec. 2. A TEAM must have the designated legal number of players to start or to continue a Game. **NOTE:** Local governed Leagues may designate this number during regular season play.

Sec. 3. A PLAYER or a SUBSTITUTE shall be officially in the Game when his name has been entered on the Official Score Sheet, and in possession of the Official Scorer, or who has been announced as a Substitute by his Manager. A Substitute may take the place of a player whose name is on his Team's batting order. The following regulations govern the Substitution of Players:

A. The manager of the Team making the Substitution or the Substitute should immediately notify the Umpire.

B. If for any reason the Umpire is not notified of the Substitution and the change is not announced, the Substitute will be considered in the Game as follows:

1. If the batter, when he takes his place in the Batter's Box.

2. If a fielder, when he takes the place of the fielder substituted for.

3. If a runner, when he takes the Base Runner's place on the base he was holding.

4. If a pitcher, when he occupies the Pitcher's Plate and delivers a practice pitch.

C. Whether a Substitute is announced or not, when he assumes one of the above replacements of a player, any play made by or on this player shall be Legal. **THERE IS NO PENALTY APPLIED FOR THIS UNANNOUNCED SUBSTITUTE.**

D. Each Pitcher whose name is entered on the original lineup and batting order, or who is announced as a Substitute Pitcher, or who takes a position on the Pitcher's Plate and delivers ONE PRACTICE PITCH, must then pitch to the first batter facing him until the batter has completed that turn at bat, or the side has been retired.

E. Any other player may be substituted for or removed from the Game whenever the ball is dead.

F. If an ejected player is discovered participating in the Game he was ejected from, the Game is declared a forfeit.

Sec. 4. CONTINUED PARTICIPATION DUE TO INJURY, BLEEDING OR OPEN WOUND.

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

1. If treatment can be administered in a reasonable amount of time, the individual would not have to leave the Game. The amount of time is determined by the Umpire's judgment.
2. If excessive time is involved, the re-entry rule would apply to players.
3. If there is an excessive amount of blood on the uniform or if a bandage becomes blood soaked, in the judgment of the umpire, the uniform/bandage must be changed before the individual may participate.

NOTE: See suggested Communicable Disease Procedure Page Number 64.

Sec. 5. RE-ENTRY:

A. Is permitted in all programs. Any of the starting players may withdraw and re-enter once, provided such player occupies the same batting position whenever he is in the lineup. A substitute who is withdrawn may not re-enter.

EFFECT Sec. 5.A. All re-entry by any starter must be reported to the Umpire and Scorekeeper at the time of re-entry. **THERE IS TO BE NO PENALTY FOR UNANNOUNCED, PROPER RE-ENTRY.**

B. IMPROPER RE-ENTRY: The act of an improper re-entry is handled as a protest by the offended Team. Improper re-entry is a violation after a pitch is made. Examples of improper re-entry are:

1. Starter who re-enters in an incorrect batting position.
2. Starter who re-enters a second time.
3. A substitute who re-enters the game.

EFFECT Sec. 5.B.

1. If an improper re-entry is discovered by the Defense while the player is playing Offensively, the following penalties will be enforced:

- A. If the improper re-entry is discovered while he is at bat, player is ejected and a proper substitute assumes any accumulated balls and strikes.
- B. If the improper re-entry is discovered after he has completed his time at bat, but before a pitch has been made to a succeeding batter, he is called out, and the player is ejected from the Game. All Base Runners, if they have advanced, must return to the base occupied at the time the improper re-entry took a position in the Batter's Box.
- C. If the improper re-entry is not discovered until a pitch is made to the next batter or the improper re-entry enters as a substitute runner, the player is ejected. All play that occurred while the improper re-entry was in the Game will stand.

2. If an improper re-entry is discovered by the Offense while the player is playing defensively, the following penalties will be enforced:

- A. If the improper re-entry is discovered after he makes a play on a fair-batted ball (catch or throw) or a play on a foul fly ball before the next pitch, revert back to the previous pitch, the batter and each Base Runner are advanced one base. The improper player is ejected.

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

Sec. 6. ADDITIONAL HITTER (A.H.) rule can be used in the entire program. A Team may insert an Additional Hitter into its lineup. The batting order must remain constant; however, any 10 of the 11 players can take a defensive position throughout the Game. If an A.H. is used, the Team must finish with 11 players or the Game is forfeited unless the program uses the shorthanded rule. (See Rule 12 and above). In the mixed program when the A.H. is used a male and female A.H. must be used. If an additional hitter is inserted into the lineup after the Game has started the player will be ejected.

Sec. 7. NO DEFENSIVE PLAYER shall take a position in the batter's line of vision and with deliberate attempt, act unsportsmanslike in any manner in an effort to distract the batter. EFFECT Sec 7. The Umpire shall first warn the offender, and then eject any player from the Game who repeats the offense.

Sec. 8. THERE SHALL BE not more than two Coaches for the Team at bat to give words of assistance and directions to the member of their own Team. One Coach shall be stationed in each Coaching Box at First and Third Bases. They may remain in that box.

There shall not be more than one charged offensive conference between players and coaches or other players each inning. Any additional request shall be denied.

Sec. 9. MANAGERS, COACHES, PLAYERS, SUBSTITUTES, TRAINERS, BAT BOYS, or other Team member or occupant of the bench, SHALL NOT, from any place including Coaches' Boxes:

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

B. Use language that will in any manner refers to or reflects upon opposing players, the Umpires, Players, or Spectators. **NOTE:** Use of profane or abusive language or taunting will not be tolerated.

EFFECT Sec. 9. A-B. Players violating Sections A or B above can be ejected from the Game without warning.

C. Shall not argue Balls and Strikes calls.

D. Be outside the vicinity of the designated dugout (bench) area if not a batter, Base Runner on deck batter, in the Coaches' Boxes, or one of the ten players on defense.

E. Commit any act that could be considered unsportsmanslike conduct.

F. Carelessly throw a bat.

EFFECT Sec. 9. C-F. For a first offense, the violator may be warned that to repeat the offense will cause prompt ejection from the Game. All flagrant offenses (including a first offense) shall cause the offender to be immediately removed from the Game and playing area. An ejected player must leave the park immediately and take no further part in the Game, remaining away from his Team's bench or bullpen.

Sec. 10. WHEN TEAM MEMBERS continue to harass the Umpires from the bench, and he is unable to detect the offenders, the Umpire shall first give warnings, and then if repeated, tell the Manager to send all Substitutes out of sight of the field, while giving the Manager the privilege of sending for as many Substitute players as he may need, as he needs them to finish the Game.

RULE 6. PITCHING RULE

Sec. 1. AT NO TIME during the progress of the Game shall the Pitcher be allowed to use tape or any other substance, including a glove, upon the pitching hand or fingers; nor shall any foreign substance be applied to the ball, provided that, under supervision and control of the Umpire, a bag containing powdered resin may be used to dry the hands.

Sec. 2. AT THE BEGINNING of an inning or when a Pitcher relieves another Pitcher, one minute may be used to deliver not more than THREE PRACTICE PITCHES to the Catcher or some other Teammate.

Sec. 3. LEGAL POSITIONS OF THE PITCHER'S FEET.

A. Preliminary to Pitching, the Pitcher shall take a position with his/her pivot foot firmly on the ground and in contact with the pitching rubber. The pivot foot must be in contact with the Pitcher's Plate when the pitched ball is released.

B. The other foot (free foot) has no restriction on position and may be placed on, in front of, to the rear of, or to the side of the Pitcher's Plate. After taking the initial position, the Pitcher may take more than one step with the free foot, in any direction of his choice, provided that it is taken prior to, simultaneously with or during the actions of delivering the pitched ball.

C. After the release of the Pitch, there are no restrictions on Pitcher's subsequent movements, or the fielding positions he may assume as a Defensive Player.

Sec. 4. PITCHER'S LEGAL MOTIONS ALLOWED IN ACTUAL DELIVERY OF THE PITCH.

A. After assuming the pitching position, the Pitcher must present the ball in FRONT OF HIS BODY (for at least one second) in either one or both hands before starting the delivery motions.

B. The Pitcher may hold or grip the ball in any manner before delivery.

C. Only a definite underhand motion is permitted in the delivery of the Pitch.

D. The Pitcher may release the pitched ball in any manner when delivering the Pitch. This includes any and all types of delivery.

EFFECT Sec. A-D. After the Pitcher presents the ball, he may make any windup or arm motions desired, either in front of his body, above his head or behind his back, including stops and pauses in these motions.

E. Once the Pitcher begins his delivery motions, the umpire shall not give a call or signal for "Time" unless something unusual occurs.

F. The pitched ball must be released within 5 seconds from the time the Pitcher has the ball and the batter has taken his position in the Batter's Box. From this point, the Umpire shall not give a call or signal for "Time" unless something unusual occurs.

G. Pitcher must face Home Plate on delivery of pitch.

(NOTE Sec. 4. A-E. Realizing that the Pitcher does not fool very many batters to the extent that they can not hit the ball, it is desired that Pitchers not be handicapped by technicalities, when they do develop a new Technique or delivery that, perhaps, will add to the pleasure and appeal to the spectators, as long as the Pitcher adheres to the basic Pitching Rules.)

Sec. 5. TYPE OF PITCH PERMITTED.

A. The ball must be Pitched underhanded at Slow Speed.

B. The Pitched Ball must arc at least 3 feet after leaving the Pitcher's hand and before it passes any part of Home Plate.

C. The Pitched Ball shall not rise higher than 10 feet above the ground.

EFFECT Sec. 5. A-C. The speed of the Pitch and height of the pitched ball are left entirely to the judgment of the Umpire (NOTE: For sake of uniformity in decisions, any doubtful Pitch should be ruled as an unfairly delivered pitch). The Umpire shall warn a Pitcher who delivers a Pitch with EXCESSIVE SPEED that repeating such EXCESSIVE SPEED PITCH will cause the Pitcher's removal from the Pitcher's position for the remainder of the Game. A Pitch that does not arc the full 3 feet as required (flat level pitch) may not be an EXCESSIVE SPEED PITCH, but merely an Unfairly delivered Pitch.

Sec. 6. THE CATCHER MUST:

A. Be in and remain in the lines of the Catcher's Box when the Pitcher is in position and remain until a pitched ball has reached or passed home plate, or is batted.

EFFECT Sec. 6. A. An unfairly delivered pitch.

B. Immediately return each pitch not hit directly to the Pitcher.

EFFECT Sec. 6. B. Ball shall be awarded to the batter.

Sec. 7. NO PITCH shall be declared immediately when:

A. The Pitcher pitches during a dead ball interval.

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

Sec. 8. A FAIRLY DELIVERED PITCHED BALL includes all pitches that the Pitcher delivers in accordance with the several preceding paragraphs and provisions of the Pitching Rule.

Sec. 9. UNFAIRLY DELIVERED PITCHED BALLS INCLUDE:

A. Any Pitched ball that does not conform to all requirements of a Fairly Delivered Pitched Ball.

B. All pitches made by the Pitcher when not conforming to pitching restrictions.

C. Delivering a Pitch from other than the Pitcher's Plate and Pitcher's Position.

D. A quick-return Pitch.

E. The Pitcher failing to face Home Plate on delivery of the pitch.

EFFECT Sec. 9. A-E. In each case, an unfairly delivered ball shall be declared a ball by the Umpire provided, however, that if the batter strikes at any unfairly delivered Pitch, it shall be declared a Strike with no penalty for the unfairly delivered Pitch. The ball remains in play if batted by the batter.

(NOTE Sec. 9. A-E. These unfairly delivered pitches may not be so declared until the pitched ball reaches or crosses the plate.)

Sec. 10. ILLEGAL PITCHER'S ACTIONS INCLUDE:

A. Holding the ball by the Pitcher longer than 5 seconds.

B. Throwing the ball by the Pitcher to any fielder, unless making preliminary warm-up Pitches, or making an effort to complete an appeal play, or while the ball is dead.

EFFECT: Sec. 10. A-B. The Umpire should immediately indicate "DEAD BALL" and award a ball to the Batter.

Sec. 11. APPEALING WHILE THE BALL IS LIVE (before Umpire calls "Time"): Any fielder can appeal a runner once. During a live ball appeal, the Defensive Team must verbally state their appeal and touch the runner or the base which they are appealing. Ball is live and all runners may advance with liability of being put out.

Sec. 12. APPEALING AFTER BALL IS DEAD:

Umpire signals "Play Ball"; the Pitcher announces which runner and base he is appealing. The ball is now live only for the purpose of making an appeal.

EFFECT: Sec. 12.

1. The Defensive Team can have only one attempted appeal per runner.

2. No runner may advance on an appeal play after time has been called.

3. No runner is out if he steps off the base during an appeal.

4. When a ball is thrown into a dead ball area, the Team forfeits their right for a second appeal on any runner.

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

RULE 7. BATTING

Sec. 1. THE BATTING ORDER of each Team must be listed and delivered to the OFFICIAL SCOREKEEPER, by the MANAGER or Team representative. SHOULD an Official Scorekeeper not be assigned to the Game, the BATTING ORDER must be delivered to the Umpire-In-Chief, prior to the starting time of the Game. After each Team has submitted its own Batting Order, both lineups shall be made available to both Teams, for their inspection and knowledge.

EFFECT Sec. 1. Each Manager must have submitted his own Team's lineup, before he can have access to the lineup of his Opponents. The Umpire may forfeit the Game if there is unwarranted delay in providing a lineup for batting order purposes.

A. The batting order thus submitted must be followed throughout the Game, unless a Substitute replaces a Player. When this occurs, the Substitute must take the turn in the regular order at bat of the Player he replaces.

B. Each Player of the side at bat shall become the Batter and enter the Batter's Box in the order in which his name appears on the score sheet.

C. The first Batter in each following inning shall be the Batter, whose name follows that of the Player who last completed a turn at bat in the preceding inning.

D. A Batter completes a time at bat when he has either been put out or has become Base Runner.

E. When a third out of an inning is made before the Batter can complete his turn at bat, the same Batter will be the first Batter in the next inning, and all previous called balls and strikes will be canceled.

EFFECT Sec. 1. A-E. Batting out of order is an appealed play by the Defense.

1. If an incorrect Batter is discovered before he completes his turn at bat, the correct Batter may take his proper place, assuming any accumulated balls and strikes.

2. If the mistake is discovered after the incorrect Batter has completed the turn at bat, and before a Pitch has been made to a succeeding Batter, the Batter who should have batted is called out. All Base Runners, if they have advanced, must return to the base occupied at the time the incorrect Batter took a position in the Batter's Box. The next Batter is the Player whose name follows that of the Batter called out for failure to bat. This may even be carried over to the first Batter of the next inning, if the appealed out was the third out.

3. If the mistake was not discovered until a Pitch is made to the next Batter, the turn at bat of the incorrect Batter is then Legal. All bases advanced or runs scored are counted, the next following Batter shall be the one whose name follows that of the incorrect Batter who just finished a time at bat. No one is called out for failure to bat, and Players missing their turn at bat have lost that turn and do not bat again until reached in the regular Batter rotation.

