

1. Huddles Between Innings
2. Guidance for Pitcher Utilization
3. Assisting a Runner
4. Simulating Taking a Sign

## 2022 Points of Emphasis

- 7-4-15 (NEW) . . . . . Adds language to identify a batter entering a batter's box with a damaged bat previously removed from the game is out.
- 7-3-1 . . . . . A batter may not step out of the batter's box when the pitcher is in contact with the pitcher's plate.
- 4-2-3 NOTE 2 . . . . . The number of innings for one or both games of a doubleheader may be scheduled for less than seven innings, by state association adoption.
- 3-7-1 NOTE . . . . . Clarifies no warm-up pitchers are permitted if a pitcher is removed and then returns to the pitching circle in the same half-inning.
- 3-2-12 . . . . . Removes language prohibiting players in the game wearing hard cosmetic or decorative items.
- 2-4-4 . . . . . The pitcher is the player who is responsible for delivering (pitching) the ball to the batter. Language specifying that the pitcher is designated in the scorebook was removed.
- 2-4-3 . . . . . Clarifies the definition of a damaged bat is one that could deface the ball and the bat shall be removed when initially detected without penalty. Adds a penalty for a batter detected using a damaged bat after it has been previously removed from the game.

## 2022 NFHS Major Editorial Changes



# Part 1

## 2022 New or Revised NFHS Rules

This simplified and illustrated book is a supplement to the *2022 NFHS Softball Rules Book*. As such, it is intended to aid in the administration of the game and in the standardization of interpretations through a unique method of presenting rules.

Each year, the NFHS Softball Rules Committee considers many items which are submitted as potential rules changes or revisions. The items which secured favorable endorsement are listed on the previous page of this book. The majority of illustrations in Part 1 show these changes and revisions. The NFHS Softball Rules Committee also identified areas of concern, which are designated as “Points of Emphasis” for the current season. They appear in Part 2.

1-3-3 The ball specifications shall be as stated in Table 1-1. The new ball specifications are permissible currently and will be required January 1, 2025 for high school competition. Balls manufactured with the current specifications will be permitted for use through 2024.

Mandatory January 1, 2025

Play	Size	COR	Compression	Weight & Circumference
Slow Pitch	11"	.44 max	375 lbs. max	5 7/8 to 6 1/8 ounces 10 7/8 to 11 1/4 inches
Slow Pitch	12"	.44 max	375 lbs. max	6 1/4 to 7 ounces 11 7/8 to 12 1/4 inches
Fast Pitch	12"	.47 max	375 lbs. max 325 lbs. +/- 50	6 1/4 to 7 ounces 11 7/8 to 12 1/4 inches 6 1/2 to 7 ounces

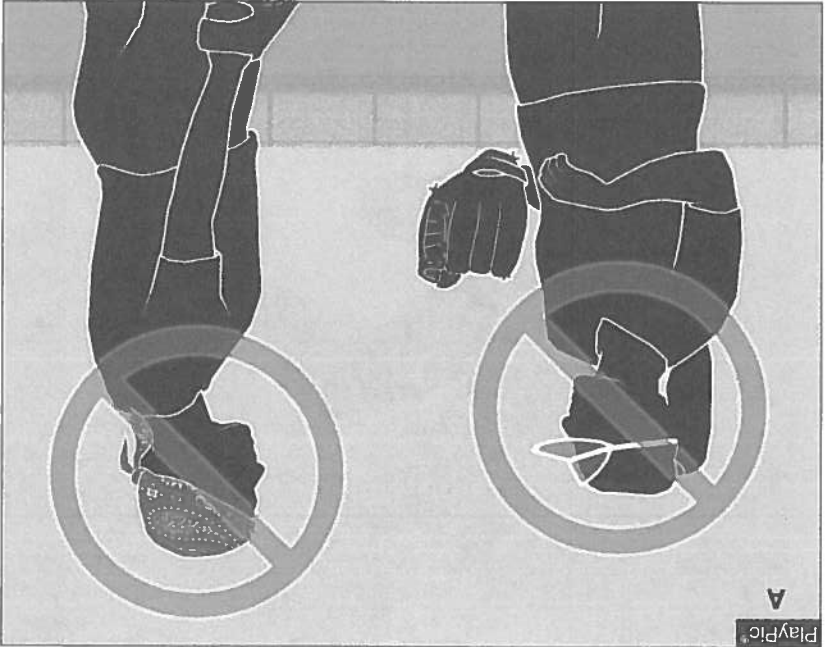
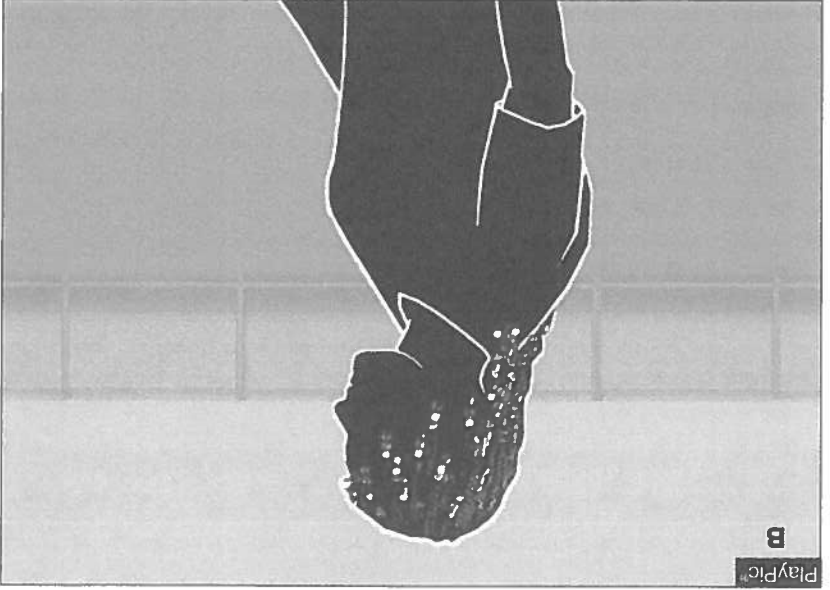
Table 1-1

1-2-1 Bases shall be 15-inches square, two to five inches thick, may have tapered edges, and may be designed to disengage from their anchor system.

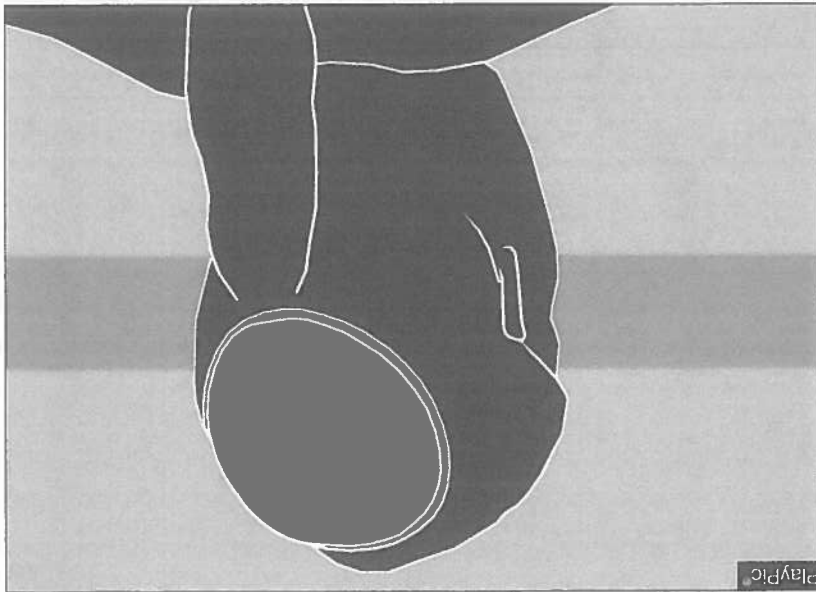
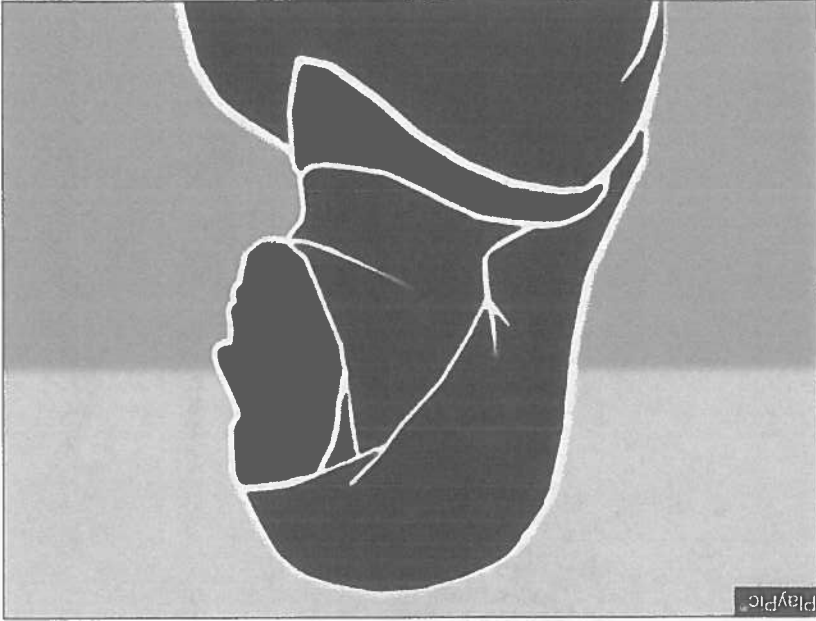




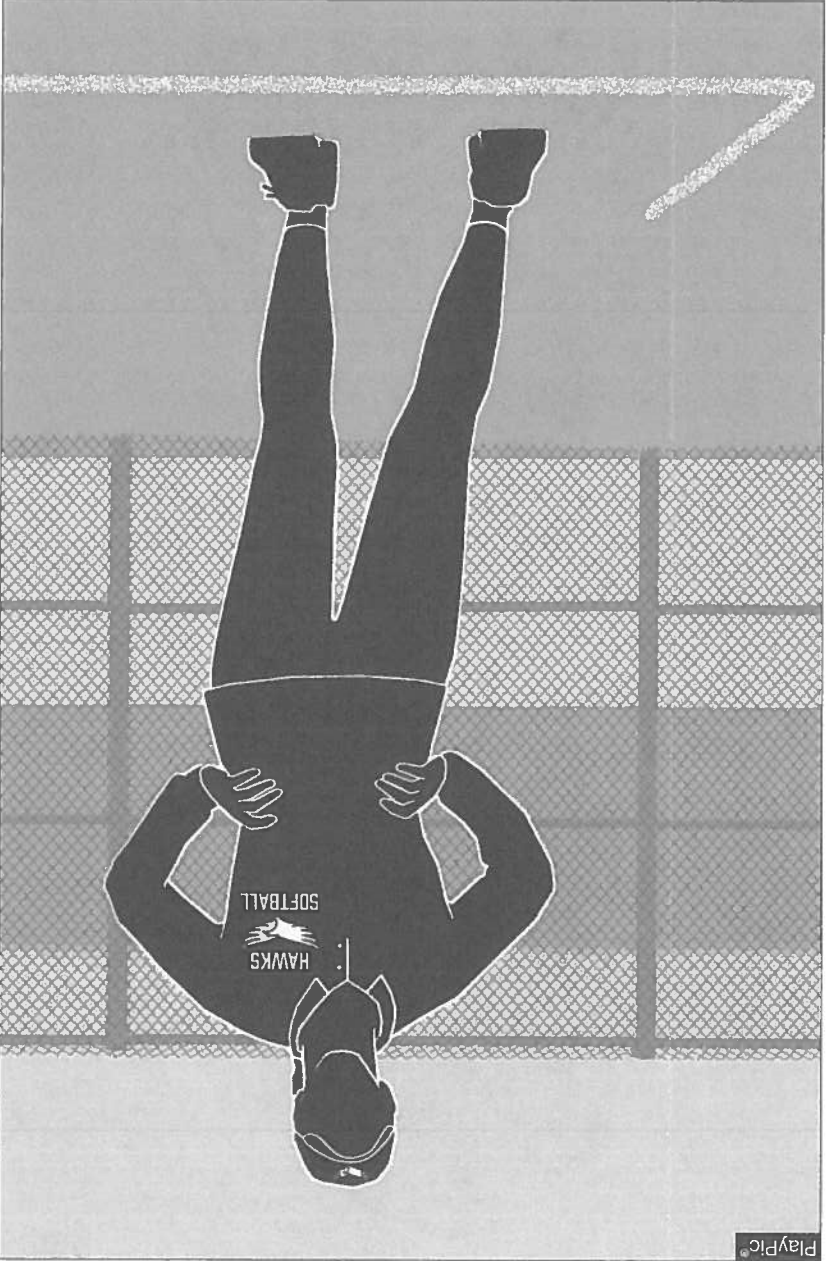
**3-2-5(b) (NEW)** Plastic visors and bandannas are still prohibited. However, language prohibiting hard items to control the hair, such as beads, has been removed.



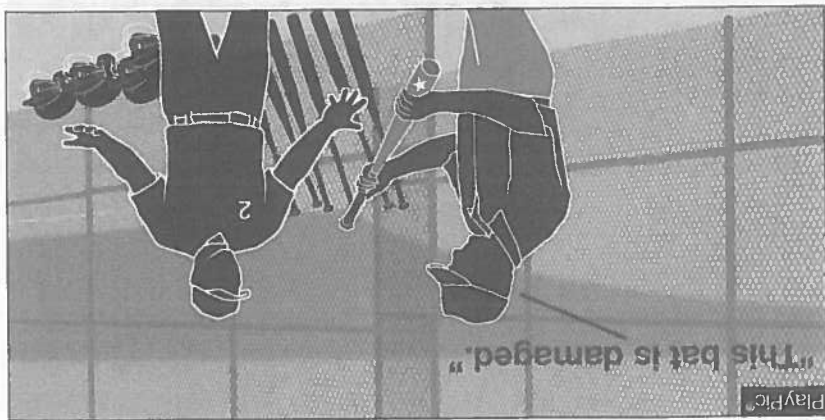
**3-2-5(c) (NEW)** Players may wear head coverings for religious reasons. The headwear must be made of non-abrasive, soft materials and must fit securely so that it is unlikely to come off during play. Head coverings worn for medical reasons must still receive state association approval.



**3-5-3** While in live-ball areas, a coach shall be attired in a school uniform or jersey/coaching shirt with slacks, shorts, or other leg coverings in school colors or colors of khaki, black, white or gray.

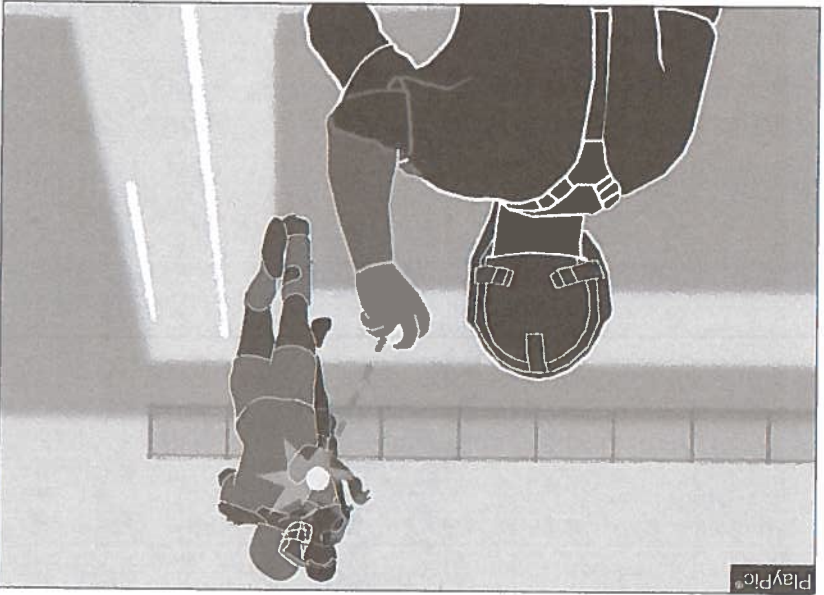


**3-6-21 & PENALTY (NEW)** Batters shall not use a damaged bat that was previously removed from the game by an umpire. **PENALTY:** The batter shall be called out and the batter and head coach shall be restricted to the dugout for the remainder of the game.

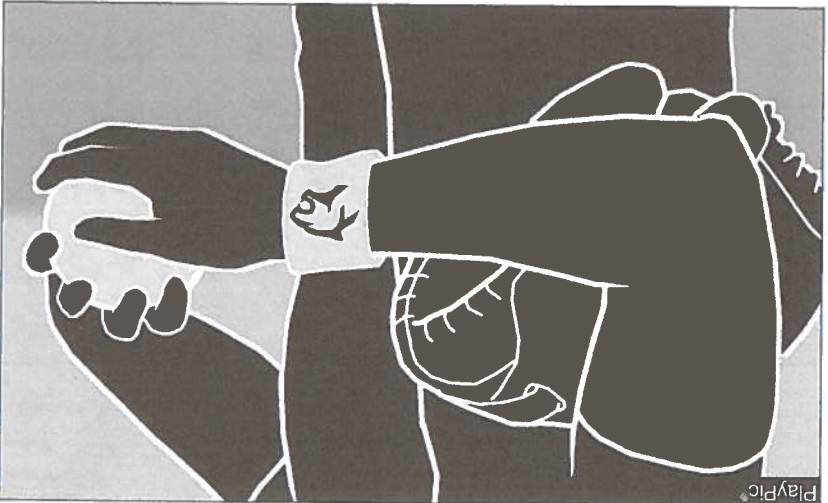




**8-2-6** A runner is considered outside the running lane if either foot last contacted the ground completely outside the lane.



**6-2-2 & NOTE (NEW)** Pitchers are prohibited from wearing anything on the pitching hand, wrist, arm or thighs which the umpire judges to be distracting to the batter. This language has been moved out of the penalty for 6-2-2 and a new note created to clarify distracting items fall under equipment and are not subject to an illegal pitch penalty.

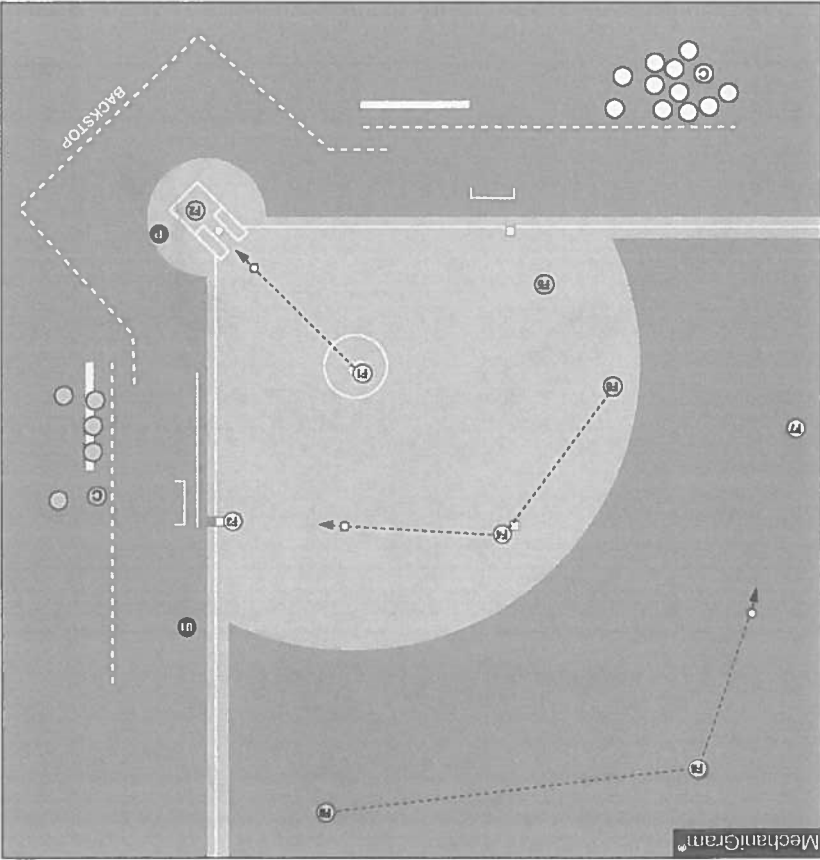




# Part 2

## 2022 NFHS Points of Emphasis

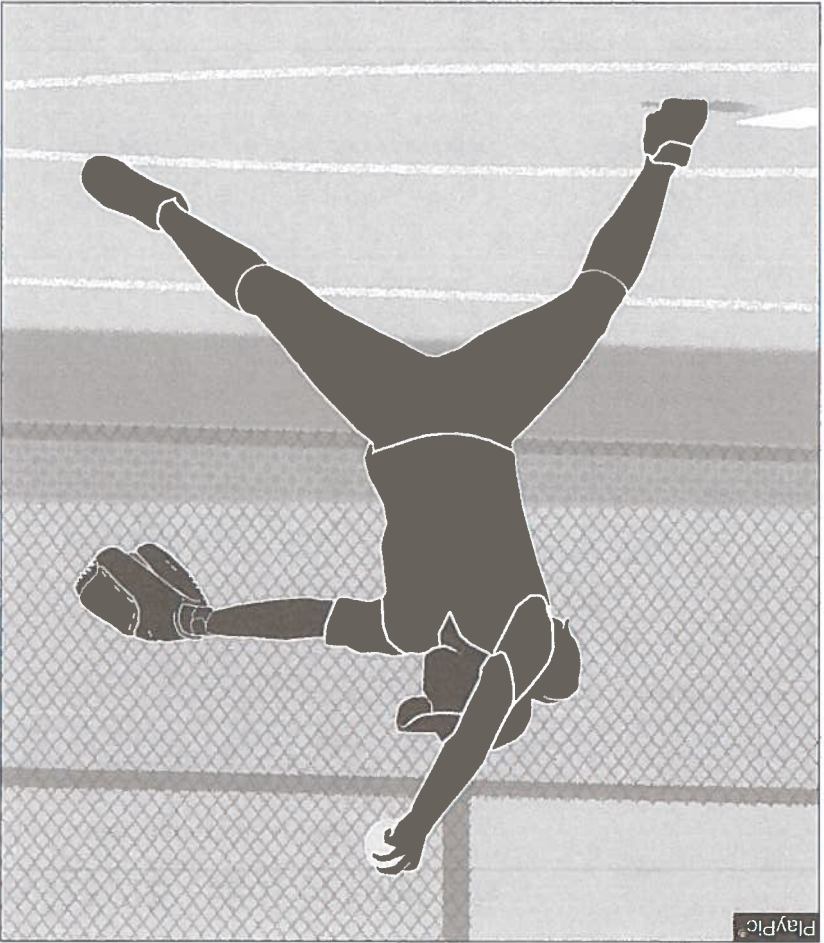
### 1. Huddles Between Innings



Teams choosing to huddle on the field after the third out should do so in a safe location when the other team is warming up on the field. The offensive team should only huddle in an area that does not impede the warm-up of the defensive team or places them in areas where overthrows are likely. Huddling in appropriate areas will assist with minimizing risk to participants.



There is ongoing concern regarding overuse injuries of the shoulder and elbow of softball pitchers at the high school level. At this point, the available injury data do not warrant the implementation of pitch or inning limitations, but the NFHS Softball Rules Committee and the NFHS Sports Medicine Advisory Committee will continue to monitor all available research.



PlayPic

## 2. Guidance for Pitcher Utilization

Coaches or any other team personnel are not permitted to assist a runner in any manner during playing action.

When a home run occurs, although the ball is out of play (enters dead ball territory), runners have live ball running responsibilities and are still required to legally run the bases.

If someone other than another runner physically assists a runner, the assisted runner is ruled out.



3. Assisting a Runner



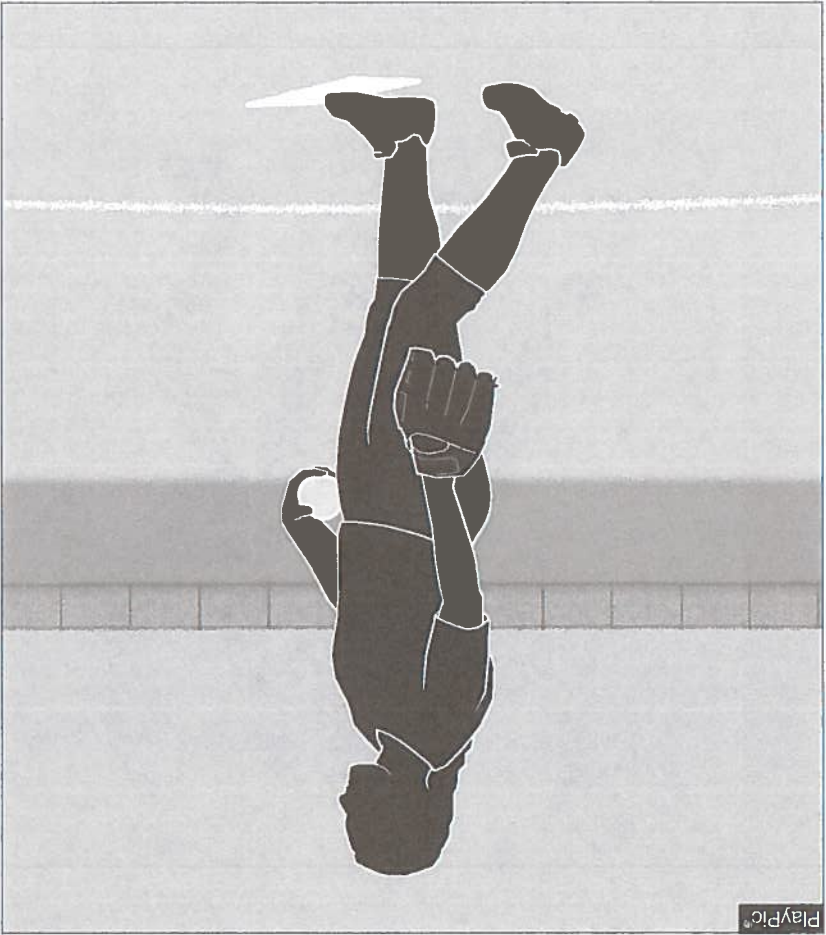
While the pivot foot is in contact with the pitcher's plate and prior to bringing the hands together the pitcher must take or simulate taking a signal from the catcher.

A signal may be taken from a coach either by hand signal, verbal call, or by looking up on a wristband with a playbook/playcard.

This signal can be taken while in contact with the pitcher's plate or while standing behind it. However, once the pitcher takes a position with the pivot foot in contact with the pitcher's plate and with the hands separated, the pitcher must simulate taking a signal from the catcher.

This allows the batter to prepare for the start of the pitch.

If the pitcher does not pause to take, or simulate taking a signal from the catcher after stepping onto the pitcher's plate, an illegal pitch should be called.



PlayPic™

#### 4. Pitcher Simulating Taking a Sign

# Part 3

## Rule 1

### Players – Field and Equipment

The most basic of rules in softball is the first in the book. The first section of the rules deals with the field on which the game is played and the

equipment that is used by all players.

Unlike other sports, softball fields can be different in outfield size, though there are recommended fence distances. The skinned infields are always

60-foot square. The equipment that players use such as batting helmets,

catcher's equipment, gloves and bats, is fairly uniform and must meet

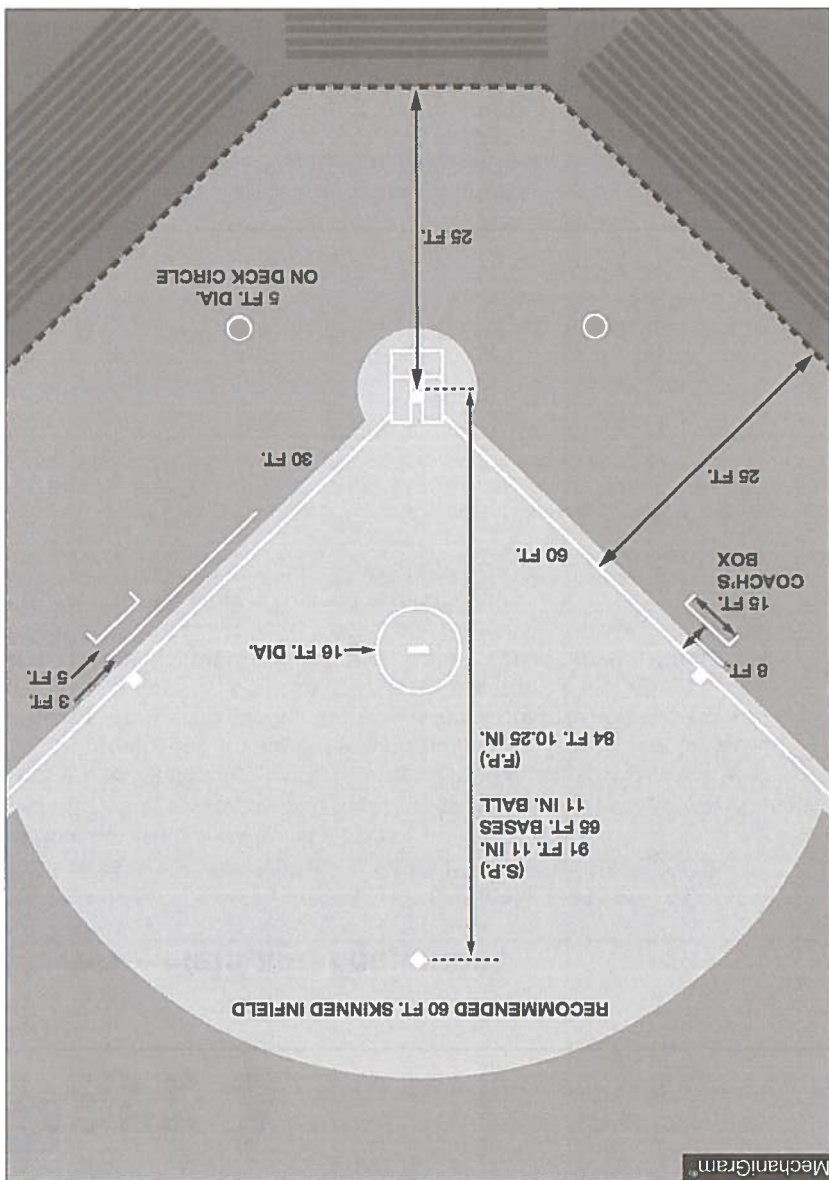
certain standards. But the Softball Rules Committee has instituted limits as

to the size of equipment to ensure an equal balance between offense and

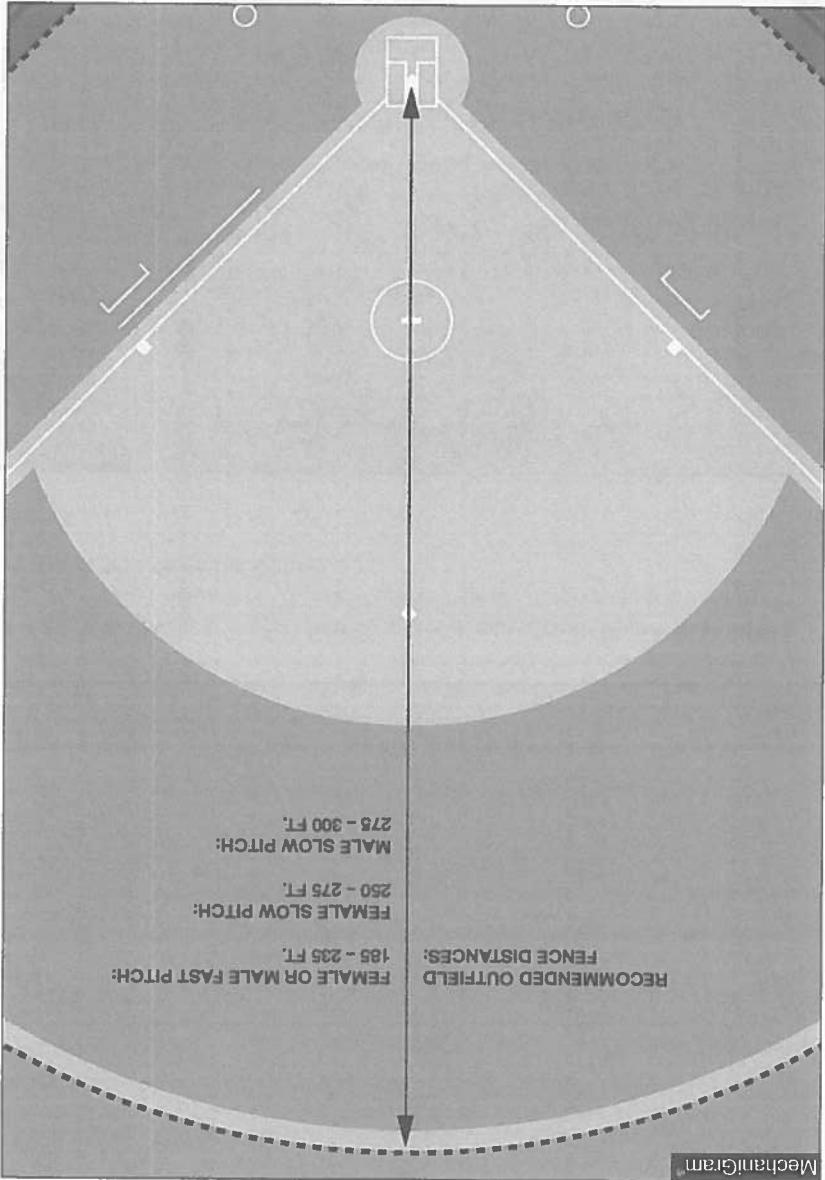
defense.

All of that and more is covered in this chapter.

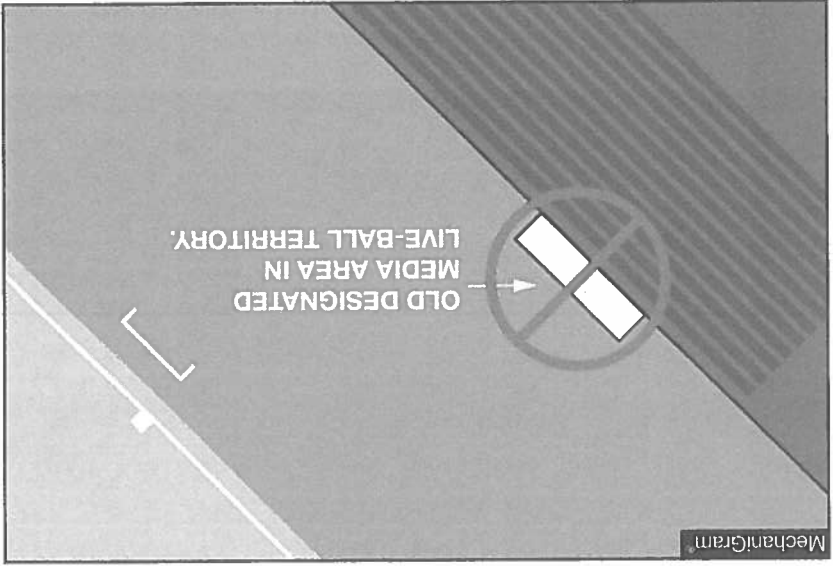
**1-1-2** A diamond or recommended skinned infield shall be a 60-foot square. Bases shall be 60 feet apart for games using the 12-inch ball and 65 feet for games using the 11-inch ball. The rear tip of home plate and the front edge of the pitcher's plate shall be drawn with its center at the midpoint of a circle 16 feet in diameter shall be drawn with its center at the midpoint of the front edge of the pitcher's plate.



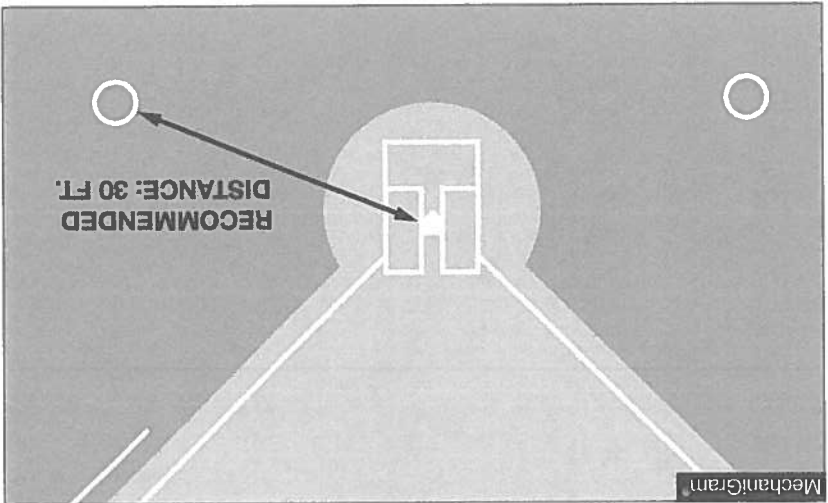
**1-1-3** Recommended field distances from home plate to the nearest obstruction on fair ground may uniformly range from 185 feet to 235 feet for female or male (F.F.), 250 feet to 275 feet for female (S.F.) and 275 feet to 300 feet for male (S.P.).



**1-1-7, 2-22-4, Table 5-1, 5-1-1(o)** Media shall be prohibited from being in live-ball areas. The home team or game management may designate an area for the media in dead-ball territory.

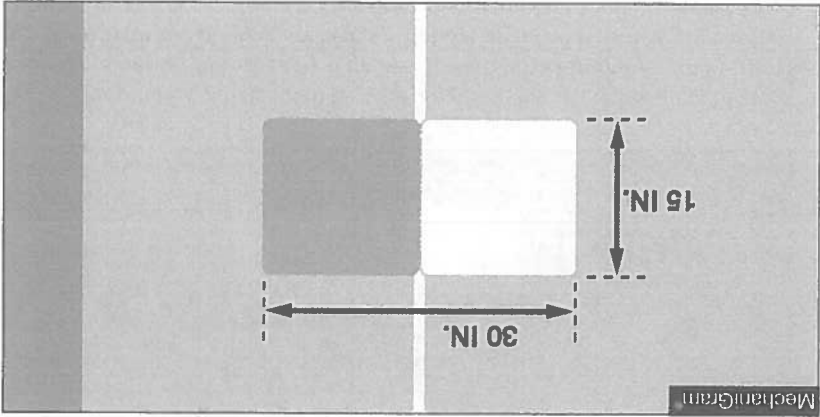


**1-1-3(d), 6** On-deck circles shall be a safe distance from home plate with a recommended distance of 30 feet. Neither team's players shall warm up in the other team's on-deck circle.

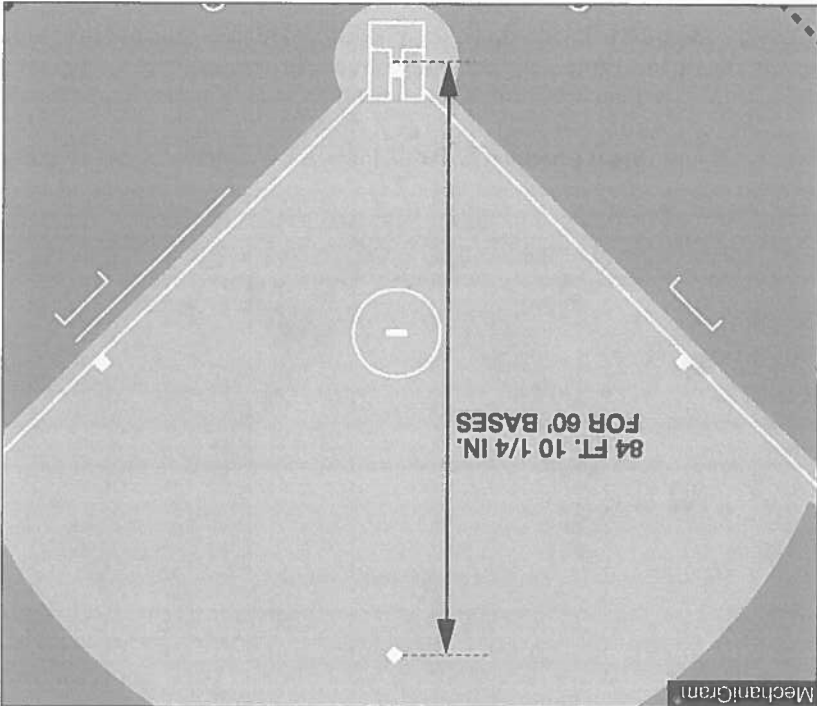




**1-2-1 NOTE** By state association adoption, a double first base is permitted. The base shall be a one- or two-piece unit, 15 inches by 30 inches and of equal height. The colored base shall be located entirely in foul territory.

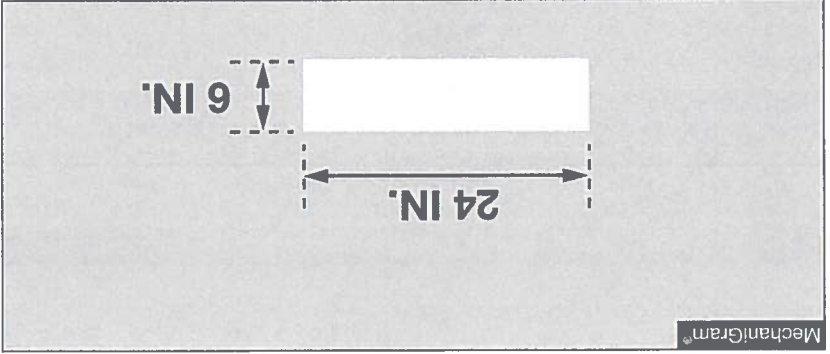


**1-1-11** The distance from the rear tip of the plate to the center of second base is 84 feet 10 1/4 inches for 60-inch bases.