EFFECT Sec. 1. E. 2-3. For purposes of interpretation, an intentional walk to a next Batter or illegal Pitcher's action shall be considered the same as a Pitch deliver to the Batter.

4. No Base Runner shall be removed from the base he is occupying to bat in his proper place. He just misses his turn at bat with no penalty. The Batter following him in the batting order becomes the legal Batter.

Sec. 2. THE BATTER IS OUT IF:

A. He bats illegally. (Refer to RULE 3.)

B. He hits the ball with an illegal or altered bat. The Umpire must discover this illegal action before the next pitch, either by observation or because of an appeal from the Defensive Team.

EFFECT Sec. 2. B. If the Batter hits the ball with an altered bat, the ball is dead, the Batter is out, and he is ejected from the Game/Tournament, and immediately report to the State Director for consideration of disbarment proceedings.

C. He bunts or chops the ball deliberately downward (either fair or Foul).

D. He has a second strike.

1. He hits second Foul after one strike, then the ball is dead.

E. He steps across the plate with the Pitcher in pitching position.

F. He intentionally interferes with the Catcher attempting a play.

G. Any Member of his Team interferes with a Fielder attempting to make a play on a Foul fly ball

H. He hits a fair fly ball or line drive that an Infielder intentionally drops, with a Runner on first, Runner on first and second, first, second and third, or on first and third with less than two outs. **NOTE:** A trapped ball that hits the ground is never ruled intentionally dropped.

EFFECT Sec. 2. H. The Umpire shall immediately call the Batter out (in a forceful manner) and the ball is dead.

I. He hits a fly ball that is legally caught.

J. He hits an infield fly, with Runners on first and second, or on first, second and third bases with less than two out.

EFFECT Sec. 2. I-J. The ball remains live and in play, and the Runners are in jeopardy.

1. If a declared infield fly falls to the ground untouched and bounces Foul before passing first or third bases, it is a Foul Ball.

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

3. **NOTE:** Umpire should always call "INFIELD FLY- IF FAIR" to protect himself.

Sec. 3. A STRIKE IS CALLED BY THE UMPIRE:

A. For each fairly delivered pitched ball by the Pitcher that passes through the Strike Zone before touching the ground.

EFFECT Sec. 3. A. An Umpire should not let the Batter's position, either in the front part, or the rear of the Batter's Box, be of influence in calling strikes. Each pitch should be adjudged according to the height of any part of the ball as it is crossing only above or over any part of the Home Plate. Any individual who repeatedly argues balls and strikes will be ejected.

1. The Strike Zone is only that part, or any part of the area, over Home Plate that is lower than the top of the Batter's highest shoulder, or higher than the bottom of his FRONT KNEE.

B. For each Pitch struck at and missed by the Batter.

C. For a batted ball striking the Batter, while he is in the Batter's Box with no strikes.

D. For each Foul Tip. The Batter is out if this is the second strike.

E. For a Foul Ball not caught on the fly with no strikes.

F. The Umpire shall not give a call or signal for "TIME" when a Batter steps out of position after a Pitcher has started his delivery motions.

EFFECT Sec. 3. F. If the Pitcher pitches, the Umpire shall call "STRIKE" on each such pitch. The Batter may take his proper position after any such pitch (within 10 seconds) and regular ball and strike count shall continue.

G. When the Batter delays entering the Batter's Box after the Umpire signals Play Ball. After 10 seconds the umpire shall declare dead ball and a strike shall be called on the Batter.

Sec. 4. A BALL IS CALLED BY THE UMPIRE on each Pitch not swung at by Batter if:

- A. The pitched ball does not enter the Strike Zone.
- B. The ball strikes the ground before passing completely across Home Plate, or any part of the plate.
- C. A pitched ball strikes any part of Home Plate.
- D. Any unfairly delivered pitch is made and not struck at.
- E. There is an illegal Pitcher action.
- F. A pitched ball is not released within 5 seconds from the time the Pitcher has the ball and the Batter has taken his position in the Batter's Box.
- G. The Catcher fails to return each pitch that is not hit directly to the Pitcher.

EFFECT Sec. 4. A-G. The pitched ball is dead after each ball, strike or illegal Pitcher action and must be returned immediately to the Pitcher (unless an out occurs). Any individual who repeatedly argues balls and strikes will be ejected.

Sec. 5. A FAIR BATTED BALL is a legally batted ball that is immediately in play.

EFFECT Sec. 5. 1. A batted ball which first falls to the ground in Foul territory and then rolls or bounces into Fair territory, before passing First or Third Bases, and without having touched some object other than the ground, is a Fair ball. A batted ball first touching the ground in Fair territory, then rolling into Foul territory and then again rolling into Fair territory, is also a Fair ball provided the ball did not touch anything while over Foul territory other than the ground.

- 2. A Fair or Foul ball shall be judged according to the position of the ball, relative to FOUL LINES including the FOUL POLE, and not whether the Fielder is on or over the Fair or Foul territory at the time the ball is first touched.
- 3. When a batted ball passes out of the field over a fence the Umpire shall declare it fair or foul, according to position of the ball, as it leaves the playing field.
- 4. When a batted ball hits any object including a Fielder and is ruled a Fair ball under the rules, it is always treated as a Fair ball regardless of what happens to the ball or where it may go.
- 5. A fly ball falling beyond First or Third Base is judged at point of first contact.

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

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

- 1. It is a strike unless the Batter already has one strike.
- 2. A Foul fly may be caught, thus putting the Runners in jeopardy. (Refer to 7-2D for exception).
- 3. A Foul ball not caught is a dead ball, and the Runners must return to their base.

RULE 8. BASERUNNING

Sec. 1. A BASE RUNNER WHILE ADVANCING OR RETURNING MUST TOUCH EACH BASE IN LEGAL ORDER: viz., First, Second, Third, and Home Base.

EFFECT Sec. 1. A Base Runner can only acquire the right to an advanced base by touching it before having been put out and shall be entitled to hold such base until he touches the next base legally, or if forced to leave the base because the Batter becomes a Base Runner and thus forces him to leave his base.

Sec. 2. THE BATTER BECOMES A BATTER-RUNNER INSTANTLY WHEN HE HITS A FAIR BALL.

EFFECT Sec. 2. The Batter-runner is in jeopardy immediately:

1. If a fair batted ball strikes the Umpire or Base Runner while off base before passing a Fielder, other than the Pitcher. The ball is dead immediately and the Batter is entitled to First Base without liability to be put out.
2. If the Fair batted ball hits the Umpire or Base Runner after passing a Fielder other than the Pitcher, or touches any Fielder including the Pitcher, it remains in play with all Runners being in jeopardy.
3. The Pitcher becomes an Infielder after releasing the pitch to the Batter, and in the opinion of the Umpire has a reasonable opportunity to field a Batted ball. (This will be considered an Umpire's judgment.)

Sec. 3. THE BATTER IS AWARDED FIRST BASE:

- A. When three balls are called by the Umpire.
- B. When the Pitcher tells the Umpire to intentionally walk a Batter.

Effect Sec. 3. A-B. Batter is awarded First Base only. The ball is dead.

- C. If the Catcher or other Fielder obstructs or prevents him from striking at a pitched ball. The Offensive Manager has the option to accept obstruction or result of the play.

EFFECT Sec. 3. C. When a Batter is obstructed, the Batter is awarded First Base because of the obstruction, EXCEPT that if the Batter succeeds in hitting the Pitch and reaches First safely, and no preceding Runner is put out before advancing at least one advanced base, the obstruction should not be called or enforced. If the obstruction is not enforced, the ball remains live and in play.

Sec. 4. A BATTER-BASE RUNNER IS OUT under the following circumstances.

- A. When he is hit by his own batted ball in Fair territory, after leaving Batter's Box.
- B. When he drops the bat in Fair territory and it makes contact with a Fair Ball by moving into the ball.
- C. When a fly ball is legally caught, with the Fielder's feet within the established boundaries of the field.
- E. When, after a Fair Ball, a Fielder holds the ball on First Base before he touches or passes that base.
- F. When, after reaching First Base safely, he over runs or over slides that base, and then makes an attempt to start to Second Base before returning to First Base.

EFFECT Sec. 4. F. The Runner is in jeopardy and must be tagged or put out.

G. When, after hitting a fair ball, and while the ball is still live, the Batter-runner carries the bat and touches first base or runs beyond first base while carrying the bat.

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

EFFECT Sec. 4. G-H. Ball is dead.

I. When he runs out of the 3 foot line and interferes with a Fielder taking the throw or making a play at First Base.

J. When he 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, the Base Runner closest to Home Plate shall also be called out.

Sec. 5. BASE RUNNERS ARE OUT under the following circumstances:

A. When a Base Runner fails to keep contact with the base to which he is entitled, until a pitched ball touches the ground, has reached or passed Home Plate, or is batted.

EFFECT Sec. 5. A. No Pitch is declared, the ball is dead and the Runner out.

B. When the Base Runner interferes with a Fielder attempting to field a batted ball, or intentionally interferes with a Fielder catching a ball, or throwing a ball, or with a thrown ball.

EFFECT Sec. 5. B. If the interference is not ruled intentional, the Batter-runner is entitled to go to First Base. If, in the opinion of the Umpire, the interference is an obvious attempt to prevent a double play, the immediate succeeding Runner shall also be called out. When a Base Runner interferes after he is out or after scoring, the most advanced Runner shall be declared out.

C. When a Base Runner is struck by a fair batted ball on fair ground while off his base and before it touches a Fielder, or passes a Fielder.

D. When a Base Runner intentionally kicks a live ball, or intentionally interferes with a ball in play, whether or not the Runner is in contact with his base.

E. When a Base Runner runs bases in reverse order other than when permitted to.

F. When a Base Runner fails to attempt to advance and goes into dead ball territory.

EFFECT Sec. 5. B-F. It is a Dead Ball immediately, and the involved Base Runner is out.

G. When a Base Runner who has been put out, continues to run the base thus simulating a live base Runner and thereby draws a throw to retire him a second time.

H. When members of the Team at bat stand or collect at or around a base toward which a Base Runner is advancing, thereby confusing the Fielders in adding to the difficulty in making a play.

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

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

K. When a Base Runner is attempting to score and the next Batter or other Team members interfere with the attempted play.

EFFECT Sec. 5. G-K. The infraction constitutes INTERFERENCE. All play stops; the ball is dead, and the MOST ADVANCED RUNNER IS CALLED OUT. **NOTE:** In "I," immediately above, Team members include the Batboy and all other persons who are on the Team's bench.

L. When anyone other than another Runner physically assists him while the ball is in play.

M. When, while the ball is in play, he is legally touched with the ball in the hands of a Fielder while not in contact with a base.

N. When, on a force out, a Fielder tags him with the ball (while on or off a base) or holds the ball on the base to which the Base Runner is forced to advance before the Base Runner can reach the base.

O. When running toward any base, he runs more than 3 feet from a direct line between a base and the base he is trying for to avoid being tagged with the ball in the hands of a Fielder.

P. When a Base Runner PHYSICALLY PASSES a preceding Runner before that Runner has been put out.

Q. When he positions himself behind, and not in contact with, the base to get a running start.

EFFECT Sec. 5. L-Q. In these situations, the ball remains live and in play, and other Base Runners are in jeopardy.

R. When a Base Runner fails to return to touch the base to which he is entitled when play is resumed after any suspension of play caused by a dead ball situation, if the Fielder legally holds the ball on that base.

S. When a Base Runner leaves his base to advance to the next base before a fly ball has been touched or touches some object, provided that if the fly ball is caught and returned to a Fielder and legally held on the base left, or if a Fielder touches the Runner with the ball before the Runner returns to retouch his original base.

EFFECT Sec. 5. R-S. These are appeal plays and the Defensive Team loses its right to make an appeal on any of these situations if the appeal is not made known before the next Legal pitch, or Illegal Pitcher action, Intentional Walk, or before all Fielders have left fair territory.

1. Unless there are two outs, this status of a following Runner is not affected by a preceding Runner's violation or failure to comply.
2. If, on appeal, a preceding Runner is the THIRD OUT no following Runner shall be allowed to score.
3. If, the appealed out is the THIRD OUT, and is the result of a Force Out, neither the preceding nor following Runners shall score.
4. If the appealed out is the third out, and is the result of the Batter-runner not touching First Base, preceding Runners shall not score.
5. On any appealed play not a force out, all Runners in advance of Runner being appealed out, who touch Home Plate legally before actual physical completion of the THIRD APPEALED OUT in any inning shall be counted. Succeeding Runners cannot score.

T. When a Base Runner fails to touch an intervening base or bases in regular or reverse order while the ball is in play, and the ball is held legally on the missed base or the Runner is legally touched with the ball while off the base.

U. When a Defensive Player clearly has the ball and is waiting for the Runner and the Runner deliberately and forcefully runs into the Defensive Player, the Runner is declared out.

EFFECT Sec. 5. **U.** The offender shall be ejected, the ball is dead and all other Runners must return to the last base touched at the time of the collision.

Sec. 6. BASE RUNNERS ARE ENTITLED TO ADVANCE WITH LIABILITY TO BE OUT:

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

EFFECT Sec. 6. A.

1. The Umpire shall call "TIME" when Base Runners cease to try to advance, because the Fielders have the ball ahead of them and all immediate play is apparently completed.
 2. Base Runners must return to the last base touched and entitled to, immediately when play is stopped in accordance with the above stipulations; they are to remain until able to leave this base legally on the next pitched ball.
- B. When, during a live ball play, following a batted ball, the ball is overthrown in either Fair or Foul territory and does not become a blocked ball.
- C. When any legally caught fly ball is first touched by a Fielder.
- D. When a live thrown ball strikes the person of an Umpire or Base Runner.

E. When a Fair batted ball, or a live thrown ball, accidentally strikes a Coach.

F. When another Base Runner physically passes a preceding Base Runner.

G. When a preceding Base Runner fails to touch a base as required.

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

H. When a Fielder deliberately contacts or catches a batted or thrown ball with his cap, glove, or any part of his Uniform or Equipment, while it is detached from its proper place on the Fielder's person.

EFFECT Sec. 6. H.

1. On a Fair batted ball, or a ball over Foul ground in a situation that might become a Fair Ball, all Base Runners are entitled to advance 3 bases from the time of the Pitch.

2. On a thrown ball all Base Runners are entitled to advance 2 bases.

3. In each case, the Runners may advance further at their own risk, being in jeopardy after reaching the awarded bases. **NOTE:** If, in the opinion of the Umpire, a Fair batted ball would have cleared the outfield fence if not interfered with, the Batter shall be awarded a Home Run.

Sec. 7. BASE RUNNERS ARE ENTITLED TO ADVANCE WITHOUT LIABILITY TO BE PUT OUT:

A. When a Fair batted ball goes over the fence or into a stand without touching the ground, the Batter shall be entitled to a Home Run.

EFFECT Sec. 7. A. A Fair Ball that clears the fence before touching anything other than a Fielder, and which is not caught, is a Home Run. This includes any ball hitting the top of the fence and going over the fence.

1. When a batted ball, either Fair or Foul, is legally caught on the fly while the Fielder's feet are still within the established lines of the playing area, the Batter is out even though the Fielder's momentum may cause him to fall over the fence, into a dugout; or patron areas, or cross a line, or marking the out of play area, provided in the Umpire's judgment the catch was completed. The ball is declared dead and each and every Runner is advanced one base after the catch. If ball is carried intentionally into a dead ball area, two bases are awarded to each Base Runner.

B. When a Fair batted ball bounds or rolls into a stand over, under, or through a fence or other boundary of the playing field, Base Runners are awarded two bases, from the time of the Pitch.

EFFECT Sec. 7. B. This award is made whether or not the batted ball is first touched by a Fielder.

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

EFFECT Sec. 7. C. The Umpire must discover this illegal action before a next pitch, either by observation, or because of an appeal from the Offensive Team. The result of this shall be to revert to the previous Pitch, disallow the catch, and charge an error to the Fielder. The ball is dead, and the Batter and each Base Runner are advanced one base.

D. When forced to advance because of the Batter being awarded First Base.

E. When he is obstructed by a Fielder between the bases, or as he rounds a base, unless the Fielder is trying to field a batted ball, or had the ball in his possession ready to tag the Runner.

EFFECT Sec. 7. E. The obstructed Runner shall be awarded at least one base beyond the base he had last legally touched before the obstruction. The Umpire should also award the Runner all other advanced bases, he believes the Runner would have made, had no obstruction occurred, without waiting for an appeal from the Offensive Team. If the Runner continues beyond the base awarded by the obstruction, he then becomes in jeopardy. The Ball remains live with all other Runners in jeopardy, except any preceding Runners, forced by the award as penalty for obstruction, shall advance without liability to be put out to the base which they are awarded.

F. When a ball is live after a batted ball and is overthrown into foul territory and is blocked.

EFFECT Sec. 7. F. In all cases, when a blocked ball occurs on an overthrown live ball, the ball is immediately dead. Each and every Base Runner is awarded two bases from last base occupied, unless required to retouch.

1. When a FIRST throw is made by an Infielder trying for a first play, the award is made from the Batter's and a Base Runner's positions at the time of the Pitch.

2. When an Infielder makes any FIRST attempt at a play, and then makes a Second attempted play or throw, or on any throw from the Outfield, the award is made from the last base touched by a Runner at the time this Throw is released. **NOTE:** Should more than one Runner be between the same bases, the advanced Runner governs the award.

G. When an accident or incident occurs that prevents a Base Runner from proceeding to a base to which he is entitled, as on a Home Run or other awarded base, a Substitute Runner shall be permitted to take his place when a play is resumed so to complete the play.

EFFECT Sec. 7. A-G. In each and every instance, when a Batter or Runner is awarded one or more bases, each base must be touched in regular order when advancing; otherwise, the Team in the Field may make an appeal on the Runner at the missed base, which shall be allowed.

Sec. 8. A BASE RUNNER FORFEITS EXEMPTION FROM LIABILITY TO BE PUT OUT, IF:

A. While the ball is in play, he fails to touch each base in legal order before attempting to make the next base. Either the Batter-runner at First Base, or any other Runner forced to advance because the Batter became a Base Runner is considered as a forced out, should an appeal be made.

B. After reaching First Base, the Batter-runner's momentum causes him to overrun or over slide First Base; the Batter-runner makes an attempt to start toward Second Base before returning to retouch First Base.

C. After dislodging in a base, the Runner attempts to continue to the next base.

EFFECT Sec. 8 C. To avoid being in jeopardy, the Runner must either remain with the dislodged base, or remain stationary at the base's proper location, that is, where the base was originally located. If the Base Runner makes a start toward the next advanced base, and then tries to return to the dislodged base, he is in jeopardy, and it is entirely within the Umpire's judgment whether or not the Runner should be safe or out.

Sec. 9. BASE RUNNERS MAY, AND SHALL, RETURN TO BASES AT VARIOUS TIMES:

A. Base Runners required to return, or attempting to return, when the ball is in play must touch each base in regular legal reverse order, which includes any intervening bases.

EFFECT Sec. 9. A. (**NOTE:** the below are APPEAL PLAYS.)

1. Base Runners are in jeopardy until they return to their bases, in order to comply with the several sections of these rules, when the ball is live.

2. No Base Runner may return to a preceding base after the ball has been declared dead if the Base Runner touches any succeeding base, or after a following Runner has scored.

3. No Base Runner may return to retouch a missed base, after a following Runner has scored.

B. Two Base Runners may not occupy the same base simultaneously.

EFFECT Sec. 9. B. The first Runner touching a base shall be entitled to occupy it until he has touched the next base legally, or is forced to leave the base due to the Batter becoming a Base Runner. The following Runner may be put out by being tagged with the ball even though both Runners are in contact with the same base.

C. A Base Runner shall not run bases in reverse order to confuse the Fielders, or to make a travesty of the Game.

EFFECT Sec. 9. C. The Base Runner shall be declared out by the Umpire, and the ball is dead.

D. A Base Runner returning to a base to retag a base on a fly ball caught and thrown by a Fielder to any base. If the ball is thrown by a Fielder into the restricted area, the Base Runner shall be awarded the base he must retouch, plus one base. Since the Base Runner is required to regain the base he first occupied, he is awarded that base and only one more.

EFFECT Sec. 9. D. If the Base Runner is in contact with the base, he will be awarded two bases from the time of the throw. If he leaves the base too soon, he will be awarded the base he must retouch plus one base. It may now become an APPEAL PLAY and the Base Runner may be put out. The determining factor shall be whether the Base Runner had possession of the Base at the time of the throw.

E. A Base Runner returning to a base on a ground ball or any time Runners not required to retouch the bases; Runners are awarded two bases from the last base occupied.

Sec. 10. BASE RUNNERS MUST RETURN TO THEIR BASES:

A. When any Foul Ball is not legally caught.

B. When any illegally batted ball occurs.

C. When a proper Batter is out on appeal for failing to bat in order.

D. When an Offensive Player is called out for interference.

E. When an Umpire or Base Runner is struck by a Fair batted ball, before it touches a Fielder, or passes any Fielder other than the Pitcher.

F. When time out is called by the Umpire.

EFFECT Sec. 10. A-F.

1. The ball is immediately dead.

2. Base Runners may be forced to advance, if the Batter is credited with a hit as per "E" above thus awarded First Base, thereby forcing other Runners to advance.

3. Base Runners need not touch intervening bases, when required to return.

4. Base Runners must be allowed sufficient time to return, when required.

Sec. 11. BASE STEALING OR ADVANCING IS NOT PERMITTED AS A RESULT OF ANY PITCHED BALL NOT HIT:

Base Runners must keep in contact with their base and may leave it ONLY when a pitched ball has reached or passed Home Plate, is batted, or hits the ground.

EFFECT Sec. 11.

1. Each pitch not hit becomes dead and Base Runners must immediately return to their base, as the Catcher is returning the ball to the Pitcher at his position.

2. After a Runner has returned to his base, he cannot leave it again, during a Pitched ball situation until the Pitched ball again reaches Home Plate, is batted, or touches the ground.

Sec. 12. BASE RUNNERS ARE NOT OUT

A. When a Batter-runner overruns or over slides First Base and immediately returns to that base.

B. When a Base Runner is required to return to a base and is not given sufficient time to return.

C. When a Base Runner is touched with the ball not securely held by a Fielder.

D. When a Defensive Team does not attempt an appeal play until after a next pitch is made

E. When a Base Runner holds his base until a Fly ball is touched, and then attempts to advance.

F. When a Base Runner runs outside a baseline, and behind a Fielder attempting to field a batted ball.

G. When a Base Runner runs outside the baseline, other than to avoid a Fielder attempting to tag him with the ball.

H. When a Base Runner is hit by a batted ball that has passed or touched a Fielder.

I. When a Base Runner makes contact with a Fielder, not entitled to field the ball, when more than one Fielder is attempting to field a batted ball.

J. When a Base Runner sliding into a base, dislodges it from its proper position.

EFFECT Sec. 12. J. If a Runner sliding into a base is adjudged to be safe by the Umpire before dislodging the base, he remains safe by either staying at the position the base is supposed to occupy, or by remaining in contact with the base. The Runner puts himself in jeopardy when he attempts to advance to the next base. If he then tries to return to the misplaced base, it is entirely within the Umpire's jurisdiction to declare the Runner safe, or out, if he is tagged with the ball.

K. Following Runners are not required to touch a base, if the base is several feet removed from its proper location.

EFFECT Sec. 12. K. Following Runners may either touch the dislodged base, or touch the original position of the base as if the base were in its proper location.

L. When, while in contact with the base, the Base Runner is hit with a Fair batted ball unless the Umpire rules that the ball was intentionally interfered with, or a Fielder interfered with, while attempting to field a batted ball.

EFFECT Sec. 12. L. The ball remains live with all Runners continuing to be in jeopardy.

RULE 9. BALL IN PLAY AND BALL DEAD

Sec. 1. THE BALL IS LEGALLY PUT IN PLAY BY THE UMPIRE:

A. At the start of the Game when the Pitcher has the ball while standing at the initial Pitcher position on the Pitcher's Plate, the Batter in the Batter's Box, the Catcher in Catcher's Box and the Umpire signals "play."

B. In each instance thereafter when the ball becomes dead, and the above procedure is repeated.

Sec. 2. THE BALL IS LIVE AND IN PLAY:

A. When the Pitcher has the ball in his possession at the Pitcher's Plate.

B. When the Pitcher delivers the Pitch toward Home Plate.

C. When the Batter hits the pitched ball legally.

D. As long as there is a play resulting from a legally batted ball.

E. When a live ball strikes a photographer, groundskeeper, policeman, or others when they are assigned to the field as part of the Game.

F. When a fly ball is legally caught (unless it is the second Foul caught after one strike.)

G. At all times during the enforcement of the Infield Fly Rule.

H. When any thrown ball goes into Foul territory and is not blocked.

I. When a fair-batted or thrown-live ball accidentally strikes the Coach.

J. When a thrown ball strikes an Umpire or Offensive Player.

K. When a fair-batted ball strikes an Umpire or Base Runner after touching a Fielder, or after passing any Fielder including the Pitcher/Infielder.

- L. When a Fair Ball strikes the Umpire or Offensive Player on Foul Ground.
- M. When Base Runners have reached the base to which they are entitled because the Fielder illegally touched or fielded a batted or thrown ball.
- N. When obstruction is called, but the Runner obstructed cannot be put out until he reaches the base to which he is entitled, because of the obstruction.
- O. When a Base Runner must return to a base in reverse order while the ball is live and in play.
- P. When a Base Runner is called out for passing a preceding Runner.
- Q. When a Base Runner acquires the right to a base by legally touching it before being put out.
- R. When a base is dislodged while Base Runners are progressing around the bases.
- S. When a Base Runner is called out for being out of the baselines.
- T. When a Base Runner is forced or tagged out.
- U. When an Appeal Play is involved or enforced.

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

- V. Whenever the ball is not DEAD, as provided in Section 3 of this Rule.

Sec. 3. THE BALL IS DEAD AND NOT IN PLAY:

- A. When No Pitch is declared.
- B. When an illegal Pitcher's action is declared.
- C. When a Base Runner is called out for leaving a base too soon on a pitched ball.
- D. After each pitched ball and strike not batted.
- E. When a pitched ball touches any part of a batter's person.
- F. When a Batter bats illegally, or hits the ball with an illegal or altered bat.
- G. When a Batter deliberately BUNTS or CHOPS THE BALL DOWNWARD.
- H. When the Batter is hit by his own-batted ball, either fair or foul.
- I. When a Foul Ball is not caught on fly.
- J. When a Batter steps completely across the Plate, with the Pitcher on the Pitcher's Plate.
- K. Intentionally dropped fair fly ball or line drive, by an Infielder. (See 7-2H)
- L. When the Batter hits a second Foul after one strike. (See 7-2D)

EFFECT Sec. 9. A-L. The Ball is immediately dead, and no Runner may advance a base.

- M. When an Offensive Team member causes interference.
- N. When the Base Runner deliberately crashes into a Defensive Player who is waiting to make a tag.
- O. When a Base Runner is off a base and is hit with a fair-batted ball, before the ball is touched by or passes through the Infielders.

- P. When a blocked ball occurs.
- Q. When the ball gets outside the established limits of the Playing Field.
- R. When a Coach intentionally interferes with a batted or live-thrown ball.
- S. When a ball is caught with an illegal glove in any manner.
- T. When a spectator or other person not in the Game causes interference.
- U. When a batted ball hits an Umpire before the ball is touched by, or passes through the Infielder, the Batter is awarded First Base. No Base Runners may advance except to make room for the Batter-runner.
- V. When "TIME" is called for any reason by the Umpire.
- W. When, after hitting a fair ball, and while the ball is still live, the Batter-runner carries the bat and touches first base or runs beyond first base while carrying the bat.

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

EFFECT Sec. 3. M-X. The Ball is immediately dead; however, the Runners are permitted to retain any bases they may have advanced to, or any bases they may be awarded at the time of, or because of, the interference.

- Y. When there is obstruction on the batter, which is enforced.

RULE 10. UMPIRES

Sec. 1. POWERS AND DUTIES: Umpires are the representatives of the Organization or League for which they have been engaged or assigned to for a particular Game. As such, they are AUTHORIZED AND REQUIRED to enforce every section and all parts of these Rules.

EFFECT Sec. 1. Umpires have the power and should use it with discretion to order a Manager, Coach, Captain, or player to do or to omit to do any act which, in their judgment, is necessary to give force and effect to one and all of these Rules and to assess penalties as prescribed within the Rule Book.

Sec. 2. GENERAL INFORMATION AND REGULATIONS FOR UMPIRES:

- A. The Umpire should not be connected in any way with either Team.
- B. The Umpire should be sure of date, time, and location of the Game.
- C. The Umpire should arrive at the field 20 minutes before the Game time, and be prepared to work.
- D. The official Umpire uniform, standard for sanctioned play, includes approved and licensed products, which allow for freedom of movement. The official uniform shall consist of:
 1. Red broadcloth short-sleeved shirt or red pullover shirt. If a T-shirt is worn under the Umpire shirt, it must be short sleeved and white in color.
 2. USSSA Umpire cap – It is to be an Adjustable, Long visor black cap with red bill. This will include the USSSA embroidery on the cap and the official licensed label inside.
 3. Long black or grey pants with black socks.
 4. Licensed black or grey shorts with official emblem. White over-the-calf tube socks with two red stripes and USSSA identification, or short anklet socks with one red stripe and USSSA identification is mandatory when wearing shorts.
 5. A Black Ball Bag, when ball bags are necessary. Only the plate Umpire is required to wear one.
 6. A Black belt.