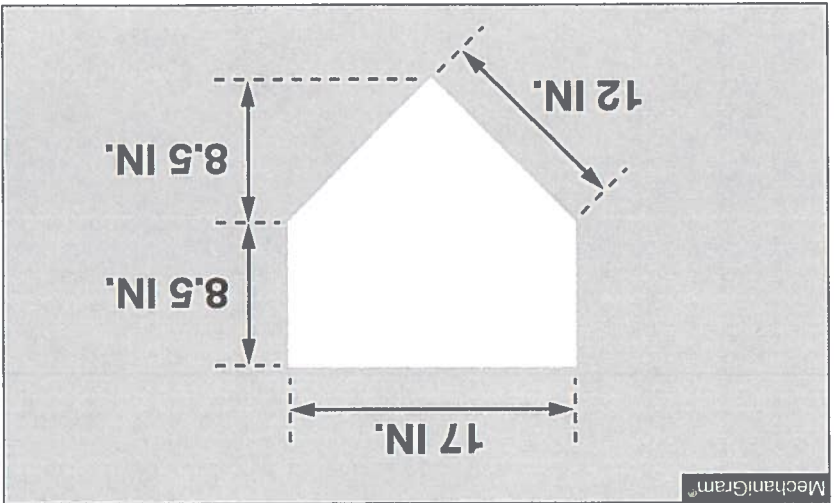




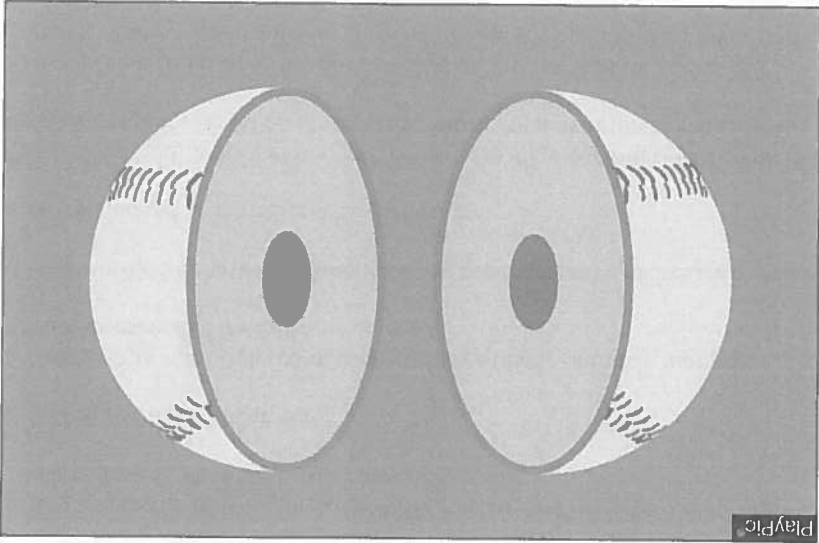
**1-2-3** The pitcher's plate shall be a rectangular slab of whitened rubber or suitable material, 24 inches by 6 inches. It shall be set in the ground with the top flush with the playing surface so that the distance between the nearer edge of the pitcher's plate and the apex of home plate shall be 43 feet for females (F.P.), 46 feet for males (M.P.), 46 feet for females and males (S.P.) and 50 feet for females and males (S.P.) when an 11-inch ball is used. All other distances are for a 12-inch ball.



**1-2-2** Home plate shall be a five-sided slab of whitened rubber or other suitable similar material. One edge is 17 inches long, two are 8½ inches and two are 12 inches. It shall be set flush with the ground in fair territory with the two 12-inch edges coinciding with the foul lines extending from home plate to first base and third base and with the 17-inch edge facing the pitcher's plate.



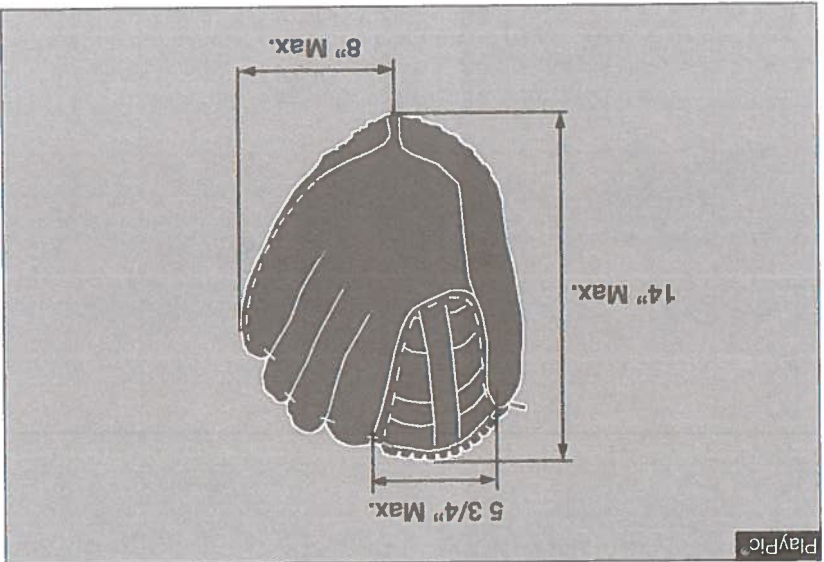
1-3-2, 3 The cover of the ball shall be made of number one chrome-tanned, horsehide or cowhide that will be solidly cemented to the ball. The cover is also sewn on the ball with a waxed cotton or linen thread. Synthetic composition material may also be used for the cover. The dynamic stiffness of 12-inch softballs shall not exceed 7,500 pounds/inch and 11-inch softballs shall not exceed 9,500 pounds/inch when tested under current ASTM test methods.



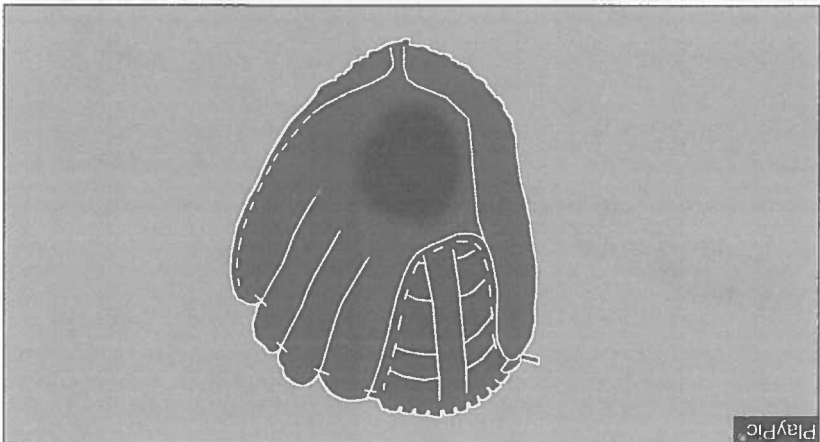
1-3-1, 8 The ball shall be an optic yellow sphere formed by either solid core or number one long-fiber Kapok or yarn wound around a small core of cork, rubber, polyurethane or similar material, and covered with a flat surface or a smooth seam stitch. The NFHS Authenticating Mark shall be on each ball used in high school competition.



- 1-4-1, 2 Gloves/mitts shall conform to the following maximum specifications:
- a. Be a maximum of two colors, excluding lacing and manufacturer's logo colors. Lacing shall not be the color of the ball.
  - b. Not be entirely optic in color.
  - c. Not have an optic-colored marking on the outside or inside that gives the appearance of the ball.
  - d. Be permitted to have one American flag not to exceed 2 inches by 3 inches.
  - e. Not be judged as distracting by the umpire.
- The catcher shall wear a glove/mit of any size. Gloves/mitts shall be worn by all other fielders and conform to the following maximum specifications:
- a. Height measured from the bottom edge or heel straight up across the center of the palm to a line even with the highest point of the glove/mit: 14 inches.
  - b. Width of palm measured from the bottom edge of the webbing farthest from the thumb in a horizontal line to the outside of the little finger edge of the glove/mit: 8 inches.
  - c. Webbing measured across the top end, or along any line parallel to the top:  $5\frac{3}{4}$  inches.

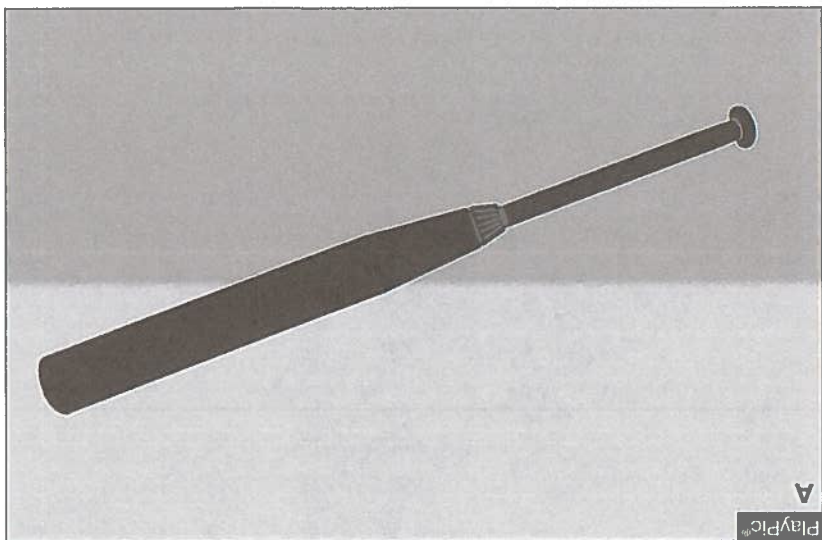
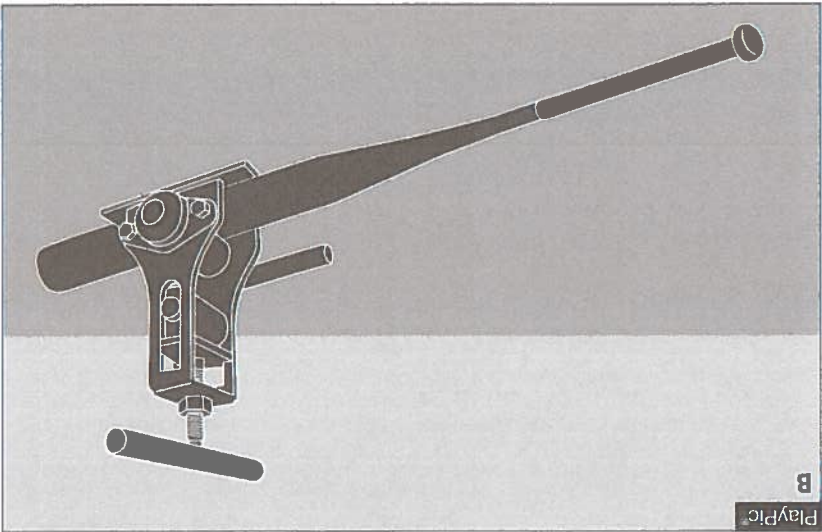


**1-4-3, 4** Gloves/mitts shall not be designed or altered to create an adhesive, sticky and/or tacky surface. An illegal glove/mitt shall be replaced immediately.

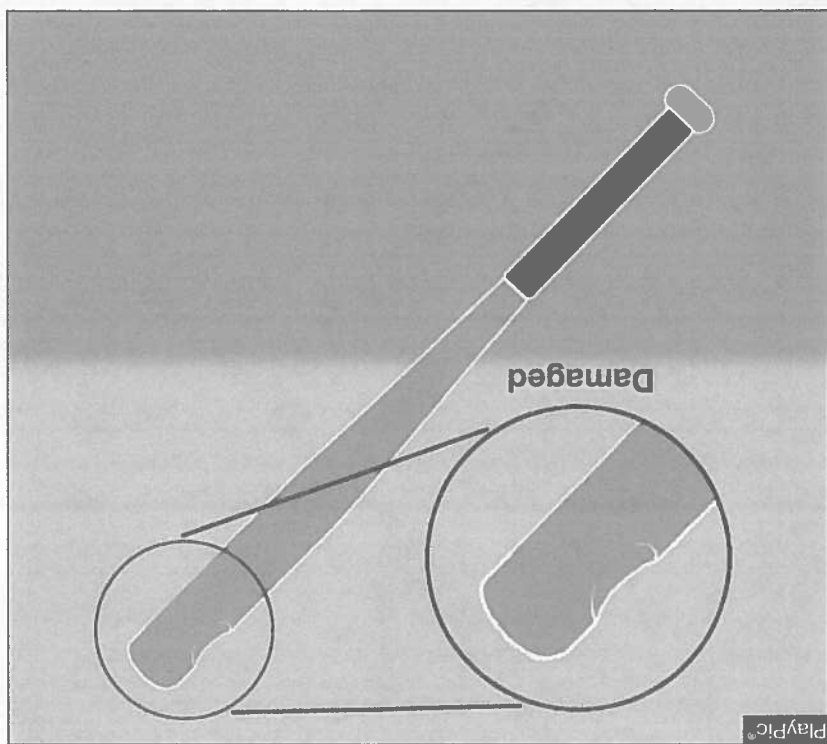




**1-5-1(a-e)** A bat can be one piece or multi-pieces and permanently assembled, or two pieces with interchangeable barrel construction (PlayPic A). If the bat has exposed rivets, pins, rough or sharp edges or any form of exterior fastener that would present a hazard, or has rattles, dents, burrs, cracks and sharp edges, it shall be removed without penalty. Bats that are altered are illegal. Materials inside the bat or treatments/devices used to alter the bat specifications and/or enhance performance (e.g., shaving, rolling or artificially warming the bat barrel) are prohibited and render the bat illegal (PlayPic B).



**1-5-1(c), 2-4-3, 7-4-15 PENALTY** A definition for a damaged bat has been broken, cracked or dented. A damaged bat shall be removed without penalty. A bat that continually discolors the ball may be removed from the game with no penalty at the discretion of the umpire. Players who attempt to use damaged bats after they have been removed shall be called out and the batter and head coach shall be restricted to the dugout for the remainder of the game.



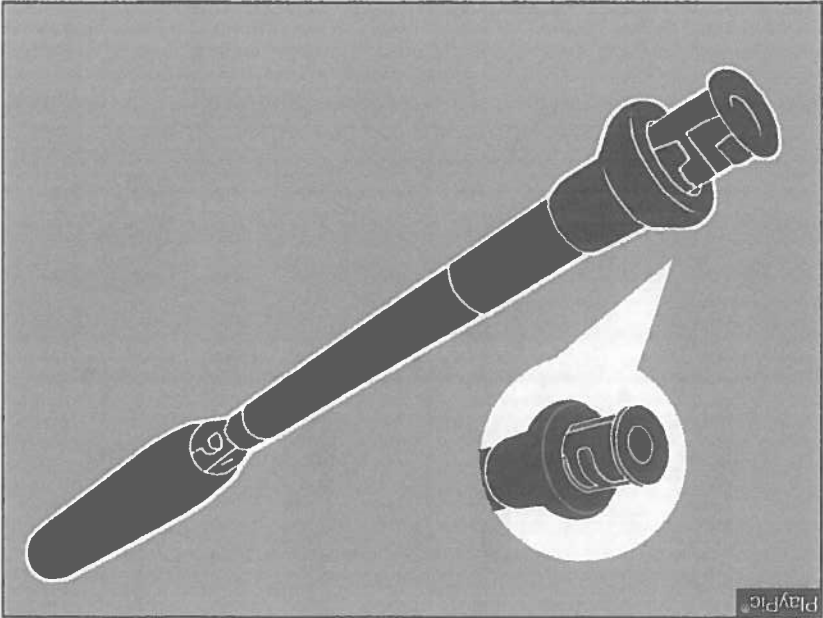


**1-5-1(d)** Bats must bear either the 2000, 2004 or the USA Softball All Games certification mark and not appear on the USA Softball non-approved bat list with ASA certification marks as found on [www.usasoftball.com](http://www.usasoftball.com). Bat barrels made entirely of wood are permitted and need not bear a certification mark, but shall not exceed 2-1/4 inches in diameter.



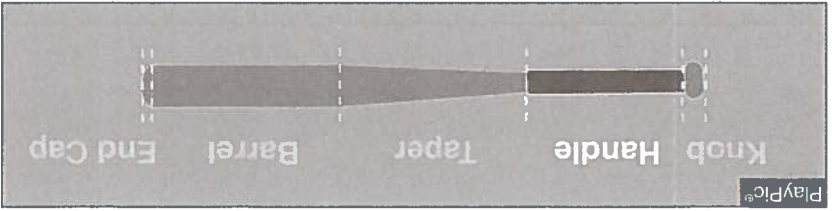


**1-5-2(a)** A softball bat is permitted to have an adjustable knob, provided the knob is permanently fastened by the manufacturer.

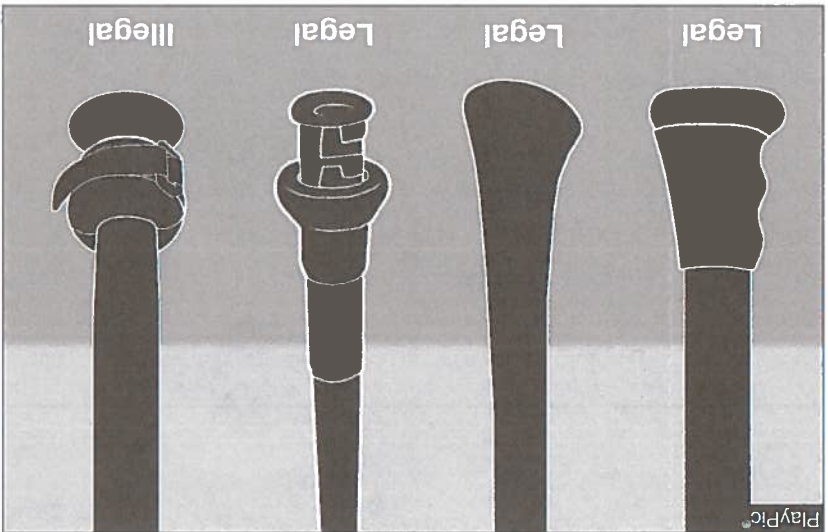




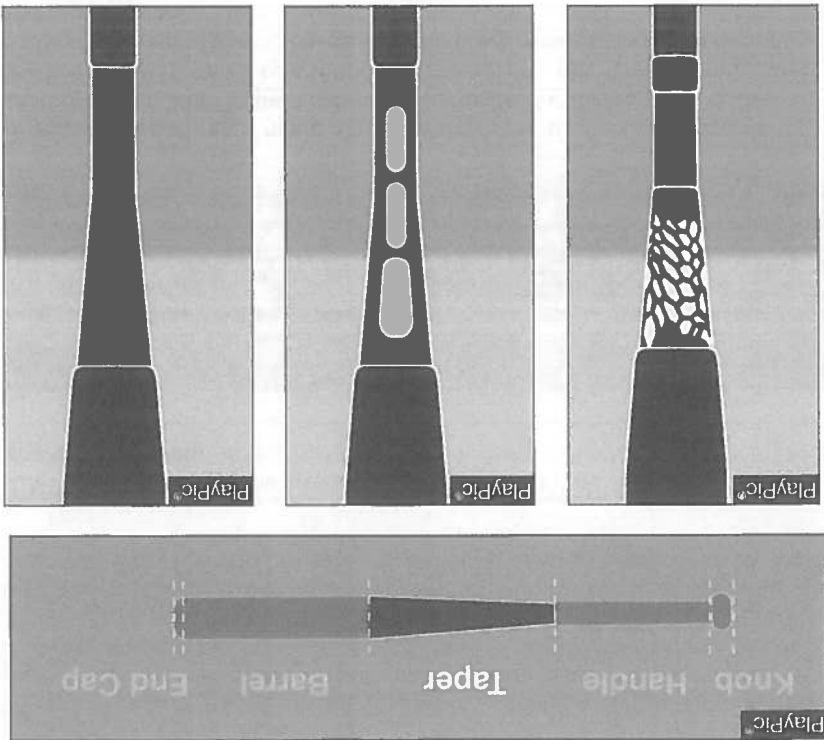
**1-5-2(b)** The bat handle/grip is the area of the bat that begins at, but does not include the knob and ends where the taper begins to increase in diameter. The handle shall have a round or oval cross-section. The grip shall extend a minimum of 10 inches, but not more than 15 inches, from the small end of the bat. A safety grip shall be made of cork, tape (no smooth, plastic tape) or composition material (commercially manufactured). Resin, pine tar or spray substances to enhance the hold are permitted on the grip only.



**1-5-2(a)** The bat knob may be molded, lathed, welded or adjustable, but must be permanently fastened. Devices, attachments or wrappings that cause the knob to become flush with the handle are permitted. The knob may be covered with grip tape. A one-piece rubber knob and bat grip combination is illegal.

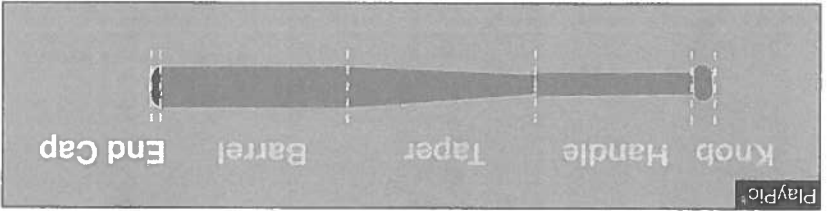


**1-5-2(c)** The taper is the transition area which connects the narrower handle to the wider barrel portion of the bat. The taper shall have a conical shape. Its length and material may vary.

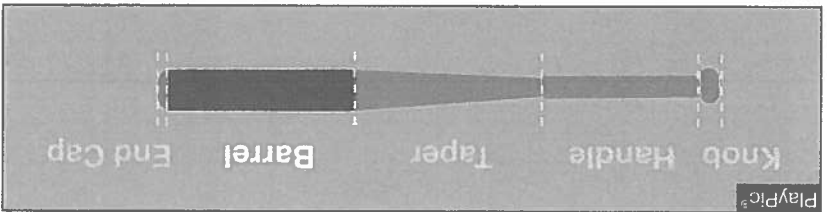




**1-5-2(e)** The end cap is made of rubber, vinyl, plastic or other approved material. It shall be firmly secured and permanently affixed to the end of the bat so that it cannot be removed by anyone other than the manufacturer, without damaging or destroying it. A one-piece construction bat will not have an end cap.



**1-5-2(d)** The barrel is the area intended for contact with the pitch; it shall be round and smooth.

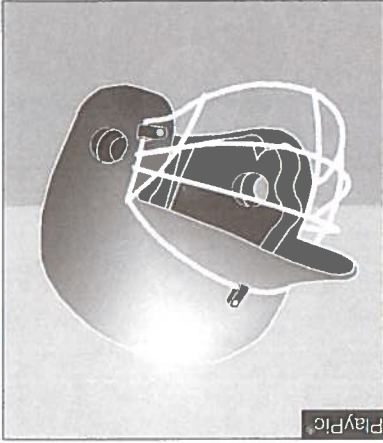


**1-5-3** Devices added to a bat for warm-up purposes shall be commercially manufactured specifically for a softball bat and shall be securely attached, so as not to disengage during use. Such devices shall take, but not exceed, the general shape and size of a bat, including the grip. The player in PlayPic A is warming up legally, while the player in PlayPic B, who is using a sledgehammer, is not in compliance with the rules.

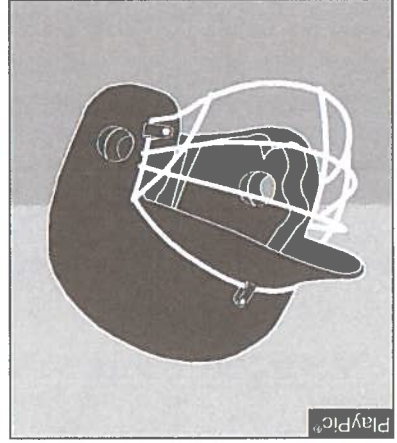


**1-6-1** A mirror-like surface of the batting helmet is illegal due to its distracting nature which may be dangerous to other players.

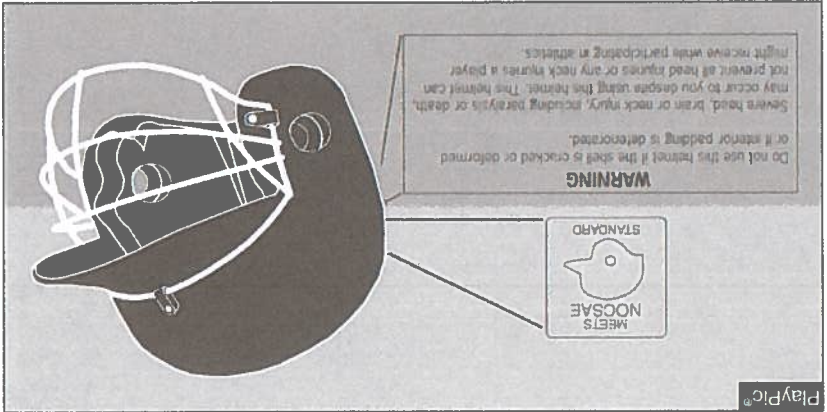
### ILLEGAL



### LEGAL

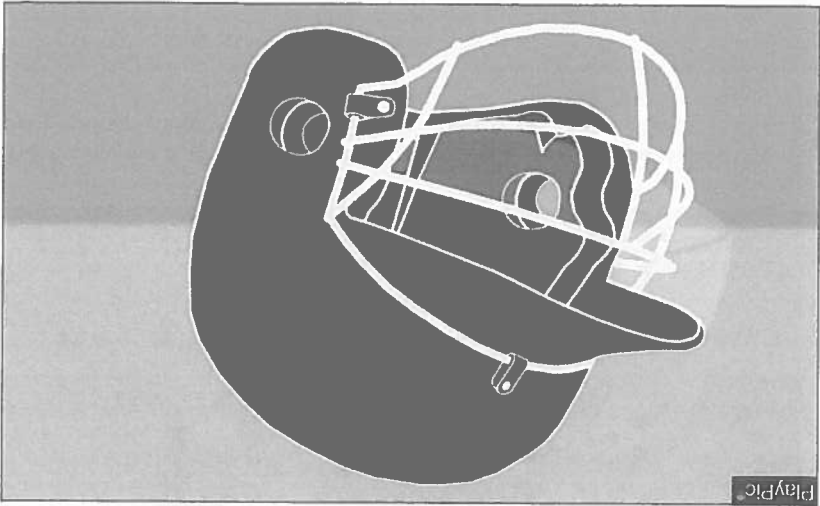


**1-6-1** All batting helmets must meet the NOCSAE standard, including a stamp and legible exterior warning label for each batter, on-deck batter, players/students in the coach's boxes, runners and retired runners. The exterior warning label must be affixed to the outside of the helmet, which includes both sides of the bill, in either sticker form or embossed at the time of manufacture.



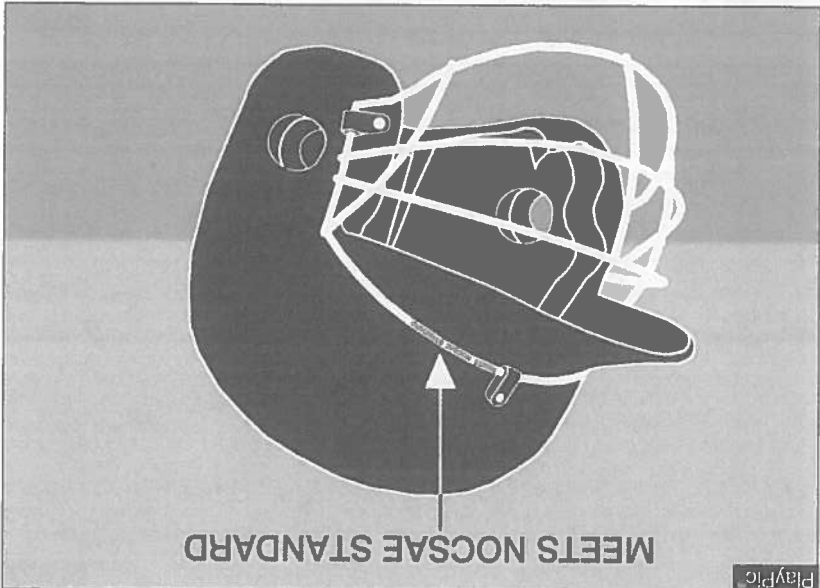


**1-6-7** If an eye shield is worn attached to the batting helmet, it must be constructed of a molded rigid material that is clear and permits 100 percent (no tint) allowable light transmission.



PlayPic

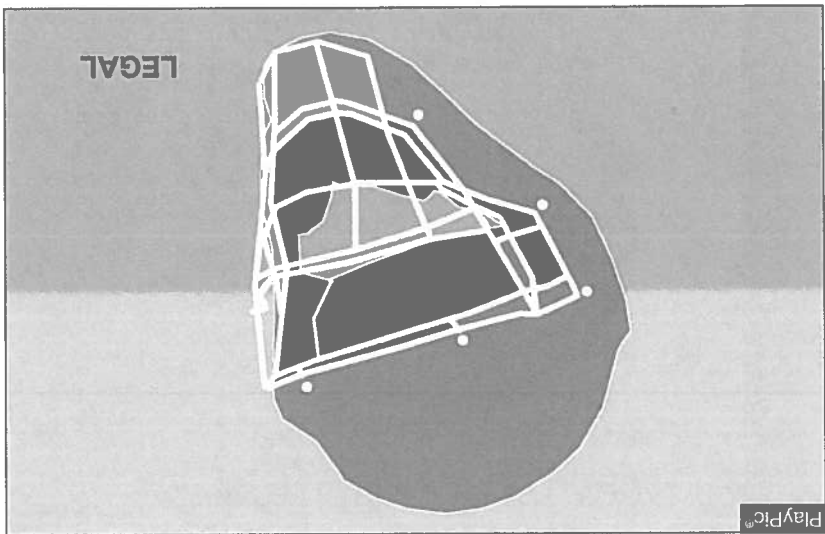
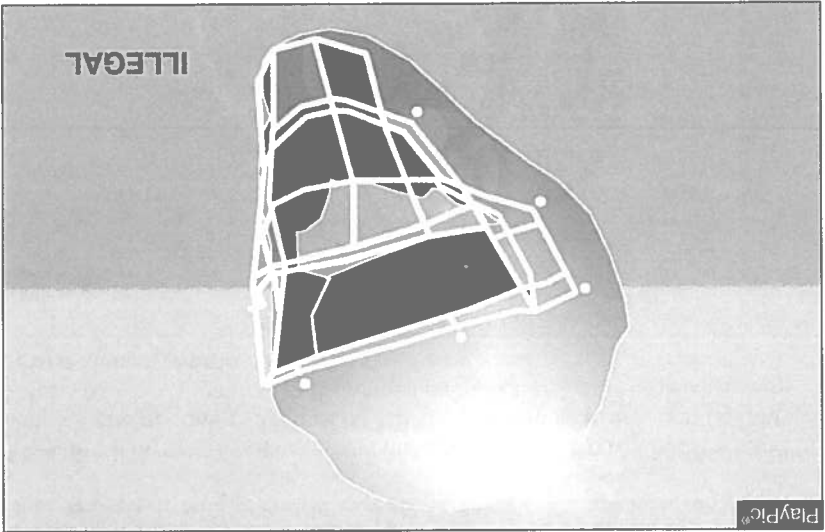
**1-6-4, 6** All helmets must have extended ear flaps which cover both ears and temples, and be equipped with a NOCSAE-approved face protector. The phrase, "Meets NOCSAE Standard at the time of manufacture" must be permanently affixed to the face protector.



MEETS NOCSAE STANDARD

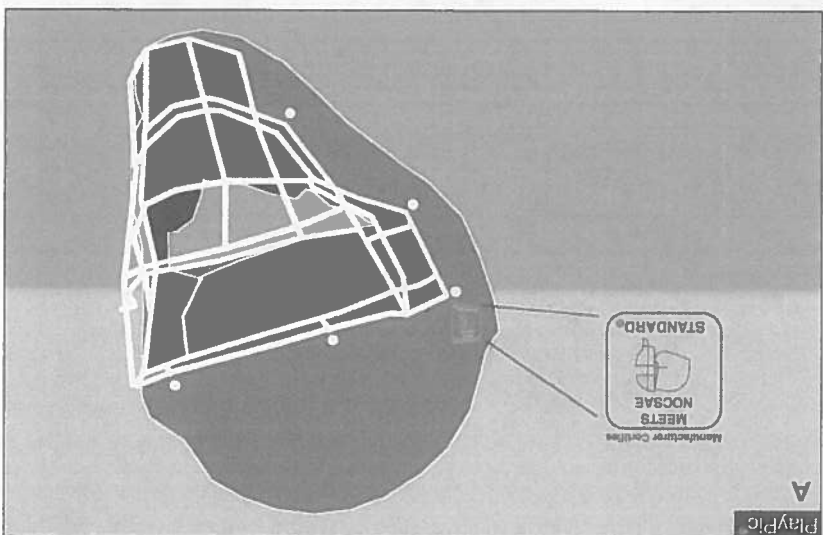
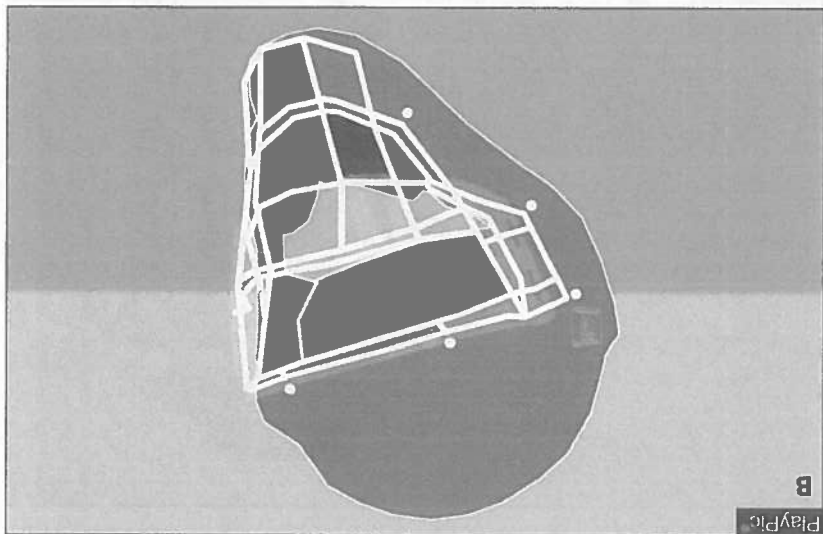
PlayPic

**1-7-1** Like the batting helmets, a mirror-like surface is illegal and can be dangerous to other players.

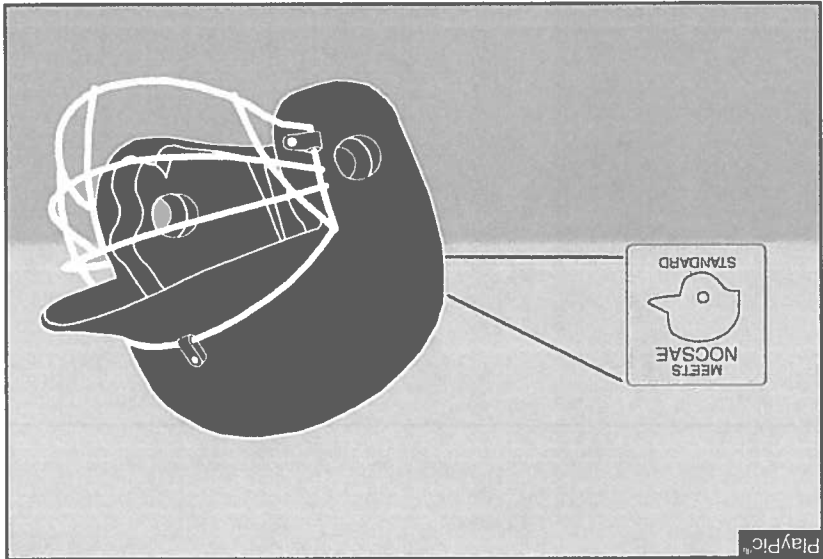
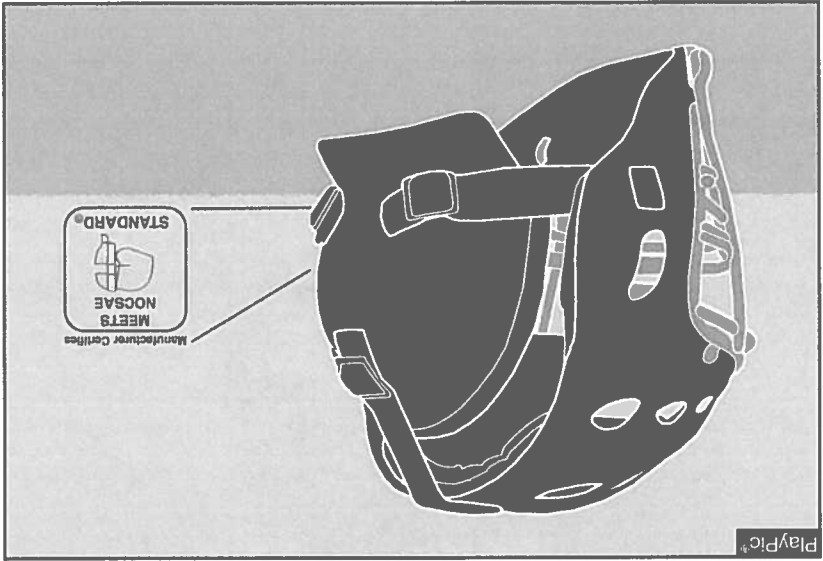




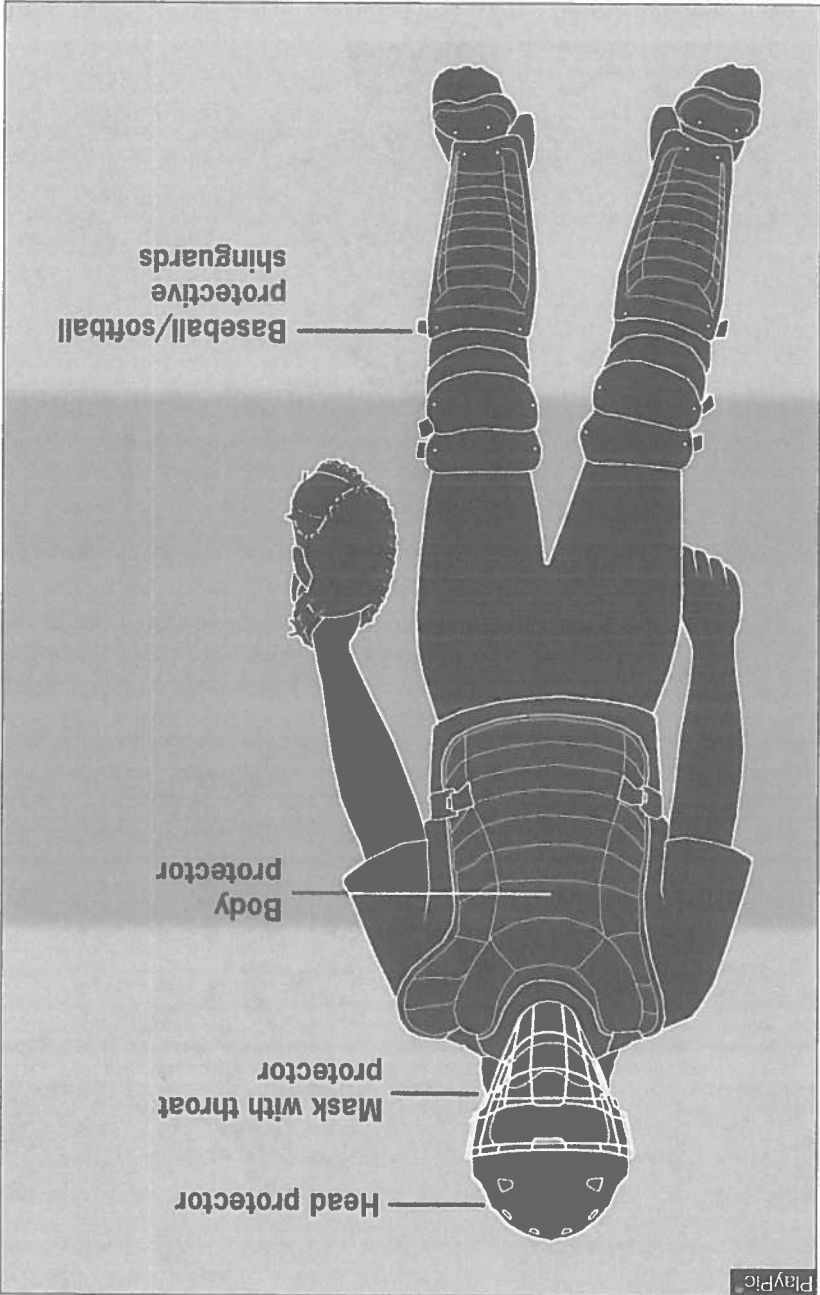
1-7-1 The catcher shall wear a catcher's helmet and mask combination that meets the NOCSAE standard. The helmet shall bear the permanent NOCSAE seal (PlayPic A). A throat protector that is part of or attached to the mask shall be worn and extend far enough to adequately protect the throat. An attached throat protector shall be commercially manufactured, properly attached, unaltered and worn properly. Plastic visors attached to the catcher's helmet are prohibited. If an eye shield is worn attached to the catcher's helmet (PlayPic B), it must be constructed of a molded, rigid material that is clear and permits 100 percent (no tint) allowable light transmission.



1-6-1, 1-6-6, 1-7-1 The batter's and catcher's helmets shall bear the permanent NOCSAE seal.