7. A pair of Black polished shoes and black shoelaces.
8. A Red windbreaker jacket, v-neck pullover, or black sweater may be worn as outside apparel.
9. A Specially designed uniform for World Tournaments.

NOTE: If more than one Umpire is used per Game, they must be dressed in a similar fashion.

E. The Umpire shall have all necessary equipment deemed proper, especially an Umpire's indicator for recording balls and strikes, outs, a bat ring, and all protective personal items; such as an athletic supporter, a mask, when required, and a small whiskbroom.

1. The official Umpire emblem of the Organization shall be worn one inch from the shoulder seam on the RIGHT SLEEVE. This is mandatory in Association Sanctioned Games. The official National Umpires' Clinic Emblem, if worn, must be on the left sleeve one inch below the shoulder seam. **NOTE:** The licensed USSSA pullover shirt will have the USSSA emblem on the left breast.

2. Pant lengths may be either of short or long length, WITH BELT LOOPS, mostly depending on the climate, but must be standardized by local option or Tournament adoption.

F. The Umpires should introduce themselves to the Official Scorer and Managers.

G. The Umpires should instruct the Scorer to obtain the official lineups.

H. The Umpires should inspect the playing field and equipment, and supplement the Rule Book, with written Game and ground rules, indicating all out-of-play areas or other exceptions to the Rule Book to both Managers.

I. The Umpires working behind the Catcher, judging balls and strikes shall be designated Umpire-In-Chief, with the Umpires judging initial base decisions designated as the Base Umpire.

J. Neither Umpire has the authority to set aside decisions made by the other Umpire within the limits or scope of his respective duties as outlined in these Rules.

K. Under no circumstances shall either Umpire seek to revise a decision made by his associate, nor shall either Umpire criticize or interfere with the duties of his associate, unless asked by him to do so.

L. An Umpire may consult with his associate at any time he desires to do so, or when requested to do so by a Manager. However, the final decision shall rest with the Umpire whose exclusive authority it was to make the decision, and who requested the opinion of the other Umpires.

M. If different decisions should be made on one play by different Umpires, the Umpire-In-Chief shall call all Umpires into consultation, with no other person present. After consultation, the Umpire-in Chief shall determine which decision shall prevail, based on which Umpire was in the best position and which decision was most likely to be correct. Play shall then proceed as if only one decision had been made.

N. The Umpires shall declare the batter or Base Runner safe or out without waiting for an appeal for such decision, in all cases where such player is safe or out in accordance with this set of Rules.

EFFECT Sec. 2. N. Unless appealed to, an Umpire does not call a player out for having left a base too soon on a Fly ball caught, failing to touch the base as required, batting out of order; or making an attempted start to go to Second Base, or after the Batter-runner has crossed First Base, as provided in these Rules. No appeal will be considered or allowed after a next Pitch is made to a Batter, or during a suspension of PLAY, when "TIME" is in effect.

O. Umpires must make any necessary, pertinent and proper report in writing after a Game when requested, and where a verbal report is not considered sufficient.

P. The duties of an Umpire do not include the filing of a Protest for either Team, although the Umpire is required to defend any decision protested, when requested.

Sec. 3. EITHER THE PLATE OR BASE UMPIRE SHALL HAVE EQUAL AUTHORITY TO:

- A. Call illegal Pitcher's actions or unfairly delivered pitches.
- B. Call a Base Runner out for leaving a base too soon.
- C. Remove a Manager, Coach, Player, or Team follower for violating these Rules.
- D. Call "TIME" when played should be suspended.
- E. Ordering Field Lights turned on.

Sec. 4. SPECIFIC DUTIES OF THE UMPIRE-IN-CHIEF:

- A. He shall have full responsibility for the proper conduct of the Game.
- B. He shall take his initial position behind the Catcher's position.
- C. He shall call each pitch not hit, a ball or strike.
- D. He shall by agreement with, and in cooperation with, the Base Umpire: call plays, batted balls fair or foul, illegally batted balls and legal or illegally caught balls.

EFFECT Sec. 4. D. On plays which necessitate the Base Umpire leaving the Infield, the Plate Umpire shall move out and assume the duties of the Base Umpire that are normally required such as Runners tagging the Bases, obstructions, interferences, etc.

- E. He shall determine and declare whether:
 - 1. A Batter bats illegally.
 - 2. A Batter bunts or chops the pitched ball downward.
 - 3. A fly ball is an Infield or Outfield Fly.
 - 4. A batted ball touches the person of the Batter.
 - 5. A Batter strikes at the pitch.
- F. He shall render base decisions in the following instances:
 - 1. On plays on the Base Runner at Home Plate.
 - 2. On an appeal, decide whether a Base Runner leaves Third Base too soon on a caught fly ball.
 - 3. If there is more than one Runner on base, take the plays and make the decision on the Runner nearest the Home Plate, during plays on Runners.
 - 4. With only two Umpires working, and there is a batted ball, go to Third Base for any subsequent decision at that base, after initial decision in the inning.

EFFECT Sec. 4. F. Plays at the Home Plate are always to receive first considerations; however, while the Base Umpire normally makes the FIRST DECISION at First, Second, or Third if the FIRST DECISION or PLAY is made to either First or Second Base, the Plate Umpire should position himself to make all subsequent decisions at Third Base.

- G. When a TIME LIMIT has been set prior to the Game starting time, announce this fact before the Game is started, and state the time set to end the Game. The Scorekeeper keeps this time, and total playing time of Games.
- H. Check with the Official Scorer, advising that Official to have Managers advise the Scorer about the Official Batting Order and any subsequent substitutions made.

I. Should a dispute arise during, or immediately following, the Game assist the Scorer to arrive at a correct decision and the score.

J. He alone shall have the authority to declare a Game forfeited.

Sec. 5. SPECIFIC DUTIES OF THE BASE UMPIRES:

A. He shall take such positions on the playing field which will give him the best angles and positions for using his judgment in rendering base decisions. This will be in agreement with and cooperation of the Umpire-In-Chief. Whenever there are any Runners on base, he must position himself inside the diamond.

B. When a ball is batted, he normally should render all FIRST decision to be made at any base, and then position himself to make all decisions at First and Second Base, as well as Third Base, should situations dictate the Plate Umpire remain or return to Home Plate.

C. He shall assist and cooperate with the Plate Umpire at all times in every way to assure that all plays receive a proper and correct decision, and that the playing field is fully observed during the playing of the Game.

D. He may and should be required to go into the outfield to call certain Outfield decisions, when the Plate Umpire would be at a great disadvantage making the call. Some of these plays would involve a trapped ball catch, Fly ball hitting or clearing a fence, a Legal catch when a Fielder runs or falls into a fence or obstruction and drops the ball because of such collision, and other plays, especially when light conditions are not the best.

Sec. 6. RESPONSIBILITIES OF AN UMPIRE ASSIGNED TO OFFICIATE BY HIMSELF extend to all parts of the field, his duties and jurisdiction encompass all those duties normally covered when more than one Umpire is assigned. While normally stationing himself behind the Catcher to call Balls and Strikes, and moving out on batted balls, he may and shall take any position on the Field, which will in his judgment enable him to best discharge his various miscellaneous duties.

Sec. 7. UMPIRES CANNOT BE CHANGED DURING THE PLAYING OF A GAME unless they become incapacitated due to any injury or illness.

Sec. 8. UMPIRE'S JUDGMENT DECISIONS MAY NOT BE APPEALED on grounds that he was not correct:

A. On a decision involving a Ball or Strike.

B. That a batted ball was fair or foul.

C. That Base Runner was safe or out.

D. When a Game is called for darkness, rain, panic, or other logical reasons.

EFFECT Sec. 8. A-D. No decision shall be reversed by the Umpire, involving his judgment, except if he is convinced he was in error. This could come from consulting another Umpire working with him, as a result of his own requested conference.

Sec. 9. UMPIRES SHALL ENFORCE ALL THESE RULES:

A. All rules governing the playing of the Game are to be followed to the letter with no deviations from the Rule permitted.

EFFECT Sec. 9. A. After a warning by an Umpire, the Umpire should remove the offender from the Game, if the Offense is repeated. For Major Offense, remove offender at once.

B. Each Umpire has AUTHORITY to rule on any point or situation, not specifically covered in these Rules.

EFFECT Sec. 9. B. Umpires should not necessarily penalize an entire Team because of the actions of one or more individuals. The violators are to be removed from the Game.

C. Umpires may refuse to impose a penalty for a violation when the impositions of such a penalty would benefit the Offending Team.

EFFECT Sec. 9. C. As an example, a Catcher's obstruction with the Batter would result in a Delay call.

D. Umpires should work together and cooperate in every effort to assure correct decisions and fair rulings.

EFFECT Sec. 9. D. This applies in all situations, such as sharply hit balls down the Foul Lines, tag plays on the Batter-runner, batted ball hitting Base Runner, Runner leaving any base too soon, or trap type catches; darkness or other weather conditions, players stalling or hastening the Game, or the Pitcher and Batter continuing to try to annoy the other excessively. Other times include Plate Umpire watching the Runner at First Base or other base, when more than one Runner is on base for leaving too soon, or the Plate Umpire following a batted ball down the Right Field Line, while observing the Runners at First Base, when the base Umpire is in his proper position out near Second Base, when the ball was batted. Base Umpire should adjust to cover Third Base, as well as Second Base, when the Plate Umpire is delayed in getting to the best position. On other cooperation positions, the Base Umpire should be prepared to cover Home Plate, if and when the Plate Umpire gets trapped at Third Base while properly covering a play.

Sec. 10. UMPIRE'S SIGNALS AND TERMS TO BE USED:

A. To indicate the PLAY shall begin or resumed, the Umpire shall call "PLAY" and simultaneously make a beckoning motion for the Pitcher to deliver the Pitch.

B. To indicate that the Pitcher should hold the Pitch, AND NOT DELIVER because the Batter is not ready, he is to extend the ARM directly toward the Pitcher when an OPEN PALM signaling the Pitcher to stop.

C. To indicate that the PITCH was a STRIKE, the Umpire shall raise his RIGHT ARM upward above the shoulder, indicating the number of the STRIKE with spread fingers while at the same instant calling "STRIKE" (and the number) in a clear and decisive voice.

D. To indicate BALL, no arm signal is used. However, the Umpire shall call "BALL" (and the number) in a clear and decisive voice.

E. On an INTENTIONAL WALK of the Batter by the Pitcher, the Umpire merely makes such announcement to the Batter and Official Scorekeeper.

F. To indicate the TOTAL COUNT on the Batter, the Umpire always announces the number of BALLS first and then the number of STRIKES. Also signal the count with the hands, showing the number of BALLS on the left hand, and the number of STRIKES on the right hand.

G. To indicate a FOUL BALL the Umpire should extend his ARMS horizontally away from the diamond, according to the direction of the ball, while VERBALLY declaring "FOUL" in a vociferous manner.

H. To indicate a FOUL TIP the Umpire should put both hands upward while flicking the finger of one hand with the fingers of the other hand and clearly STATING "FOUL TIP."

I. To indicate FAIR BALL, the Umpire shall gesticulate toward the center of the diamond or Pitcher's plate. This for the guidance of his fellow Umpire and the Player's information.

J. To indicate the Batter or Base Runner is OUT, the Umpire shall raise his RIGHT HAND upward clearly above the shoulder, with the fingers "closed" and DECLARE the batter "OUT."

K. To indicate that a Base Runner is SAFE (or not out) the Umpire shall extend BOTH ARMS diagonally in front of his body with the PALMS OPEN, AND TOWARD THE GROUND. A CALL OF "SAFE" is also given simultaneously with the signal.

L. To indicate SUSPENSION of play, the UMPIRE shall call "TIME" and at the same time extend BOTH HANDS skyward clearly above his head. The other Umpires shall immediately acknowledge the Suspension of play by similar signs and actions.

M. A DELAYED DEAD BALL will be indicated by the Umpire extending his left arm horizontally.

N. A TRAPPED BALL shall be indicated by the Umpire extending both arms diagonally in front of his body with palms open, and toward the ground. Do not make a verbal call.

Sec. 11. SUSPENSIONS OF PLAY:

A. The Umpire may Suspend Play when in his judgment, at any situation or condition justifies such action.

B. WHEN IN THE OPINION OF THE UMPIRE ALL IMMEDIATE PLAY RESULTING FROM A BATTED BALL IS APPARENTLY COMPLETED, HE SHALL CALL "TIME."

EFFECT Sec. 11. B. It is not necessary to return the ball to the Pitcher, after a batted ball, to stop the Base Runners from advancing. When the Base Runners have ceased trying to move forward, or trying for the next advanced base, because the Fielders have the live ball ahead of or in such a position, so that the Runners have stopped their advance. The Umpire shall call "TIME": especially when working the Game as a SINGLE UMPIRE. In this case the Base Runner, even though he is off his base, must then return to stay on the base which he has last touched, and must remain on his base until he can legally leave the base.

C. Play shall be suspended whenever the Umpire leaves his proper position to brush the Plate, or to perform other duties not directly connected with the calling of decisions.

D. The Umpire shall suspend play whenever a Batter or Pitcher steps out of position for a legitimate reason; the Umpire should not permit either to continually repeat this action.

E. The Umpire shall not give a call or signal for "TIME" when a Batter steps out of position after a Pitcher has started his delivery motions.

F. In case of injury or some incident, unforeseen before a Batter hits a FAIR BALL, "TIME" shall not be called with the ball in play until all plays in progress have been completed, or the Base Runners have stopped at their bases.

G. Umpires shall not suspend play for any reason, during live ball actions, at the request of Players, Coaches, or Mangers until all probable actions have been completed.

Sec. 12. THE GREATEST UMPIRES KNOW THE RULES, HUSTLE WHILE COVERING EACH PLAY, AND ARE ABLE TO HANDLE DIFFICULT SITUATIONS WITH EASE AND DIPLOMACY.**RULE 11. SCORING**

Sec. 1. THE OFFICIAL SCORER is appointed by the Tournament Manager (or League) and shall keep records of each Game as outlined in the following Rules. He shall have sole authority to make all decisions involving judgment. For example, it is the Scorer's responsibility to determine whether a Batter's advance to First Base is the result of a Hit or an Error. However, a Scorer shall not make a decision which conflicts with the Official Playing Rules or with an Umpire's decision. When no assigned Official Scorer is present, the Umpire shall appoint a Scorer.

Sec. 2. THE BOX SCORE:

A. Each Player's name and the position or positions he has played shall be listed in the order in which he batted or would have batted unless he is removed, or the Game ends before his turn to bat.

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

1. The first column shall show the number of times each player batted during the Game, but no players shall be charged with a turn at bat when

- a. He hits a Sacrifice Fly.
- b. He is awarded a base on balls.
- c. He is awarded First Base because of interference or obstruction.

2. The second column shall show the number of runs, if any, made by each player.

3. The third column shall show the number of safe hits, if any, made by each player.
4. The fourth column shall show the number of putouts, if any, made by each player.
5. The fifth column shall show the number of assists, if any, made by each player.
6. The sixth column shall show the number of errors, if any, made by each player.
7. The name of each Player inserted into a Team's lineup as a Substitute player or Runner shall be recorded and the subsequent record tabulated.

C. The score by innings for each Team shall follow the tabulated batting and fielding records.

Sec 3. THE SUMMARY.

A. The summary shall follow the score by innings.

B. The summary shall list the following items in this order:

1. The final score.
2. Runs batted in and by whom.
3. Two base hits and by whom.
4. Three base hits and by whom.
5. Home Runs and by whom.
6. Sacrifice Flies and by whom.
7. Double plays and Players participating in them.
8. Triple plays and Players participating in them.
9. Number of Runners left on base, including the Batter-runner.
10. Number of Bases on Balls given by each Pitcher.
11. Number of Batters struck out by each Pitcher.
12. Number of hits and runs allowed by each Pitcher.
13. The name of the winning Pitcher.
14. The name of the losing Pitcher.
15. The number of innings or parts of innings pitched by each Pitcher. A part of an inning is determined by the number of outs. One out is one-third inning and two outs are two-thirds of an inning.
16. The length of the Game with any unusual delays deducted.
17. The names of the Umpires and Scorer.

Sec. 4. ALL INDIVIDUAL AND TEAM RECORDS OF ANY TIE OR FORFEITED GAME, which has reached or exceeded legal length when ended, shall become a part of the official Team or League averages except that no Pitcher shall be credited with a victory or charged with a defeat.

Sec. 5. A RUN BATTED IN is a run scored because of one of the following reasons:

- A. A Base Hit.

- B. A Sacrifice Fly.
- C. A Foul Fly caught.
- D. An infield putout or Fielder's choice.
- E. A Base Runner forced home because of a base on balls or Catcher's obstruction.
- F. A Home Run and all runs batted in as a result.

Sec. 6. A BASE HIT is a batted ball that permits a Batter to reach base safely.

- A. When a Batter reaches First Base or any succeeding base safely on a Fair Ball, which settles on Fair ground, clears a fence, or strikes the ground before being touched by a Fielder.
- B. When a Batter, in attempting to stretch the length of a hit, overslides a base and is touched out; he is not credited with having made that base.
- C. When the Batter ends the Game with a safe hit which drives in the winning run, he will be credited with as many bases on the hit as was needed to score the winning run.
- D. When a Fair hit ball which has not been touched by a Fielder becomes dead because of touching the person of an Umpire or Base Runner, before passing the Infielders.
- E. When a Fielder unsuccessfully attempts to retire a preceding Runner and in the Scorer's judgment, the Batter-runner would not have been retired at First by perfect fielding.

Sec. 7. A BASE HIT SHALL NOT BE SCORED in the following cases:

- A. When a Base Runner is forced out by a batted ball, or would have been forced out, except for a fielding error.
- B. When a player fielding a batted ball retires a preceding Runner with ordinary effort.
- C. When a Fielder fails to retire a preceding Runner, and in the Scorer's judgment, the Batter-runner could have been retired at First Base.

Sec 8. THE LENGTH OF A BASE HIT shall be determined by the number of bases the Batter advances without the aid of an error, or because of poor judgment by the fielding Team, or as a result of a play being made on another Base Runner. However, if a ball is batted over the fence or out of the park, a Home Run shall be credited.

Sec. 9. A SACRIFICE FLY IS SCORED when, with less than two outs, the Batter scores a Runner with a FAIR Fly, which is caught.

Sec. 10. PUTOUTS ARE SCORED in the following situations:

- A. A putout credited to a Fielder each time he:
 1. Catches a Fly ball or a Line Drive.
 2. Catches a thrown ball, which retires a Batter or Base Runner.
 3. Touches a Base Runner with the ball when the Base Runner is off the base to which he is entitled.
 4. Is nearest the Base Runner declared out, for being hit with a batted ball, running out of a baseline to avoid being touched with the ball, as a result of Runner out for interference, or for leaving a base too soon.
- B. A putout is credited to the Catcher each time:
 1. When a third strike is called.

2. When the Batter bunts or chops the ball.
3. When the Batter bats illegally.
4. When the Batter is struck with his own fair-batted ball.
5. When a Batter fails to bat in correct order.
6. When the Batter or other player interferes with the Catcher.

Sec. 11. ASSISTS ARE SCORED in the following situations:

- A. To each player who throws the ball in any series of plays which result in the putout of a Base Runner. Only one assist shall be given to any player who handles the ball more than once in any one putout.
- B. To each player who throws the ball in any series of plays in a manner that would have resulted in a putout if an error had not been made by a Teammate.
- C. To a player, who by deflecting the batted ball aids in a putout.
- D. To each player who handles the ball in a play which results in a Base Runner being called out for interference or running out of a baseline.

Sec. 12. DO NOT CREDIT an assist to a Fielder who makes a bad throw after which the Base Runner is putout on a subsequent play.

Sec. 13. ERRORS ARE RECORDED in the following situations:

- A. For each player who commits a misplay, which prolongs the turn at bat, or the life of the Base Runner.
- B. For the Fielder who fails to touch the base after receiving the ball to retire a Base Runner on a force out or when a Base Runner is compelled to return to a base.
- C. For a Catcher if a Batter is awarded First Base because of obstruction.
- D. For the Fielder if a Base Runner advances a base because of his failure to stop, or try to stop, a ball thrown accurately to a base unless there was no reason for the throw. When more than one Fielder could have received the throw, the Scorer must determine which Fielder gets the error.
- E. For the Fielder who fails to complete a double play because of dropping the ball.
- F. For the Fielder who is charged with obstruction.

Sec. 14. ERRORS ARE NOT CHARGED against Fielders in the following situations:

- A. When a Fielder makes a wild throw trying to prevent a Base Runner from advancing unless a Base Runner is able to advance one or more bases beyond the one he would have reached had the throw not been wild.
- B. When a Fielder drops a Fly Ball, Line Drive, or Thrown Ball and recovers the ball in time for a putout at any base.

Sec. 15. A PITCHER SHALL BE CREDITED WITH A WIN in the following situations:

- A. When he is the starting Pitcher and has pitched at least FOUR innings and his TEAM was not only in the lead when he is replaced but remains in the lead the remainder of the Game.
- B. When a Game is ended after FOUR innings of play and the starting Pitcher has pitched at least three innings and his Team scores more runs than the other Team when the Game is terminated.

Sec. 16. A PITCHER SHALL BE CREDITED WITH A LOSS regardless of the number of innings he has pitched if he is replaced when his Team is behind in the Score, and his Team thereafter fails to tie the Score or to gain the lead.

Sec. 17. A STATISTICIAN SHALL BE APPOINTED BY THE TOURNAMENT DIRECTOR OR LEAGUE PRESIDENT who shall maintain an accumulative record of all Batting, Fielding, and Pitching records specified for every Player who appears in a Championship Game.

EFFECT Sec. 17. The Statistician shall prepare a tabulated report at the end of the Season or Tournament, including all individual and Team records for all Games, and shall submit his report to the Tournament or League Head. This report shall identify each player by his first name and surname, and shall indicate as to each Batter whether he bats right handed, left handed, or is a switch-hitter; and for each Fielder and Pitcher, as to whether he throws right handed or left handed.

Sec. 18. TO COMPUTE AND DETERMINE PERCENTAGE RECORDS.

- A. To determine the percentage of Games won or lost, divide the number of Games won by the total number of Games won or lost.
- B. For batting average, divide the Total number of safe hits by the Total times at bat.
- C. For slugging percentage, divide the Total bases of all safe hits by the Total times at bat.
- D. For fielding average, divide the Total putouts and assists by the Total of all putouts, assists, and errors, which are the Total chances.
- E. For Pitcher's earned run average, multiply Total earned Runs charge to his Pitching by seven, and divide this result by the Total of Innings pitched.

Sec. 19. TO ASSURE UNIFORMITY IN ESTABLISHING BATTING, PITCHING, AND FIELDING CHAMPIONSHIPS, SUCH CHAMPIONS SHALL MEET THE FOLLOWING MINIMUM PERFORMANCE STANDARDS.

- A. The individual batting Champion shall be the Batter with the highest percentage average, provided he is credited with as many total appearances at the Plate in Championship Games as the number of Games scheduled for his Team in the Season or Tourney, multiplied by 2.5 EXAMPLES: On a 15 Game schedule, 15×2.5 equals 37.5 or more times at bat required. If the schedule was for 40 Games, 40×2.5 equals 100 times at bat required, to be considered for the Batting Championship. Total appearances at the Plate shall include Official times at bat, plus bases on balls, Sacrifice Flies, and times awarded base because of interference.
- B. The individual Pitching Champions shall be decided by the lowest earned run percentage, provided that he has Pitched at least as many innings as the number of Games scheduled for each Team in the League or Tourney that Season.
- C. The Individual Fielding Champions shall be the Fielders with the highest fielding average at each position.
 - 1. A Fielder must have participated at his position at least two-thirds of the number of Games scheduled for each Team in the League or Tournament that Season.
 - 2. A Pitcher must have pitched at least as many innings as the number of Games scheduled for each Team in its League or Tournament that Season.

RULE 12. YOUTH PROGRAM

Sec. 1. The Youth Program will be divided into the following age classifications:

Any boy or any girl who on or before 1 January reaches the birthday listed below is not eligible to participate in that Division

Division

Boys & Girls 6 & Under Seventh Birthday

Boys & Girls 8 & Under Ninth Birthday

Boys & Girls 10 & Under Eleventh Birthday

Boys & Girls 12 & Under Thirteenth Birthday

Boys & Girls 14 & Under Fifteenth Birthday

Boys & Girls 16 & Under Seventeenth Birthday

Boys 18 & Under Nineteenth Birthday

Girls 19 & Under Twentieth Birthday

Sec. 2. Any player can play in a higher age classification but cannot play in a lower age classification.

Sec. 3. Players cannot play in both age groups in the same area at the same time.

Sec. 4. The Youth Program is designed for both girls and boys; however, the boys' programs should be entirely separate from the girls' programs.

Sec. 5. Youth Program field dimensions:

DIVISION	PITCHING	BASE PATH	PLAYING FIELD RADIUS
Boys & Girls 6 & Under	35'	55'	200'
Boys & Girls 8 & Under	35'	55'	200'
Girls 10 & Under	40'	60'	200'
Boys 10 & Under	40'	65'	225'
Boys & Girls 12 & Under	46'	65'	225'
Girls 14 & Under	50'	65'	250'
Boys 14 & Under	50'	65'	300'
Girls 16 & Under	50'	65'	250'
Boys 16 & Under	50'	65'	300'
Girls 19 & Under	50'	65'	250'
Boys 18 & Under	50'	65'	300'

Sec. 6. A Team cannot be composed of more than 20 players.

Sec. 7. The Catcher must wear a mask and protective helmet (optional in Boys 18 & Under Program), and it is strongly recommended to wear a chest protector. In the Girls Youth Program, it is further strongly recommended that all participants utilize available protective equipment.

Sec. 8. The Youth Program will use an 11 inch blue stitch softball in all USSSA Tournaments. (Exception: The Boys 16 and Boys 18 & Under Program will use a 12 inch blue stitched softball in all USSSA Tournaments.)

Sec. 9. The Batter is out if he has three strikes.

A. He hits second foul after two strikes. Ball is dead.

Sec. 10. Numbers on all uniforms are required at World Tournament. In the Girls Youth Program, non-duplicating numbers on all jerseys are required at all World Tournaments. The numbers must be a minimum of 3 inches in size and clearly visible.

Sec. 11. The Batter is awarded First Base when four balls are called by the Umpire.

Sec. 12. In all Youth Programs, Offensive Players must wear a "NOCSAE" approved batting helmet with extended earflaps, which cover both ears and temples when in the live ball area.

Sec. 13. The Run Rule in the Youth Program awards a win to a Team that has a 15 run lead after four completed innings or 3-1/2 innings, if the home Team is ahead or a 10 run lead after 5 completed innings or 4-1/2 innings if the home Team is ahead.

Sec. 14. In the Youth Programs a minimum of 9 players can start a Game. However, an out shall be declared when the tenth position in the lineup is scheduled to bat. A tenth player may be added to the tenth position any time before the end of a Game. Any Team that starts a Game with ten or eleven players may drop to the minimum of nine players to finish the Game. All vacant spot(s) in the lineup will be declared an out every time that lineup position is due to bat. If a player is ejected from the Game for any reason, the ejected player's Team must have a substitute available to replace the ejected player or that Team will forfeit the Game. If a Team starts with 9 or 10 players they are not allowed to add the eleventh player at a later time. Any player that leaves the Game for any reason may not return to the Game. Exception: A player, who has left the Game under the blood rule, may return.

Sec. 15. The following rules will be used in the Girls 8 & Under Program:

A. The Game will consist of 6 innings, with a "Run Rule" being declared if a Team is ahead by 12 runs after 4 innings (3½ if the Home Team is ahead), or 8 runs after 5 innings (4½ if the Home Team is ahead).

B. There will be no Infield Fly Rule in effect.

C. Each position in the batting order will be allowed at bat a maximum of once per inning. The end of an inning will be declared when either 3 outs are made or all Batters have batted one time.

D. Each Team will name a Coach to act as "Designated Pitcher" to pitch to their Team.

E. The Designated Pitcher may be changed at any time during the Game as long as another Coach takes that position, and the change is made without excessive delay of the Game.

F. The designated Pitcher may carry a glove onto the field while pitching. It is to be used for his own protection only.

G. While pitching, the Designated Pitcher may not coach his/her own Team in any way. The Designated Pitcher may not distract the Defensive Players in any way, either by action(s) or verbally. Violations of this rule will result in the Designated Pitcher receiving one warning from the Umpire, and should a second violation occur, he would be removed from the designated pitching position for the remainder of the Game.

H. If the Designated Pitcher attempts to field/play the batted ball, or he is hit by the batted ball before it passes a Fielder a dead ball will be declared, the Batter-Runner is called out, but the Runners may not advance.

I. Should the Designated Pitcher be hit by a thrown ball, the infraction constitutes interference. All play stops, the ball is declared dead, the most advanced Runner is called out, and remaining Base Runners must return to the last base touched unless forced to advance.

J. Before any pitch is delivered, a Defensive Player must be positioned parallel to the Pitcher's Plate, to the left or right of the Designated Pitcher, maintaining sufficient distance so not to interfere with the delivery of the pitch. Neither this Defensive Player nor any other Defensive Player in the Game, other than the Catcher, shall be positioned closer to Home Plate than the Pitcher's Plate. Any Defensive Player may move ahead of the to field a ball once hit or thrown. There must be a line drawn in an arc from Foul Line to Foul Line at the

pitching distance to indicate this distance.