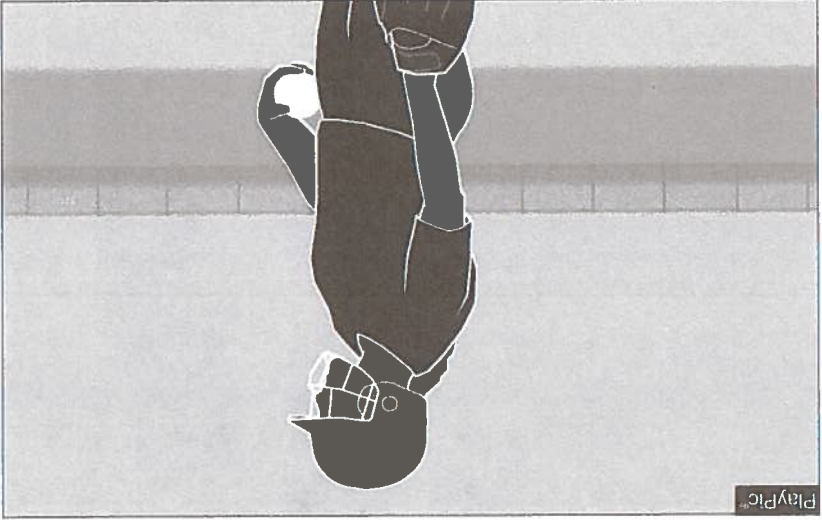


**1-7-2** In addition to the helmet, the catcher shall wear a body protector, baseball/softball protective shin guards, and a protective cup (male).

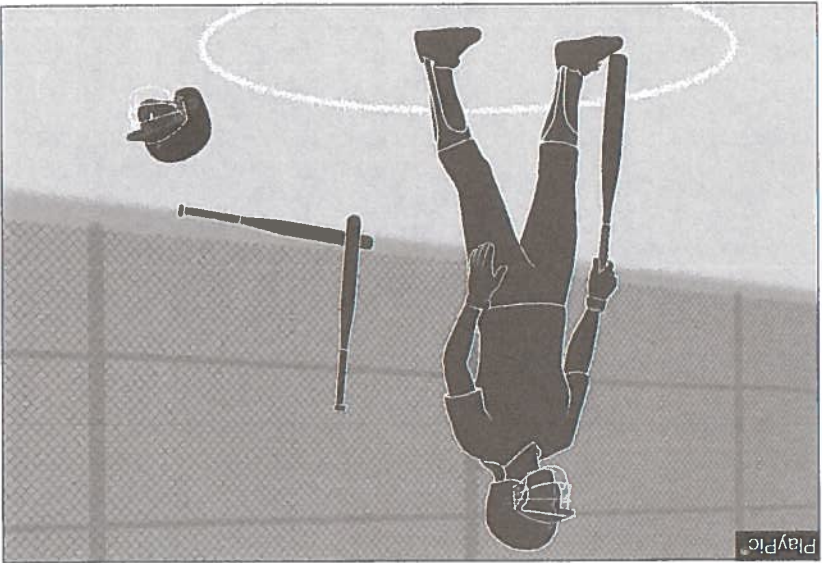




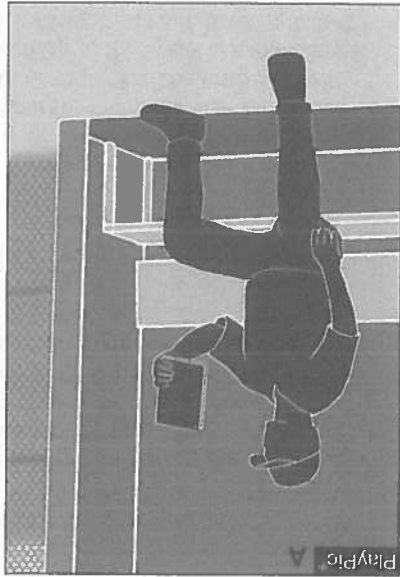
**1-8-4** Defensive players are permitted to wear face/head protection in the field, as long as it has a non-glare outer surface. Defensive players may wear a shield on this face/head protection, but it must be constructed of a molded, rigid material that is clear and permits 100 percent (no tint) allowable light transmission.



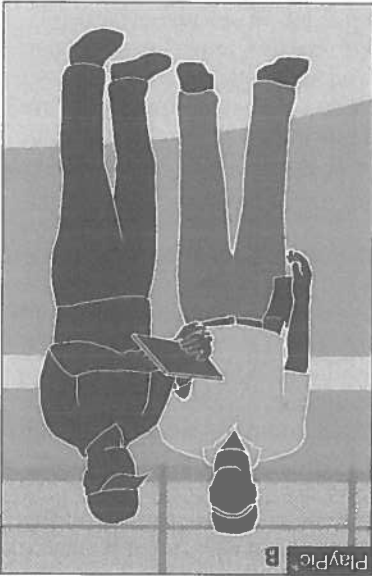
**1-8-3** Loose equipment of the teams may not be on or near the field. A discarded bat by the batter or the catcher's mask and helmet are not examples of loose equipment. They are considered part of the playing field.



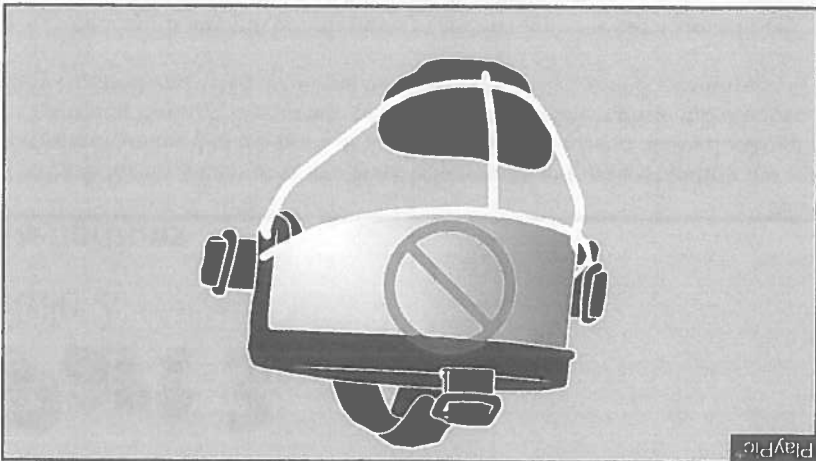
**1-8-6** The use of electronic devices by team personnel to transmit or record information pertaining to his/her player or team's performance shall be permitted within the team's dugout/bench area only. (PlayPic A)



**3-6-11** The use of electronic devices is permitted during a game; however any information obtained may not be used to review decisions made by the umpires. (PlayPic B)



**1-8-4** If an eye shield is worn attached to a defensive player's face/head protection, it must be constructed of a molded, rigid material that is clear and permits 100 percent (no tint) allowable light transmission.





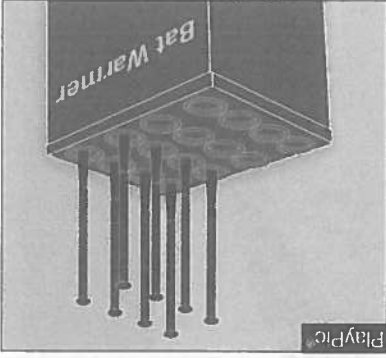
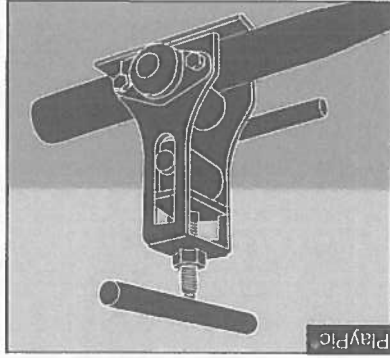
# Part 3

## Rule 2

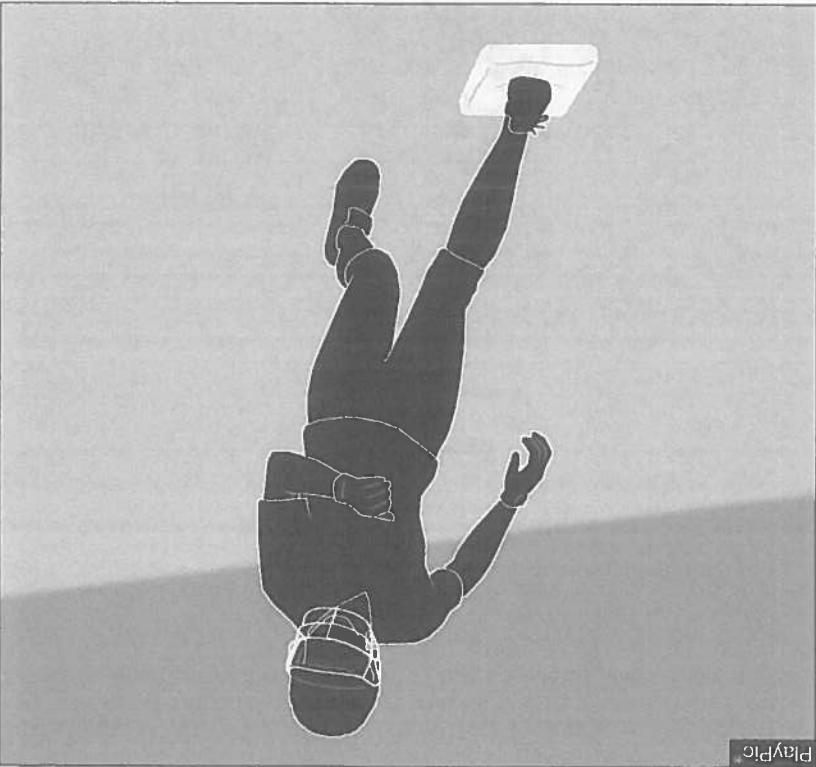
### Definitions

- The basis for understanding any book is knowing and understanding the terms that are used in the book. It is imperative that instead of overlooking or browsing through this section of the rule book, that umpires and coaches fully comprehend all of the terms used to explain the rules. For example:
- A batted ball is any pitch that comes in contact with the bat. Contact may result in a fair or foul ball and need not be intentional.
  - A batter-runner is a player who has finished their time at bat until the batter-runner is put out or playing action ends.
  - A catch is the act of a fielder who, with the hand(s) and/or glove/mit, securely gains possession of a batted, pitched or thrown ball.
  - Obstruction is the act of the defensive team member that hinders or impedes a batter's attempt to make contact with a pitched ball or that impedes the progress of a runner or batter-runner who is legally running bases, unless the fielder is in possession of the ball or is making the initial play on a batted ball. The act may be intentional or unintentional, physical or verbal.
  - A run is the score made by a runner who legally advances to and touches the plate.
  - The fast-pitch strike zone is the space over home plate which is between the batter's forward arm pit and the top of the knees when the batter assumes a natural batting stance. Any part of the ball passing through the strike zone in flight shall be considered a strike. The umpire shall determine the batter's strike zone according to the batter's usual stance. The argument can be made that the information contained in Rule 2 is the most important information in the rule book. Without a thorough understanding of this information, learning the other rules is difficult. The terms used in this section form the language of the game.

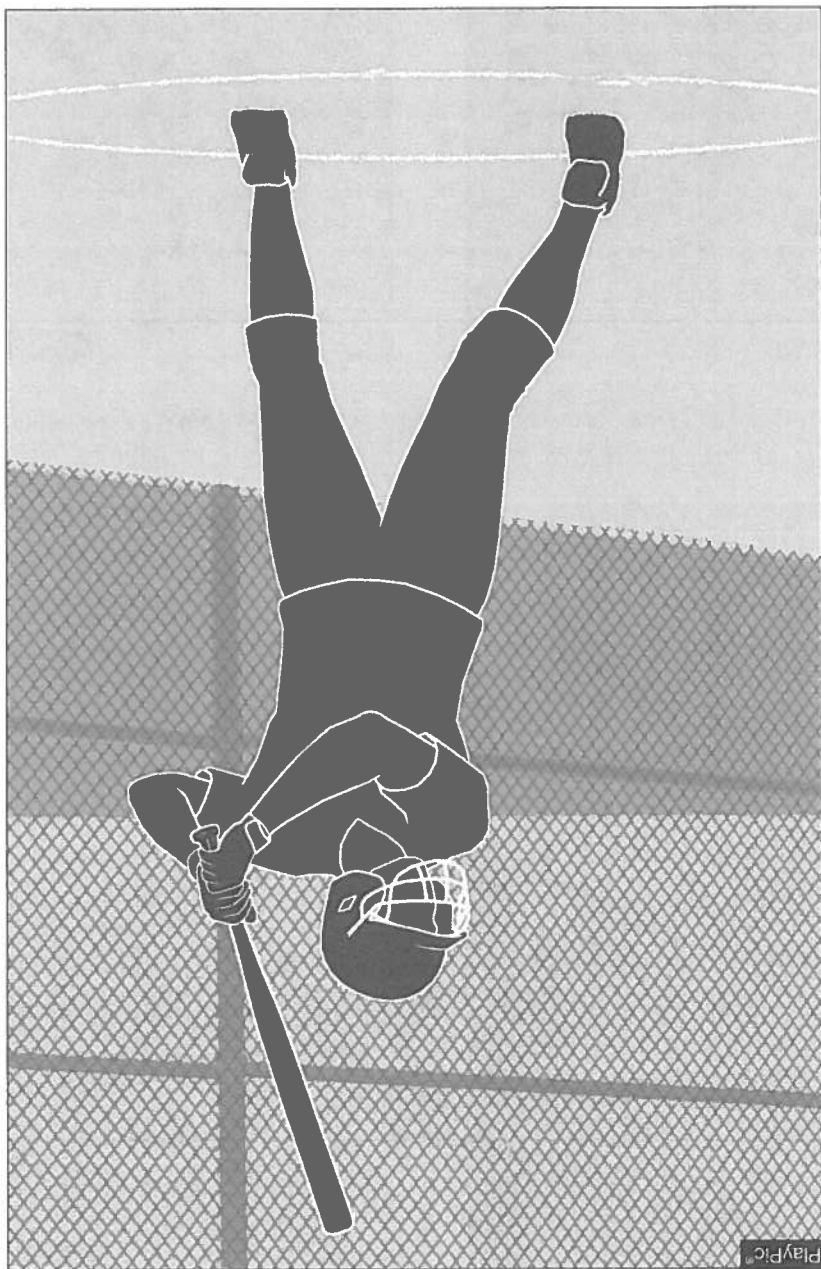
**2-4-2(a)** An altered bat is one that was once legal, but has been structurally changed including, but not limited to shaving, rolling or artificially warming the bat barrel.



**2-1-7** Baserunners must touch all awarded bases. An appeal must be honored even if the base missed was before or after an award.

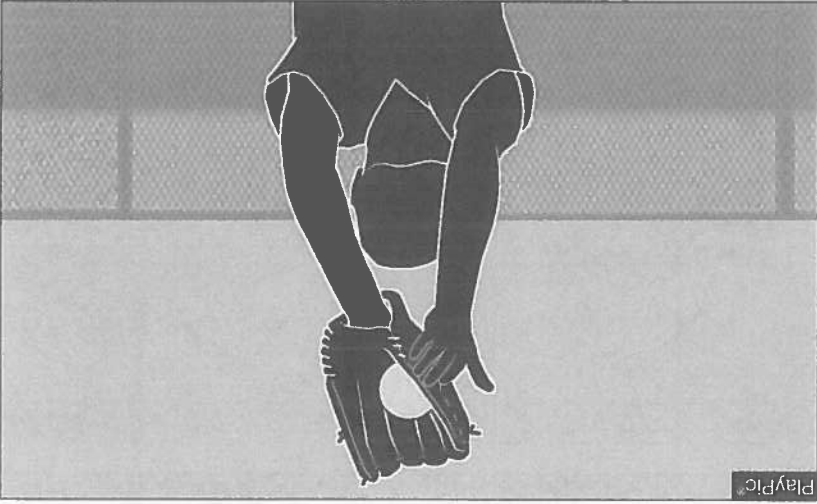


**2-5-3** The on-deck batter is a player of the offensive team entitled to occupy the on-deck circle closest to their team's dugout. A single on-deck batter shall remain in the on-deck circle while the opposing pitcher is warming up.

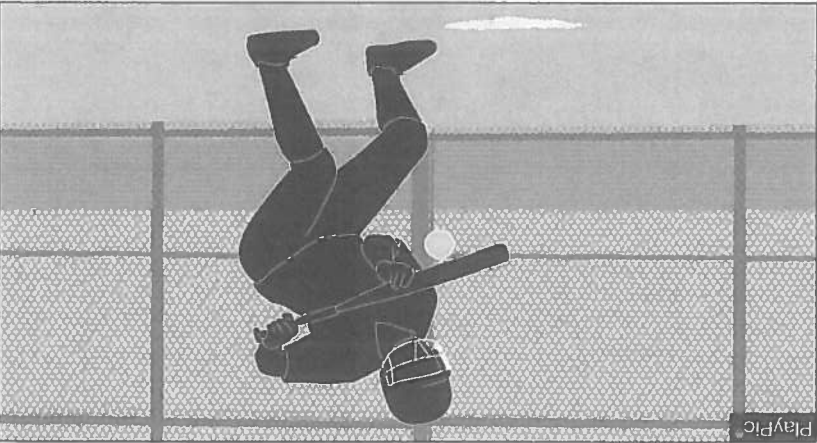




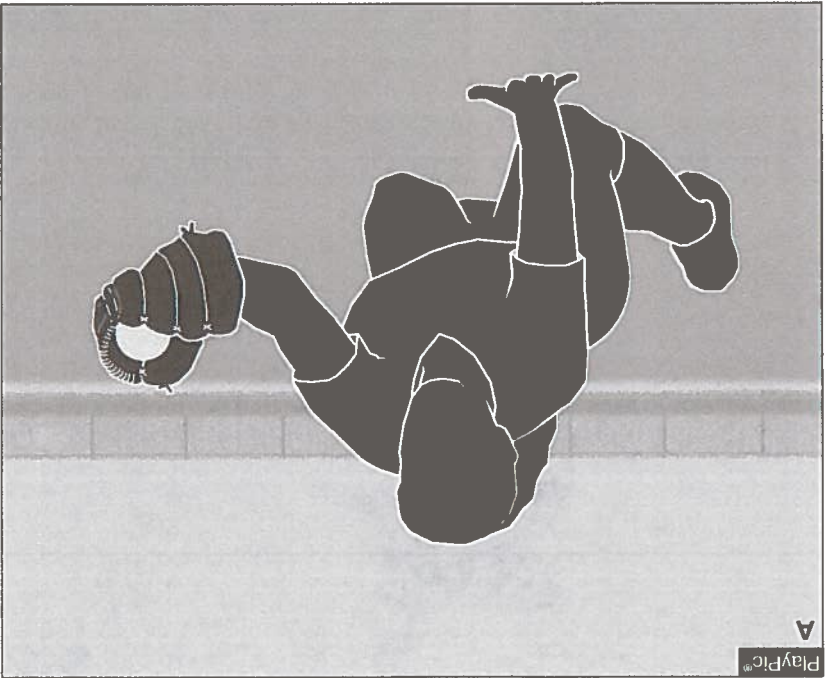
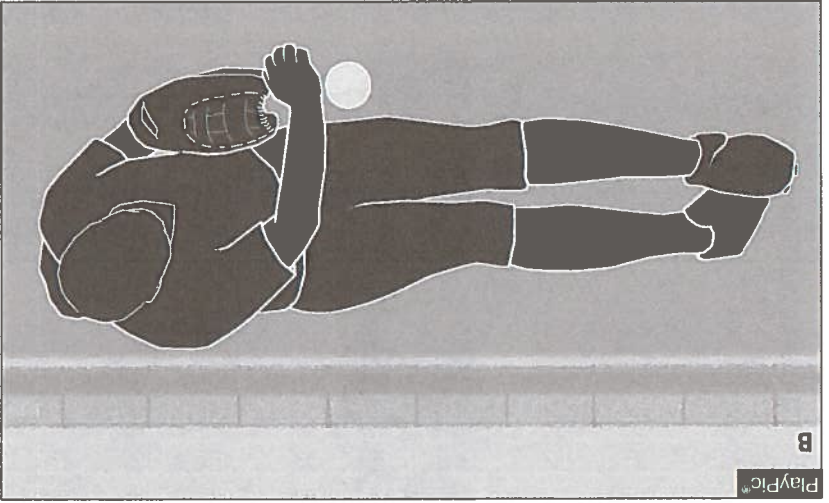
**2-9-1, 4** A catch is the act of a fielder who, with the hand(s) and/or glove/mitt, securely gains possession of a batted, pitched or thrown ball. For a legal catch, a fielder must catch and have secure possession of the ball before stepping, touching or falling into a dead-ball area. A fielder who falls over or through the fence after making a catch shall be credited with the catch. A fielder who catches a ball while contacting or stepping on a collapsible fence, which is not completely horizontal, is credited with a catch.



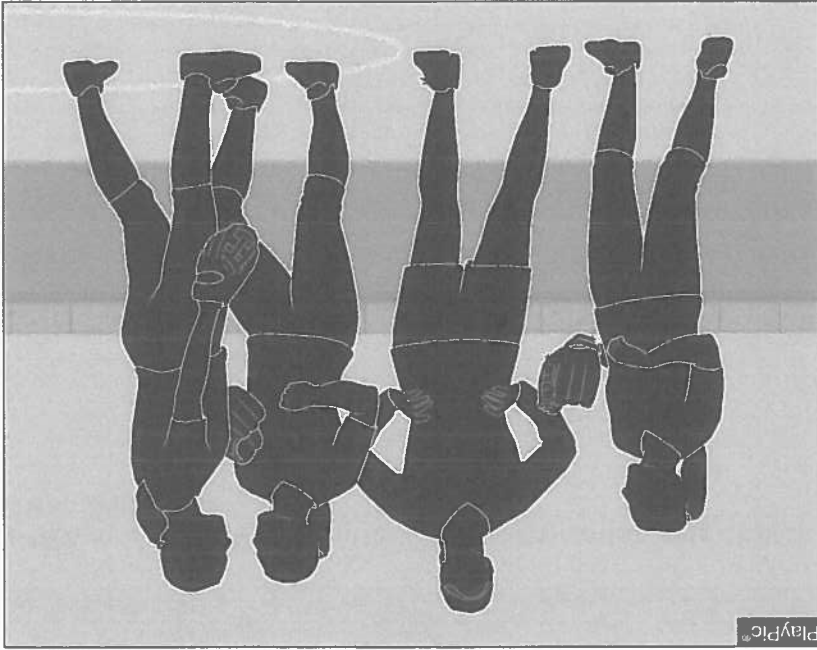
**2-8-2** A bunt is any non-swinging movement of the bat intended to tap the ball into play. Holding the bat in the strike zone is considered a bunt attempt. In order to take a pitch, the bat must be withdrawn — pulled backward and away from the ball.



**2-9-5(b)** A catch is not completed if immediately after a catch, the fielder collides with another player, umpire or fence, or falls to the ground and fails to maintain possession of the ball. The player in PlayPic A initially caught the ball, but as can be seen in PlayPic B, lost possession before voluntarily and intentionally releasing the ball.

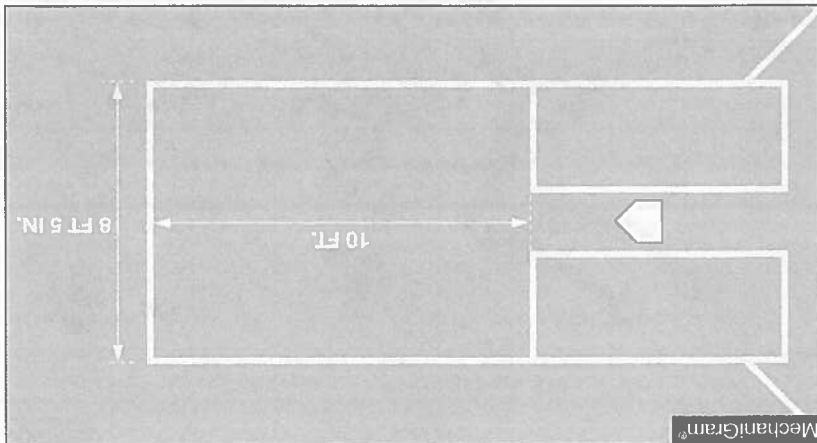


**2-14-1** A charged conference is a meeting that involves the head coach or non-playing personnel to meet with offensive or defensive personnel.



PlayPic®

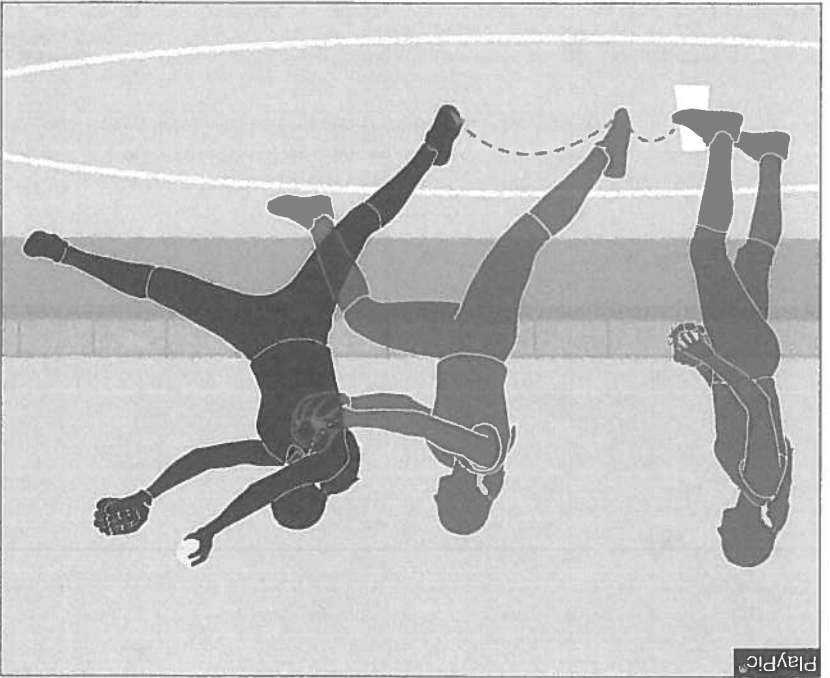
**2-10-2** From the time the pitcher is in contact with the pitcher's plate until the pitcher releases the pitch, the catcher must have both feet inside the catcher's box, which is 10 feet deep by 8 feet, 5 inches wide.



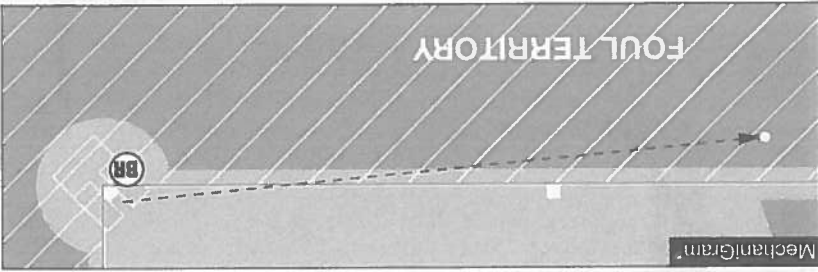
Mechanigram®



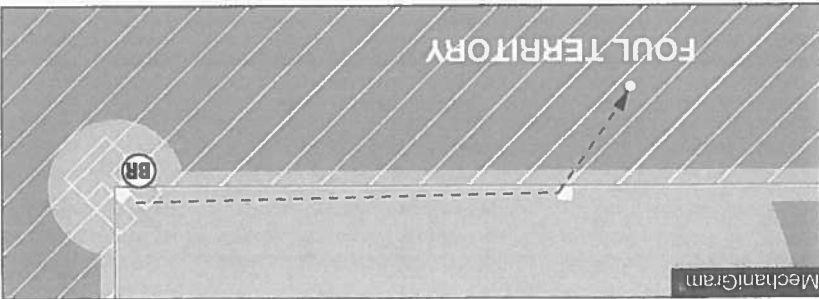
**2-16** A crow hop is the replant of the pivot foot prior to delivering the pitch. It is an illegal pitch.



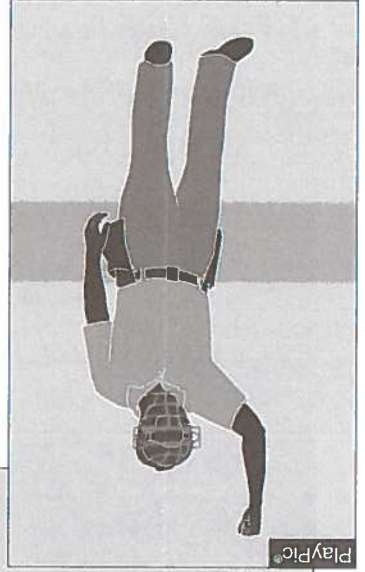
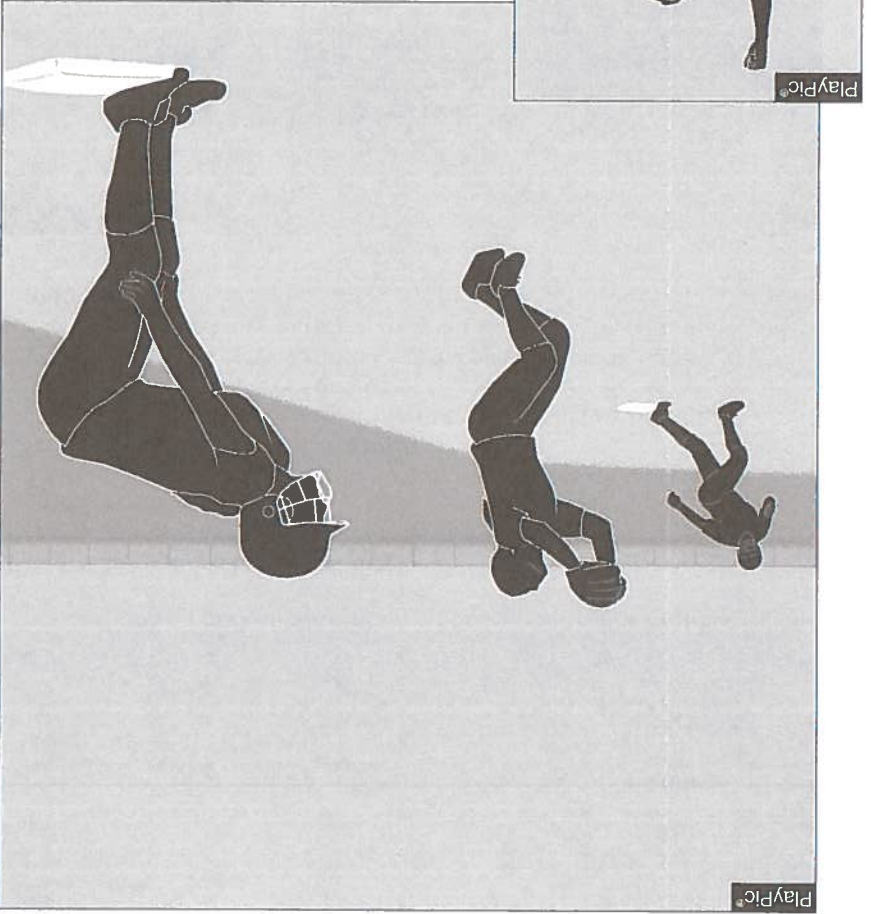
- 2-25-1** A foul ball is a batted ball that:
- a. Settles or is touched on or over foul territory between home and first base, or between home and third base.
  - b. Bounds past first or third base on or over foul territory.
  - c. First falls to the ground or is first touched on or over foul territory beyond first or third base.
  - d. While on or over foul territory, touches the person of an umpire, a player or any object foreign to the natural ground.
  - e. While over foul territory, a runner interferes with a defensive player attempting to field a batted ball.
  - f. Touches the batter or the bat in the batter's hand(s) a second time while the batter is within the batter's box.
  - g. Goes directly from the bat to any part of the catcher's body or equipment and is caught by another fielder.



- 2-20-1** A fair ball is a batted ball that:
- a. Settles or is touched on or over fair territory between home and first base or home and third base.
  - b. Touches or bounds over a base.
  - c. Touches first, second or third bases.
  - d. While on or over fair territory touches the person of any umpire or player or their clothing or equipment.
  - e. While over fair territory passes out of the playing field in flight.
  - f. First falls or is first touched on or over fair territory beyond first, second or third base.

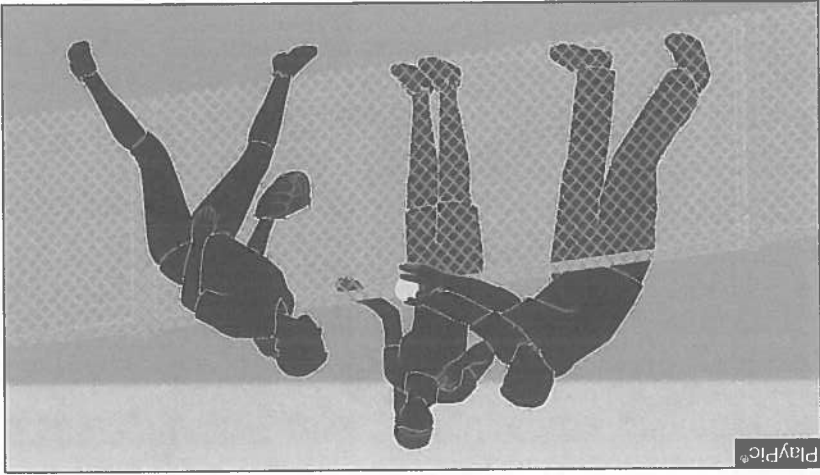


**2-30** An infield fly is a fair fly (not including a line drive or an attempted bunt) that can be caught by an infielder with ordinary effort when runners are on first and second or all three bases are occupied and before there are two outs in the inning. The rule does not preclude outfielders from being permitted to make the catch. The ball is live, the batter is out, which removes the force, but runners may advance at their own risk. The runners may tag up and advance as soon as the batted ball is touched by a fielder. If a declared infield fly becomes foul, it is treated as a foul ball, not an infield fly.

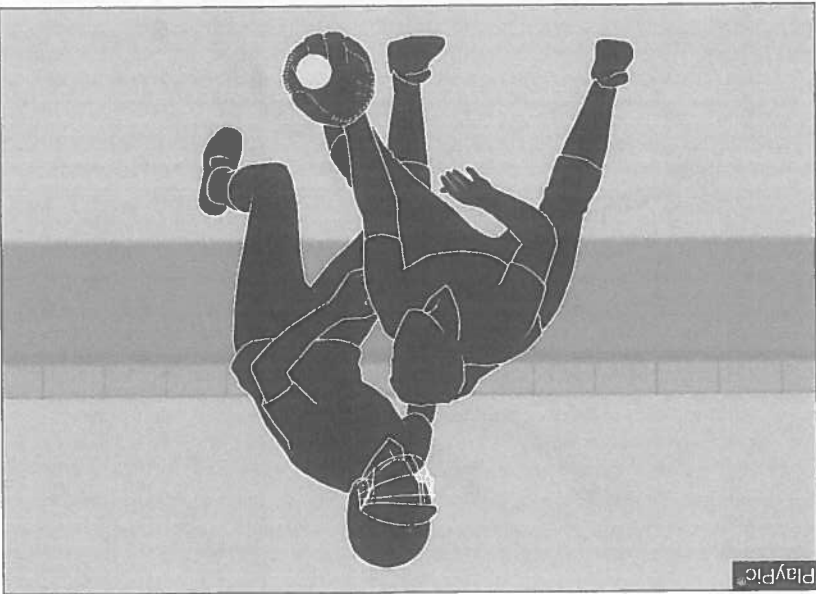




**2-32-2** The fan is guilty of spectator interference because the fan reached onto the field to prevent the fielder from making a play. A fielder is not protected when reaching over a fence or line into dead-ball territory.

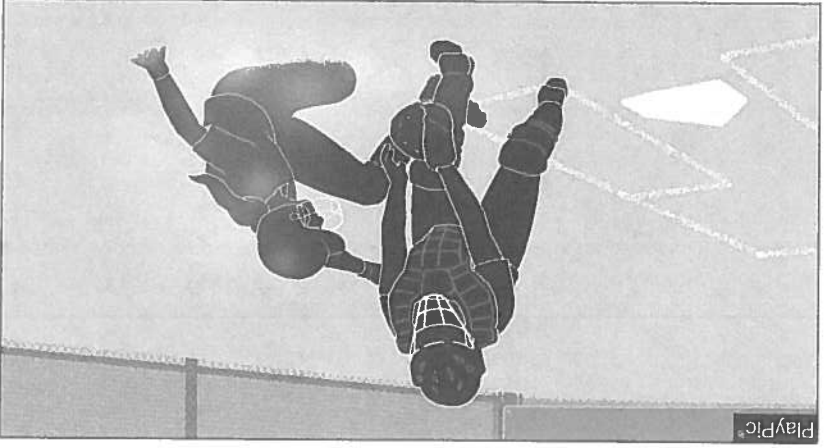


**2-32-1** Interference is an act (physical or verbal) by a member of the team at bat who illegally impedes, hinders or confuses any fielder; or when a runner creates malicious contact with any fielder with or without the ball, in or out of the baseline.

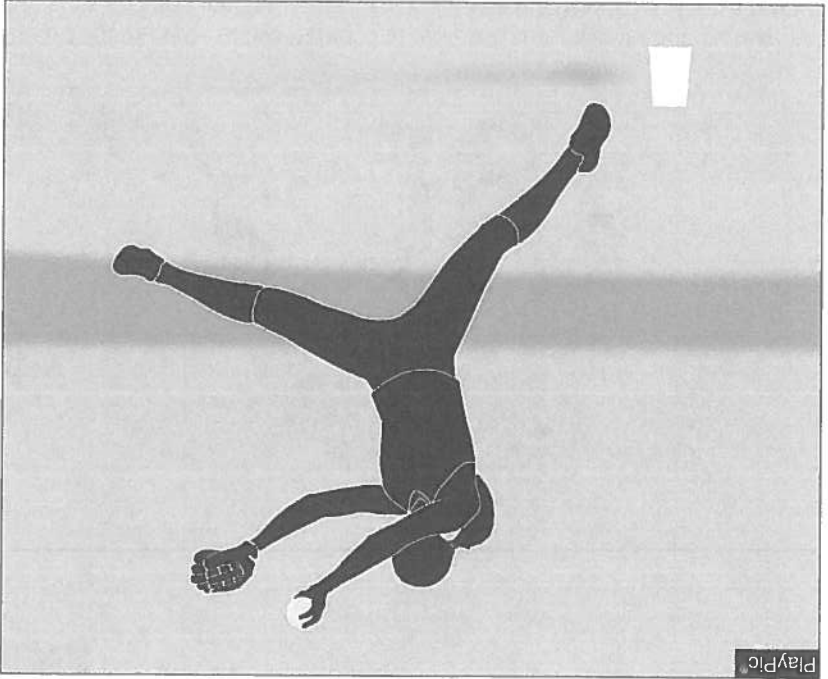




**2-36** Obstruction is the act of the defensive team member, who does not have the ball, that impedes the progress of a runner that is legally running the bases. The act may be intentional or unintentional, physical or verbal.

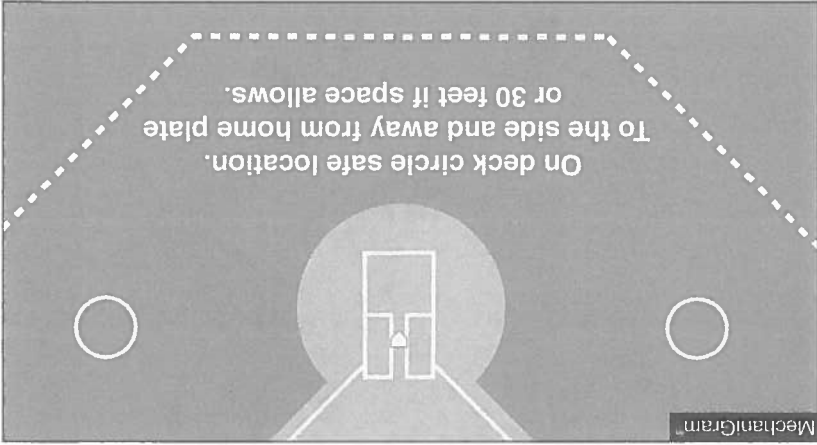


**2-33** A leap is when both feet are airborne by the pitcher prior to delivering the pitch. It is an illegal pitch.





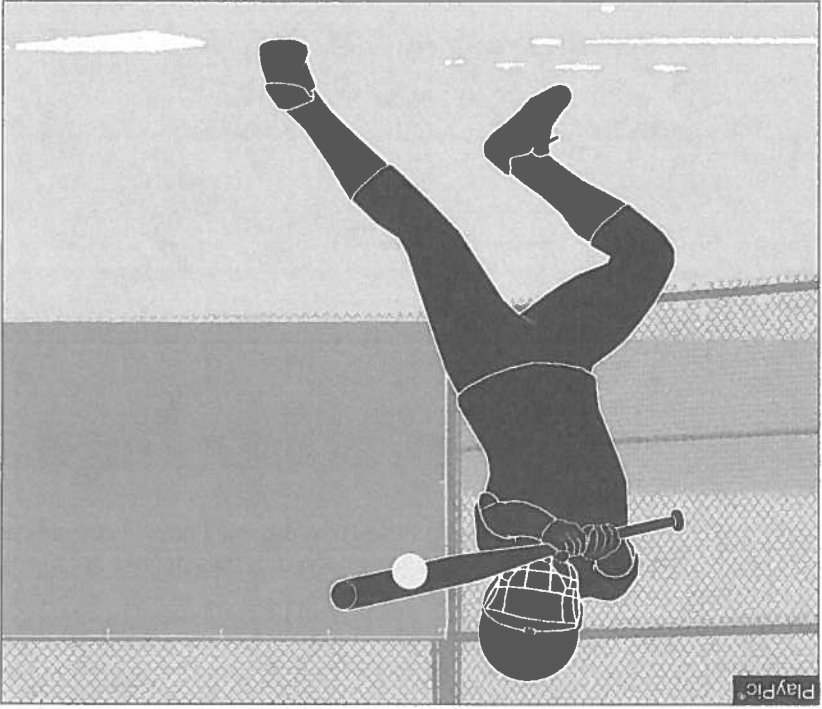
**2-37** The on-deck circle is a circle for each team, five feet in diameter, located a safe distance to the side and away from home plate. The circle should be at least 30 feet away from the home plate if space allows.