K. Balls and Strikes will be called by the Umpire, although no base on balls will be awarded by the Umpire due to thrown pitches or intentional walks. The Batter will be allowed 3 strikes or 5 pitches to hit the ball in fair territory. If third strike results in a Foul Ball, the pitch is counted, but the Batter is not out. After 3 strikes or 5 pitches, the Batter is out.

L. Any pitch that does not meet the minimum 3 feet from the point of release requirement will be declared an ILLEGAL PITCH/DEAD BALL. The pitch counts as one of their 5 pitches.

M. If the Teams are tied after 6 innings of play, they will begin the next inning with the last Batter of the previous inning on second base and 2 outs.

Sec. 16. A Coach, Player, attendant, or bench personnel shall not use tobacco products in any form in the confines of the playing field. PENALTY: The Umpire shall issue a Team warning to the Team involved, any subsequent offenders on that Team shall be ejected.

Sec. 17. All playing rules not specifically covered in Rule 12 of this book shall be governed by the other Rules as outlined in Rules 1 through 11 of this book.

RULE 13. MEN'S CLASS "B," "C," "D," AND "E" PROGRAMS

Sec. 1.

A. Only one Major Player from the Major Player's List will be allowed on a Men's Class "B" Team roster.

B. Any Player whose name appears on a Major Player's List shall not be allowed to play at the Men's Class "C," "D," or "E" level.

Sec. 2. In the Men's Class "B," "C," "D," and "E" Programs, a minimum of 9 Players can start a Game. However, an out shall be declared when the tenth position in the lineup is scheduled to bat. A tenth Player may be added to the tenth position any time before the end of a Game. Any Team that starts a Game with 10 or 11 Players may drop to the minimum of 9 Players to finish the Game. All vacant spot(s) in the lineup will be declared an out every time that lineup position is due to bat. If a Player is ejected from the Game for any reason, the ejected Player's Team must have a substitute available to replace the ejected Player or that Team will forfeit the Game. If a Team starts with 9 or 10 Players they are not allowed to add the eleventh Player at a later time. Any Player that leaves the Game for any reason may not return to the Game. Exception: A Player who has left the Game under the blood rule, may return.

Sec. 3. In the Men's Class "B" and "C" program, the Tournament Director has the option (for catch-up purposes) of permitting the following: On a fair fly ball hit over the fence for a Home Run, the Batter and all Base Runners are credited with a score. The Batter and any Runner on base do not need to advance and touch the bases. They should go directly to the dugout area. This would eliminate any baserunning appeals.

Sec. 4. All playing rules not specifically covered in Rule 13 of this book shall be governed by other rules as outlined in Rules 1 through 11 of the USSSA Rule Book.

RULE 14. MIXED TEAM RULES

Sec. 1. Five male and five female Players must be in the lineup at all times (six and six if A.H. is used). Any five male and any five female Players must play Defense. Exception: A minimum of 9 Players can start a Game. However, there must always be five females Players in the lineup. An out shall be declaring the tenth position in the lineup when that position is scheduled to bat. A tenth Player may be added in the tenth position of the lineup at any time before the end of the Game. That added Player must be male.

Sec. 2. The 11 Inch softball will be used when a female is batting and a 12 Inch softball will be used when a male is batting. It is an appeal play when the wrong ball is pitched to a Batter. If the appeal is allowed, then the Batter

returns to bat with the same ball and strike count he/she has at the time of the pitch. Also, any Base Runners must return to the base occupied at the time of pitch.

Sec. 3. Male and female Players must alternate in the batting order. **NOTE:** If a Team starts the Game with 9 Players, a female Player must occupy the first position in the batting order.

Sec. 4. When a male Batter receives a base on balls or intentional walk, he will be awarded First and Second Base with the next female Batter having the option to walk or bat.

NOTE: If the next female chooses to walk, it is not considered an intentional walk for the purpose of making an appeal.

Sec. 5. The winner of the Mixed "D" Divisions in all Mixed National Tournaments and NIT's with seventeen (17) or more Teams must compete the following year in a higher mixed classification.

Sec. 6. The Mixed Program shall feature four Divisions that will be called Mixed "A," "B," "C," and "D."

A. Any male Player on the National Major Players List, or who competed during the season on the Men's Class "Major" or "A" Teams, shall be required to play in a Mixed "A" Division.

B. Mixed Teams that have male Players who competed during the season of Men's Class "B" Teams and any female Players who competed during the season on Women's Class "A" Teams shall be required to play in a Division no lower than Mixed "B."

C. Mixed Teams that have male Players who competed during the season on Men's Class "C" Teams and any female Players who competed during the season on Women's Class "B" Teams shall be required to play in a Division no lower than Mixed "C." D. Mixed Teams that play in the Mixed "D" Division may not have Players who competed during the season on Men's "Major," Class "A," "B," or "C" Teams or Women's Class "A" or "B" Teams.

E. Teams or individuals that did not compete during the current season shall be registered and classified for Mixed World, National or NIT play by their respective Area or State Director.

Sec. 7. A Mixed Class "A" Team shall be allowed only one male Player whose name appears on the association's Major Player List.

Sec. 8. The Run Rule in **Mixed NIT's, National Tournaments, and World Tournaments that** awards a win to a Team ahead in a Game after 4 or more innings is 20 runs, or after 5 or more innings is 15 runs.

Sec.9. 12 inch softballs in the Mixed program must have a COR of 0.44 or lower, and a compression of 375 pounds, or lower.

Sec. 10. In the Mixed program, the Tournament director has the option of permitting the following: On a fair fly ball hit over the fence for a Home Run, the Batter and all Base Runners are credited with a score. The Batter and any Runner on base do not need to advance and touch the bases. They should go directly to the dugout area. This would eliminate any base running appeals.

Sec. 11. In the Mixed Class "C" program, after a Team reaches its Home Run limit (2 Home Runs), any Batter who hits an untouched Fair Ball over the fence will be declared out.

Sec. 12. Any Player male or female in the Mixed "D" Division, hitting a Home Run over a fence of 300 feet or more, shall be ejected from the Game.

Sec. 13. All playing rules not specifically covered in Rule 14 in this book shall be governed by the other rules in Rules 1 through 11 in this book.

RULE 15. SIXTEEN INCH RULES

Sec. 1. The official diamond of the field shall have baselines of 60 feet for men and women. Pitching distance shall be 38 feet for both men and women. The Batter's Box shall be 6-1/2 feet long and 3 feet wide. The front line of the Batter's Box shall be 4 feet forward from the center corner of Home Plate.

Sec. 2. The 16 Inch ball shall have the core wound with a fine quality twisted yarn to 15-5/8 to 15 3/4 inches in circumference. The completed ball shall be between 15-3/4 and 16-1/4 inches in circumference and shall weigh between 9 and 10 ounces.

Sec. 3. The Pitcher shall be allowed two fake deliveries, but on the third motion the Pitcher must deliver the ball to Home Plate. The pitched ball must be released within 10 seconds from the time the Pitcher receives the ball at the Pitcher's position, near the plate.

Sec. 4. The Batter is out if he has two strikes.

A. He hits two Foul Balls after one strike. Then the ball is dead.

Sec. 5. The Batter is awarded First Base when three balls are called by the Umpire.

Sec. 6. Base stealing is not permitted. However, a Base Runner shall be permitted to leadoff at anytime, but is subject to being thrown out. If a pick off is made on a Runner at any base by the Catcher or Pitcher, the Runner may advance only to the next unoccupied base at his own risk.

EFFECT Sec. 6. If a Base Runner advances to the next unoccupied base prior to a pick off throw from the Pitcher or Catcher, the Runner is out and the ball is dead.

Sec. 7. The ball must be returned to the Pitcher after each pitch not hit except on pick off attempts by the Catcher.

Sec. 8. The Run Rule which awards a win to a Team ahead in a Game after 5 more completed innings is 10 or more runs.

Sec. 9. A Pitcher must present the ball to the Batter on the Pitching Rubber. After presenting the ball for one second, the Pitcher may take one step in any direction. Once a Pitcher has taken his step he must present the ball again before he pitches. The foot that the Pitcher steps with becomes his pivot foot, and cannot move. The other foot may be placed in any direction except in front of pivot foot.

Sec. 10. The main criteria for classifying a 16 Inch softball Team is the overall strength of the Team both offensively and defensively. Depending on the strength of the Offense and Defense a Team with no power hitters may be classified as Major, Class "A," or Recreational.

Sec. 11. All playing rules not specifically covered in Rule 15 of this book shall be governed by the other rules as outlined in rules 1 through 11 of this book.

RULE 16. MASTERS PROGRAM

Sec. 1. Age requirements: Men's and Women's Masters Division. If the Player reaches the below listed age during the calendar year, he/she would be eligible to play in that Division.

DIVISION

35 & Over	35
40 & Over	40
45 & Over	45
50 & Over	50

<u>55 & Over</u>	<u>55</u>
<u>60 & Over</u>	<u>60</u>
<u>65 & Over</u>	<u>65</u>
<u>70 & Over</u>	<u>70</u>

Sec. 2. Non-duplicating numbers are required on all Teams' uniform jerseys at all Men's and Women's Masters, NIT's, and World Tournaments. The numbers must be a minimum of 3 inches in size and clearly visible. Jerseys and pants and/or shorts must be similar in color. If hats are worn they must be similar.

Sec. 3. Courtesy Runner

A. In the Men's 35, 40, 45, and Women's 35 & over Divisions, only one courtesy Runner per inning may be used. The courtesy Runner will be the last recorded out. If it is the first inning and there are no outs, the courtesy Runner will be the Player in the last position of the batting order.

B. In the Men's 50, 55, 60, 65, 70, and Women's 50, 55, 60, and 65 & over Divisions, a courtesy Runner may be used at any time. The courtesy Runner may be any Player on the Team roster. The same courtesy Runner may not be used more than once per inning, and any courtesy Runner caught running more than once per inning or running when it is his/her turn to bat will be declared out.

Sec. 4. Divisions of Play and Home Run Rule

A. The Men's Masters 35, 40, 45, and 70 and over programs will have one Division of play. The Men's 35, 40, and 45 & over programs will be allowed three Home Runs per Team, per Game. Any Home Run in excess of the limit allowed will be ruled a dead ball out. There is no Home Run limit in the Men's 70 & over Division.

B. The Men's Seniors 50, 55, 60, 65 and over programs will have one Division of play called Major. The Major Division will be allowed seven Home Runs per Team, per Game. Any Home Run in excess in the Men's Senior Major Division will be ruled a single. All Runners advance one base.

Sec. 5. Men's Masters/Senior's Roster Rule: a Men's 35, 40, 45, 50, 55, 60, 65 and over Team may only have Players on its roster that live in the state the Team is registered in or any bordering state. **EXCEPTION:** Teams will be entitled to one exception to this rule providing the player's name is not on the Association's Major Player list and that the player has not competed during the season on a Men's Class "Major," "A," or "B" Team.

Sec. 6. The Game may start with 9 Players; however, an out shall be declared when the tenth position in the lineup is scheduled to bat. A tenth Player may be added in the tenth position anytime before the end of the Game. A Team that starts with 10, 11, or 12 Players may drop to a minimum of 9 Players to finish a Game. All vacant spot(s) in the lineup will be declared an out every time that lineup position is due to bat. If a Player is ejected from the Game for any reason the Team must have a substitute available to replace the ejected Player or the Team will forfeit the Game. If a Team starts with 9 or 10 Players they are not allowed to add the eleventh or twelfth at a later time.

Sec. 7. A Team shall be awarded a win, by the Run Rule, if they are ahead by 25 runs after three innings, 20 runs after four innings or 15 runs after five or more complete innings.

Sec. 8. All participants in a Men's and Women's Master's World Tournament must have a photo ID, with proof of age, and a check in prior to participating.

Sec. 9. For Masters 50 and over

A. In the Men's and Women's Seniors Programs a scoring plate will be used. The scoring plate shall be located with its right corner 8 feet from the back of Home Plate. The scoring plate shall be situated on the imaginary extension of the First Base Foul Line. The scoring plate should be anchored to the ground to

prevent slippage and change of position during the Game. The Offensive Team must always touch the scoring plate when scoring.

EFFECT Sec. 9A: If the Runner touches Home Plate the Runner is automatically out. The Defensive team must always touch home plate for the out. if there is an attempt by the Defensive Team to tag the Runner, the Runner is automatically safe.

B. A commitment line will be used in the Men's and Women's Seniors Programs. A commitment line shall be marked in Foul Territory halfway between Home Plate and Third Base, on the Third Base foul line at a 90-degree angle to the Third Base Foul Line. Once a Runner touches the ground on or past the commitment line, defensive Players can put the Runner out by touching Home Plate while holding the ball (they cannot touch Runner).

C. In the Men's Master's 50 & over and above programs, a strike zone mat will be used. The mat will be 17 inches wide and 24 inches long measured from the end of the mat to the tip of each side that abuts the backside of Home Plate. The end of the mat that abuts Home Plate shall have a "V" shaped notch that will conform to the outline of the backside of the plate. Together, Home Plate and the strike zone mat will form a rectangular shape 17 inches x 32-1/2 inches. Any legal pitch that hits the plate or the mat shall be ruled a strike.

D. A Safety Base is mandatory in the Men's and Women's Senior's Program. (See Rule 2. Sec. 6. NOTE)

E. In the Men's Masters 50 and over programs, up to two additional hitters may be used.

F. In the Men's 70 & Over Program, a Team may use 11 Defensive Players.

G. Sliding or diving headfirst is not allowed when going to First Base or at Home Plate. The Runner would be ruled out. Sliding or diving headfirst is allowed when returning to First Base or at any time at Second or Third Base.

H. All Men's Masters 50, 55, 60, 65 and Over Teams must participate in an NIT, Invitational, State, or any men's sanctioned/league play to qualify for participation in the World Tournament.

I. All Men's Masters 50, 55, 60, 65, 70 and Over, Players must have, or at least applied for, a Master's USSSA Photo ID card to participate in any Masters sanctioned Tournament, except for the World Tournament. Any Team caught participating in a Master's sanctioned Tournament with a Player that does not have a USSSA Photo ID card will be ejected from the Tournament and placed last in the standings. That Team would also forfeit their berth to participate in the World Tournament.

J. In the Men's 50, 55, 60, 65, 70 and Over and the Women's 50, 55, 60, 65 and Over Divisions, the pitched ball must arc at least six feet from the ground, but not more than ten feet from the ground after leaving the Pitcher's hand and before it passes any part of Home Plate.

K. If a Men's Seniors 50 & 55 Major Division has three or less Teams entered in the World Tournament, they can play in the "AAA" Division using the "AAA" Home Run Rule. When the Divisions combine, the Seniors Major excessive home run rule will be used.