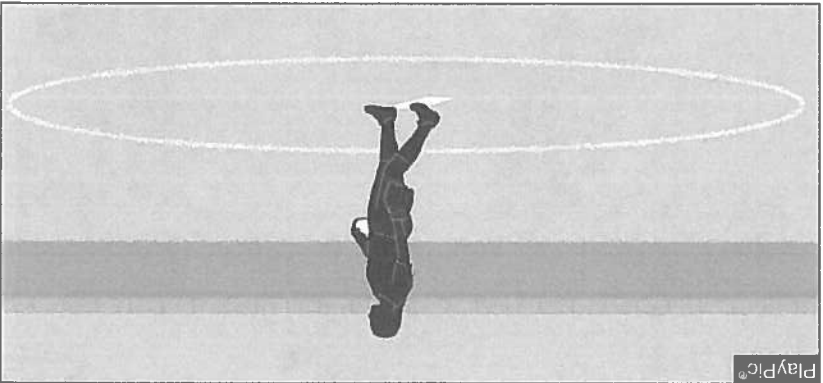
**2-36** A defensive team member that hinders or impedes a batter's attempt to make contact with a pitched ball has committed an act of obstruction.



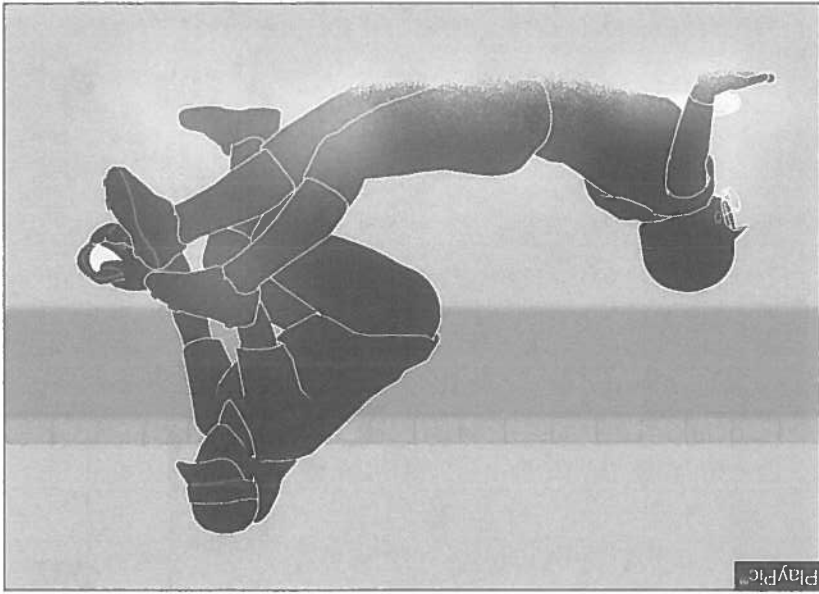
**2-51-1** A slap hit is a batted ball that has been struck with a short, chopping motion rather than with a full swing.



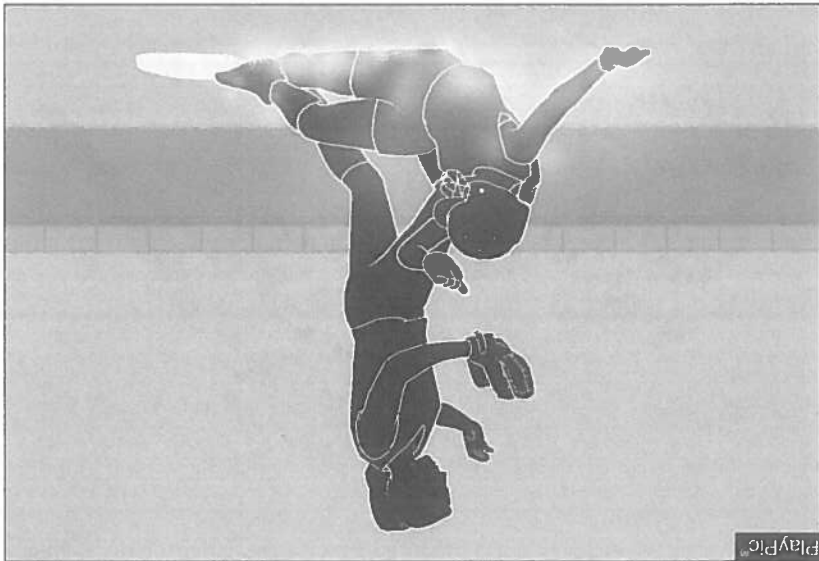
**2-45** The 16-foot circle is used for the look-back rule. A pitcher is in the 16-foot circle (in diameter drawn with its center at the midpoint of the front edge of the pitcher's plate) when both feet are within or partially within the line. The feet may touch the line and extend outside of the circle.



**2-52-1** If a runner slides, the runner shall be within reach of the base with either hand or a foot when the slide is completed.

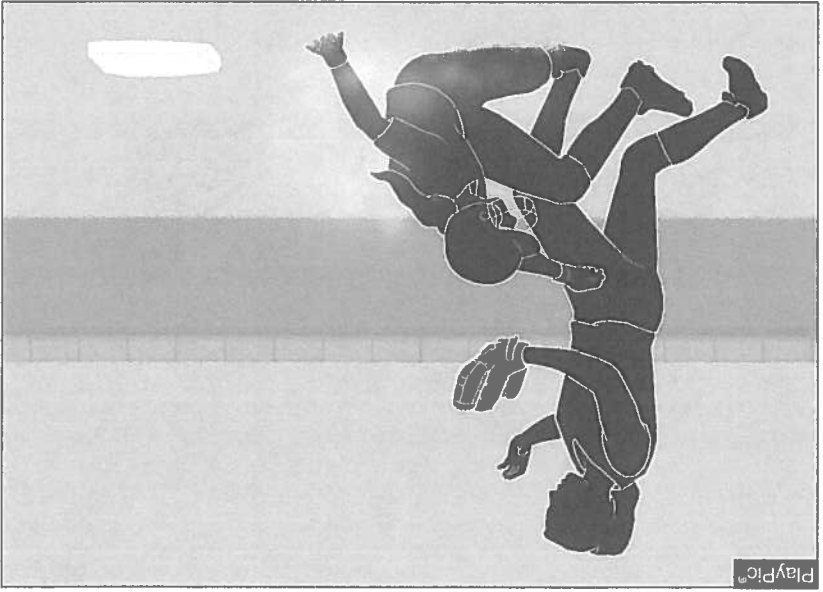


**2-52-1** A legal slide may be either feet first or head first. If a runner slides feet first, at least one leg and buttock shall be on the ground.

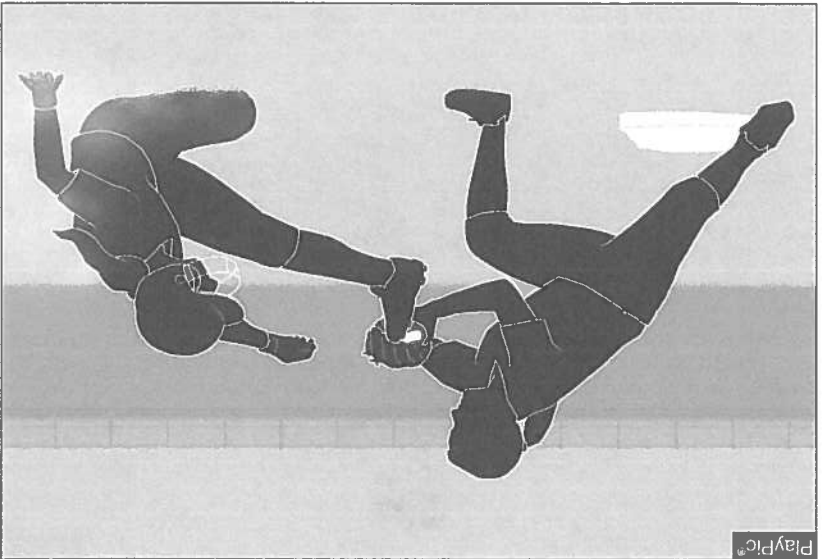




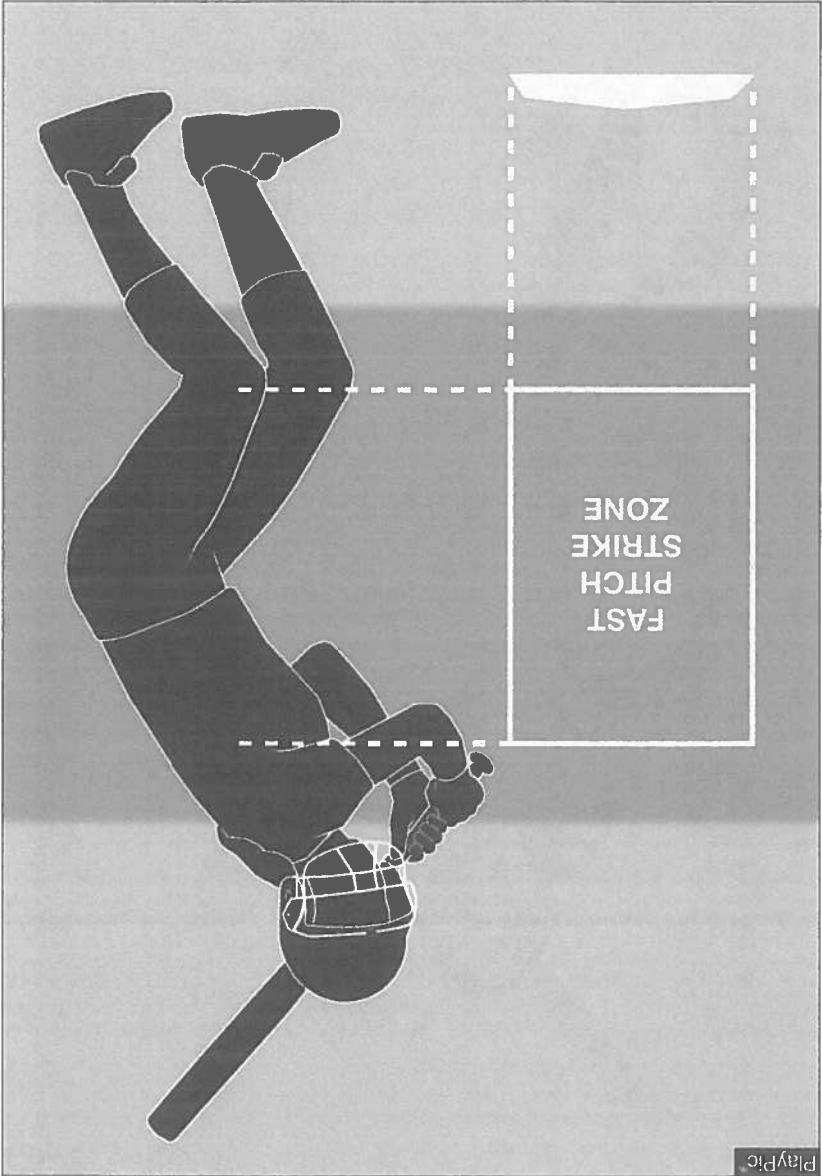
**2-52-2(c)** A slide is illegal if the runner goes beyond the base and makes contact with or alters the play of the fielder.



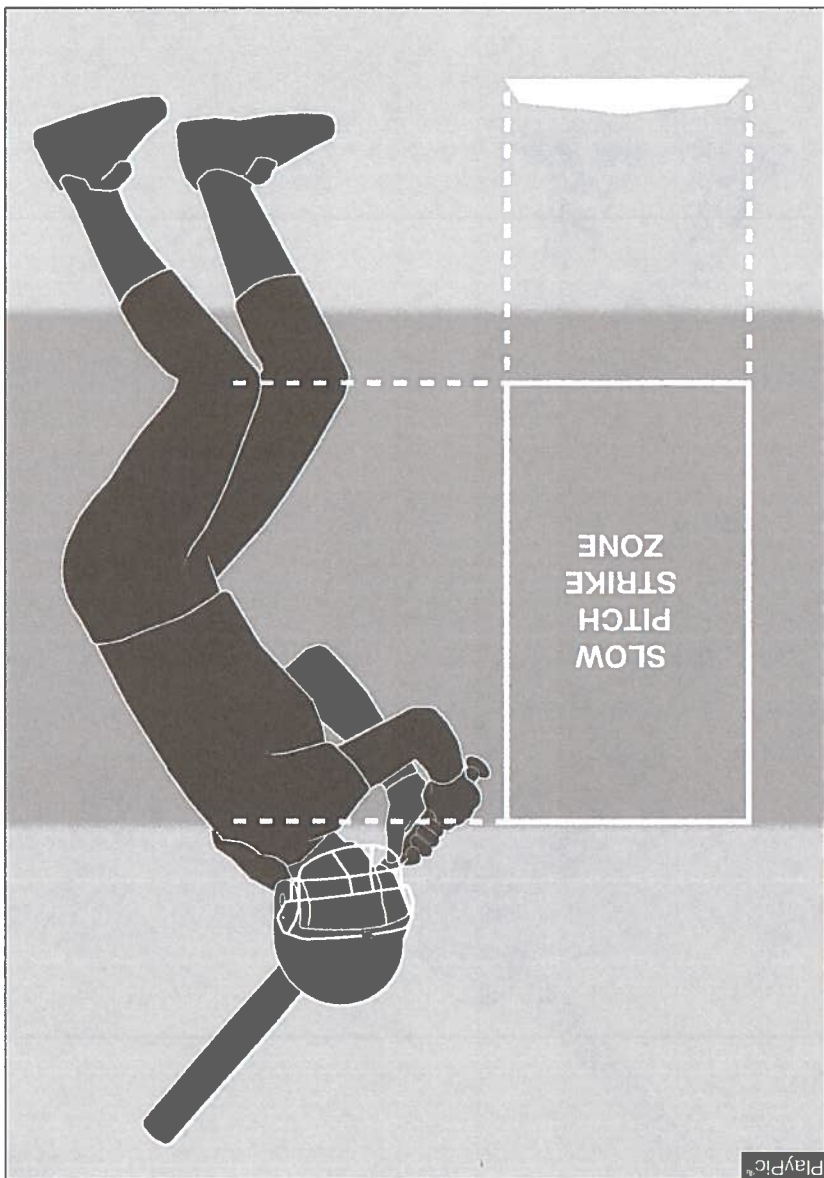
**2-52-2(b)** A slide is illegal if the runner's raised leg is higher than the fielder's knee when the fielder is in a standing position.



**2-56-3** The strike zone (F.F.) is the space over home plate which is between the batter's forward arm pit and the top of the knees when the batter assumes a natural batting stance. Any part of the ball passing through the strike zone in flight shall be considered a strike. If the batter crouches or leans over to make the shoulder line lower, the umpire determines height by what would be the batter's normal stance.

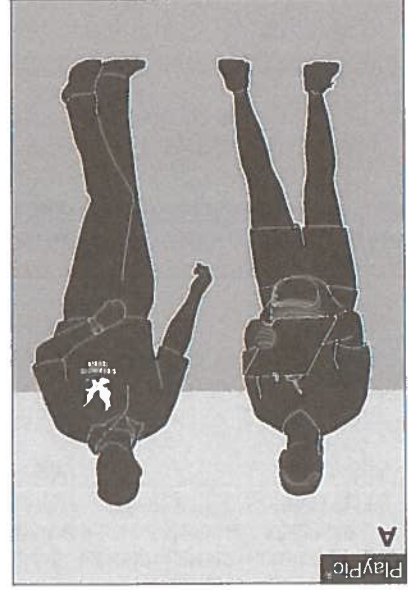
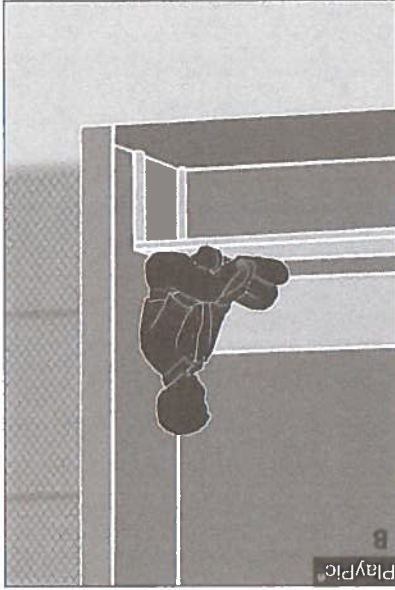


**2-56-4** The strike zone (S.Z.) is the space over any part of home plate which is between the batter's highest shoulder and the knees when the batter assumes a natural batting stance. Any part of the ball passing through the strike zone in flight shall be considered a strike. The umpire shall determine the batter's strike zone according to the batter's usual stance when swinging at a pitch.

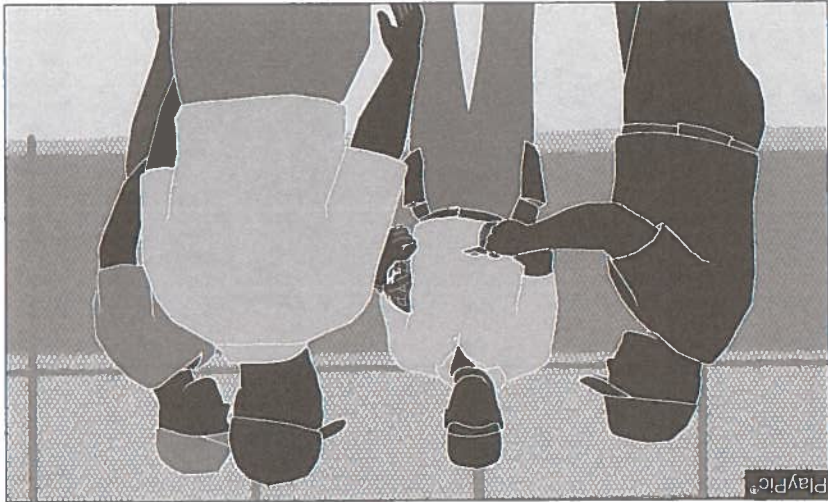




**2-59** Team personnel consist of all school representatives located in the team dugout, including but not limited to coaches, managers, certified athletic trainers and scorekeepers (PlayPic A), but not children of those representatives (PlayPic B).

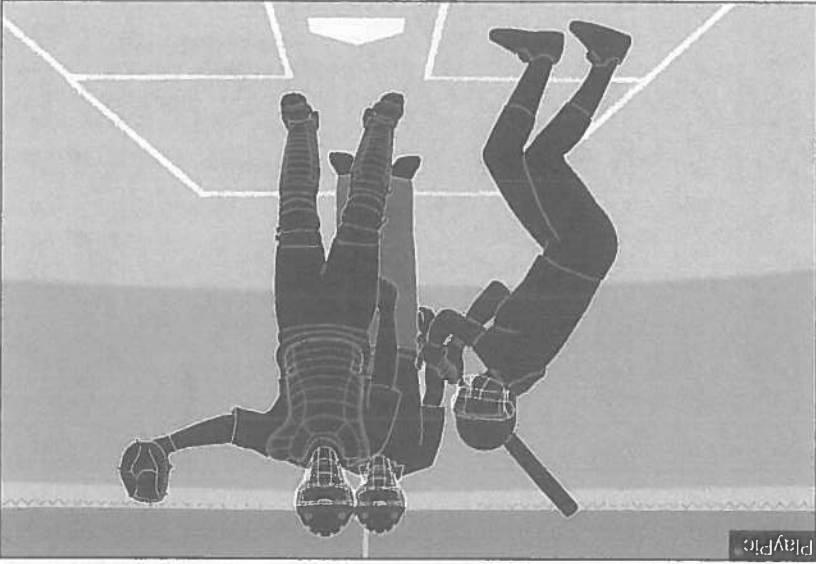


**2-58** Team members are players listed on the team's roster and lineup as submitted to the umpire at the pregame meeting.

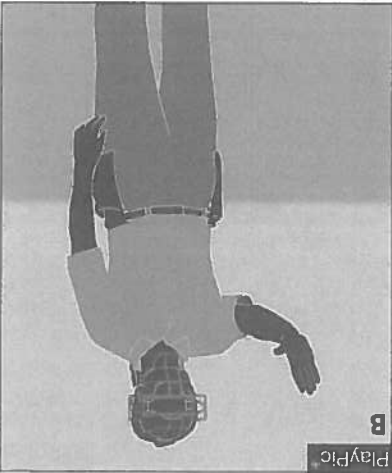
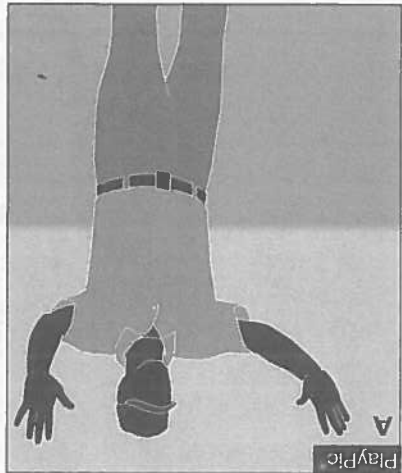




**2-65-1, 2-65-2** Four pitches out of the strike zone will result in a walk. However, in both slow pitch and fast pitch, to intentionally walk a batter a request may be made to the home plate umpire by the defensive coach, pitcher or catcher. This request may be made prior to or during the at bat. There can be no appeal of a play that occurred prior to the umpire awarding an intentional walk.

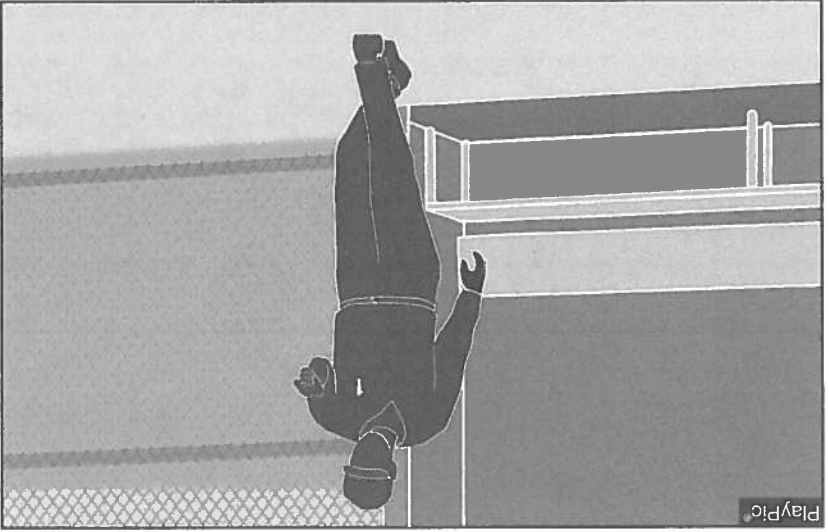


**2-61** "Time" is the command of the umpire to suspend play. The ball becomes dead when it is given (5-1-1h). Both umpires shown are signaling time. The umpire in PlayPic A is calling time. The umpire in PlayPic B is giving the "Do Not Pitch" signal, which also creates a dead-ball situation.

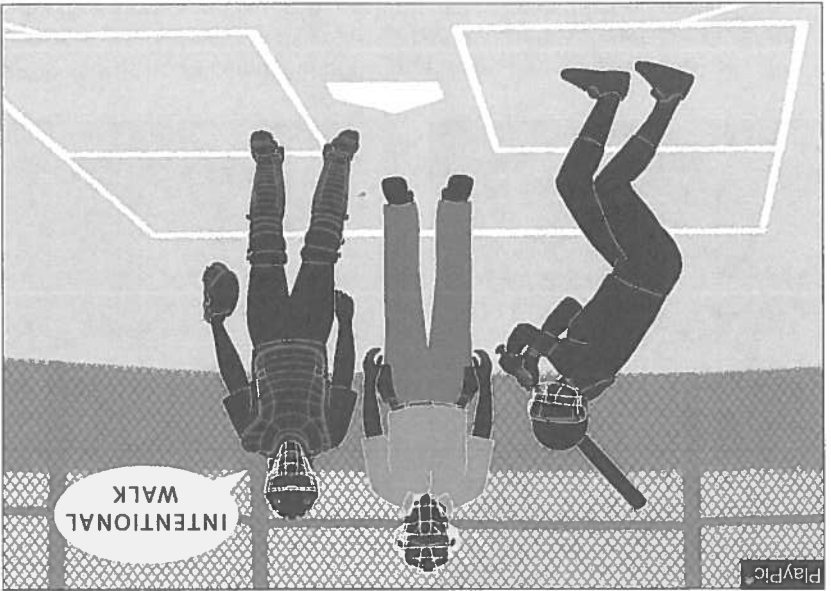




**2-65-2** There can be no appeal of a play that occurred prior to the umpire awarding an intentional walk.



**2-65-2** An intentional walk is a request made to the umpire by the defensive coach, pitcher or catcher, for the purpose of awarding the batter first base. The request may be made prior to or during the at bat.



# Part 3

## Rule 3

### Players, Substitutions, Coaching, Bench and Field Conduct, Charged Conferences

So much of the action in softball often occurs when the ball is dead. All coaching moves — substituting, meetings with players and re-entering a player — occur during this time.

That rule also lists all of the actions that are prohibited by any coach, player, substitute, attendant or any other bench personnel and the penalties for when those violations occur.

The penalties range from a warning to ejection from the contest for acts such as carelessly throwing a bat to leaving the bench for a fight.

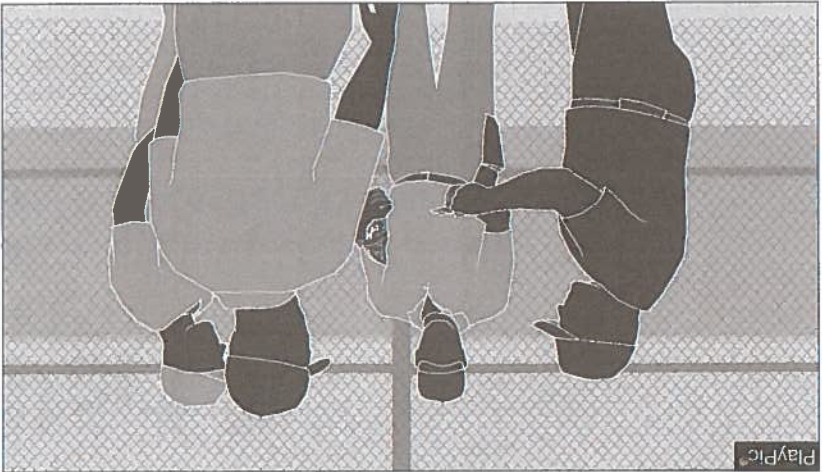
Requiring good sporting behavior is the essence of high school softball. The result of the competition is important, but ensuring the participants enjoy the experience — both competitive and educational — is essential.



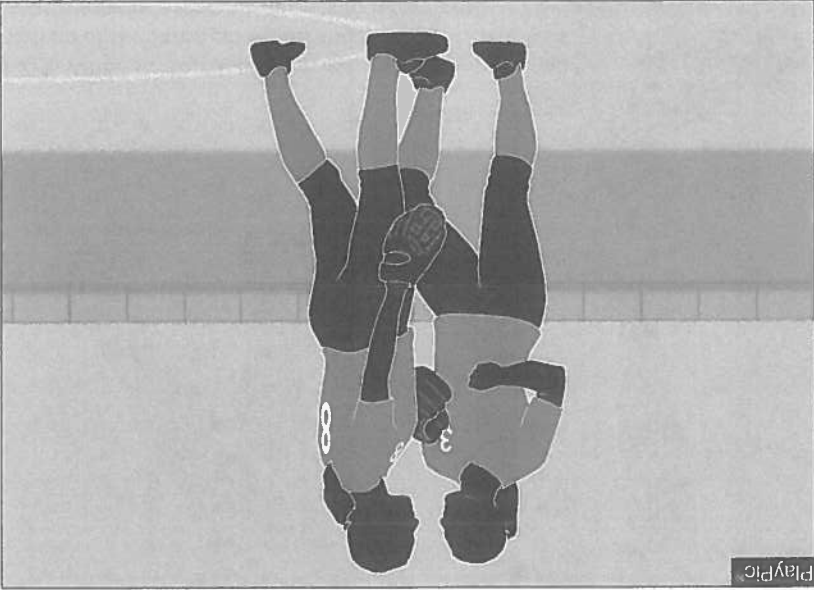
**3-1-3 PENALTY** After the lineup card has been submitted to and verified by the umpire and a change is subsequently made to a player/substitute name or number, or if a player/substitute is added to the lineup card, the umpire shall issue a team warning to the head coach of the team involved. Any further changes made to a player/substitute name or number results in the head coach being restricted to the dugout/bench area for the remainder of the game.



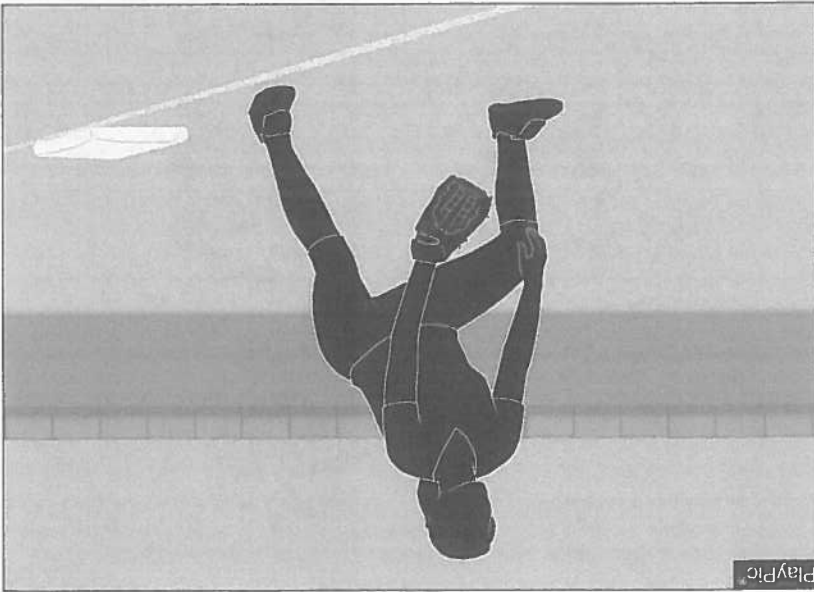
**3-1-3** The team's lineup card shall include first initial and last name, jersey number, position and batting order of each starting player and shall include each eligible substitute. Lineups become official after they have been exchanged, verified and then accepted by the plate umpire during the pregame conference.



3-2-1 Uniforms of all team members shall be of the same color and style.

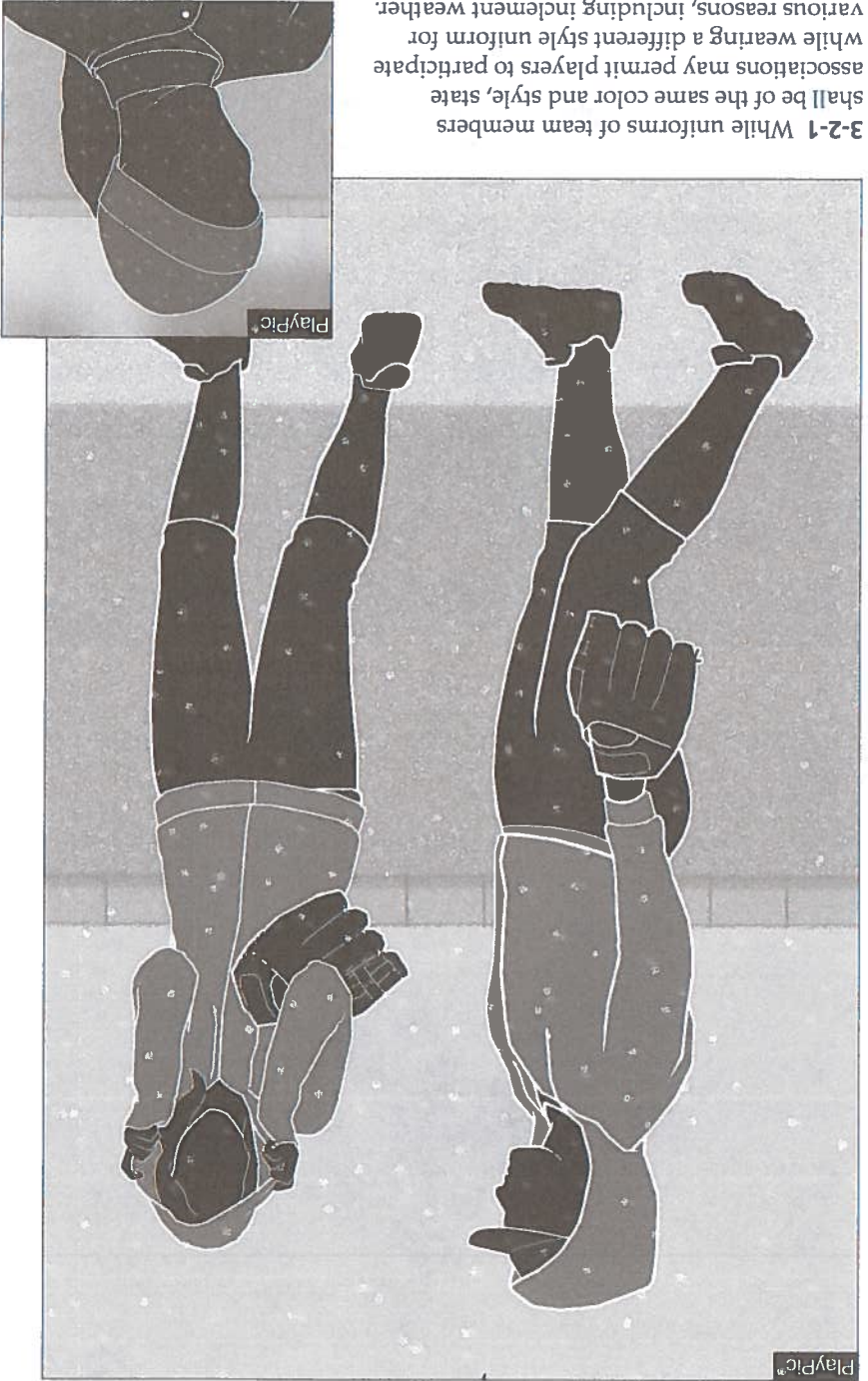


3-1-5 At the time of the pitch, all fielders shall be on fair ground, except the catcher, who shall be in the catcher's box.



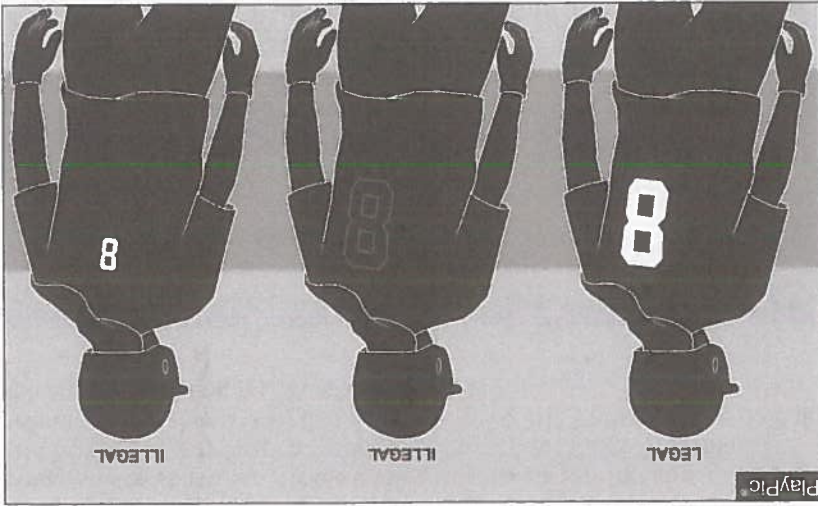


**3-2-1** While uniforms of team members shall be of the same color and style, state associations may permit players to participate while wearing a different style uniform for various reasons, including inclement weather.

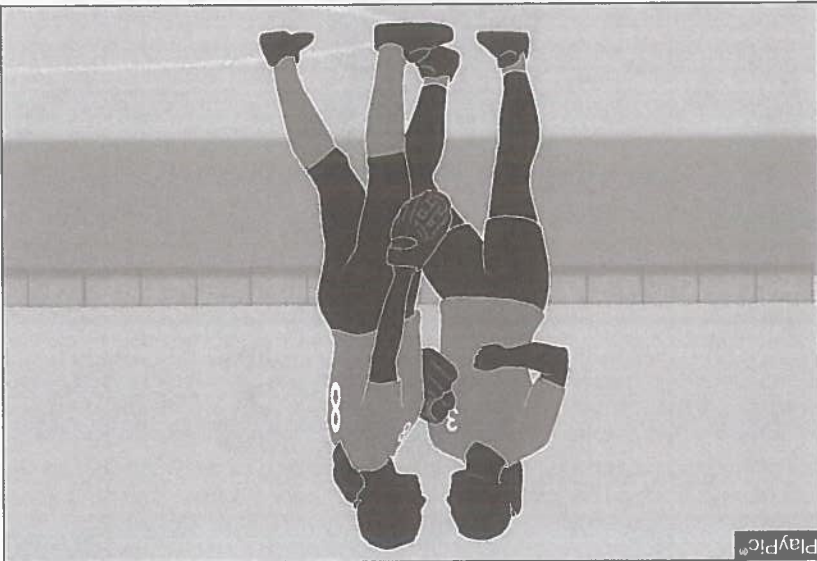




**3-2-2** A number on the back of each player's jersey is required and shall be at least 6 inches high. The number must be of solid color contrasting with the color of shirt. The numbers may have a contrasting color border, which shall not exceed  $\frac{1}{4}$  inch. No players on the same team shall wear identical numbers (0 and 00 are considered the same number).



**3-2-1** State associations may, on an individual basis, permit a player to participate while wearing a different style uniform.

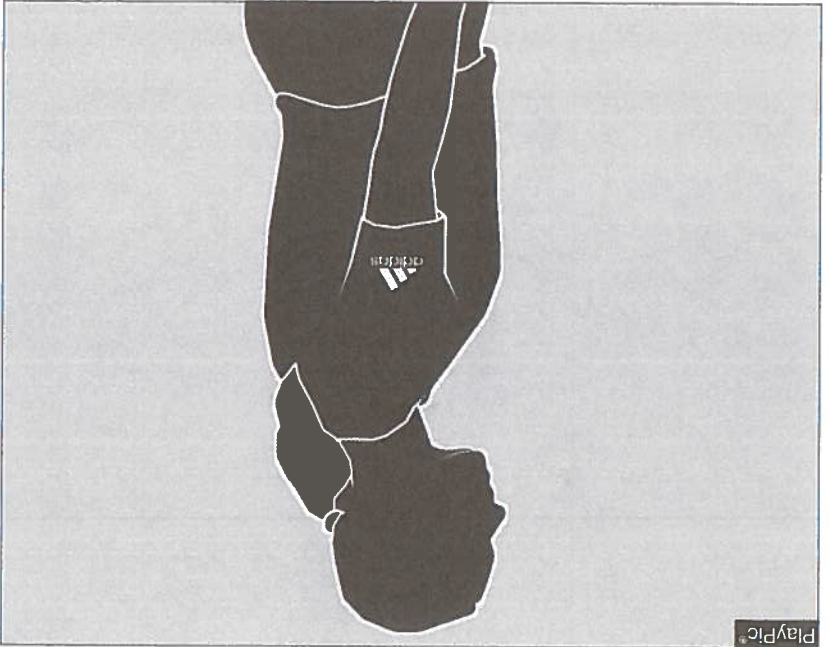




**3-2-4** One American flag (2 inch x 3 inch maximum) may be worn on the jersey. A commemorative or memorial patch, not to exceed 4 square inches by state association adoption, may be worn on the jersey, provided the patch does not interfere with the visibility of the number.



**3-2-3** The school's official uniform (including uniform jersey, and/or pants/shorts/skirts, etc., visible undergarments, socks, stockings, caps and headwear) may bear only a single manufacturer's logo/trademark/reference (partial or whole) that does not exceed 2-1/4 square inches with no dimension exceeding 2-1/4 inches on each item.





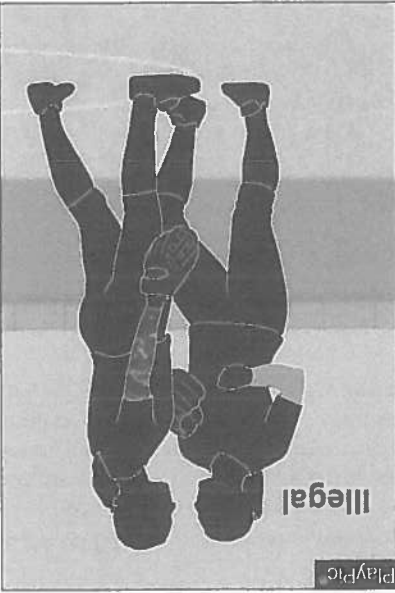
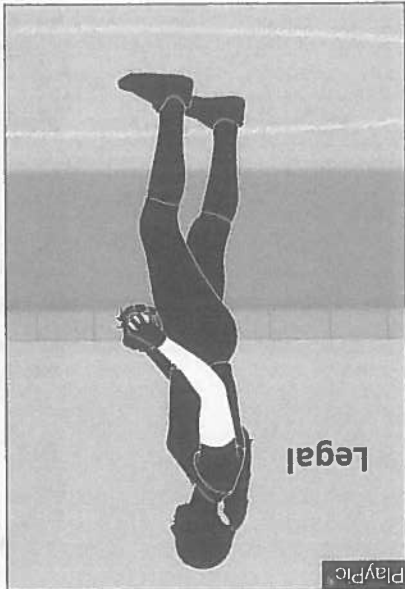
**3-2-7 Exposed undergarments,** if worn, are considered part of the official uniform. All exposed undergarments shall be a solid single color: black, white, gray or a school color.

a. For individual players, exposed upper-body undergarments do not have to be the same color as exposed lower-body undergarments.

b. For all team members, exposed upper-body undergarments shall be the same solid single color, and all exposed lower-body undergarments shall be the same solid single color.