Sec. 10. Women's Masters

A. The Women's 35, 45, 50, 55, 60, 65 & Over Programs will have one Division of play. There is no limit on the number of Home Runs a Women's Masters Team can hit per Game.

B. A Women's 35 & Over Team may have no more than 2 active Women's Class "A" Players on their roster.

C. In the Women's 45, 50, 55, 60, 65 & Over Divisions, a Team can play 11 Defensive Players and they can bat up to 12 on Offense.

D. A Women's 45 and Over team may have two players on its roster that are 43 to 44 years of age. A Women's 50 & Over Team may have two Players on its roster that are 48 to 49 years of age. A 55 and Over Team can have two Players 53 to 54; a 60 and Over Team can have two Players 58 to 59; and a 65 and Over Team can have two Players 63 to 64 years of age.

E. Overrunning is permitted in the Women's Senior (55 and Older Divisions): The Base Runner is allowed to overrun Second and Third Bases without being put out as long as she makes no attempt to advance to the next base. The Base Runner must retouch Second or Third Base before advancing.

Sec. 11. Fence Distance

A. In the Men's Masters 60 and 65 Divisions, the radius distance will be a minimum of 275 feet to a maximum of 325 feet fence distance for World Tournament play.

B. In the Men's Masters 70 and 75 and Women's 50, 55, 60, 65 & Over Divisions, the radius distance will be a minimum of 25 feet to a maximum of 325 feet fence distance for World Tournament play.

Sec. 12. All playing rules not specifically covered in Rule 16 of this book shall be governed by the other rules as outlined in rules 1 through 11 of this book.

RULE 17. ONE PITCH RULES

Sec. 1. A One-pitch Game shall be seven innings.

Sec. 2. Batters will receive one pitch and will accept the result of the pitch whether the ball is hit, taken for as a walk, or is a strike out.

Sec. 3 No major Teams shall be allowed to participate in the One-pitch National Invitational Tournaments.

Sec. 4. All playing rules not specifically covered in Rule 17 of this book shall be governed by the other rules as outlined in Rules 1 through 11 of this book.

RULE 18. CORPORATE PROGRAM

Sec. 1. Corporate Teams must use the name of the corporation, business, government agency, etc., it represents during Corporate competition. This provision does not preclude a Team from having additional sponsors or from wearing a uniform displaying another sponsor's name.

Sec. 2. Under the "Corporate" umbrella are included Union Local Teams, Trade Union Teams, Law Enforcement Teams, Airline Industry Teams, Firefighter and Emergency Medical Technician/Paramedic Teams, Women's Corporate, and Mixed Corporate Teams. The Corporate program will consist of Class "A," Class "B," and Recreational Divisions.

Sec. 3. All Players of Corporate Teams that compete in State, Area, National, or World Tournaments that are considered Corporate Tournaments must meet one of the following eligibility criteria:

A. Be bona fide full-time employees of the Team sponsor at the time the Tournament is played. Corporate Teams will be allowed only 3 non-employees on their rosters. If any of these non-employees are from a registered men's "B" Team or above, the Team must compete in the Corporate "A" program. All bona fide full-time employees with less than 60 days continuous service with a Team sponsor will not be eligible to play in the Corporate Tournament. Employees who might be on military duty shall be considered eligible to compete. Industrial sponsors such as Corporations, Businesses, Government Agencies, etc., that operate in more than one location within a State may be considered as one sponsor. Such sponsor cannot combine with an out of state location.

B. Volunteer Firefighters, Emergency Medical Technicians/Paramedics, and Reserve Law Enforcement Officers must have been a member of their respective departments prior to January 1 of the current year and have a combined total of 100 hours of training or response service within 8 months preceding the Tournament date.

Sec. 4. All Players participating in the Men's Class "A" Corporate World Tournament or the Men's Class "B" Corporate World Tournament, or the Women's Corporate World Tournament may not play in any other Tournament on the same weekend that the Corporate World Tournaments are held

Sec. 5. All Players of Local Union Teams that compete in State, National, or World Tournaments that are considered Union Local Tournaments must be bona fide Union members from the same local with a minimum of 60 days' membership.

Sec. 6. Union Local Players or Teams may be eligible to participate in the Corporate Program only if they meet the guidelines for Corporate participation and eligibility.

Sec. 7. Union Local State, National, or World Tournaments may not be held on the Labor Day weekend.

Sec. 8. Trade Union Local Teams may participate in the Corporate program if they meet the following criteria:

A. All Team members are bona fide members of the Trade Union they represent.

B. All Team members are covered under a negotiated Trade Union contract providing wages and benefits.

C. All Players of the Trade Union Local Teams that compete in State, National, or World Tournaments that are considered Corporate Teams must have 60 days' continuous service with the Trade Union Local they represent, prior to participating in any Corporate Tournaments.

Sec. 9. Players qualified to compete in the National or World Tournament, including the World Series, will also be eligible to compete in the World Corporate Tournament provided all qualifications are met as outlined in the above sections of Rule 18.

Sec. 10. A. The Teams participating in National or World Corporate Tournaments must have their rosters signed by an executive of the personnel department certifying that each Player is bona fide full-time employee of the Team's sponsor and that each Player has been employed full-time for at least 60 continuous days prior to the date of the Tournament.

B. Volunteer firefighters, emergency medical technicians/paramedics and reserve law enforcement officers must have their rosters signed by their respective department heads, certifying that the Player is a bona fide member of the department, the date the Player joined the department, and the number of training hours attended by the Player and the number of hours the Player served during responses.

Sec. 11. Any Player who signs a personal services contract is not eligible to play in the Men's Corporate Class "B" Program during the duration of such signed contract.

Sec. 12. In the Corporate Programs, a minimum of 9 Players can start a Game. However, an out shall be declared when the tenth position in the lineup is scheduled to bat. A tenth Player may be added to the tenth position at any time before the end of a Game. Any Team that starts a Game with 10 or 11 Players may drop to the minimum of 9 Players to finish the Game. All vacant spot(s) in the lineup will be declared an out every time that lineup position is due to bat. If a Player is ejected from the Game for any reason, the ejected Player's Team must have a substitute available to replace the ejected Player or that Team will forfeit the Game. If a Team starts with 9 or 10 Players they are not allowed to add the eleventh Player at a later time. Any Player that leaves the Game for any reason may not return to the Game.

Exception: A Player who has left the Game under the Blood Rule may return.

Sec. 13. Teams must participate in at least one USSSA Tournament or participate in a USSSA sanctioned corporate league to be eligible to advance to the Corporate World Tournament.

Sec. 14. All playing rules not specifically covered in Rule 18 of this book shall be governed by the other rules, as outlined in Rules 1 through 11 of the USSSA Rule Book.

RULE 19. HISPANIC PROGRAM

Sec. 1. The Men's and Women's Hispanic World Tournament will feature two Divisions, which will be called Competitive and Recreation.

Sec. 2. Any Men's and Women's Hispanic Team that has Players on its roster who played during the current season on Class "A," "B," or "C" Teams shall be required to play in the Hispanic Competitive Division.

Sec. 3. An Hispanic Team playing in the Men's Competitive Division may have one player on its roster whose name appears on the Major Player's List.

Sec. 4. Hispanic Men's and Women's Recreation Division Teams may have only players who compete in the Class "D" or lower classification. No Player whose name appears on the Major Player's List shall be allowed to compete in the Hispanic Men's and Women's Recreation Division.

Sec. 5. Any Player who signs a Personal Services Contract is not eligible to play in the Men's Hispanic or Women's Hispanic Recreation Division Programs during the duration of the signed contract.

Sec. 6. In the Hispanic Programs a minimum of 9 Players can start a Game. However, an out shall be declared when the tenth position in the lineup is scheduled to bat. A tenth Player may be added to the tenth position any time before the end of a Game. Any Team that starts a Game with 10 or 11 Players may drop to the minimum of 9 Players to finish the Game. All vacant spot(s) in the lineup will be declared an out every time that lineup position is due to bat. If a Player is ejected from the Game for any reason, the ejected Players Team must have a substitute available to replace the ejected Player or that Team will forfeit the Game. If a Team starts with 9 or 10 Players they are not allowed to add the eleventh Player at a later time. Any Player that leaves the Game for any reason may not return to the Game.

Exception: A Player who has left the Game under the Blood Rule may return.

Sec. 7. All playing rules not specifically covered in Rule 19 of this book, shall be governed by the other rules, as outlined in Rules 1 through 11 of the USSSA Rule Book.

RULE 20. BLACK AMERICAN PROGRAM

Sec. 1. The Black American World Tournament will feature 5 Divisions which will be called Men's Major, Competitive, Recreation, and Women's Competitive and Recreation.

a. Any Black American Men's Team registered Major, Class "A" or "B" will be required to play in the Black American Major Division.

b. Any Black American Men's Team registered Class "C" in the Open Program will be required to play in the Black American Competitive Division.

c. Any Black American Men's Team registered Class "D" or lower in the Open Program will be required to play in the Black American Recreation Division.

d. Any Black American Women's Team registered Class "A" or "B" in the Open Program will be required to play in the Black American Competitive Division.

e. Any Black American Women's Team registered in Class "C" or lower in the Open Program will be required to play in the Black American Recreation Division.

f. All teams will have the option to compete at a higher level if they choose to do so.

Sec. 2. Any Men's Black American Team that has Players on its roster who played during the current season on Class "A" or "B" Teams shall be required to play the Black American Competitive Division.

Sec. 3. Black American Recreational Teams may have only Players who compete in the Men's Class "C" or lower classification. No Player whose name appears on the Major Player's List shall be allowed to compete in the Black American Recreational Division.

Sec. 4. Black American Teams classified, as Competitive shall only be allowed two (2) male Players whose name appears on the Association's Major Player's List.

Sec. 5. Teams participating in the Black American Program will be allowed to have only 5 players that are not of black origin on the roster. Only 3 will be allowed to participate in the game at the same time on offense or defense.

Sec. 6. Any Player who signs a Personal Services Contract is not eligible to play in the Men's Black American Recreational Program during the duration of such signed contract.

Sec. 7. In the Black American programs a minimum of 9 Players can start a Game. However, an out shall be declared when the tenth position in the lineup is scheduled to bat. A tenth Player may be added to the tenth position any time before the end of a Game. Any Team that starts a Game with 10 or 11 Players may drop to the minimum of 9 Players to finish the Game. All vacant spot(s) in the lineup will be declared an out every time that lineup position is due to bat. If a Player is ejected from the Game for any reason, the ejected Player's Team must have a substitute available to replace the ejected Player or that Team will forfeit the Game. If a Team starts with 9 or 10 Players they are not allowed to add the eleventh Player at a later time. Any Player that leaves the Game for any reason may not return to the Game.

Exception: A Player who has left the Game under the Blood Rule may return.

Sec. 8. A team in the Black American Major Division shall be awarded a win by the Run Rule if they are ahead by 25 runs after 3 innings, 20 runs after 4 innings and 15 runs after 5 innings. All other Divisions will be awarded a win if they are ahead by 20 runs after 3 innings, 15 runs after 4 innings, or 10 runs after 5 innings.

Sec. 9. All playing rules not specifically covered in Rule 20 of this book shall be governed by the other rules, as outline in Rules 1 through 11 of the USSSA Rule Book.

RULE 21. MILITARY PROGRAM

Sec. 1. The Military Men's Program shall feature 3 Divisions: Military Varsity "A," "B," and Intramural.

Sec. 2. The Military Women's Program will consist of a Military Varsity Division.

Sec. 3. A bona fide Men's Military Team consists of Active Duty, Active Duty dependents, Reserves, ROTC, National Guard, retired military personnel and Department of Defense civilians. All Players must have a Department of Defense Identification card. A bona fide Women's Military Team consists of Active Duty, Reserves, ROTC, National Guard, retired military and military dependents 18 years or older and Department of Defense employees providing direct support to a military base. All Players must have a government Identification card.

Sec. 4. For Teams participating in the Military World Tournament, Players may participate in two Divisions of play, Varsity "A" or "B" and their intramural Team. Intramural Teams are limited to a maximum of 4 Players from the Varsity Team roster. The 4 Varsity Players must be so indicated on their intramural roster prior to playing the first Tournament Game. If during Tournament play there is a conflict in Games, the Player must choose which Team to play with. TDY personnel are eligible to compete in the World Tournament if the TDY assignment is 6 months or more in duration.

Sec. 5. A Team may combine with only one other Team. Both of those Teams must be from the same state. The resulting Team must then compete at the Varsity "A" Division.

Sec. 6. Teams must play in at least one USSSA Tournament or participate in a USSSA sanctioned league to be eligible to advance to the **Military** World Tournament.

Sec. 7. An Intramural Team is composed of eligible Players, all assigned to the same installation, base, post, or ship which are able to participate in this installation's intramural program. All Players are assigned to one of the following levels of command:

- a. Air Force - Squadron or lower
- b. Army - Company or lower
- c. Navy - Command, Squadron or Unit of 1,000 or less
- d. Marine Corps - Division or lower
- e. Coast Guard - Group of 1,000 or less

Sec. 8. In the **Military** Program, a minimum of 9 Players can start a Game. However, an out shall be declared when the tenth position in the lineup is scheduled to bat. A tenth Player may be added to the tenth position any time before the end of a Game. Any Team that starts a Game with 9 or 10 Players may drop to the minimum of 9 Players to finish the Game. All vacant spot(s) in the lineup will be declared an out every time that lineup position is due to bat. If a Player is ejected from the Game for any reason, the ejected Player's Team must have a substitute available to replace the ejected Player or that Team will forfeit the Game. If a Team starts with 9 or 10 Players they are not allowed to add the eleventh Player at a later time. Any Player that leaves the Game for any reason may not return to the Game. Exception: A Player, who has left the Game under the Blood Rule, may return.

Sec. 9. All playing rules not specifically covered in Rule 21 of this book shall be governed by the other rules as outlined in Rules 1 through 11 of this Rule Book.

RULE 22. CHURCH PROGRAM

Sec. 1. A. Any Player of a Church Team that is competing in a State, Area, National, or World Tournament that are considered exclusive Church Tournaments must be active participants in the worship services of the Church for which he is playing prior to June 1st of the current year.

B. State Directors or State Church Directors may contact the church pastor or church official who signs the roster to certify roster is in compliance with Sec. 1. A. above, prior to advancing Teams to State, National or World Tournaments.

Sec. 2. Any Player who participates in the Church National or World Tournaments must have participated previously in their State Church Program during the current season.

Sec. 3. Any Player whose name appears on the Major Players List or participates on a Team classified as Major will not be allowed to play in the Church Class "B" and "C" Programs during that season.

Sec. 4. All Players participating in the Church World Tournament, the Class "B," or "C" Church National Tournaments may not play in any other Tournament on the same weekend that the Church World Tournament or the Class "B" or "C" Church National Tournament is held.

Sec. 5. A. A Church Class "A" Team shall be allowed only one male Player whose name appears on the association's Major Player's List.