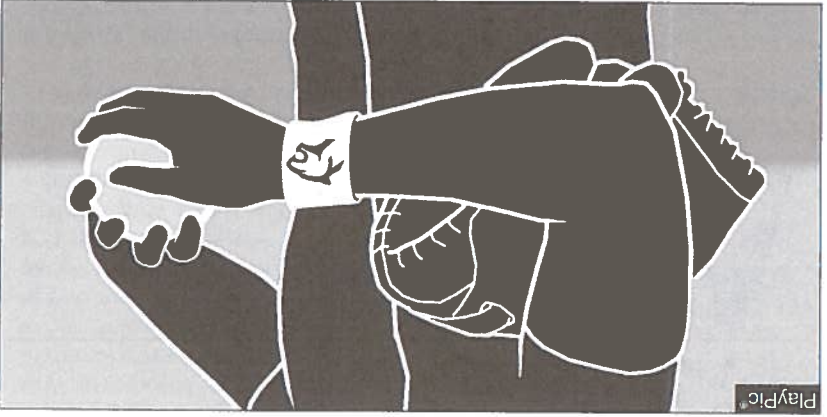
c. Garments other than team uniforms such as arm sleeves, leg sleeves, and tights are permissible. Anything worn on the arm or leg is a sleeve, except a brace, and shall meet the color restrictions.

**EXCEPTION:** Any wristband with a playbook/playcard attached shall be considered equipment and is permitted as long as it is a single, solid color, and it is not optic yellow. It does not have to match the color of the upper garment. It shall only be worn on the non-pitching arm.

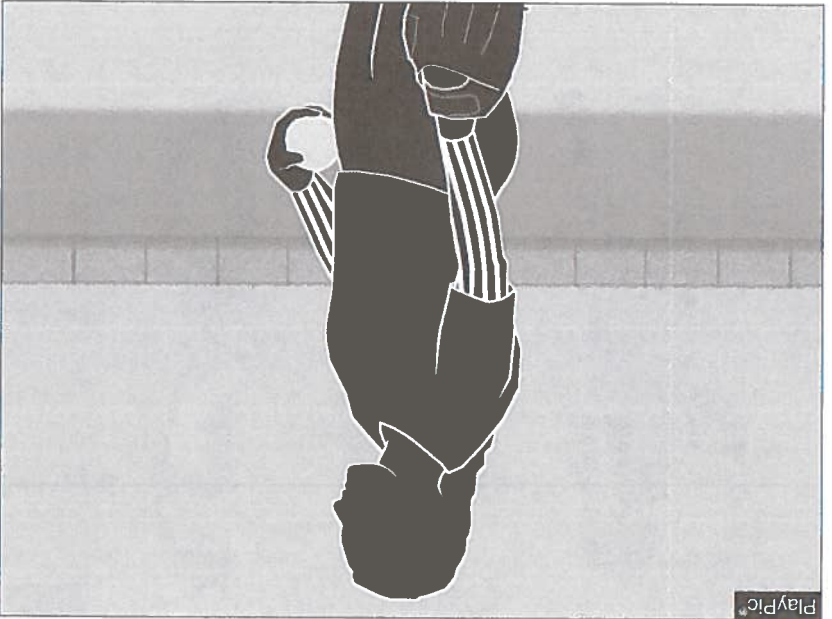




**3-2-9** A pitcher shall not wear any item on the pitching hand, wrist, arm or thigh which may, in the umpire's judgment, be distracting to the batter.

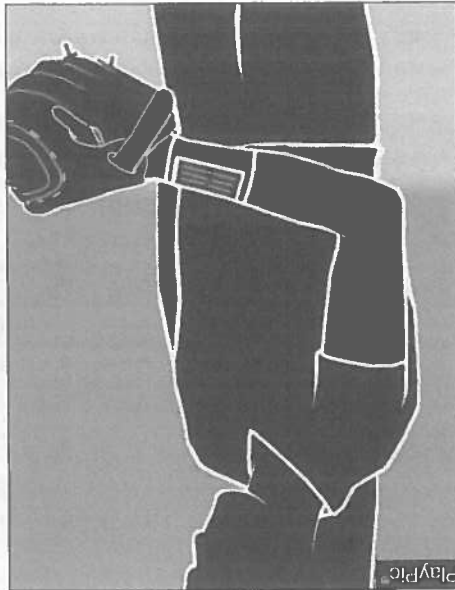
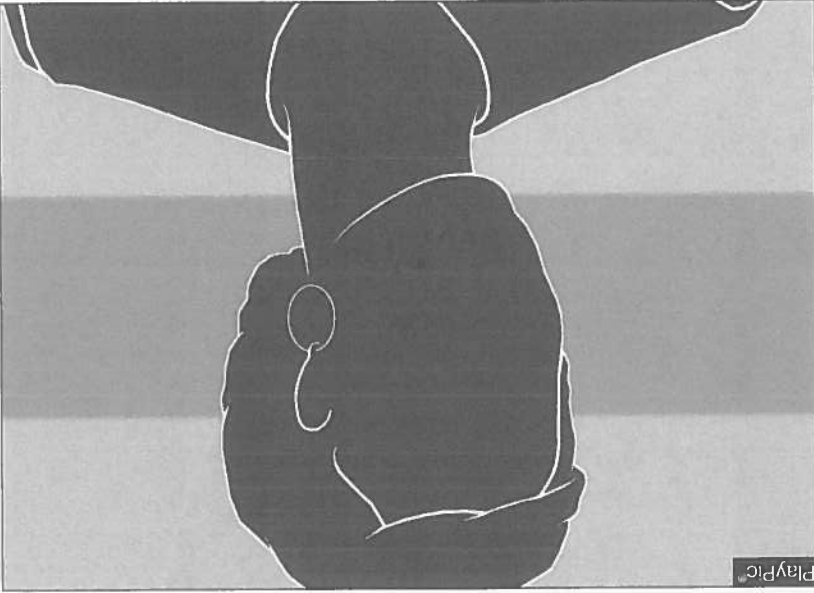


**3-2-6, 3-2-7** For individual players, uniform sleeve lengths may vary. However, sleeves of each individual player shall be approximately the same length and shall not be ragged, frayed or slit. Exposed undergarments, if worn, are considered part of the official uniform. All exposed undergarments shall be black, white, gray or a solid school color. The pitcher's undergarments in the PlayPic is not a solid color and is therefore illegal.



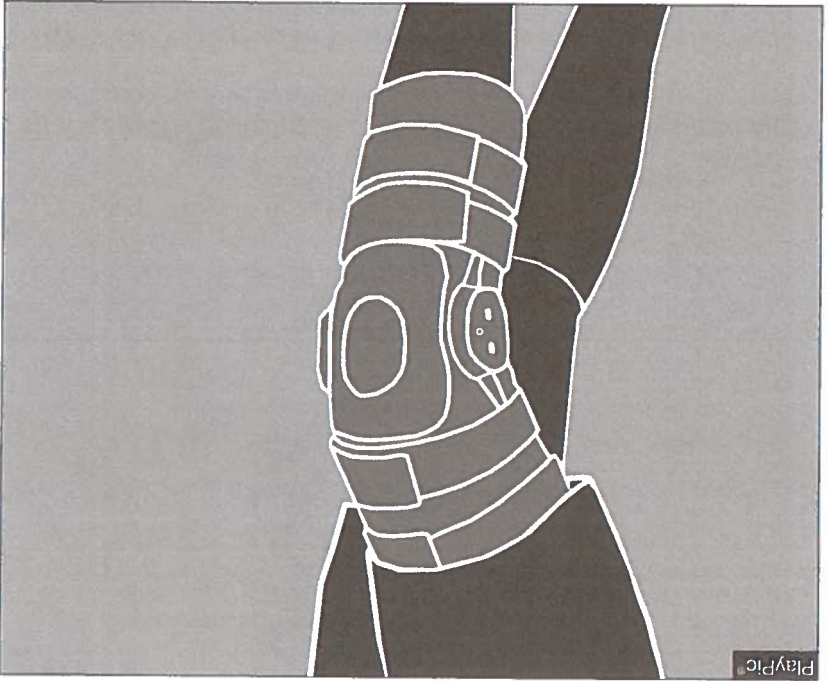


**3-2-12** Players in the game are prohibited from wearing jewelry such as rings, watches, earrings, bracelets, necklaces (including cloth or string types), religious and medical-alert medals are not considered jewelry. A religious medal must be taped and worn under the uniform. A medical-alert medal must be taped and may be visible.

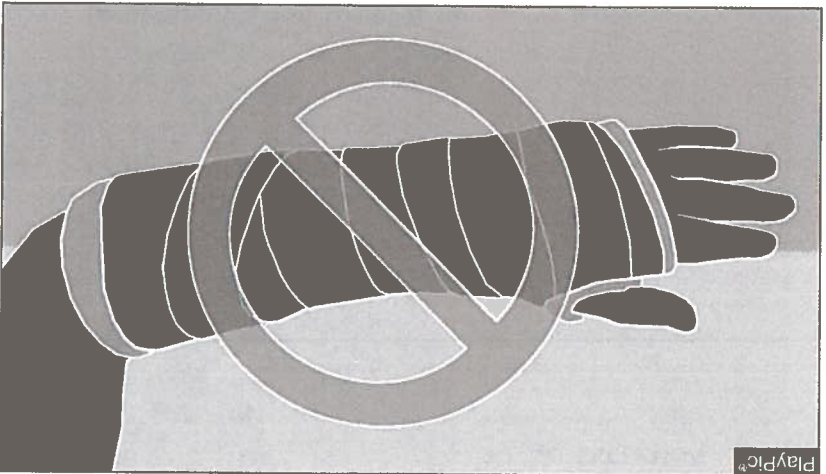


**3-2-7(c) EXCEPTION** Any playcard attached shall be considered equipment and is permitted as long as it is a single, solid color, and it is not optic yellow. It does not have to match the color of the upper garment. It shall only be worn on the non-pitching arm.

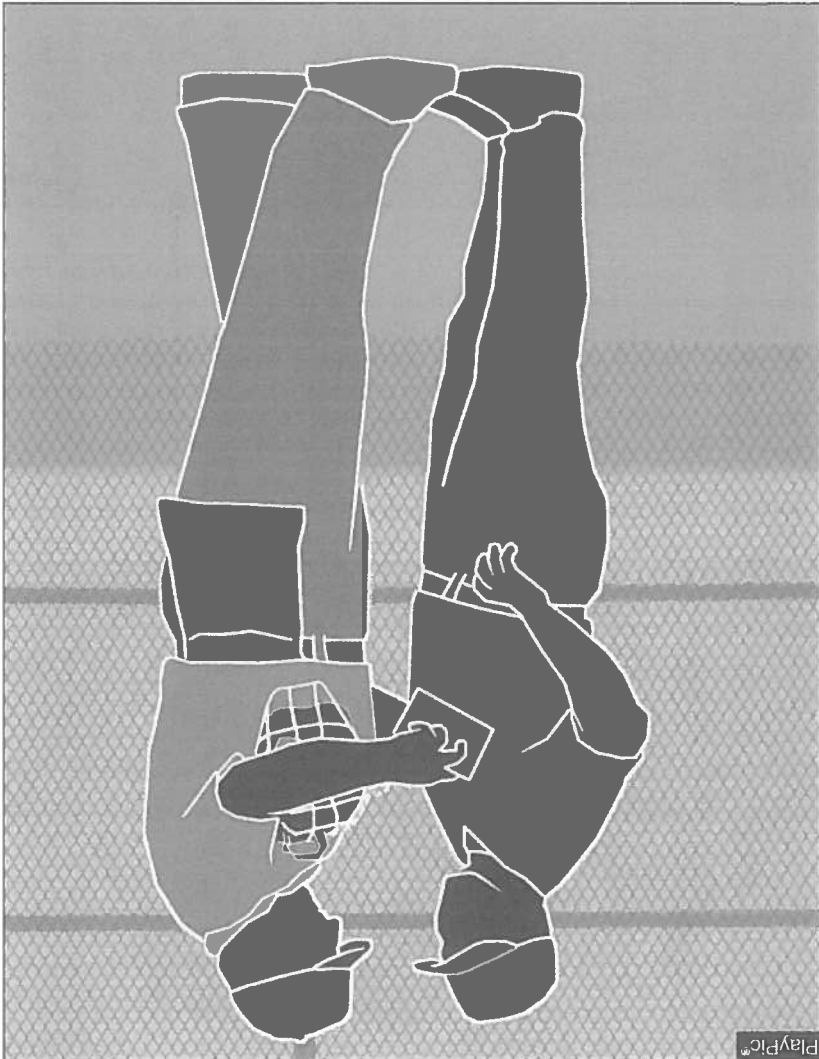
**3-2-13** Knee and ankle braces, which are unaltered from the manufacturer's original design/production, do not require any additional padding/covering.



**3-2-13** Hard and unyielding items (guards, casts, braces, splints, etc.) must be padded with a closed-cell, slow-recovery foam padding no less than 1/2" thick.

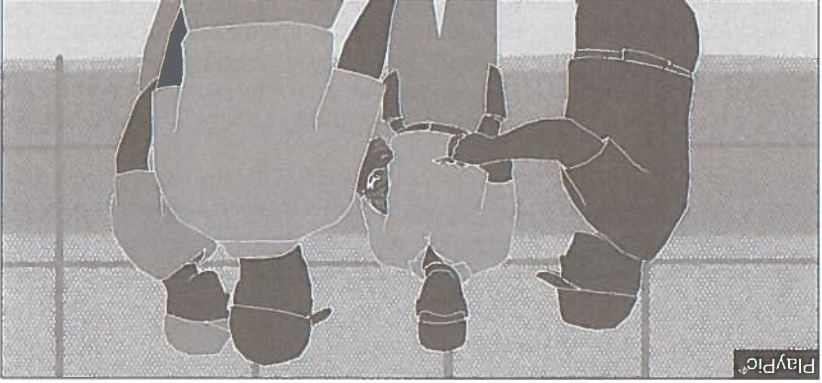


**3-3-2** A substitute may replace any player when the ball is dead or time has been called. The substitute or coach shall report to the plate umpire at the time of the change by stating name and shirt number of the player entering the game for the first time, a player re-entering, a FLEX who is batting for the DP, a DP who is playing defense for the FLEX or a player entering the game as a courtesy runner or being replaced in the batting order and the position to be occupied in the field if the player is not a courtesy runner. A pitcher may be removed as a pitcher and return as a pitcher only once per inning provided the return does not violate either the substitution or charged conference rule.

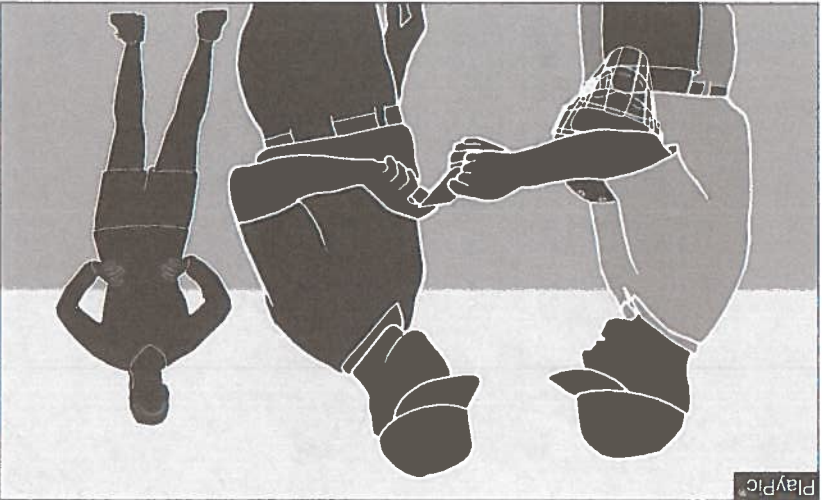




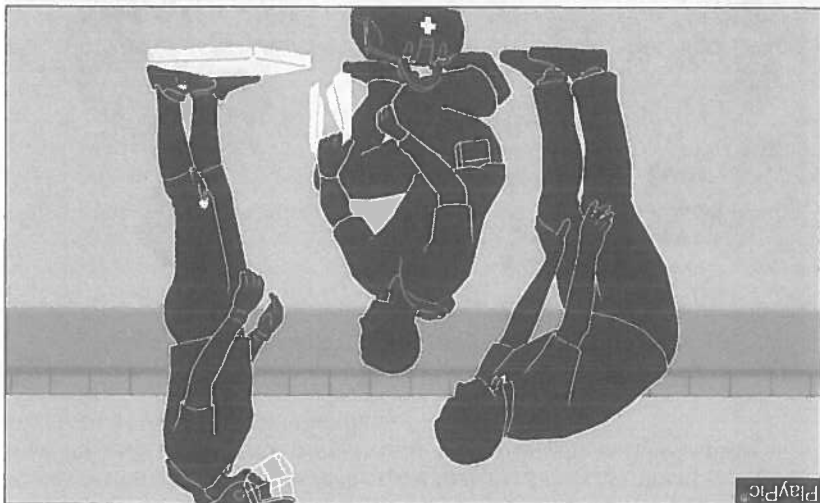
**3-3-6** A team may use the DP/FLEX option provided it is made known at the pregame conference. The DP's name must be indicated on the lineup as one of the nine hitters in the batting order. The name of the player for whom the DP is batting (FLEX) will be placed in the 10th position in the lineup.



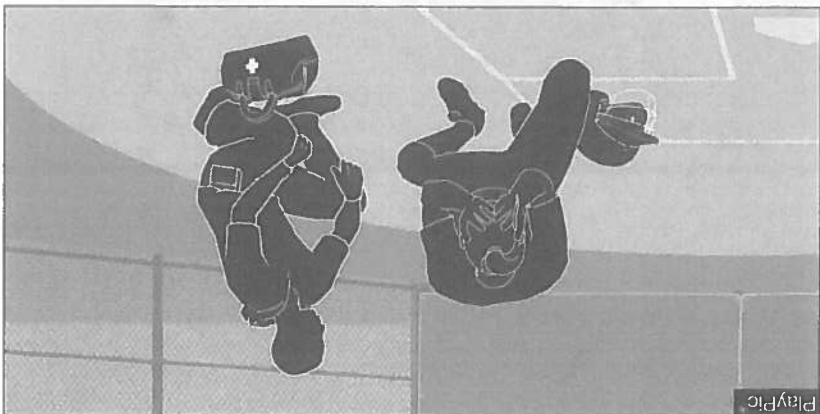
**3-3-3** The plate umpire shall record all substitutions on the lineup card and then announce immediately any change(s) to the opposing team's head coach. Projected substitutions are not permitted. If there is no announcement of substitutions, a substitute has entered the game when a runner takes the place of a runner they have replaced; when a pitcher takes a position on the pitcher's plate; when a fielder reaches the position usually occupied by the fielder who has been replaced; or when a batter takes a position in the batter's box. In each situation, the substitute has entered the game when the plate umpire puts the ball in play.



**3-3-10** A coach or athlete who is bleeding, has an open wound, has any amount of blood on the uniform, or has blood on their person, shall be directed to leave the game until the bleeding is stopped, the wound is covered, the uniform and/or body is appropriately cleaned, and/or the uniform is changed before returning to competition. If medical care or treatment can be administered in a reasonable amount of time, the individual does not have to leave the game. The length of time that is considered reasonable is umpire judgment. The re-entry rule would apply to players taken out of the game for this rule.



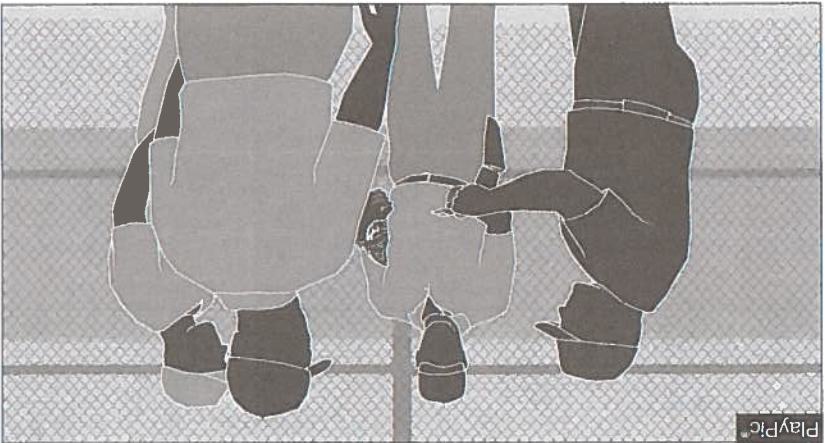
**3-3-9** Any player who exhibits signs, symptoms, or behaviors consistent with a concussion (such as loss of consciousness, headache, dizziness, confusion, or balance problems) shall be immediately removed from the game and shall not return to play until cleared by an appropriate health-care professional.



**3-5-1 NOTE** Umpires are no longer required to inspect equipment prior to the start of the game. Rule 4-1-2(d) requires head coaches to verify that their players are legally and properly equipped.

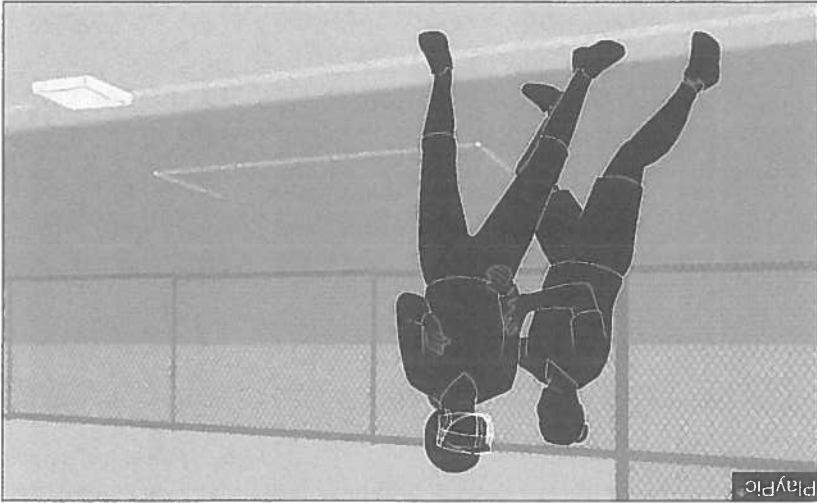


**3-5-1** Prior to the start of the game at the pregame conference, a head coach shall be responsible for verifying to the plate umpire that the lineup card is correct, all players are legally equipped, and that players and equipment are in compliance with all NFHS rules. The game may not begin until the head coach attends the pregame conference and fulfills the responsibilities noted above. Although umpires have the right to inspect the equipment at any time, the responsibility for proper equipment rests with coaches, student-athletes and their parents/guardians.

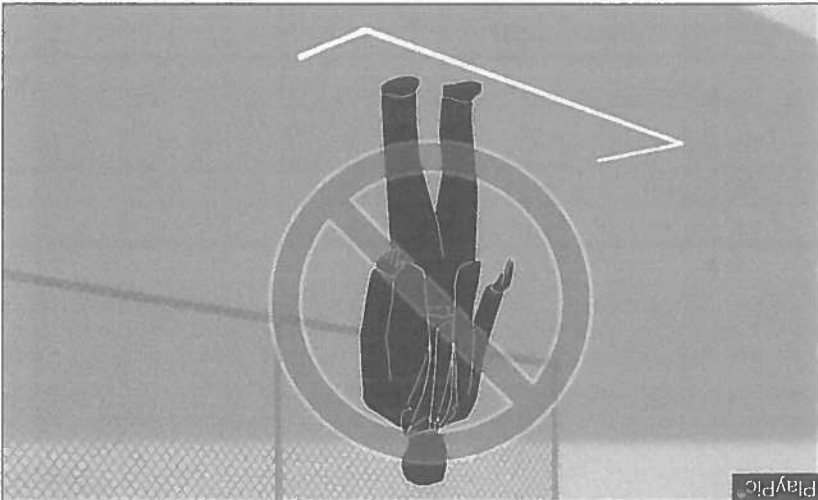




**3-5-4** A coach shall not physically assist a runner during playing action. The runner is out and the ball is in play.

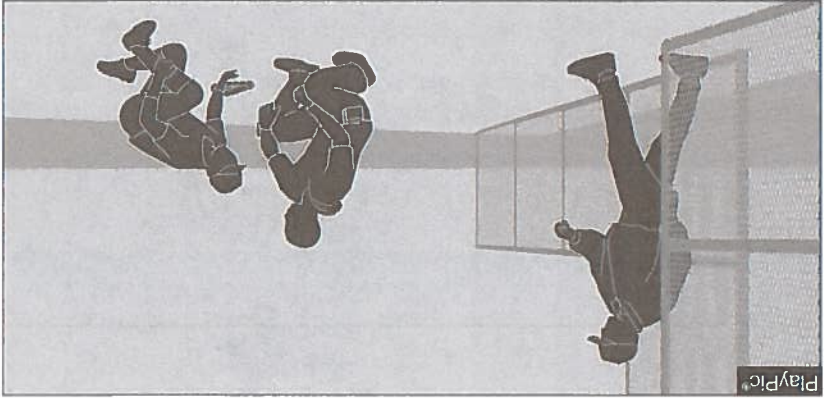


**3-5-3** Any time a coach is in live-ball area to confer with players or an umpire, or to occupy a coach's box, the coach shall be attired in school uniform or jersey/coaching shirt with slacks, shorts or other leg coverings in school colors or colors of khaki, black, white or gray. Cut-offs or any type of jeans are prohibited. Jackets are not considered part of the coach's uniform. A coach not dressed in appropriate attire shall not be permitted in the field of play following the pregame conference for the duration of the game or until the situation has been remedied.

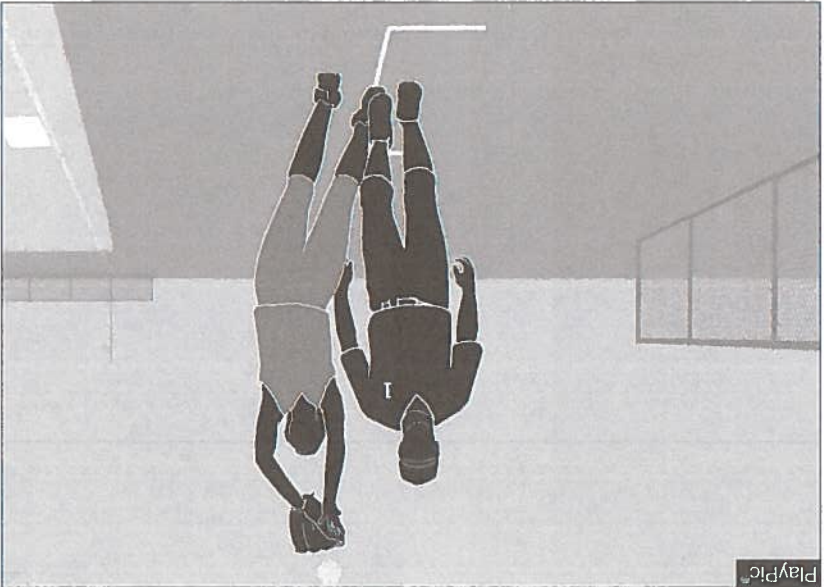




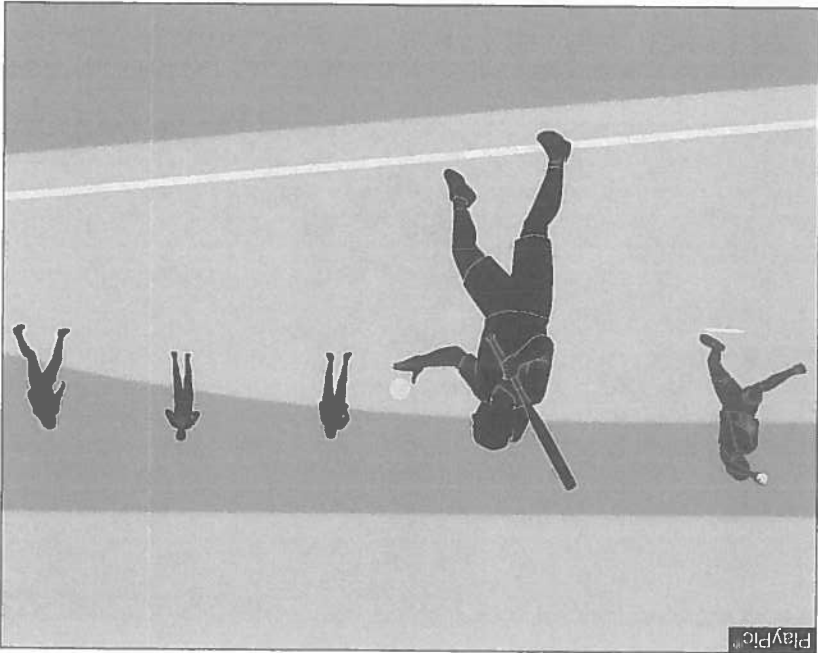
**3-5-7** A coach may leave the bench/dugout to attend to a player who becomes ill or injured if recognized by the umpire.



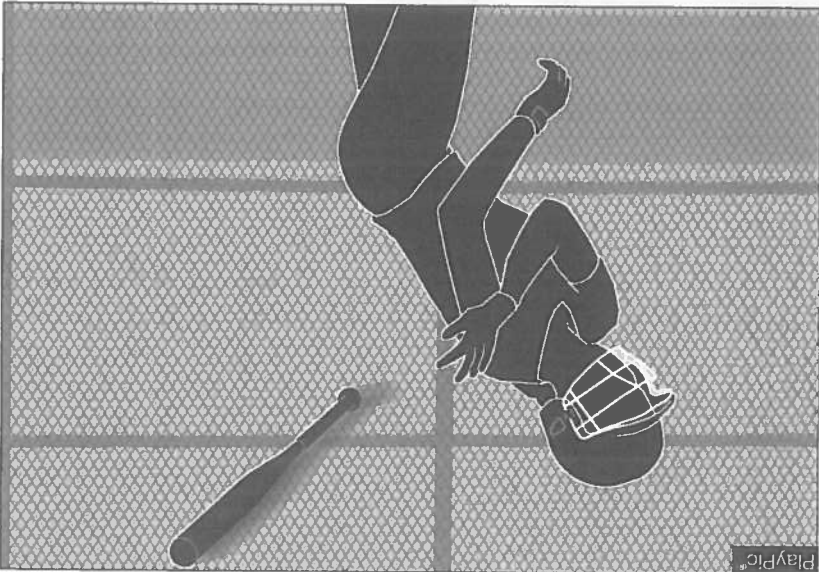
**3-5-5** Offensive team personnel, other than the base coach, shall not be near a base to which a runner is advancing or returning; nor shall anyone fail to vacate any area (including a coach's box) needed by a fielder in an attempt to put out a batter or runner. The ball is dead. The runner closest to home is out and all runners not out must return to the last base touched at the time of the interference. However, if a thrown live ball accidentally touches a base coach in the coach's box, or a pitched or thrown ball touches an umpire, the ball is live and in play.



**3-6-4** Hitting the ball to teammates on defense is prohibited after the game has started.

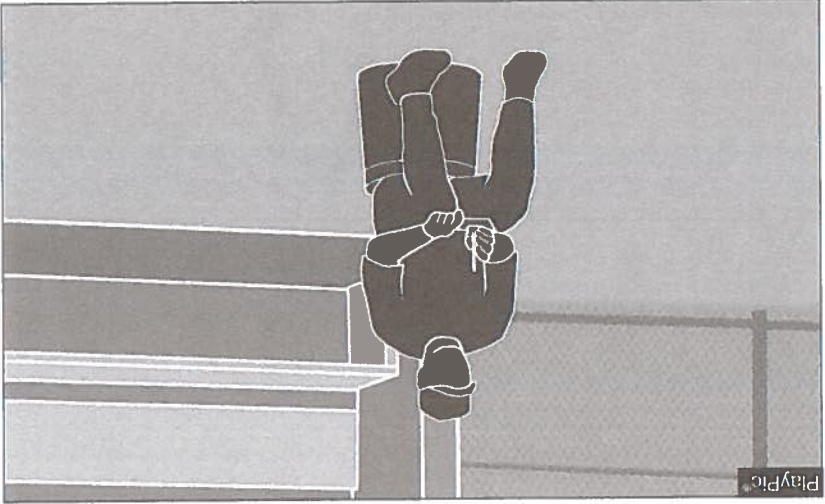


**3-6-3** A team member shall not carelessly throw a bat.

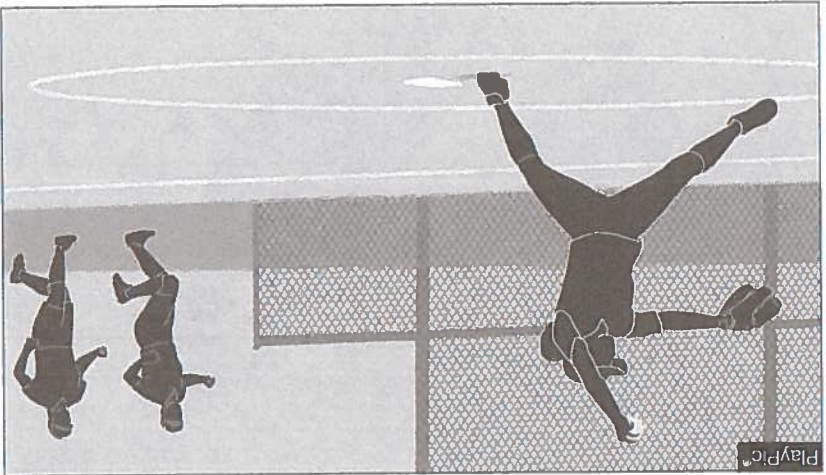




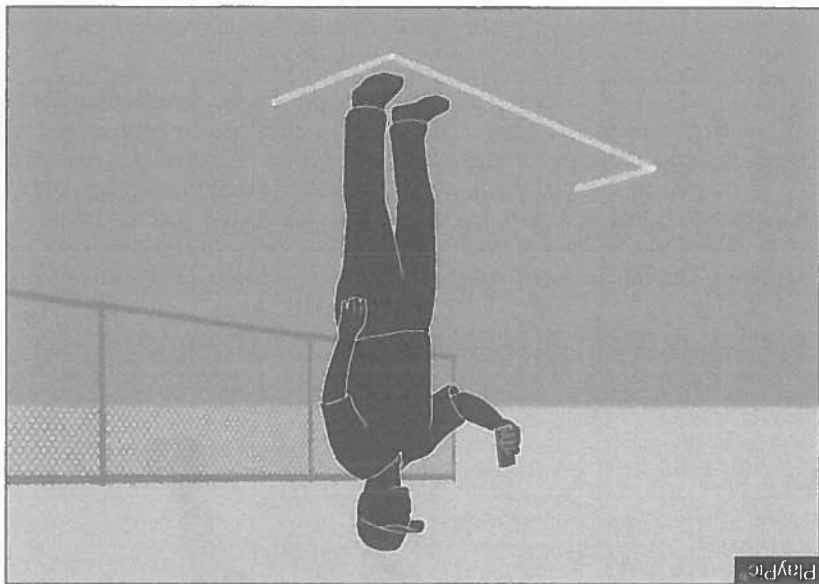
**3-6-6** If anyone other than the batter, runner(s), on-deck batter, coaches in the coach's box, bat/ball shaggers or one of the nine players on defense (S.P. 10) is outside the designated dugout/bench or designated warm-up areas, the umpire shall issue a team warning to the coach of the team involved. The next offender on that team shall be restricted to the dugout/bench for the remainder of the game.



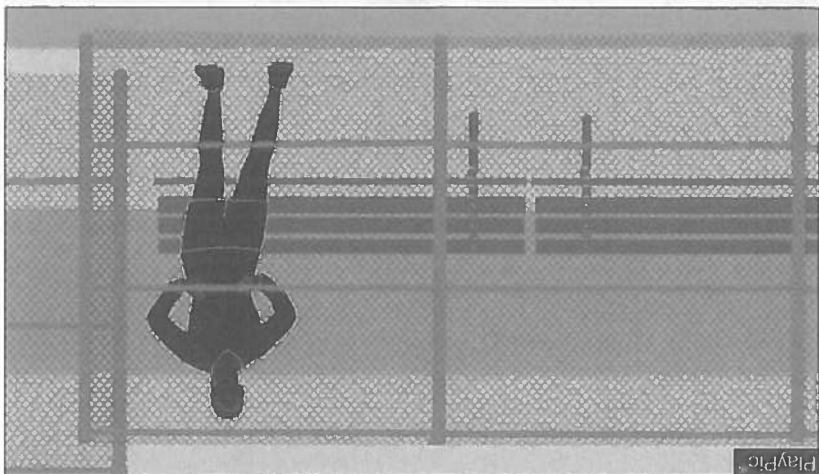
**3-6-6 NOTE** Bench personnel are permitted to engage in throwing and running activities during the one minute designated for the pitcher to throw her five warm-up pitches at the beginning of each half inning.



**3-6-10** Objects, other than stopwatches and scorekeeping materials/devices, in the coach's box are prohibited.

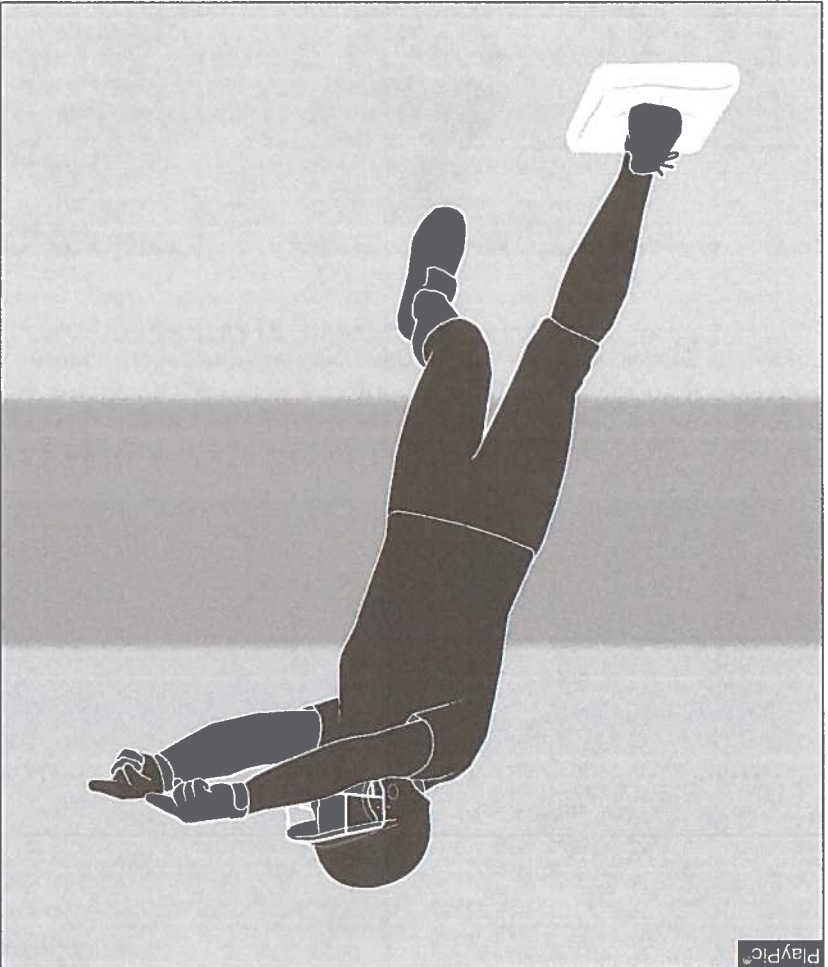


**3-6-7 PENALTY** Players and substitutes shall not enter the contest unreported. The umpire shall issue a team warning to the coach of the team involved and the next offender on that team shall be restricted to the dugout/bench for the remainder of the game. The head coach is also restricted to the dugout/bench for the remainder of the game for a second violation.

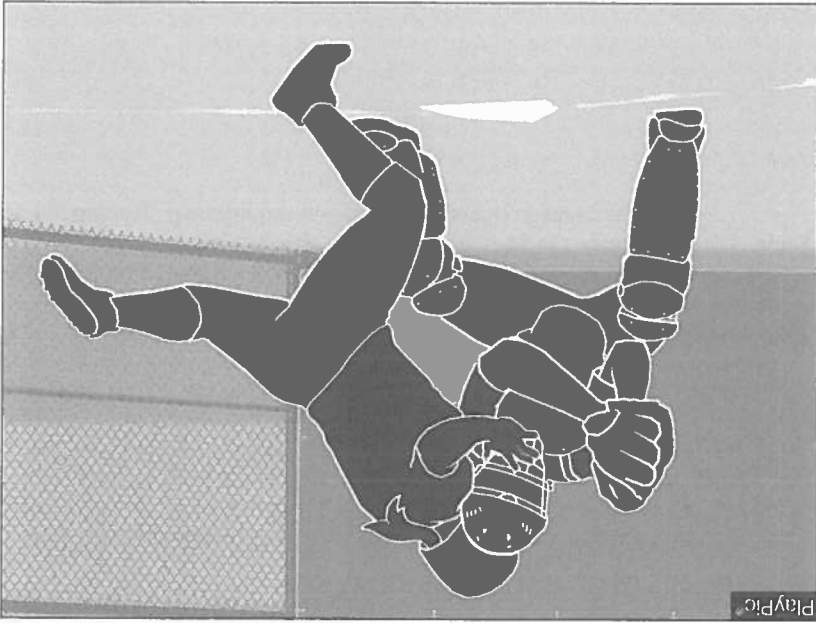




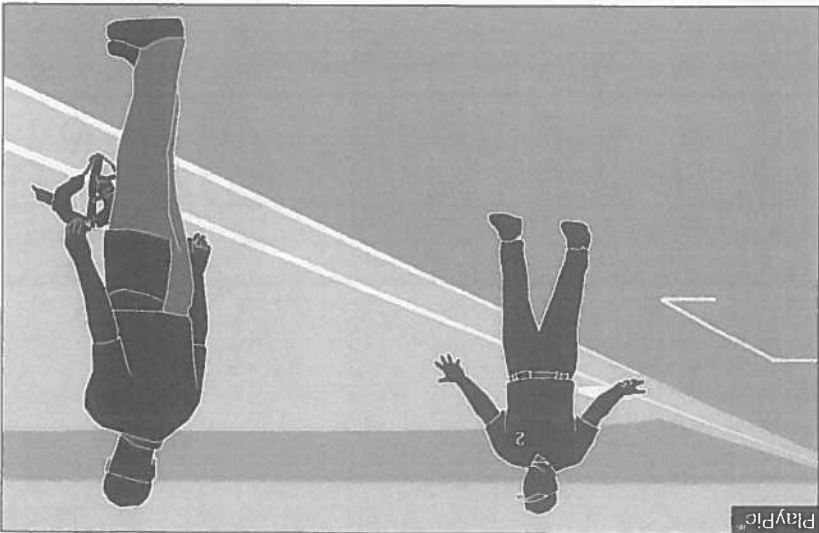
**3-6-13** Unsporting acts shall not be committed, including, but not limited to: the use of words or actions to incite or try to incite spectators to demonstrate; use of profanity, intimidation and/or deceitful tactics, or baiting or taunting (the NFHS disapproves of any form of taunting which is intended or designed to embarrass, ridicule or demean others under any circumstances, including race, religion, gender or national origin); or behavior in any manner not in accordance with the spirit of fair play.



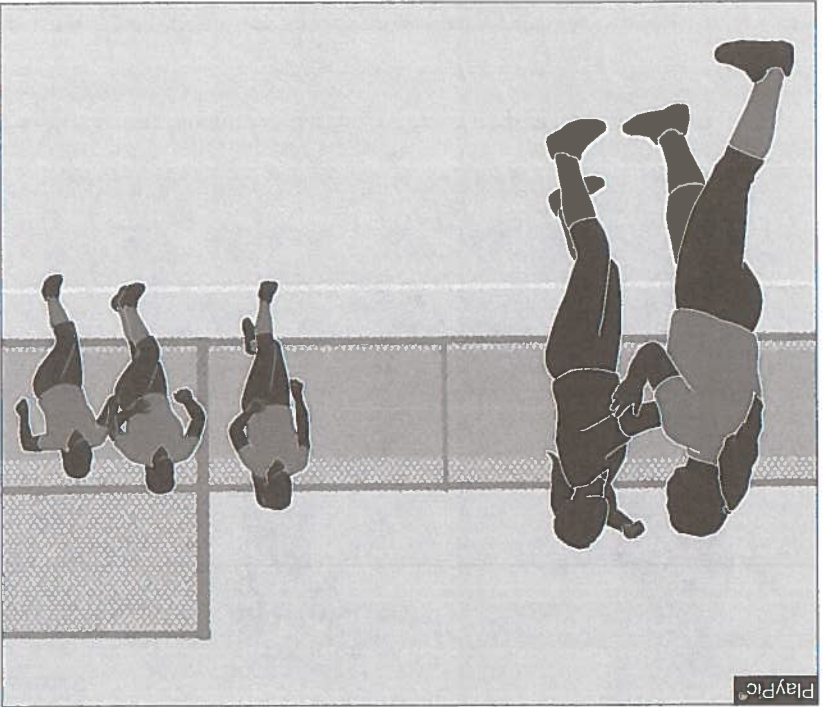
**3-6-18** Initiating malicious contact is prohibited.



**3-6-15** Arguing ball and strike calls or other umpire judgment calls is prohibited.

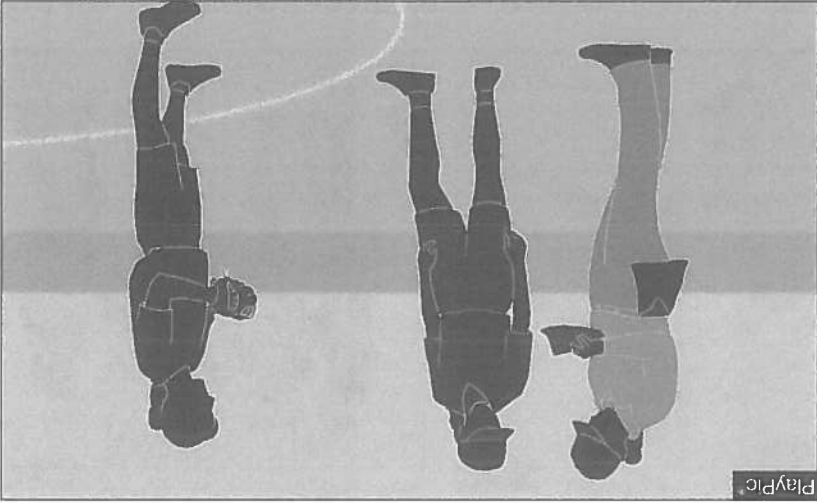


**3-6-19** Team personnel shall not participate in a fight or leave their position/bench area when a fight has broken out or may break out. A coach who enters the field to restrain combatants from their team shall not be considered to have violated this rule. Fighting is any attempt by a player or non-player to strike or engage an opponent in a combative manner unrelated to softball. Such acts include, but are not limited to, attempts to strike an opponent(s) with the arm(s), hand(s), leg(s) or foot (feet), whether or not there is contact. These are considered serious offenses and the offender shall be ejected. If by the offense, the play is dead immediately, the offender is declared out unless the player has already been put out or scored and all runners return to the last base touched at the time of the malicious contact. If by the defense, the offender is ejected at the end of playing action.

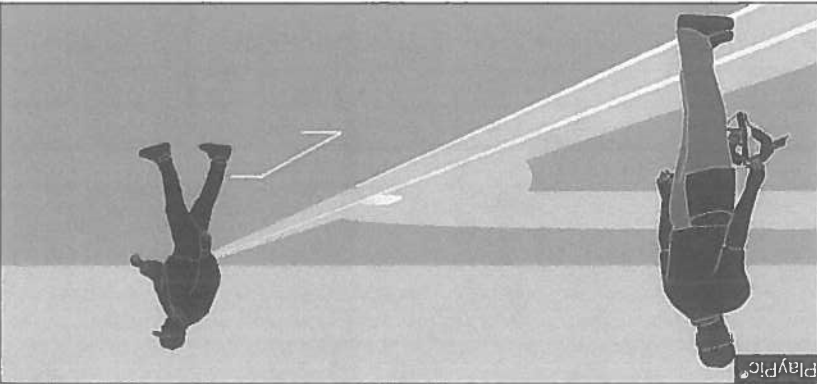




**3-7-1** After three charged defensive conferences in a seven-inning game, or for any charged conference in excess of one in each extra inning, the pitcher shall be removed as pitcher for the duration of the game.



**3-6-20** Any participant restricted to the bench/dugout for the remainder of the game shall be ejected for subsequent misconduct. A player who is restricted or ejected shall remain in the dugout/bench area. A coach who is ejected shall leave the vicinity (out of sight and out of sound) of the playing area immediately and is prohibited from any further contact (direct or indirect) with the team during the remainder of the game. Failure to comply with the rules of ejection shall result in the game being forfeited. State association policies will determine the conditions under which a game may or may not continue if the coach is ejected, and shall determine penalties to be imposed if an ejected coach violates the rule.

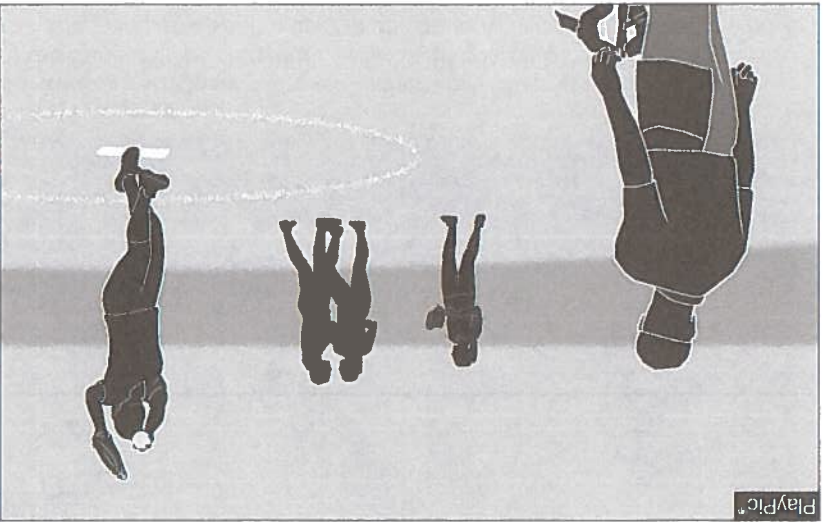




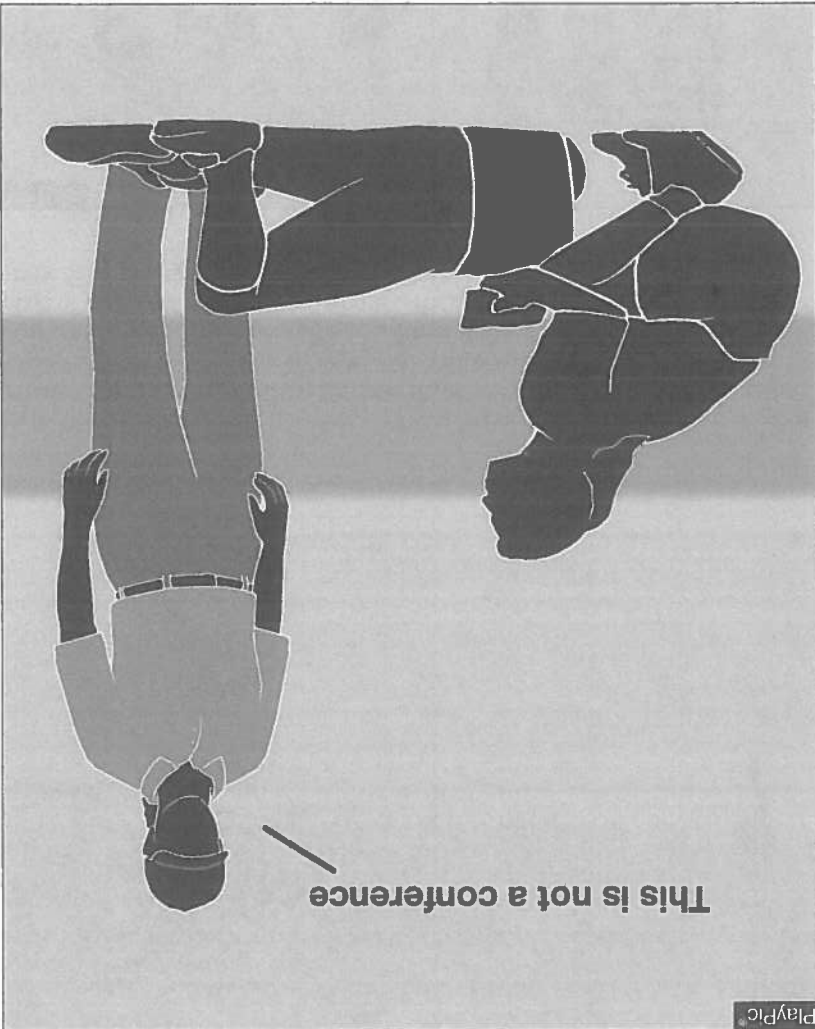
**3-7-1** If the coach has used more conferences than allowed (PlayPic A), the umpire is authorized to allow the substitute pitcher a reasonable number of warm-up pitches if the pitcher has not already pitched in the game (PlayPic B). The umpire is also authorized to allow additional warm-up pitches if a pitcher is ejected or removed due to injury.



**3-7-1** If the incoming pitcher has already pitched in the game, the pitcher will receive five warmup pitches, unless returning to pitch in the same half inning. When a pitcher is removed by rule and the incoming pitcher has not pitched in the game, the umpire is authorized to permit additional warm-up pitches.



**3-7-1** Each team, when on defense, may be granted not more than three charged conferences without penalty during a seven-inning game to permit coaches or their representatives to confer with a defensive player or players. In any extra-inning game, each team shall be permitted one charged conference without penalty each inning while on defense. The number of charged conferences permitted is not cumulative. A request for time for a conference may be made by a coach, player, substitute or bench personnel. Time granted for an obviously incapacitated player shall not constitute a charged conference. A conference is not charged when the pitcher is removed as pitcher. This defensive team charged conference rule coverage is effective when the ball first becomes live at the start of each half-inning.





# Part 3

## Rule 4

### Starting and Ending a Game

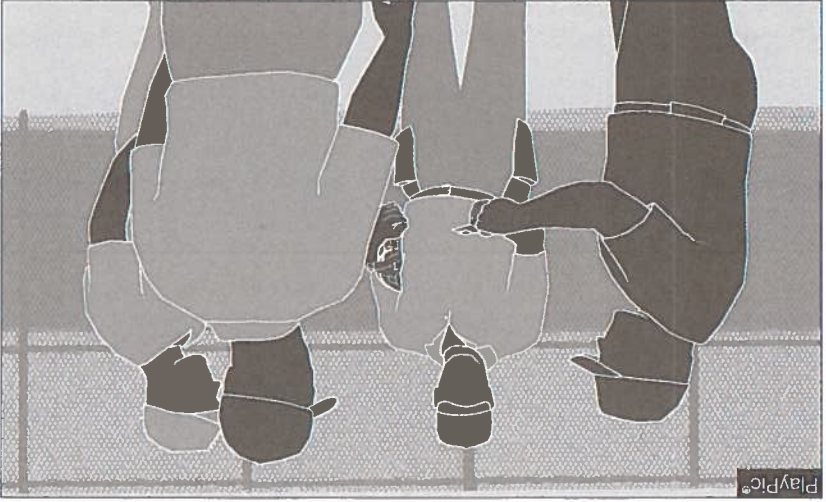
One of the keys to a successful softball game is knowing how to get it started properly. And if a game doesn't finish in the correct manner, nothing else an umpire has done correctly will matter.

From suitable playing conditions to ground rules to lineup cards to who bats first ... this rule covers what is necessary for those things to happen correctly and get the game going in the right direction.

A regulation high school softball game consists of seven innings unless extra innings are necessary because of a tie score. The game can also be shortened for a number of reasons — weather, state adopted run ahead rule, not enough players, or forfeit. Understanding what happens to cause those things and how the rules tell you to handle them are critical components for administering the end of a game.



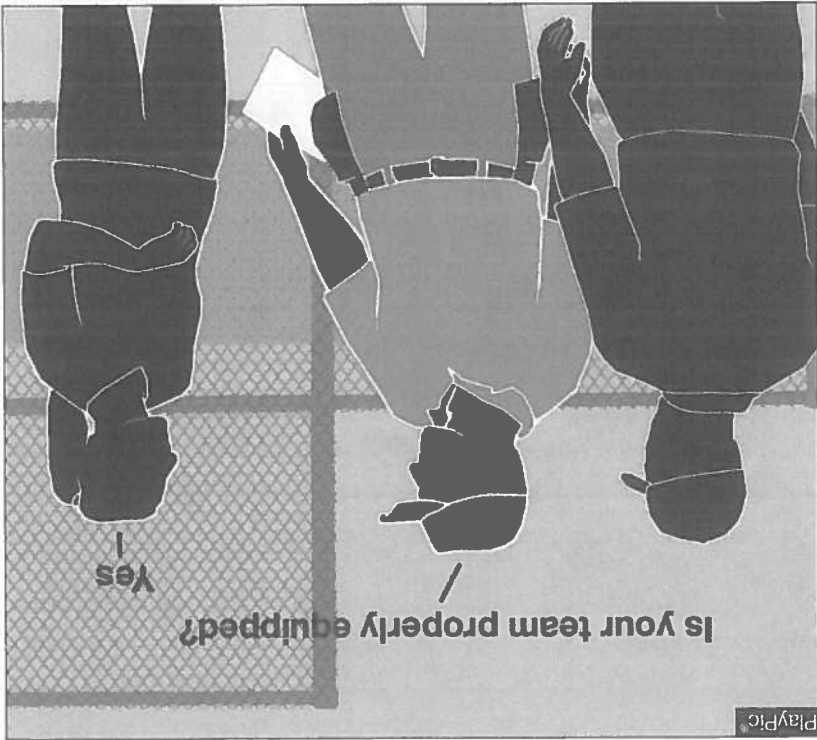
**4-1-2(b)** The home team and then the visiting team shall deliver their respective lineup cards, in duplicate, to the plate umpire. The umpire shall then permit inspection by both captains/coaches. Substitution regulations are then in effect.



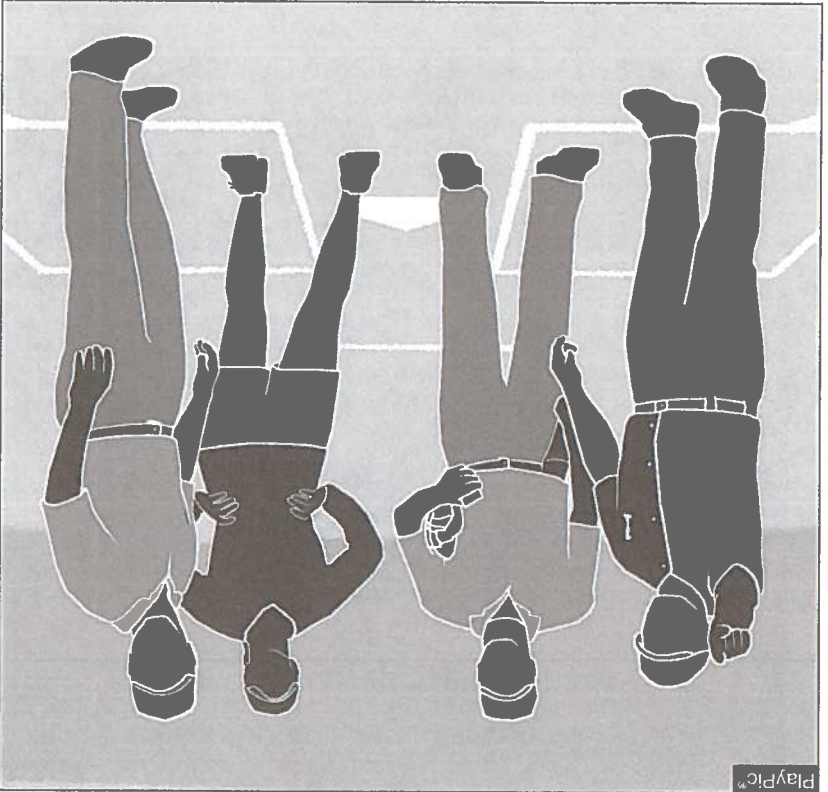
**4-1-1** The home coach shall decide whether the grounds and other conditions are suitable for starting the game.



**4-1-2(d)** Umpires shall ask head coaches to verify that their players are legally and properly equipped and shall remind participants about proper sporting behavior.

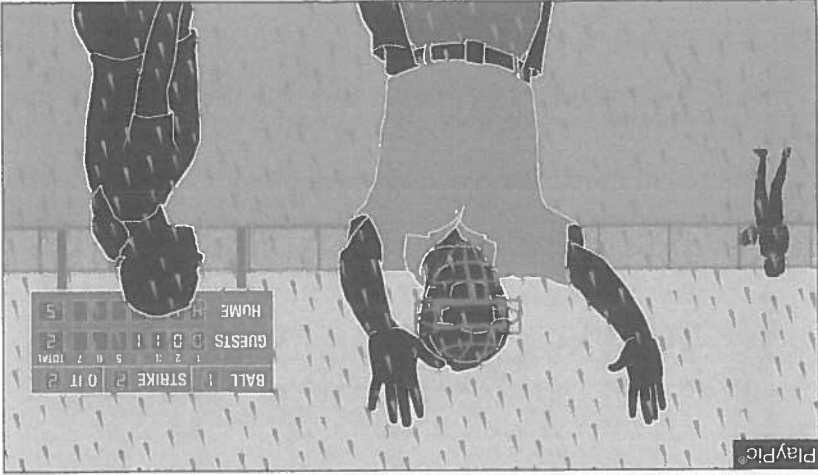


**4-1-3** If there are unusual conditions, such as spectators or obstacles too near the playing field, the home coach shall propose special ground rules. If sanctioned by the visiting team, these shall be in force. If the teams cannot agree, the umpires shall formulate ground rules. Ground rules shall not supersede a rules book rule. The field should be clearly marked. Markings may include flags on foul poles along the foul lines past first base and third base and vertical foul-line markings on any wall that limits the outfield. If there is a screen behind the catcher or any permanent obstruction in front of the stands, a batted ball that goes behind these becomes dead. It is recommended that no such obstruction be less than 25 feet from the diamond. For special field conditions, such as a drainage that makes a spot where it is impossible or very difficult for a fielder to retrieve the ball, the ball should become dead if it goes to that spot, and each runner's advance should be limited to two bases. For an unfenced field, a chalk or imaginary out-of-bounds line should be established to define live-ball area. If cars are parked along the out-of-play lines, umpires should consider these the same as bleachers and the ball becomes dead if it bounces into the line of cars. The umpires should anticipate such a situation and announce the ground rule in advance.

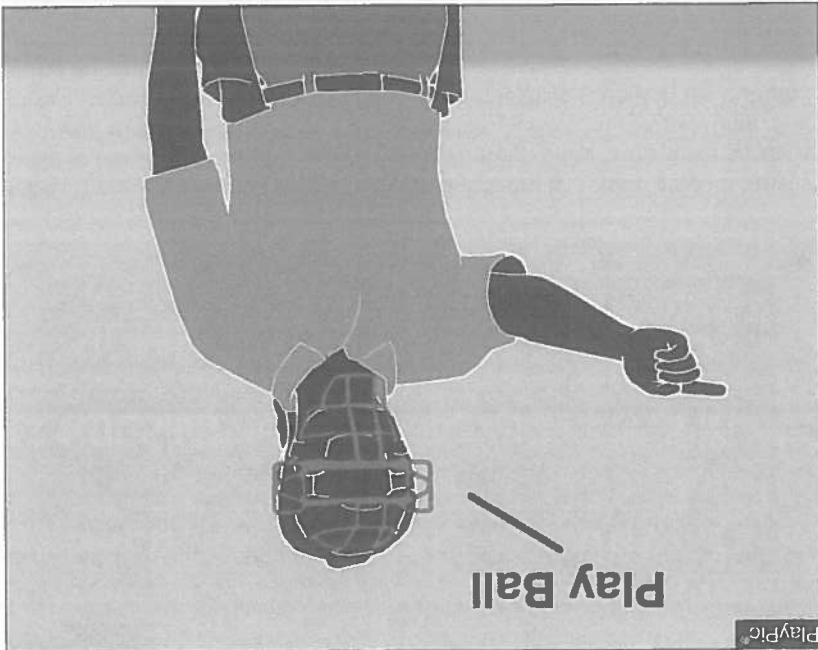




**4-1-6** After the game starts (when the umpire calls "Play Ball"), the umpires are sole judges as to whether conditions, including grounds, are fit for play, and as to whether conditions are suitable for starting the second game of a scheduled doubleheader (two games between the same teams during the same day).

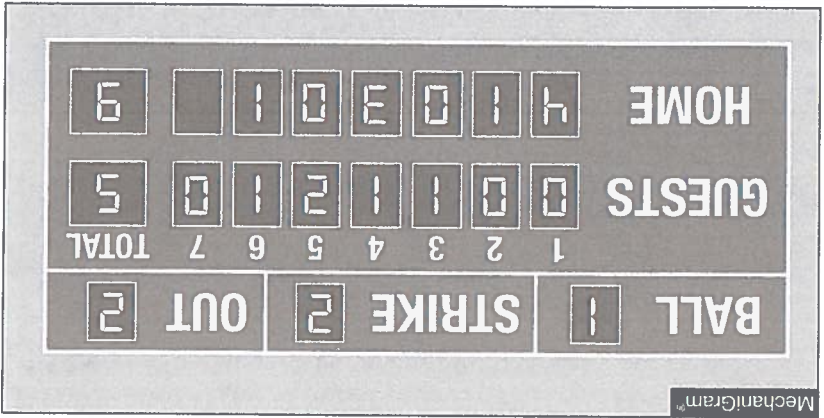


**4-1-5** The game begins when the umpire calls "Play Ball" and signals.

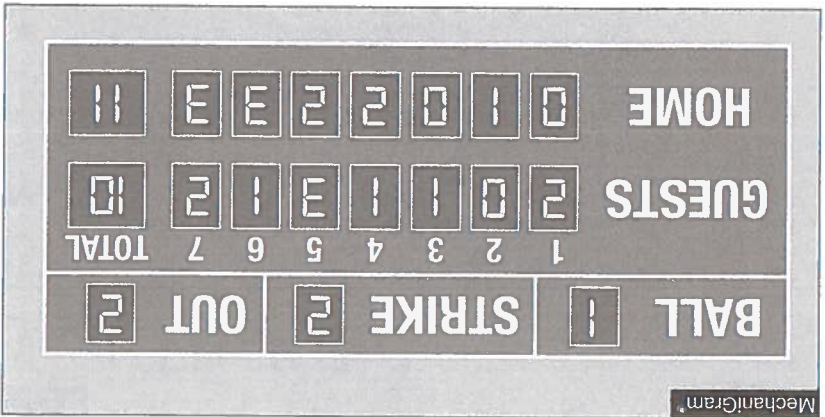




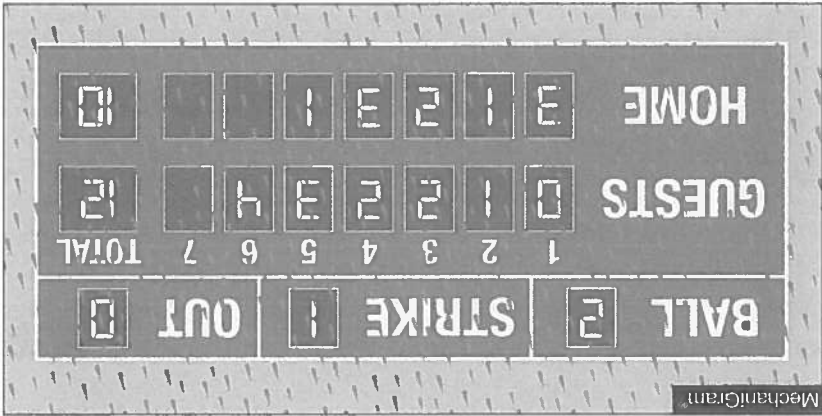
**4-2-1** A game ends when the team behind in score has completed its turn at bat in the seventh inning or in any extra inning. Since the home team leads 9-5, this game is over.



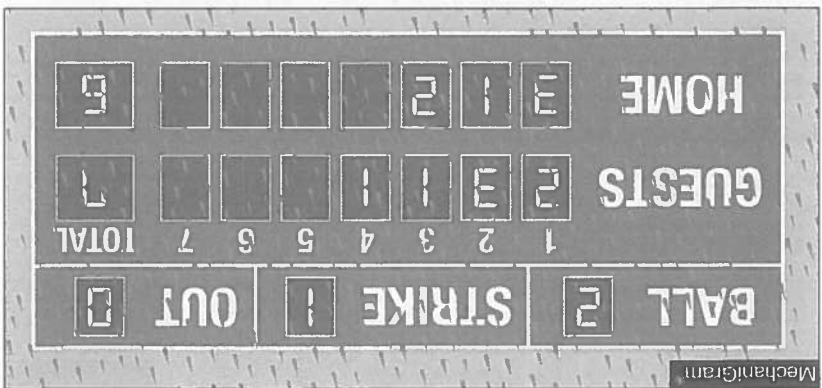
**4-2-1** A game ends when the team behind in score has completed its turn at bat in the seventh inning or in any extra inning. If the home team scores a go-ahead run in the bottom of the seventh inning or in any extra inning, the game is terminated at that point. Since the home team scored in the bottom of the seventh inning, this game is over.



**4-2-2(b)** If a game ends because of weather conditions, or darkness interferes with play so that the game is called (ended) by the umpire, it is a regulation game provided play has gone beyond five full innings and is called when the teams have not had an equal number of completed turns at bat. The score shall be the same as it was at the end of the last completed inning, unless the home team, in its half of the incomplete inning, scores a run (or runs) which equals or exceeds the opponent's score, in which case, the final score shall be as recorded. When the game is called on the above scoreboard, since the home team has not batted in its half of the sixth inning, the score reverts to the last completed inning, with the home team winning 10-8.

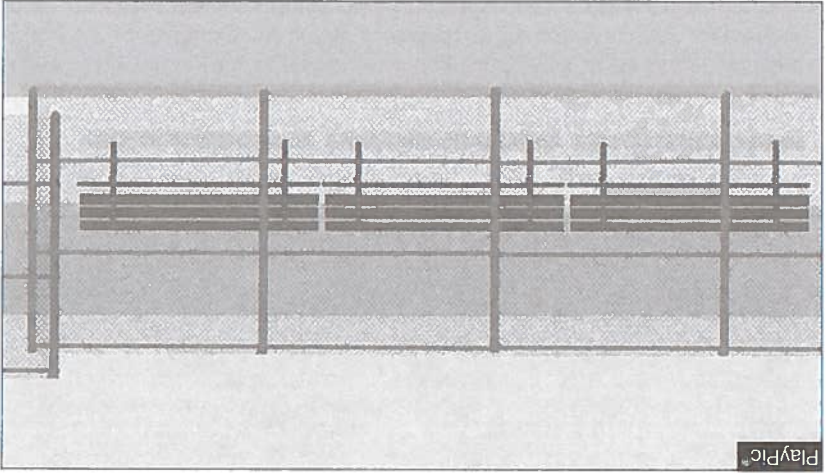


**4-2-2(a)** If a game ends because of weather conditions, or darkness interferes with play so that the game is called (ended) by the umpire, it is a regulation game provided five full innings have been played or if the home team has scored an equal or greater number of runs in four or four and a fraction turns at bat than the visiting team has scored in five turns. On the above scoreboard, this game is in the fourth inning, so it is not a regulation game.

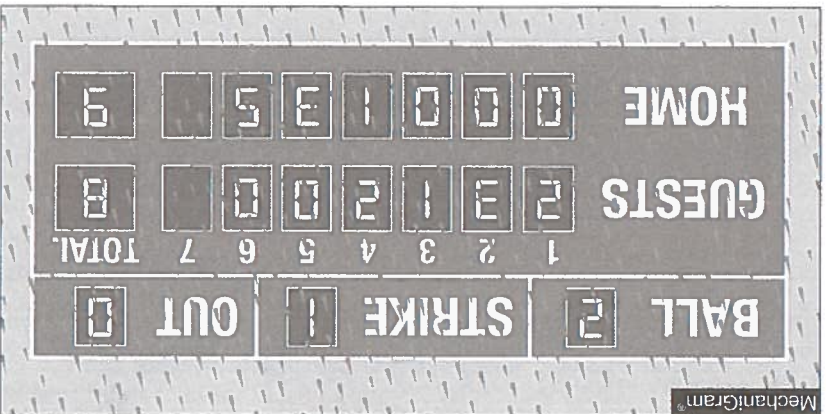




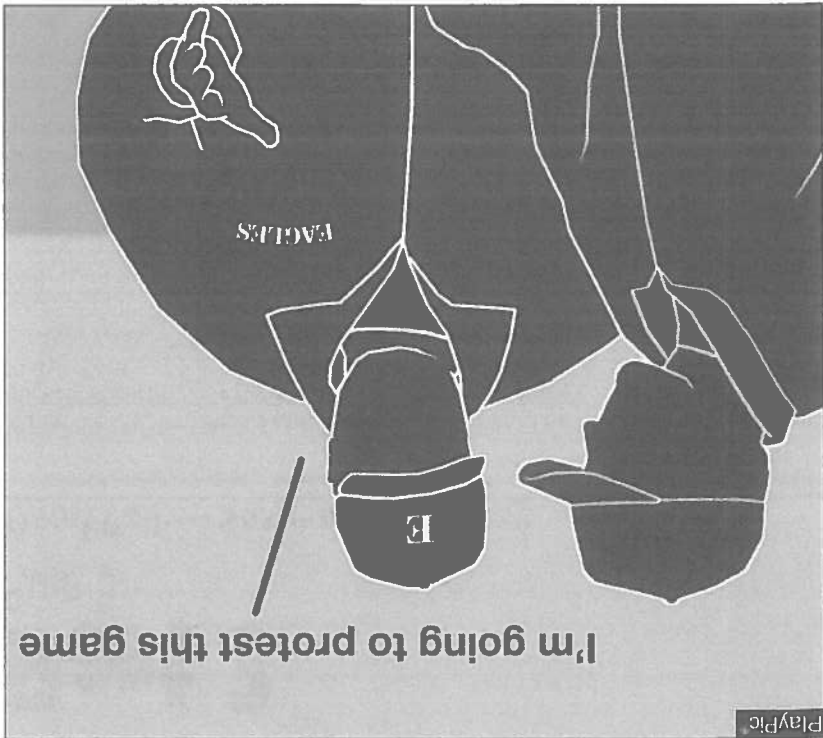
**4-3-1(a)** The umpire shall forfeit a game to the offended team when a team is late in appearing or in beginning play after the umpire calls "Play Ball." State associations are authorized to specify the time frame and/or circumstances before a forfeit will be declared for a late arrival by one of the teams.



**4-2-2(b)** If a game ends because of weather conditions, or darkness interferes with play so that the game is called (ended) by the umpire, it is a regulation game provided five full innings have been played; or if the home team has scored an equal or greater number of runs in four or five and a fraction turns at bat than the visiting team has scored in five turns. This game has gone more than five innings and the home team is leading 9-8. This is a regulation game.



**4-4** It is optional on the part of a state association as to whether protests are permitted. When allowed, protests are permitted regarding rules one through nine only. When protests are submitted to organizations that do allow the filing, such protest shall be submitted using the prescribed protest procedure. All individual and team averages shall be included in the official records, except that no pitcher shall be credited with a victory or a loss in such a game if the game is not completed.





# Part 3

## Rule 5

### Dead Ball — Suspension of Play

When the ball becomes dead, things can happen. The defense can appeal for missed bases or early tag-ups. The offense can advance to awarded bases.

Players and coaches can react negatively to plays.

Two types of dead-ball situations include those that are dead

immediately and those that become dead at the end of playing action. It is

important to be able to distinguish which situation has occurred, so that any

penalty may be properly applied.

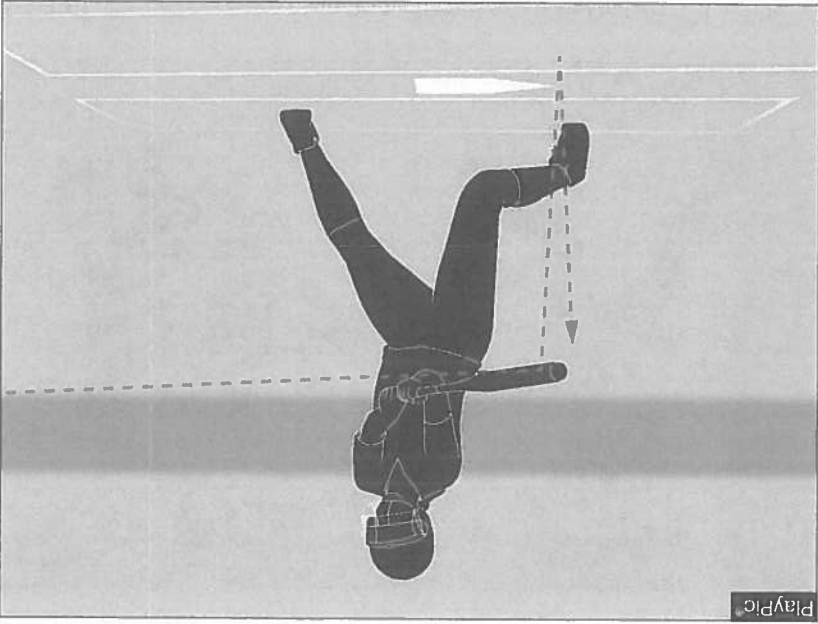
This section of the rules book explains situations that are immediately

dead and which ones are delayed. It also covers what can and cannot

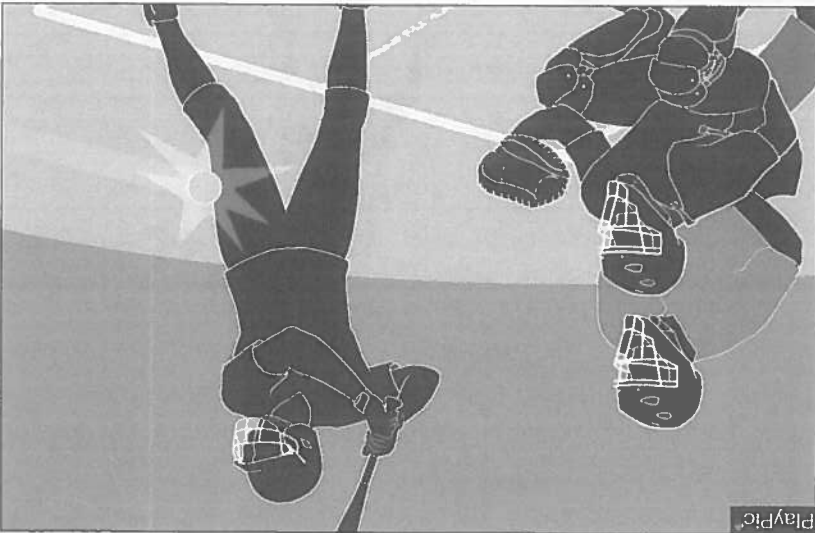
happen while the ball is dead and the proper procedure for resuming play

once it has been suspended.

**5-1-1(b)** The ball becomes dead when the batter strikes at the ball and it contacts the bat a second time. It is a foul ball.

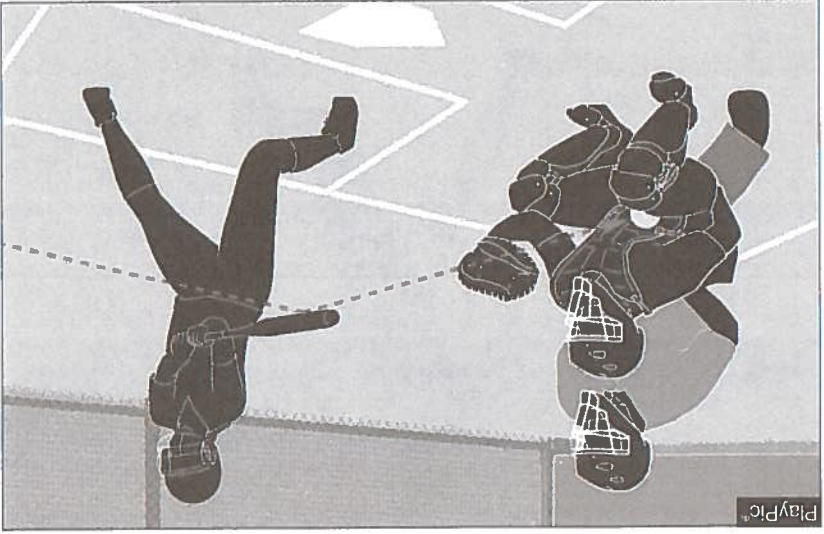


**5-1-1(a)** The ball becomes dead immediately when a pitch hits a batter or the batter's clothing. The batter is awarded first base.

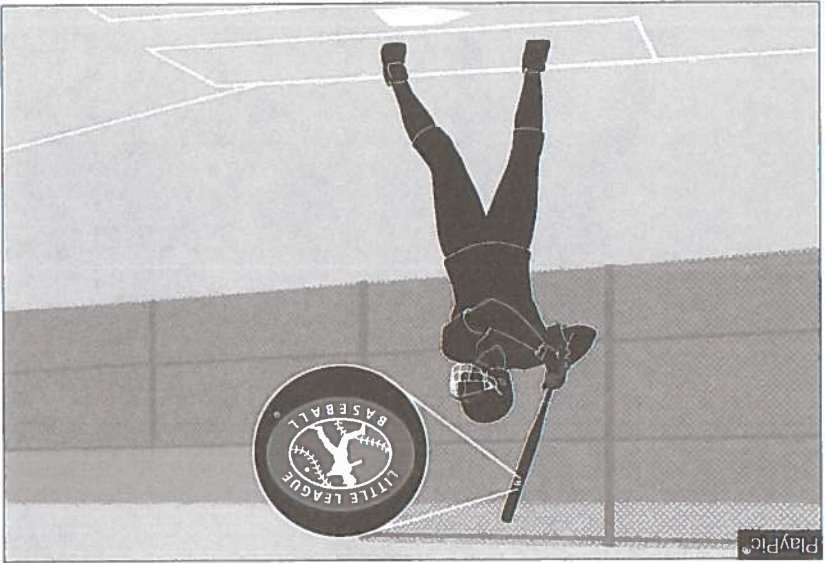




**5-1-1(d)** The ball becomes dead immediately when any batted ball, while on or over foul ground, goes directly from the bat to the catcher's protector, mask or person without first touching the catcher's glove or hand; or touches any object other than the ground or any person other than a fielder.