B. A Men's Church Class "A" Team shall be allowed only one Player who has competed during the current or previous year in the Men's Major program.

C. Men's Church Teams that have Players who competed during the current year on a Class "A" Team shall be required to play in a Division no lower than Church "A."

D. Men's Church Teams that have Players who competed during the current or previous year on a Men's Class "B" Team shall be required to play in a Division no lower than Church "B." A maximum of 2 Men's Class "B" Players per Church "B" Team is allowed.

E. Men's Church Teams that have Players who competed during the current or previous year on a Men's Class "C" Team shall be required to play in a Division no lower than Church "C." A maximum of two Men's Class "C" Players per Church "C" Team.

NOTE: Sec. 5.C-E. A Player may appeal to the State Church Program Coordinator. If no Church Coordinator is available, then the appeal is to the State Director.

Sec. 6. Teams participating in State, National, or World Church Tournaments must have their roster signed by the church pastor or minister certifying that each Player has been an active participant of the church worship services since June first of the current year.

Sec. 7. Players qualified to compete in the National or World Tournament, including the World Series, will also be eligible to compete in the Church World Tournament provided all qualifications are met as outlined in the above sections of Rule 22.

Sec. 8. Church Teams must register and use the name of the church it represents during church competition. This provision does not preclude a Team from having additional sponsors or from wearing a uniform displaying another sponsor's name.

Sec. 9. Any Player who signs a Personal Services Contract is not eligible to play in the Church Program during the duration of such signed contract.

Sec. 10. In the Church Men's and Women's programs, a minimum of 9 Players can start a Game. However, an out shall be declared when the tenth position in the lineup is scheduled to bat. A tenth Player may be added to the tenth position any time before the end of a Game. Any Team that starts a Game with 10 or 11 Players may drop to the minimum of 9 Players to finish the Game. All vacant spot(s) in the lineup will be declared an out every time that lineup position is due to bat. If a Player is ejected from the Game for any reason, the ejected Player's Team must have a substitute available to replace the ejected Player or that Team will forfeit the Game. If a Team starts with 9 or 10 Players they are not allowed to add the eleventh Player at a later time. Any Player that leaves the Game for any reason may not return to the Game. Exception: A Player who has left the Game under the Blood Rule may return.

Sec. 11. Any two churches that are unable to field a Team may request to the State Church Coordinator to combine Teams. If no church coordinator is available, then the state director may approve it.

Sec. 12. In Men's Church Tournaments, the Tournament director has the option of permitting the following: On a fair fly ball hit over the fence for a home run, the Batter and all Base Runners are credited with a score. The Batter and any Runner on base do not need to advance and touch the bases. They should go directly to the dugout area. This would eliminate any baserunning appeals.

Sec. 13. All playing rules not specifically covered in Rule 22 of this book shall be governed by the other rules as outlined in Rules 1 through 11 of the USSSA Rule Book.

RULE 23. LAW ENFORCEMENT PROGRAM

Sec. 1. The Law Enforcement Program shall feature 2 Divisions: "A" and "B."

Sec. 2. A. All Players of the Law Enforcement Teams must be certified Law Enforcement Officers with full powers of arrest within their jurisdiction. They must also be bona fide full-time Law Enforcement Officers with at least 30 hours per week and 60 days continuous Law Enforcement service prior to participating in Law Enforcement play, or

retired Law Enforcement Officers. All Players must play on a Team within the state where they are employed. All Players are required to have picture identification from Department of Employment and must produce it on request.

B. Federal Law Enforcement Officers may participate on a Team in either Division.

C. A retired Law Enforcement Officer will be eligible for Law Enforcement Tournament play if:

1. The Player met the above criteria prior to retirement.
2. The Player had a minimum of 10 years of employment with a Law Enforcement Agency or agencies prior to retirement.
3. The Player has picture identification from the Agency he was employed by prior to retirement stating that the Player is retired or a certified letter from Department Head.

Sec. 3. Any Player who signs a Personal Services Contract is not eligible to play in the "B" Division of the Law Enforcement Program during the duration of such signed contract.

Sec. 4. Courtesy Runner. In the "B" Division only one courtesy Runner per Team per inning may be used. The courtesy Runner will be the last recorded out. If it is the first inning and no outs have been made, the courtesy Runner will be the Player in the last position of the batting order.

Sec. 5. Teams must play in at least one USSSA Tournament or participate in a USSSA sanctioned league to be eligible to advance to the Law Enforcement World Tournament.

Sec. 6. In the Law Enforcement program a minimum of 9 Players can start a Game. However, an out shall be declared when the tenth position in the lineup is scheduled to bat. A tenth Player may be added to the tenth position any time before the end of a Game. Any Team that starts a Game with 10 or 11 Players may drop to the minimum of 9 Players to finish the Game. All vacant spot(s) in the lineup will be declared an out every time that lineup position is due to bat. If a Player is ejected from the Game for any reason, the ejected Player's Team must have a substitute available to replace the ejected Player or that Team will forfeit the Game. If a Team starts with 9 or 10 Players they are not allowed to add the eleventh Player at a later time. Any Player that leaves the Game for any reason may not return to the Game. Exception: A Player, who has left the Game under the Blood Rule, may return.

Sec. 7. All playing rules not specifically covered in rule 23 of this book, shall be governed by the other rules, as outlined in Rules 1 through 11 of the USSSA Rule Book.

RULE 24. NATIVE AMERICAN PROGRAM

Sec. 1. Any Men's Native American Team that has Players on its roster who Played during the current season on Class "A", "B", or "C" Teams shall be required to play for a Native American Team playing in the Competitive Division. A Native American Team playing the Competitive Division may have one Player on its roster whose name appears on the Major Player's List.

Sec. 2. Native American Recreational Teams may have only Players who compete in the Men's Class "D" or lower classifications. No Player whose name appears on the Major Players List shall be allowed to compete in the Native American Recreational Division.

Sec. 3. Teams participating in the Native American program will be allowed to have only 3 Players on its roster that are not of Native American origin.

Sec. 4. Any Player who signs a Personal Services Contract is not eligible to play in the Native American Program during the duration of such signed contract.

Sec. 5. In the Native American programs a minimum of 9 Players can start a Game. However, an out shall be declared when the tenth position in the lineup is scheduled to bat. A tenth Player may be added to the tenth position

any time before the end of a Game. Any Team that starts a Game with 10 or 11 Players may drop to the minimum of 9 Players to finish the Game. All vacant spot(s) in the lineup will be declared an out every time that lineup position is due to bat. If a Player is ejected from the Game for any reason, the ejected Players Team must have a substitute available to replace the ejected Player or that Team will forfeit the Game. If a Team starts with 9 or 10 Players they are not allowed to add the eleventh Player at a later time. Any Player that leaves the Game for any reason may not return to the Game. EXCEPTION: A Player who has left the Game under the Blood Rule may return.

Sec. 6. All playing rules not specifically cover in Rule 24 of this book shall be governed by other rules as outlined in Rules 1 through 11 of this USSSA Rule Book.

RULE 25. INDOOR PROGRAM

Sec. 1. The Indoor Softball Program shall include any type of softball Game that can be played indoors. This may include youth, 11 Inch, 12 Inch, 16 Inch, wheelchair, or any type of Specialty Program.

RULE 26. WOMEN'S PROGRAM

Sec. 1. Teams participating in National or World Tournaments, including the World Series, must be completely uniformed within the following guidelines.

A. Head wear is optional; however, when used, it shall be similar to the Team color.

B. Class "A," "B," "C," and "D" Teams must wear similar uniforms. This includes jerseys, long pants or shorts, and leggings. Whether long pants or shorts are worn, all Team members must be uniformed in a similar manner.

C. Non-duplicating numbers on all jerseys will be required. The numbers must be a minimum of 3 inches in size and clearly visible.

Sec. 2. In the Women's Program a minimum of 9 Players can start a Game. However an out shall be declared when the tenth position in the lineup is scheduled to bat. A tenth Player may be added to the tenth position any time before the end of a Game. Any Team that starts a Game with 10 or 11 Players may drop to the minimum of 9 Players to finish the Game. All vacant spot(s) in the lineup will be declared an out every time that lineup position is due to bat. If a Player is ejected from the Game for any reason, the ejected Player's Team must have a substitute available to replace the ejected Player or that Team will forfeit the Game. If a Team starts with 9 or 10 Players they are not allowed to add the eleventh Player at a later time. Any Player that leaves the Game for any reason may not return to the Game. EXCEPTION: A Player who has left the Game under the Blood Rule may return.

Sec. 3. Any Class "B," "C," or "D" Team that receives a berth to the World Tournament must participate in the appropriate National Tournament on Labor Day weekend.

Sec. 4. All playing rules not specifically covered in Rule 26 of this book shall be governed by other rules as outlined in Rules 1 through 11 of this USSSA Rule Book.

RULE 27. MEN'S MAJOR PROGRAM

Sec. 1. The Men's Major Program shall permit only 16 Home Runs per Game, per Team, excluding the Men's Major World Series, which will be unlimited. Refer to Rule 4, Sec. 8.

Sec. 2. The official diamond of the field shall be established:

A. Fenced facility distance must be a minimum of 300 feet.

B. Baselines are to be 65 feet, 70 feet, or 80 feet for the NIT's and are to be 70 or 80 feet for the Men's World Series.

C. The Pitcher's distance of 50 feet.

Sec. 3. Only softballs with a COR of 0.44 or lower and a compression of 375, or softballs with a COR of 0.40 may be used in the Men's Major program.

Sec. 4. The Run Rule, which awards a win to a Team ahead in a Game after three or more completed innings, is 30 or more runs. After four or more innings is 25 runs or after five or more innings is 20 runs.

Sec. 5. The Flip/Flop Rule will be used. Refer to Rule 4, Sec. 3. F.

Sec. 6. The Batter is:

A. Awarded First Base when 3 balls are called by the Umpire.

B. Out if he has a second strike.

C. Out if he hits a Foul Ball after 1 strike. **NOTE:** If a fly ball is caught, it remains live.

Sec. 7. The Tournament Director has the option (for catch-up purposes) of permitting the following: On a fair fly ball hit over the fence for a Home Run, the Batter and all Base Runners are credited with a score. The Batter and any Runner on base do not need to advance and touch the bases. They should go directly to the dugout area. This would eliminate any baserunning appeals.

Sec. 8. All playing rules not specifically covered in Rule 27 of this book, shall be governed by the other rules as outlined in Rules 1 through 11 of this USSSA Rule Book.

RULE 28. MEN'S CLASS "A" PROGRAM

Sec. 1. Men's Class "A" Teams will be restricted to three Major Players.

Sec. 2. The Men's Class "A" program shall permit only 8 Home Runs per Game, per Team. Refer to Rule 4. Sec. 8.

Sec. 3. Any Player who signs a Personal Services Contract is not eligible to play in the Men's Class "A" Program during the duration of such signed contract.

Sec. 4. The Flip/Flop Rule will be used. Refer to Rule 4, Sec. 3. F.

Sec. 5. All playing rules not specifically covered in Rule 28 of this book shall be governed by the other rules as outlined in Rules 1 through 11 of this USSSA Rule Book.

RULE 29. SLOW PITCH OVERHAND SOFTBALL

Sec. 1. The official playing field and diamond:

A. Fence distances must be a minimum of 250 feet.

B. Baselines of 75 feet will be used.

C. Pitching distance shall be 60 feet 6 inches, and

D. Batter's Box shall be 7 feet long. The front line of the Batter's Box shall be 4 feet forward of the center corner of Home Plate.

Sec. 2. A. Only USSSA approved 12 inch softballs will be used.

B. Masks with throat protectors MUST be used by Catchers and the Plate Umpire. Failure to do by the Catcher will require removal of the Catcher from the catching position.

Sec. 3. Playing Rules:

A. Playing Rules include the following:

1. Only a definite overhand style motion is permitted in the delivery of the pitch. Any type of delivery in which the Pitcher bends at the elbow prior to the release of the ball shall be legal.

2. The ball must be pitched overhand at a slow rate of speed.

3. The pitched ball must have a definite arc after leaving the pitcher's hand and before it crosses any part of home plate. There is no specific minimum height on the arc.

4. The pitched ball shall not rise higher more than 10 feet above the ground.

B. Base stealing is not permitted; however, Base Runners shall be permitted to leadoff at any time but are subject to being pickoffed. If a pickoff throw is made by the Pitcher or Catcher, the Base Runners must first make an attempt to return to their original base. If the pickoff attempt is overthrown or short hops the fielder and is bobbled by the fielder, then the runners may attempt to advance to additional bases at their own risk. Runners may advance any number of bases as long as the ball is in play.

NOTE: There are no balks. If a pickoff attempt is made to a base not occupied by a runner, whether by design or accident, the Umpire shall immediately declare the ball dead and all runners must return to the base they occupied before the throw. There is no liability on the runner's part to be put out.

C. No hidden ball tricks are allowed. After a play is over, the ball must be returned to the mound and given to the Pitcher. If another fielder remains in possession of the ball when the Pitcher takes his position to pitch, the Umpire shall call "Time!" and indicates a "Ball" and awards all Base Runners one base.

Sec. 4. The Batter is out if he has 3 strikes.

A. He hits second foul after 2 strikes; the ball is dead.

Sec. 5. The Batter is awarded First Base when 4 balls are called by the Umpire.

Sec. 6. All Playing Rules not specifically covered in Rule 29 of the Rule Book shall be governed by the other rules as noted in Rules 1 through 11 of the USSSA Rule Book.

COMMUNICABLE DISEASE PROCEDURES

While risk of one athlete infecting another with HIV/AIDS during competition is close to non-existent, there is a remote risk that other blood borne infectious diseases can be transmitted. For example, Hepatitis B can be present in blood as well as in other body fluids. Procedures for reducing the potential for transmission of these infectious agents should include, but not be limited to, the following:

1. The bleeding must be stopped, the open wound covered and if there is an excessive amount of blood on the uniform it must be changed before the athlete may participate.
2. Routine use of gloves or other precautions to prevent skin and mucous membrane exposure when contact with blood or other body fluids is anticipated.
3. Immediately wash hands and other skin surfaces if contaminated (in contact) with blood or other body fluids. Wash hands immediately after removing gloves.
4. Clean all blood contaminated surfaces and equipment with a solution made from proper dilution of household bleach (CDC recommends 1-100) or other disinfectants before competition resumes.
5. Practice proper disposal procedures to prevent injuries caused by needles, scalpels and other sharp instruments or devices.
6. Although saliva has not been implicated in HIV transmission, to minimize the need for emergency mouth-to-mouth resuscitation, mouthpieces, resuscitation bags, or other ventilation devices should be available for use.
7. Athletic trainers/coaches with bleeding or oozing skin conditions should refrain from all direct athletic care until the condition resolves.
8. Contaminated towels should be properly disposed of/disinfected.
9. Follow acceptable guidelines in the immediate control of bleeding and when handling bloody dressings, mouth guards and other articles containing body fluids.