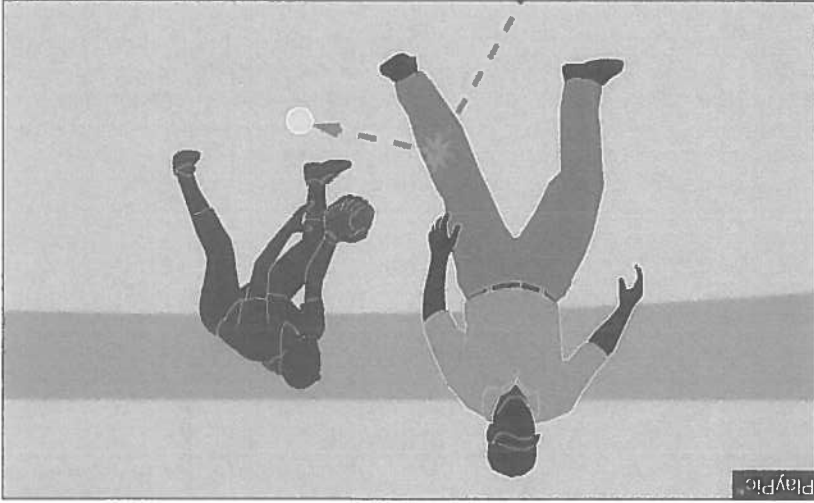


**5-1-1(c)** The ball becomes dead immediately when the batter enters the batter's box with an illegal bat. The bat is illegal because it is non-approved.

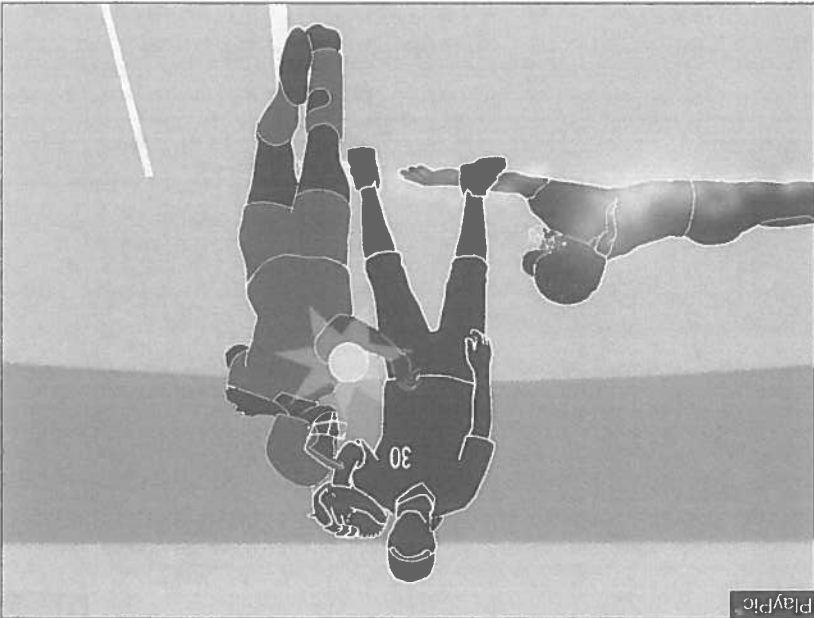




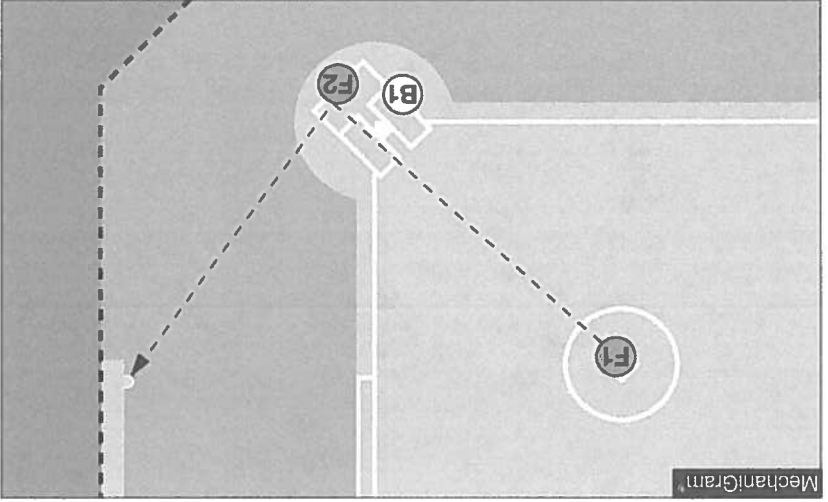
**5-1-1(f)** When a batted ball touches an umpire before touching any fielder and before passing any fielder other than the pitcher, the ball becomes dead immediately.



**5-1-1(e)** The ball becomes dead immediately when there is interference by a runner or a retired runner or by any person.



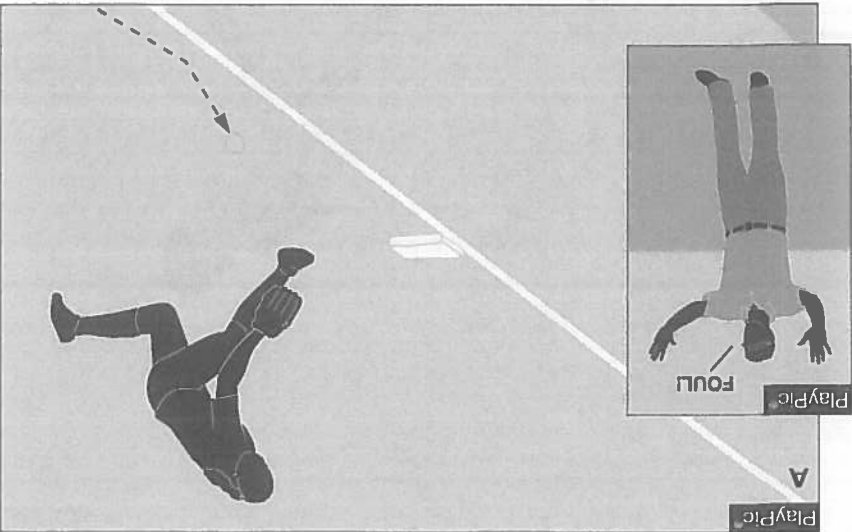
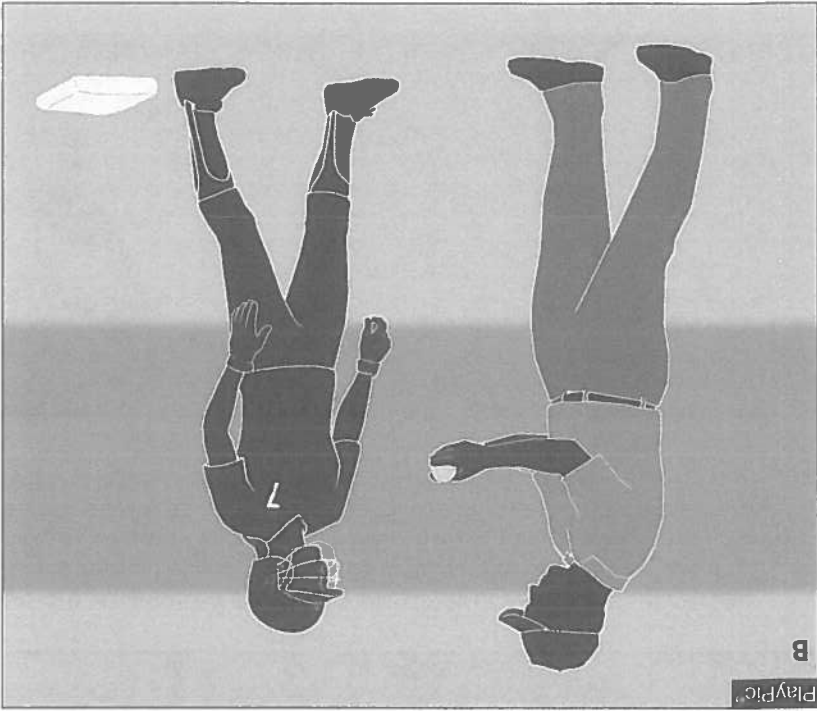
**5-1-1(g)** When a pitch or any thrown ball goes into a stand or other dead-ball area or players' dugout/bench area, the ball becomes dead immediately, even if it rebounds back into live-ball territory.



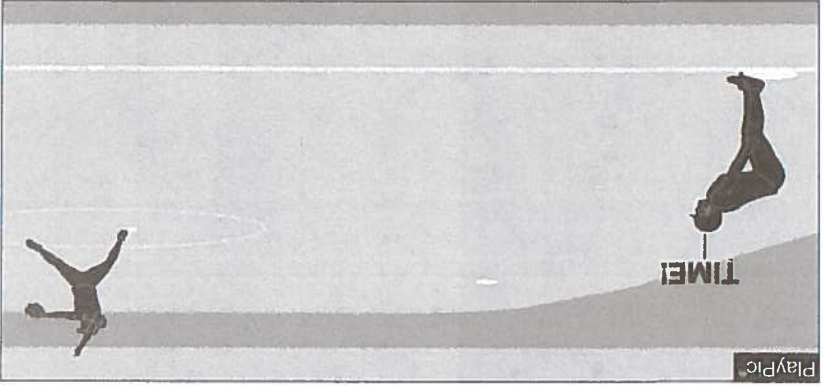
**5-1-1((3))** When a batted ball touches a spectator in the field of play, the ball becomes dead immediately.



**5-1-1(h)** When the umpire inadvertently announces foul on a ground ball (PlayPic A) or handles a live ball (PlayPic B), the ball becomes dead immediately.



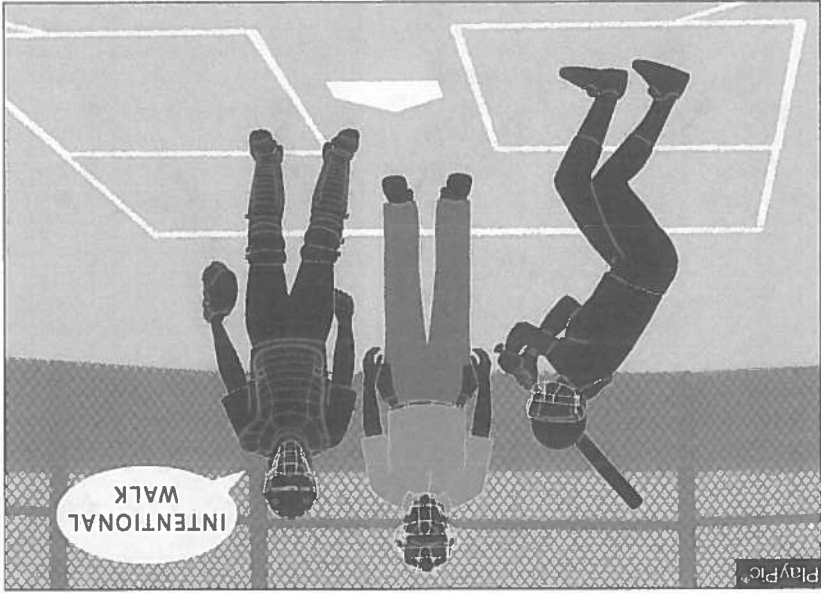
**5-1-1(i)** The ball becomes dead immediately when any personnel connected with the offensive team requests "Time" or uses any other command or commits an act for the purpose of trying to cause the opposing pitcher to commit an illegal pitch.



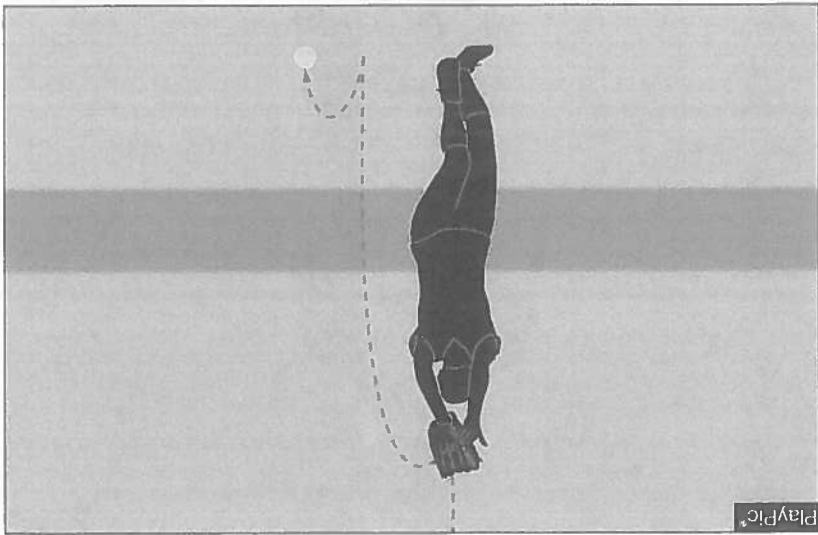
**5-1-1(ii)** After catching a fair or foul ball (fly or line drive), if the fielder leaves the field of play by stepping with one foot or by falling into a designated dead-ball area (i.e., bench, dugout, stand/bleacher, etc.), the ball becomes dead. If a chalk line or imaginary line is used to determine dead-ball (out-of-play) territory, the line is considered in play.



**5-1-1(k)** On an intentional walk, the ball is dead, the batter is awarded first base and runners may not advance unless forced.



**5-1-1(i)** When an infielder intentionally drops a fair fly, fair line drive or fair bunt in flight with at least first base occupied and with less than two outs, the ball is dead immediately. Exception: Infield fly rule.



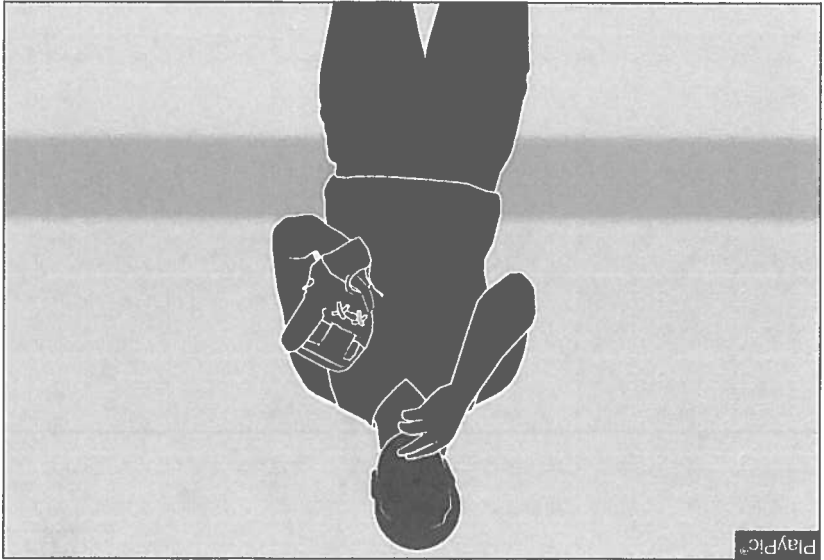


immediately.

**5-1-1(p)** When the batter commits interference, the ball becomes dead

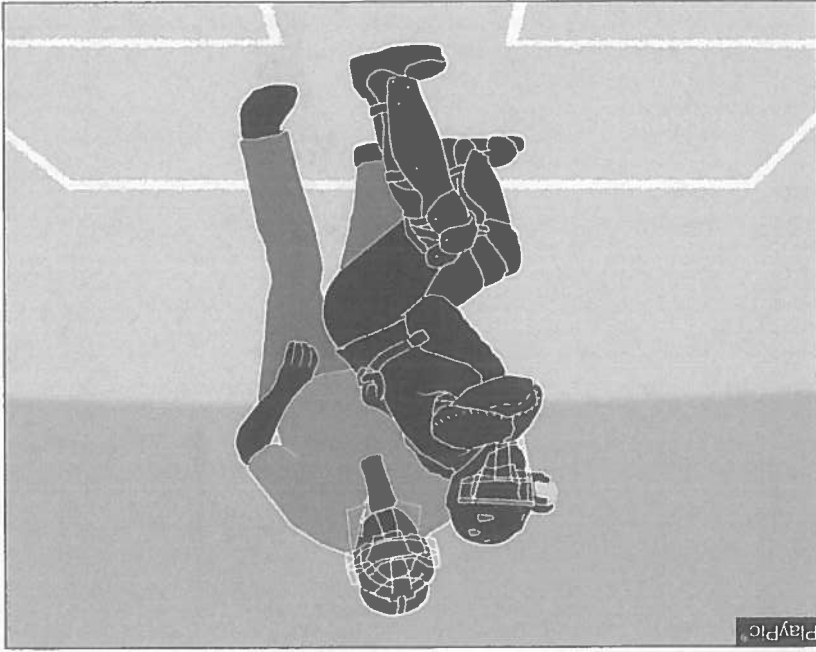


**5-1-1(o)** The ball is dead immediately when an illegal pitch occurs, but no pitch is delivered to the batter.

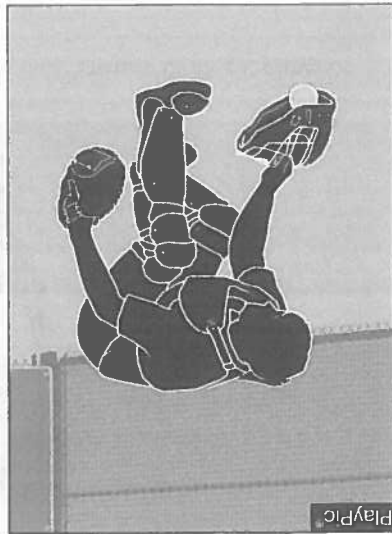




**5-1-2(c)** It is a delayed-dead ball when the umpire interferes with a catcher who is attempting to throw a non-batted ball.

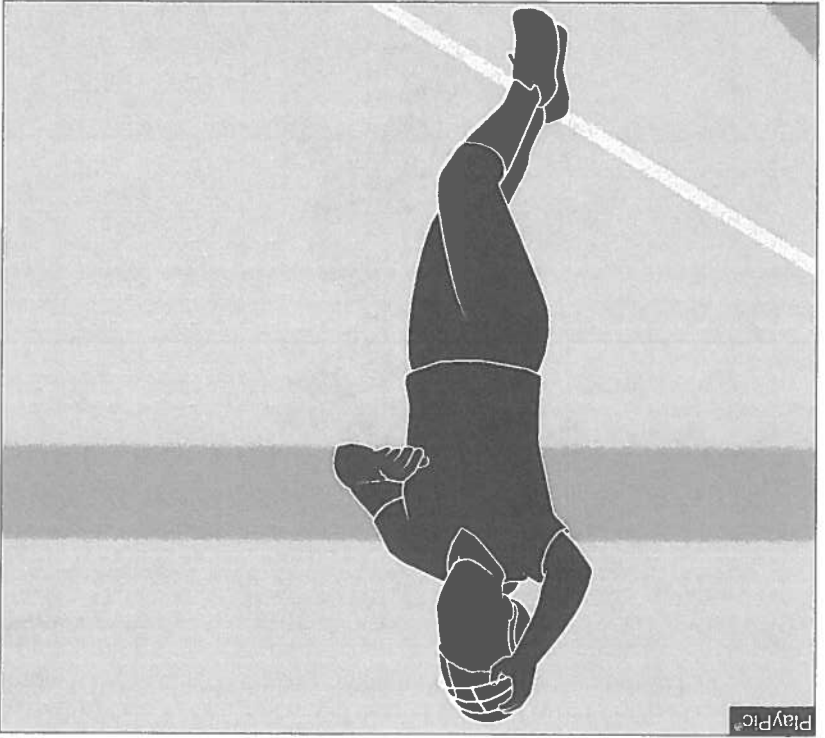


**5-1-2(b)** When a catcher or any fielder obstructs a batter or obstructs the ball through use of detached player equipment, it is a delayed-dead ball.

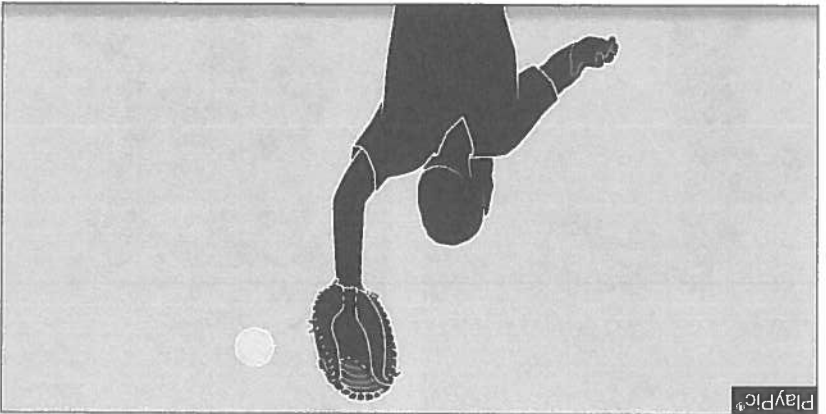




**5-1-2(e)** It is a delayed-dead ball when anyone who is required to wear a batting helmet deliberately removes the helmet while the ball is live.

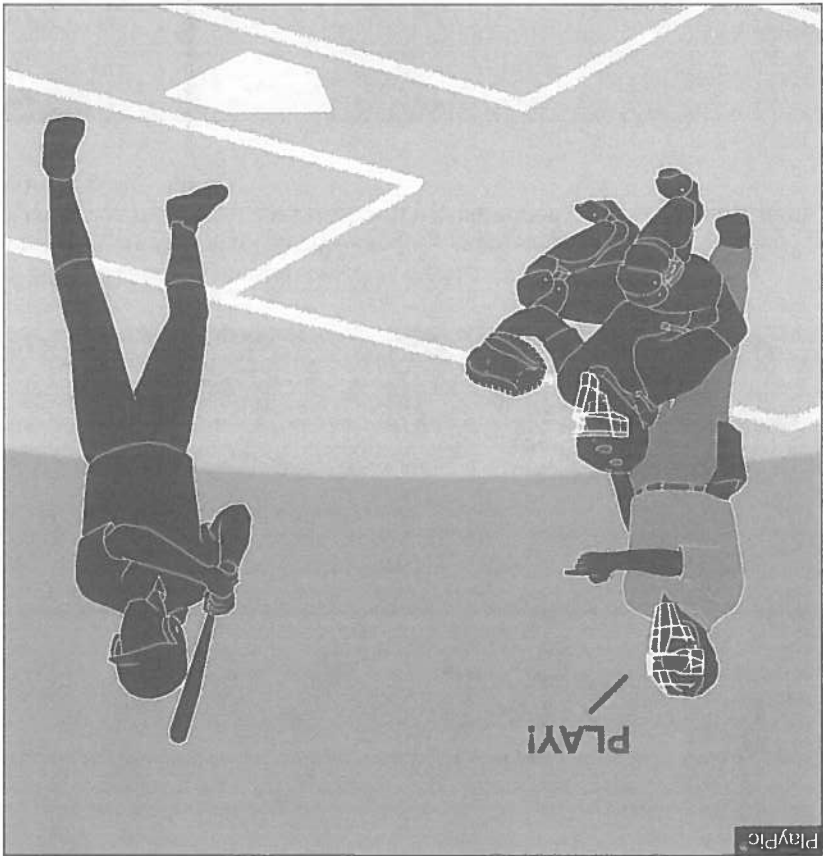


**5-1-2(d)** It is a delayed-dead ball when a ball touches an illegal glove or mitt.



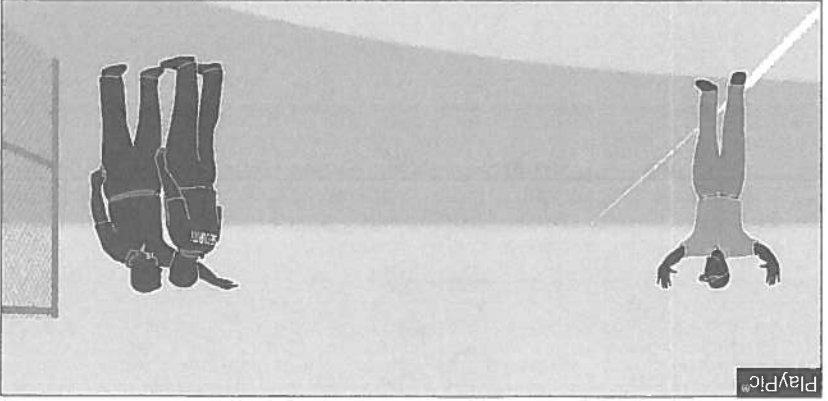


**5-1-4** After a dead-ball situation, the ball becomes live when it is held by the pitcher on the pitcher's plate, the batter and the catcher are in their respective boxes, and the umpire calls and/or signals "Play Ball."

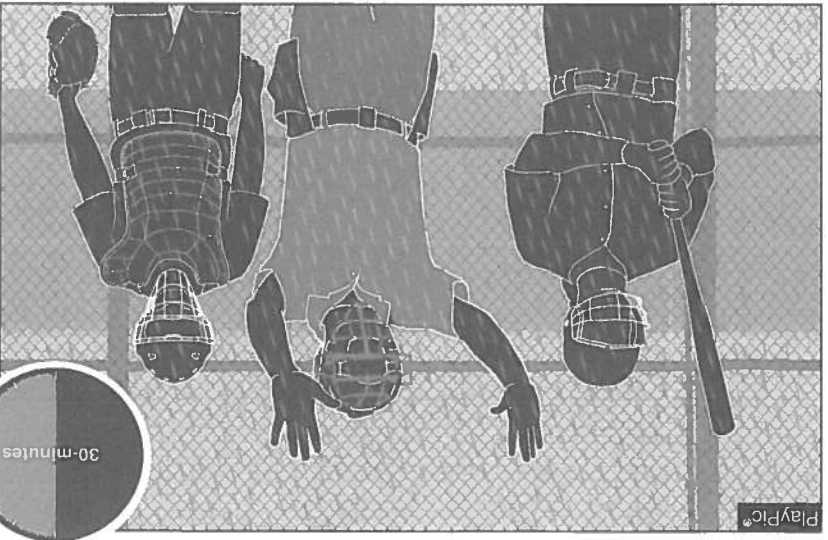




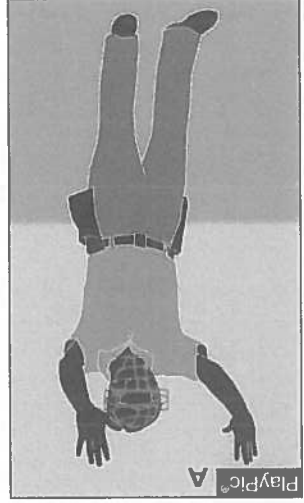
**5-2-1(c)** When a spectator is ordered from the grounds, time shall be called and the game suspended.



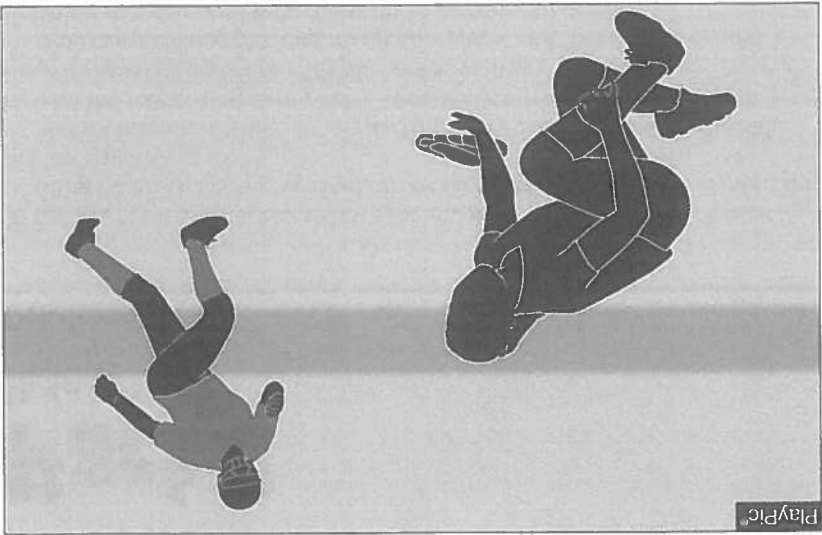
**5-2-1(b)** When the umpire considers the weather or ground conditions unfit for play, time shall be called and the game suspended. **NOTE:** After 30 minutes, the umpire may declare the game ended or, by state association adoption, suspended.



**5-2-2(a)** The umpire calls time (PlayPic A) prior to the fielder applying a tag on the offensive player (PlayPic B). When the ball becomes dead, no action by the defense during that time can cause a player to be put out, except a proper dead-ball appeal.



**5-2-1(d)** When an injury occurs during a live ball, time shall not be called until no further advance or putout is possible. If there is a medical emergency or if, in the umpire's judgment, further play may cause injury or jeopardize a participant's safety, play should be stopped immediately.





# Part 3

## Rule 6

### Pitching

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In fast pitch, the pitcher has to have the pivot in contact with the 24-inch pitching plate. The non-pivot foot can either be in contact with or behind the pitcher's plate.

But there are many infractions that a pitcher can commit with the ball or with the feet during each pitch. There are many types of illegal pitches umpires must be aware of with pitchers as well as catchers.

This rule explains pitching regulations, legal and illegal starting and finishing positions and infractions that a pitcher can commit.

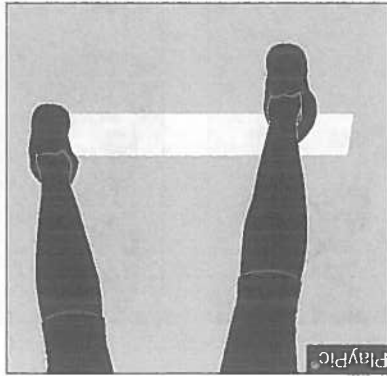
Illegal



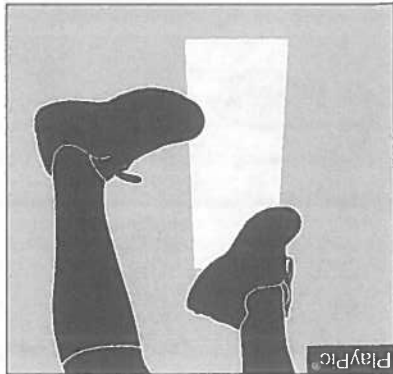
Illegal



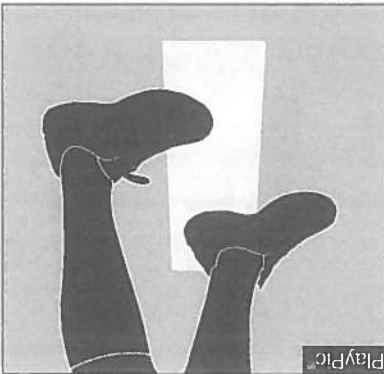
Legal



Legal

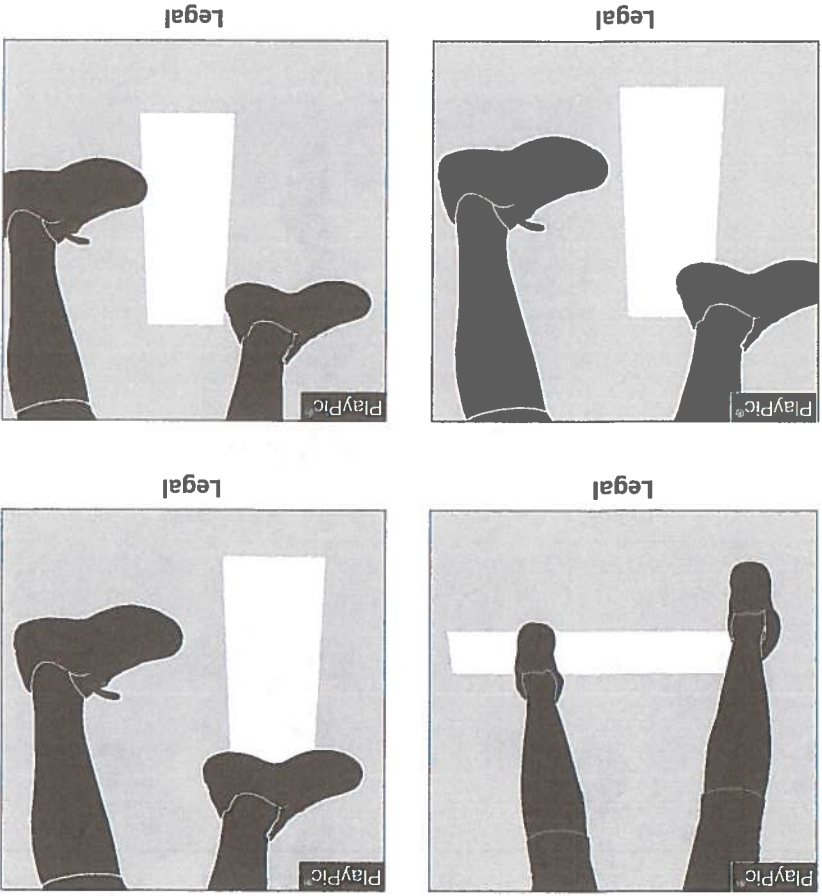


Legal



Prior to the Start of Delivery

**6-1-1** The pitcher shall take a position with the pivot foot in contact with the pitcher's plate and the non-pivot foot in contact with or behind the pitcher's plate. Both feet must be on the ground within or partially within the 24-inch length of the pitcher's plate.

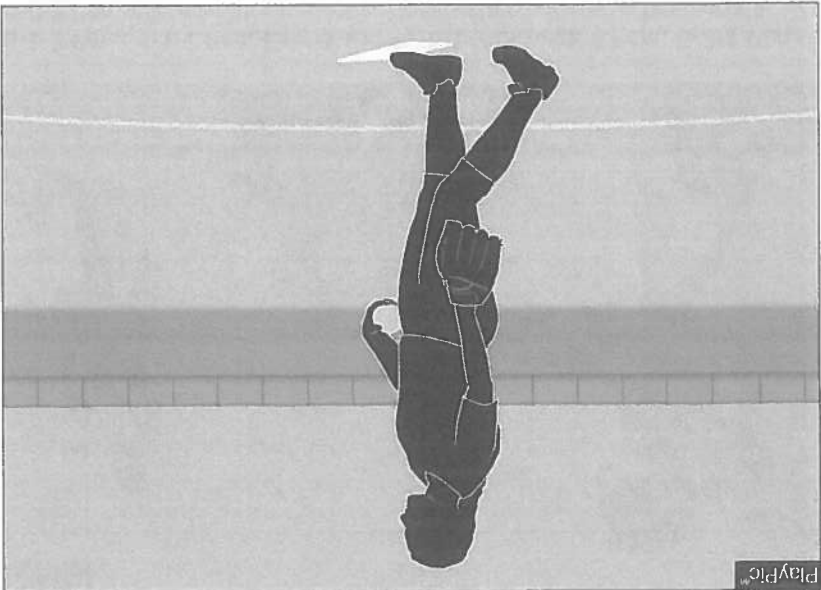


Prior to the Start of Delivery

**6-1-1(b)** Whether both feet are in contact with the pitching plate (PlayPic A) or only the pivot foot is in contact with the pitching plate (PlayPic B), the pitcher shall take (or simulate taking) a signal from the catcher.



**6-1-1(a)** Prior to pitching, the pitcher must take a position with shoulders in line with first and third base with the ball in the glove or pitching hand, and with the hands separated.



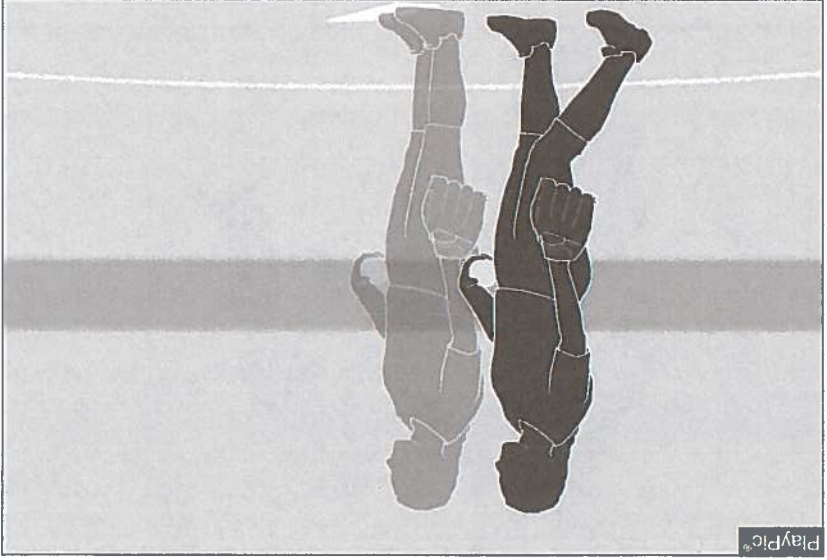




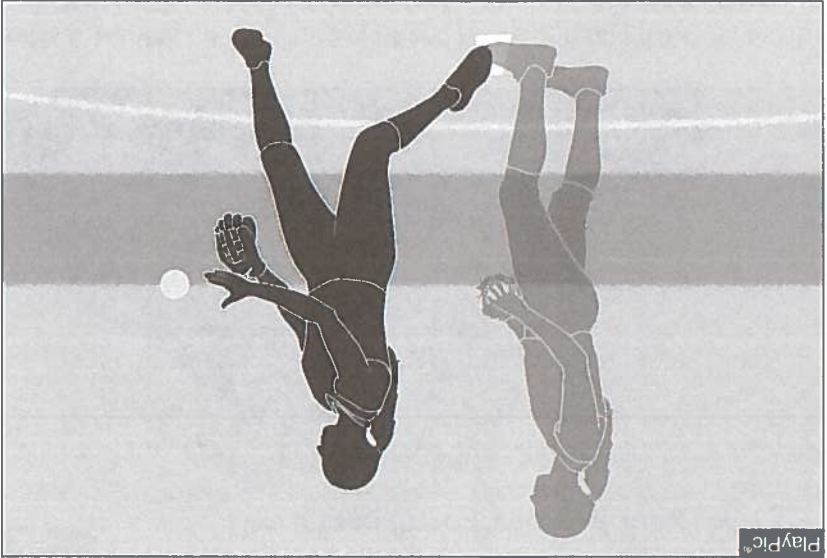




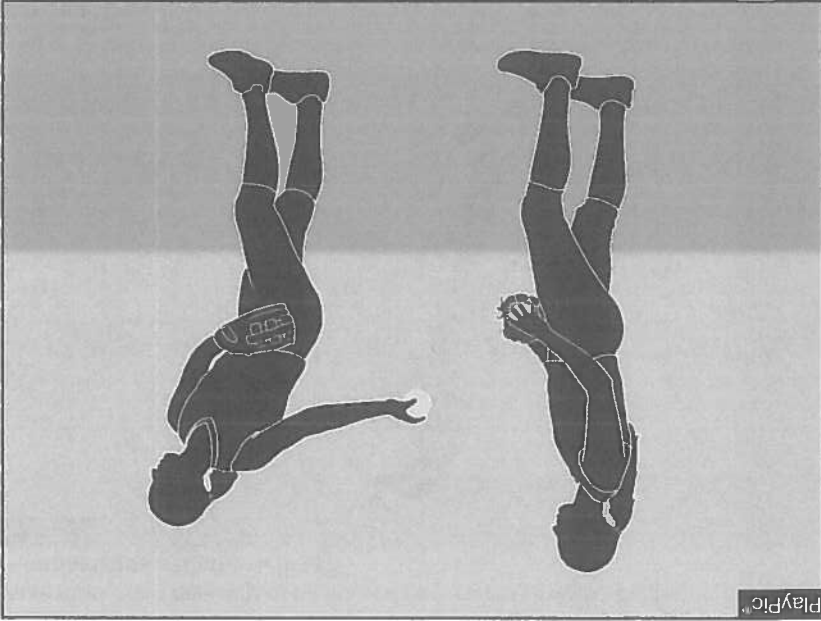
**6-1-1((1,2))** Before the hands come together, the pitcher may legally step back from the pitcher's plate with both feet. The pitcher may legally step back when the hands are together as long as no part of the windup motion has been made.



**6-1-1(c)** The pitcher shall bring the hands together in front of the body for not less than one second and not more than 10 seconds before releasing the ball. The hands may be motionless or moving.

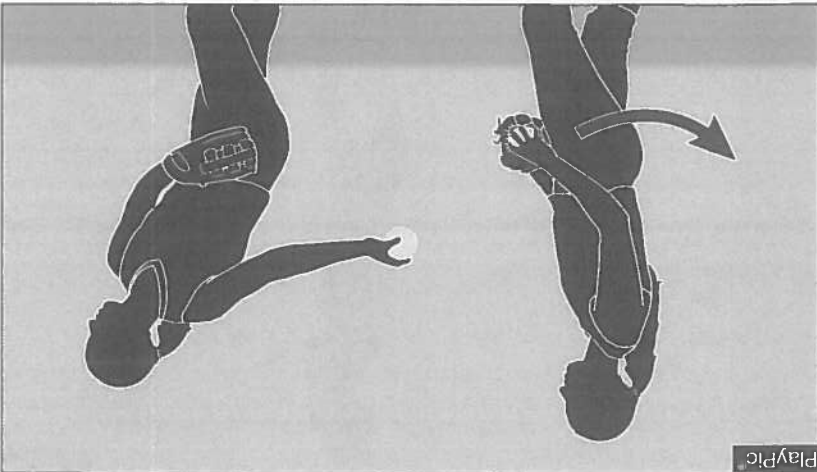


**6-1-2(a), 6-1-2(b)** The pitch starts when the pitcher's hands are separated after they have come together while the pivot foot is in contact with the pitcher's plate. Any step back with the non-pivot foot must begin before the start of the pitch.



PlayPic™

**6-1-2(a)** The pitch starts when the pitcher's hands separate after they have come together while the pivot foot is in contact with the pitcher's plate.

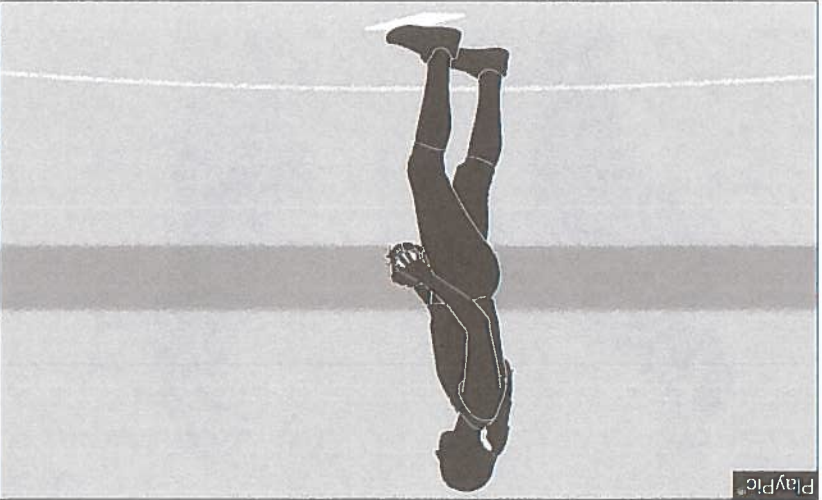


PlayPic™

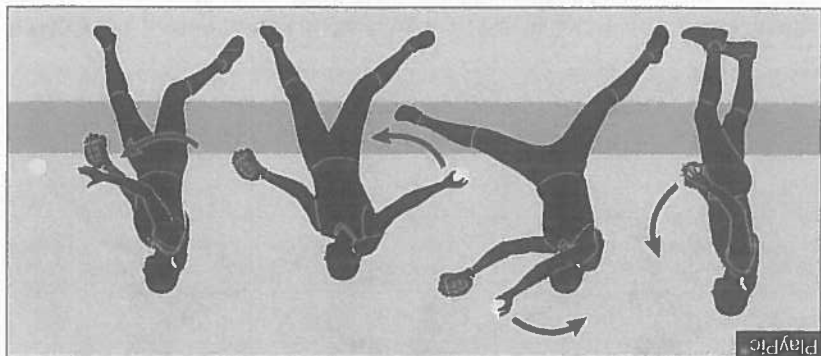
**6-1-2(c)** The pivot foot may remain in contact with or may push off and drag away from the pitching plate prior to the front foot touching the ground, as long as the pivot foot remains in contact with the ground and within the 24-inch length. If a hole has been created in front of the pitcher's plate, the pivot foot may be no higher than the level plane of the ground. Pushing off with the pivot foot from a place other than the pitcher's plate is illegal.



**6-1-2(b)** Any step backward shall begin prior to the start of the pitch. The step backward may start before or after the hands come together. Once the pitch has started (when the hands have separated), the pitcher shall not take more than one step, which must be forward, toward the batter and simultaneous with the delivery.



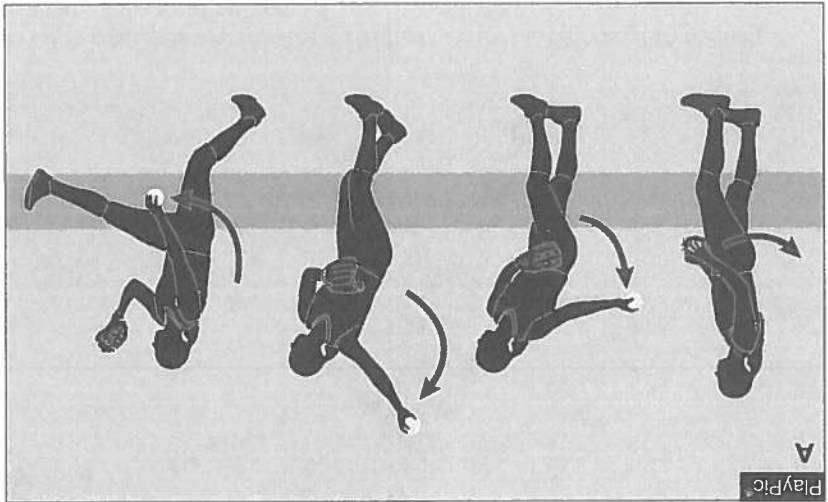
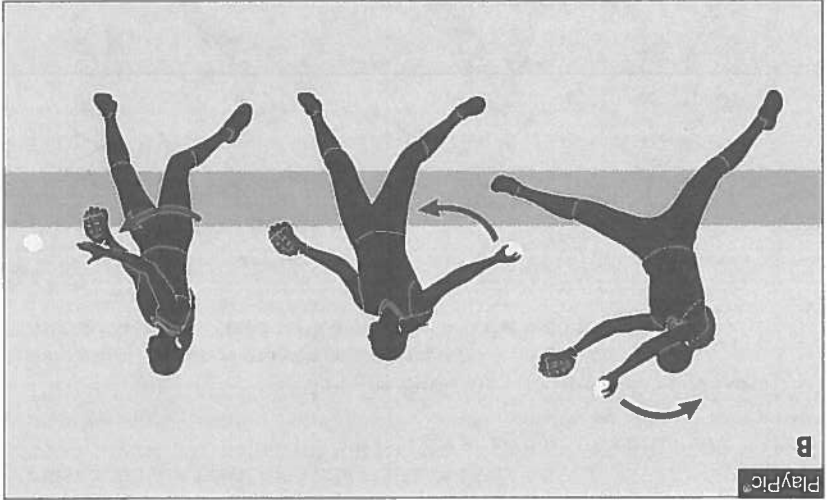
- 6-1-4** The pitcher may use any windup desired provided:
- No motion to pitch is made without immediately delivering the ball to the batter.
  - The pitcher does not use a rocker action in which, after having the ball in both hands in pitching position, she removes one hand from the ball, takes a backward and forward swing and returns the ball to both hands in front of the body.
  - The pitcher does not use a windup in which there is a stop or reversal of the forward motion.



- 6-1-3** A legal delivery shall be a pitched ball that is delivered to the batter with an underhand motion.
- The release of the ball and the follow-through of the hand and wrist must be forward past the vertical line of the body.
  - The hand shall be below the hip and the wrist not farther from the body than the elbow.
  - The pitch shall be delivered on the throwing arm side of the body and not behind the back or between the legs.
  - The pitch is completed with a step toward the batter.

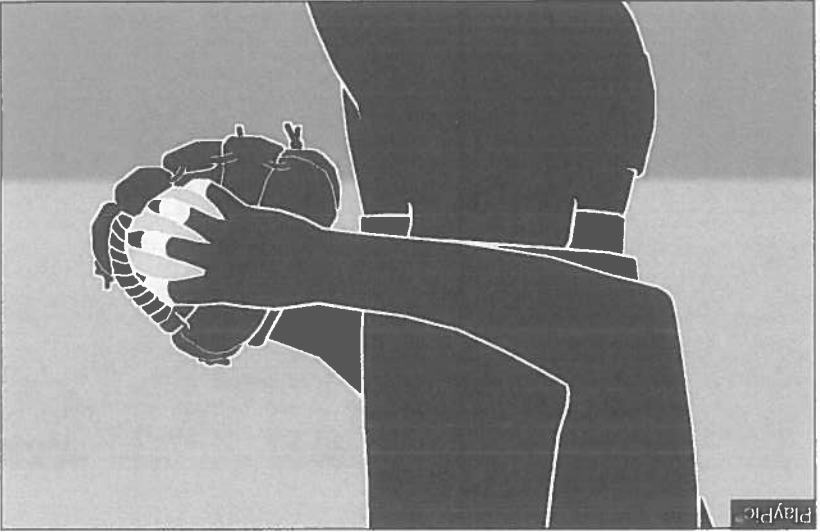


**6-1-4(d)** The pitcher cannot make more than  $1\frac{1}{2}$  clockwise revolutions of the arm in the windmill pitch. The ball does not have to be released the first time past the hip (PlayPic A), but must be released by the time her hand reaches her hip on the second revolution (PlayPic B).

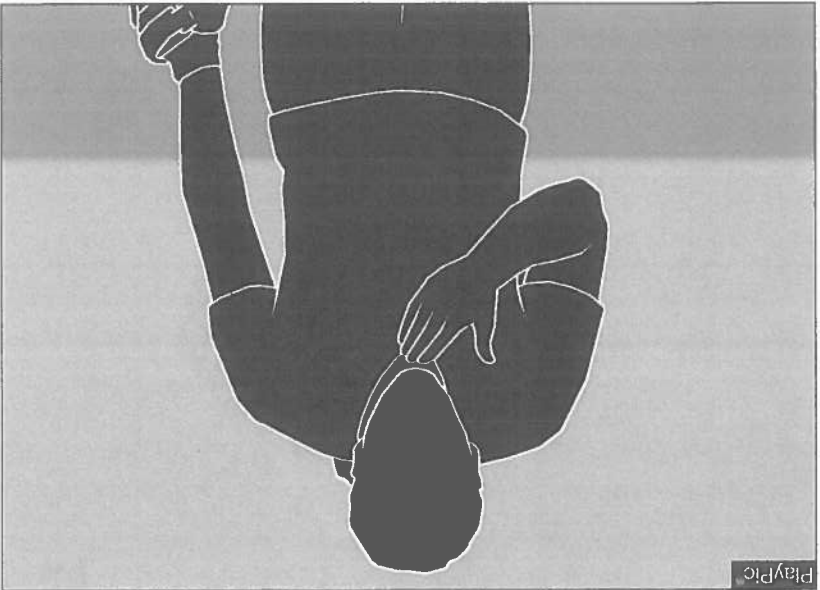




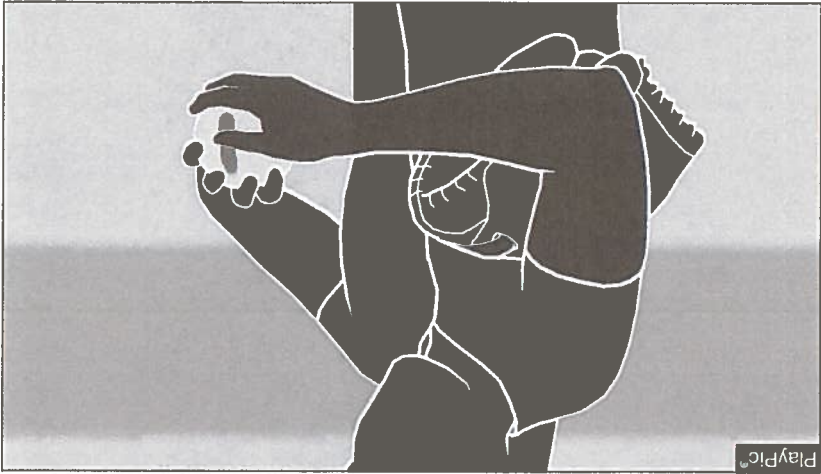
**6-2-2 NOTE** A pitcher shall not wear any item on the pitching hand, wrist, arm or thighs which the umpire judges to be distracting to the batter. The item shall be removed.



**6-2-2** A pitcher who licks their fingers shall wipe them off before bringing them in contact with the ball or it is an illegal pitch.



**6-2-2** If the pitcher at any time during the game uses tape or any other substance or foreign substance on the ball or contact points of the pitching hand or fingers, it is an illegal pitch.



**6-2-1** It is an illegal pitch if the pitcher deliberately drops, rolls, bounces, etc., the ball while in pitching position in order to prevent the batter from striking it. The ball is dead at the end of playing action. The batter is awarded a ball.

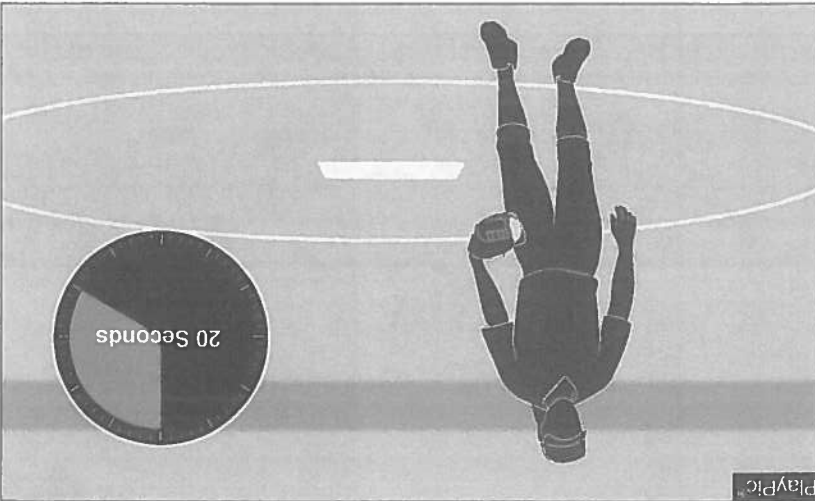




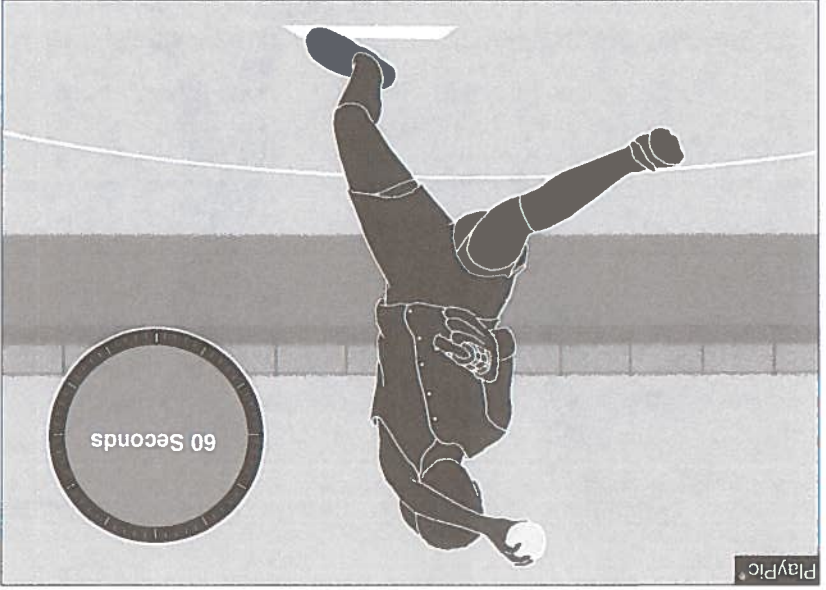
**6-2-4(b)** No pitch shall be declared if the pitcher attempts a quick return of the ball before the batter has taken position or is off balance as a result of a previous pitch.



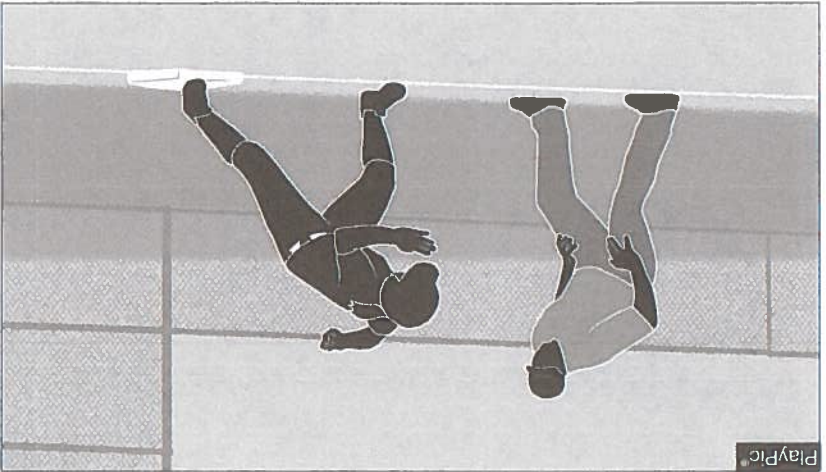
**6-2-3** Once the ball has been returned to the pitcher to prepare for the next pitch, the pitcher has 20 seconds to release the pitch or the batter is awarded a ball.



**6-2-5** At the beginning of each half-inning or when a pitcher relieves another, no more than one minute may be used to deliver no more than five balls to the catcher or other teammate. The one-minute time limit begins from the third out of the previous half-inning. Play shall be suspended during this time.



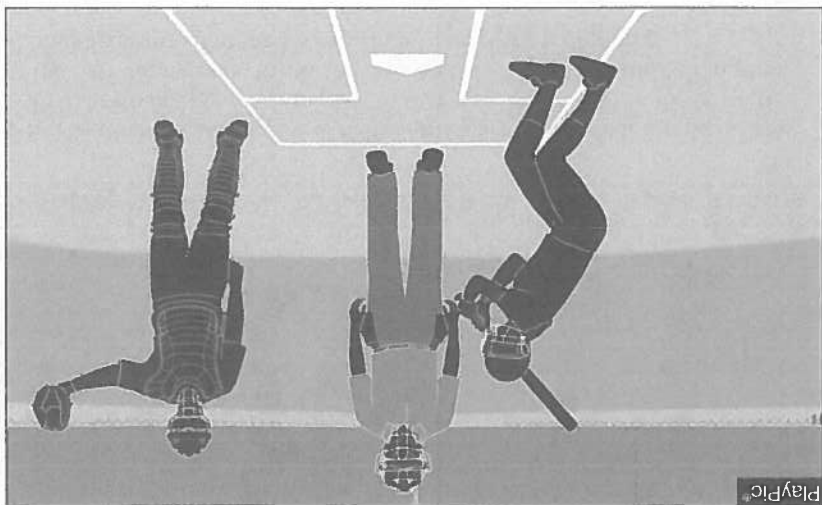
**6-2-4(c)** If the runner is called out for leaving the base too soon, no pitch shall be declared.



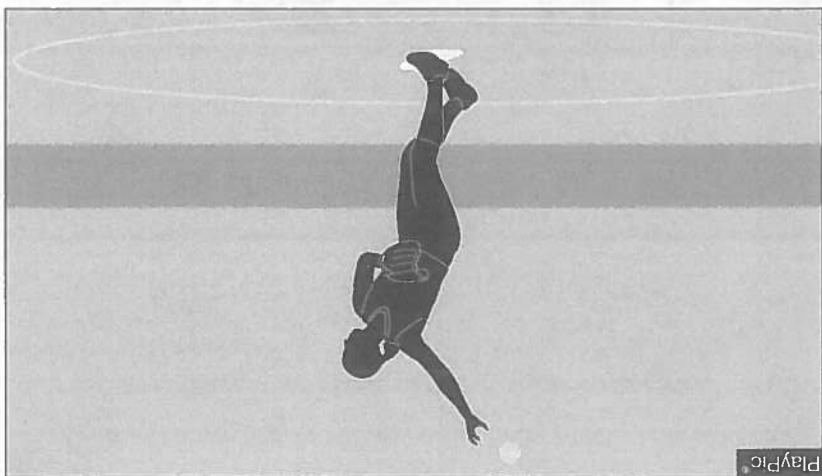


pitch.

**6-3-1** If the catcher is not inside the lines of the catcher's box when the pitcher takes a position to pitch and when the pitch is released, it is an illegal



**6-2-6** When the ball slips from the pitcher's hand during the backswing or forward motion, it is a pitch. A ball is awarded to the batter, and the ball remains in play and runners may advance with liability to be put out. A defensive player may immediately retrieve the ball as long as the batter has no opportunity to contact the pitch. Exception: If the batter has a legitimate opportunity to hit the ball and swings at the pitch, a strike is called if the batter does not make contact and the ball is in play if it is batted.





**6-5** The pitcher has a choice of balls at the start of each half inning unless both balls do not get put into play. In that case, the pitcher in the bottom of the first inning must throw the unused ball. Thereafter, the ball in play should be returned to the 16-foot circle after every half inning.

The illustration shows a baseball game in progress. A pitcher is on the mound, and a batter is at the plate. A baseball is in the air. The scoreboard is visible in the background.

BALL	STRIKE	OUT
0	0	0
TOTAL		
1	2	2
2	3	3
3	4	4
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6	7	7
7	8	8
8	9	9
9	10	10
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# Part 3

## Rule 7

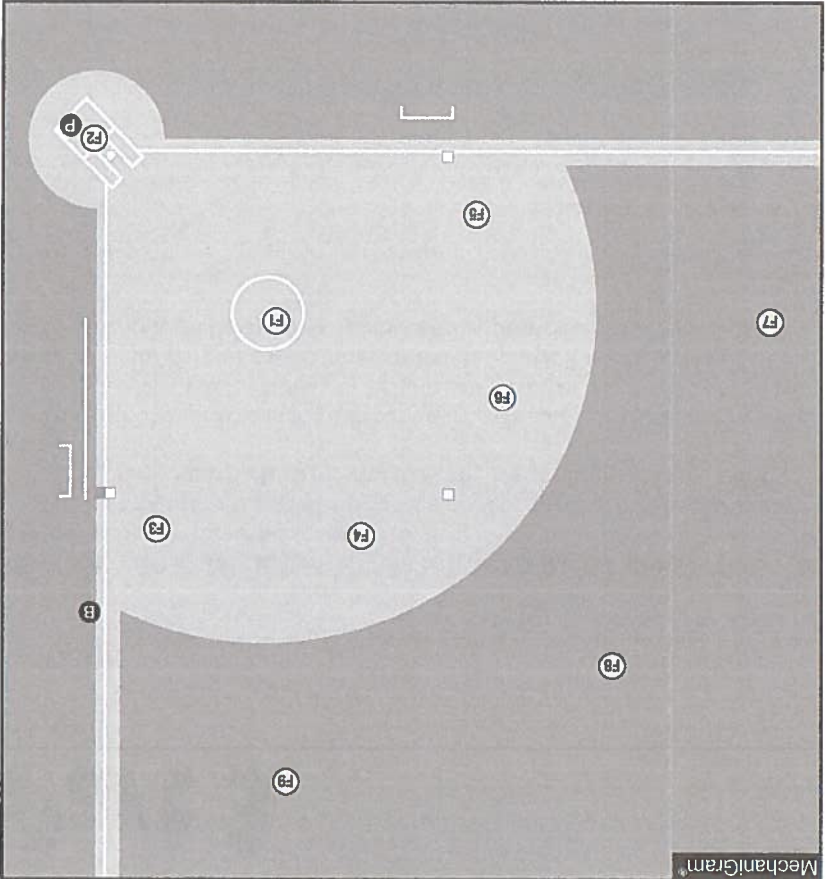
### Batting

Players on offense are categorized first as a batter, then as a runner. This rule covers the first of those two categories.

The batting order is established at the start of a game. If rules are not followed, there are penalties for violating the correct order throughout the game.

This rule also provides the different ways a batter can be charged with a strike on a given pitch. Should a pitch not meet any of the strike criteria and not be put into play or if a pitching violation occurs, it is a ball. There are also restrictions on the batter's actions and appropriate penalties.

**7-1-1, 7-1-2, PENALTY 2 NOTE** An appeal may be made after the last play of the game. Umpires should not leave the field until all infielders have left fair territory and the catcher has vacated their normal fielding position. If teams line up to shake hands, there is little chance for an appeal even if the defensive infielders have not crossed the foul line and umpires can leave the game at this point. No appeal can be made once the umpires have left the field.





7-1-1 The batting order established at the beginning of the game shall be followed during the entire game except that an entering substitute shall take the replaced player's place in the batting order.  
 A batter is in proper order if the batter follows the preceding player in the lineup. An improper batter is considered to be at bat as soon as the batter enters the batter's box and one pitch has been thrown.

NATIONAL FEDERATION OF  
STATE HIGH SCHOOL ASSOCIATIONS

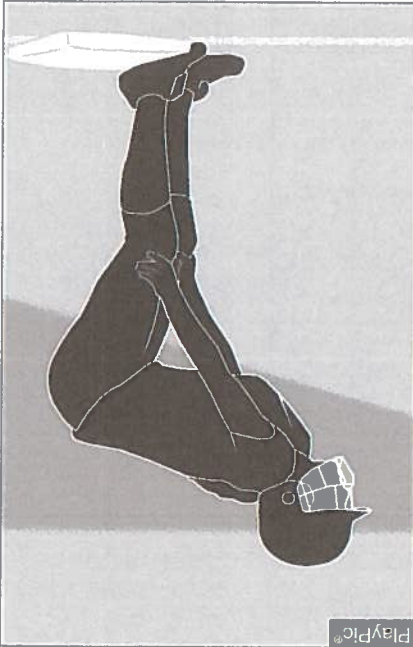
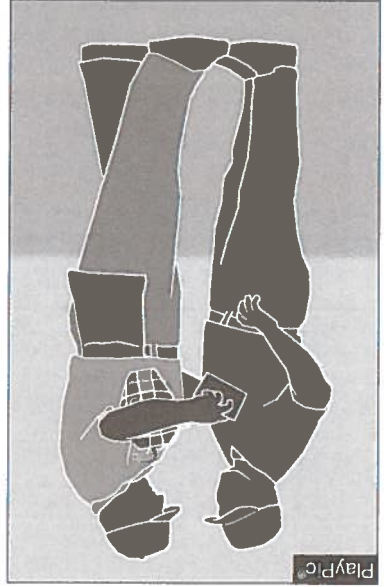
**Official Line-up  
Softball**

DATE May, 7 19 TEAM Union Eagles

PLAYER		RE	POS.							
14	H. Abel		7							
9	D. Baker		4							
12	J. Charles		8							
44	G. Daniels		3							
32	F. Edwards		6							
17	D. Franklin		2							
24	M. George		9							
2	E. Hamilton		5							
19	K. Irwin		1							
10										
<b>SUBSTITUTES</b>										
NO.										
6	E. Jackson									
11	H. Knutson									
28	D. Larson									
35	E. Mathewson									
1	D. Nelson									
<b>CONFERENCES</b>										
RAN	1	2	3	4	5	6	7	8	9	10
OFF										
DEF.										
<b>COURTESY RUNNERS</b>										
RAN	1	2	3	4	5	6	7	8	9	10
P										
C										

TO RE-ORDER CALL: 800-776-5482

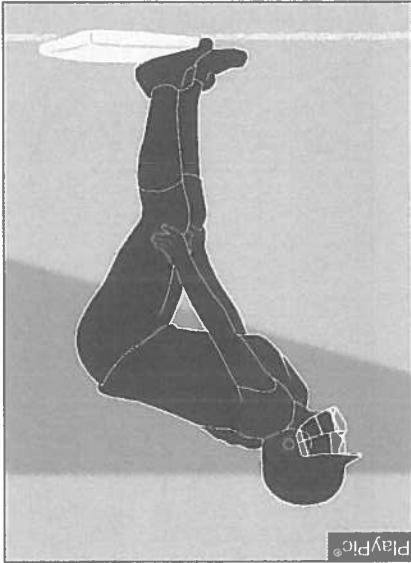
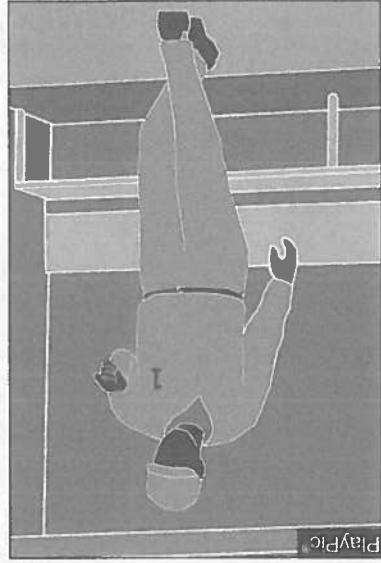
**7-1-2 PENALTY 2** Edwards has reached first base, and the defensive coach properly appeals that Edwards batted out of turn. The plate umpire rules that Daniels, the proper batter, is out.



DATE: May 1, 19, TEAM		Union Eagles	
NATIONAL FEDERATION OF STATE HIGH SCHOOL ASSOCIATIONS		Official Line-up	
Softball			
no.	pos.	PLAYER	no.
14	1	H. Abel	7
9	2	D. Baker	4
12	3	J. Carter	8
11	4	G. Daniels	3
32	5	F. Edwards	6
17	6	D. Franklin	2
24	7	M. Gargis	9
2	8	E. Hamilton	5
19	9	K. Irwin	1
10			
<b>SUBSTITUTES</b>			
no.	pos.		
5	C.	Jackson	6
11	H.	Knudson	11
22	D.	Larson	22
55	F.	Millerson	55
1	D.	Nelson	1
<b>CONFERENCE</b>			
no.	1	2	3
no.	4	5	6
no.	7	8	9
<b>COURTEYS NUMBERS</b>			
no.	1	2	3
no.	4	5	6
no.	7	8	9
no.	10	11	12
TO BE COMPLETED BY VISITING TEAM			



**7-1-2 PENALTY 3** Once a pitch has been delivered to the succeeding batter, no appeal for batting out of order shall be granted. Even though the coach wants to appeal that Daniels is on base and was an improper batter, there has already been one pitch to Edwards. The appeal, even if it is correct, shall not be granted.



NATIONAL ASSOCIATION OF STATE HIGH SCHOOL ASSOCIATIONS

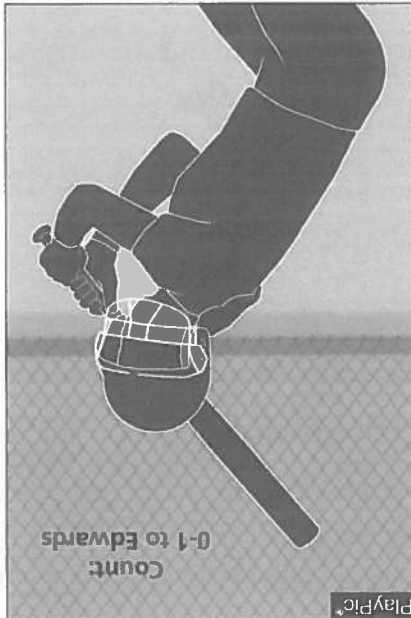
Official Line-up  
Softball

DATE: May 7, 12 Year: (High School)

PLAYER	NO.	POS.
H. Daniel	1	P
B. Baker	2	C
A. Archer	3	1B
G. Archer	4	2B
E. Edwards	5	3B
F. Fowler	6	SS
G. George	7	LF
H. Henry	8	CF
I. Isaac	9	RF
J. Jackson	10	UTIL
K. King	11	UTIL
L. Lewis	12	UTIL
M. Martin	13	UTIL
N. Nelson	14	UTIL
O. Olson	15	UTIL
P. Parker	16	UTIL
Q. Quinn	17	UTIL
R. Reed	18	UTIL
S. Smith	19	UTIL
T. Taylor	20	UTIL
U. Underwood	21	UTIL
V. Vance	22	UTIL
W. Walker	23	UTIL
X. Xander	24	UTIL
Y. Young	25	UTIL
Z. Zimmerman	26	UTIL

TO RECORD CALL INDICATIONS

NO.	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26
COACHES																										
TEAM																										



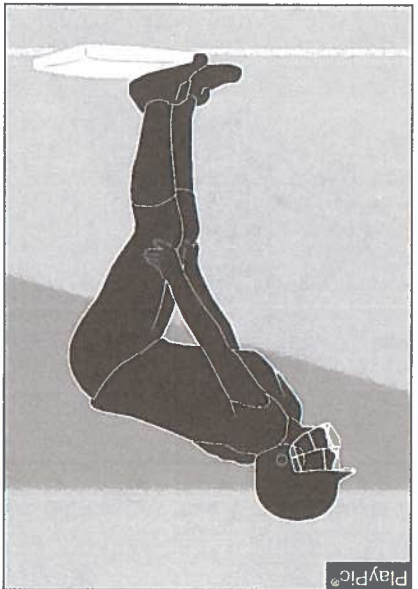
Count  
0-1 to Edwards



**7-1-2 PENALTY 4** Edwards batted out of order. Following a proper appeal prior to the next pitch, Daniels, who was the proper batter, is called out and Edwards is removed from first base. Edwards is now the proper batter.



PLAYERS		DATE: May 17, 1998		Home Field	
NO.	NAME	NO.	NAME	NO.	NAME
1	H. Abel	11	D. Baker	21	J. Carter
2	D. Baker	12	A. Carter	22	F. Edwards
3	C. Davis	13	G. Davis	23	M. George
4	E. Edwards	14	K. Levin	24	E. Daniels
5	J. Smith	15	L. Smith	25	R. Taylor
6	R. Taylor	16	P. Thomas	26	H. Wilson
7	H. Wilson	17	D. White	27	J. Young
8	D. White	18	M. Young	28	
9	M. Young	19		29	
10		20		30	



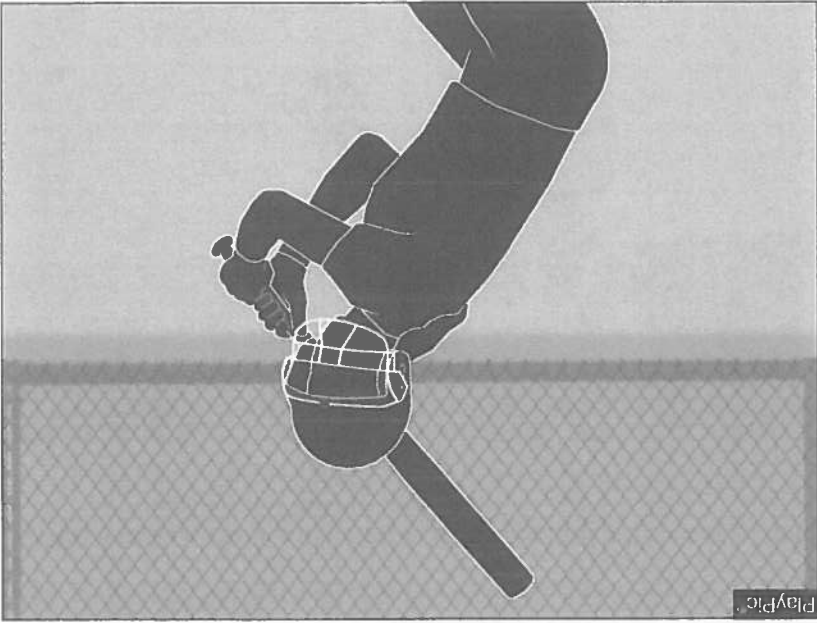
"Daniels is out. Edwards is the batter."

PlayPic®

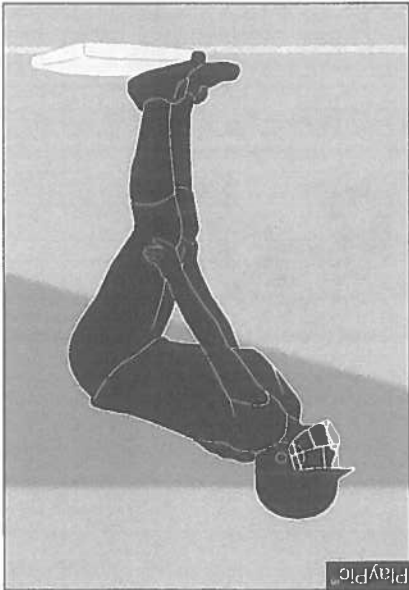
PlayPic®

PlayPic®

**7-1-2 PENALTY 5** When no legal appeal is made for batting out of order, the next batter shall be the batter whose name follows that of such legalized improper batter. Edwards batted out of order, but no appeal was made. The next legal batter is Franklin.



PlayPic™



PlayPic™

NATIONAL FEDERATION OF  
OFFICIAL LINE-UP  
STATE HIGH SCHOOL ASSOCIATION

DATE: May 7, 1988 TEAM: Union, Florida

PLAYERS

1	H. Smith	7
2	R. Baker	4
3	A. Carter	1
4	G. Parker	3
5	F. Edwards	6
6	M. Franklin	2
7	M. George	9
8	C. Hamilton	5
9	K. Taylor	1

UNDESIGNED

10		
11		
12		
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COACHES

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MANAGER

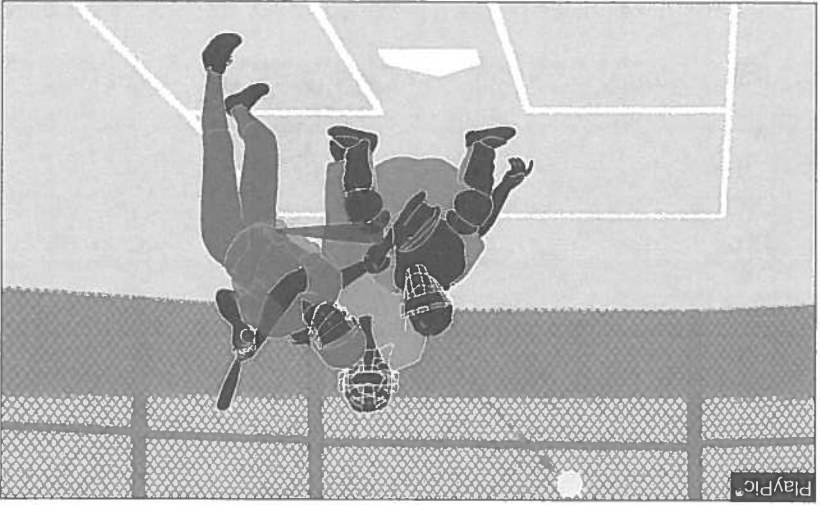
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TO BE COMPLETED BY VISITOR

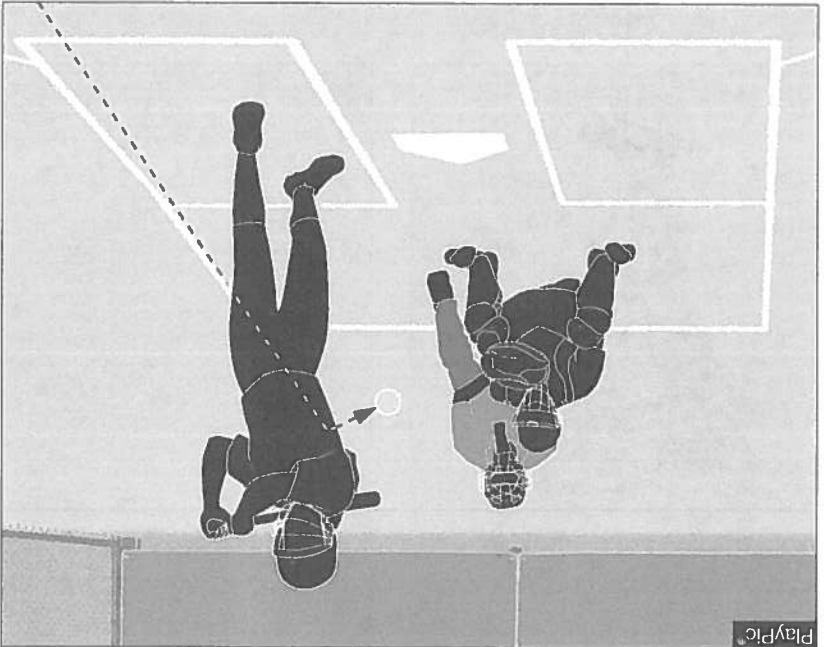
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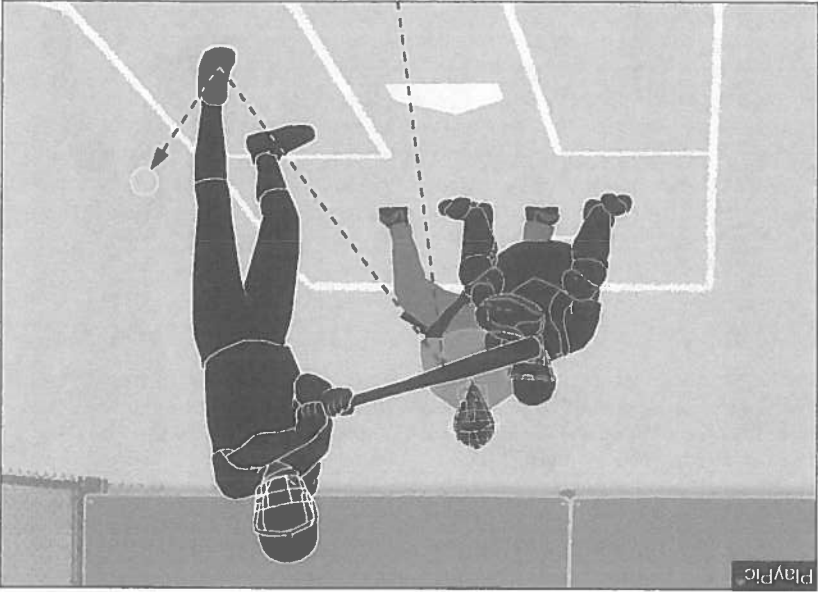
**7-2-1(c)** A strike is charged to the batter when a pitched ball becomes a foul when the batter has less than two strikes.



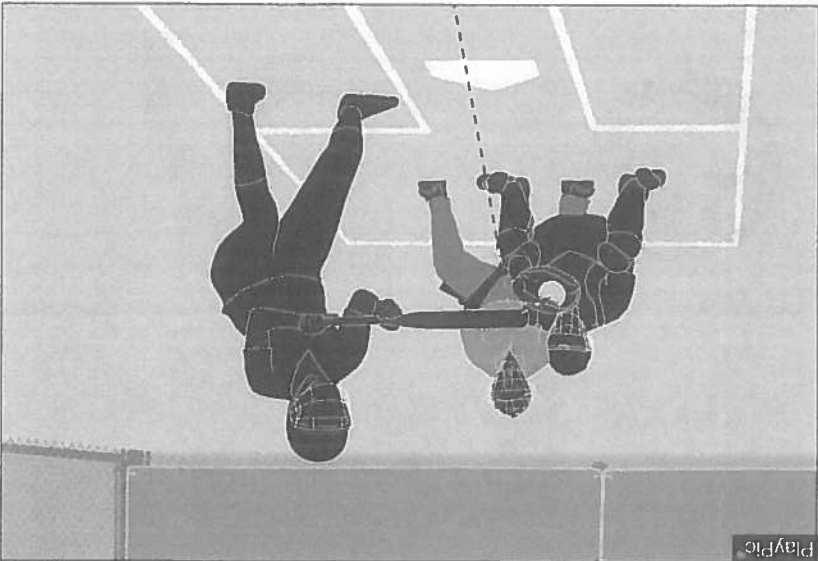
**7-2-1(b)** A strike is charged to the batter when a pitched ball is swung at and missed, even if the pitched ball hits the batter.



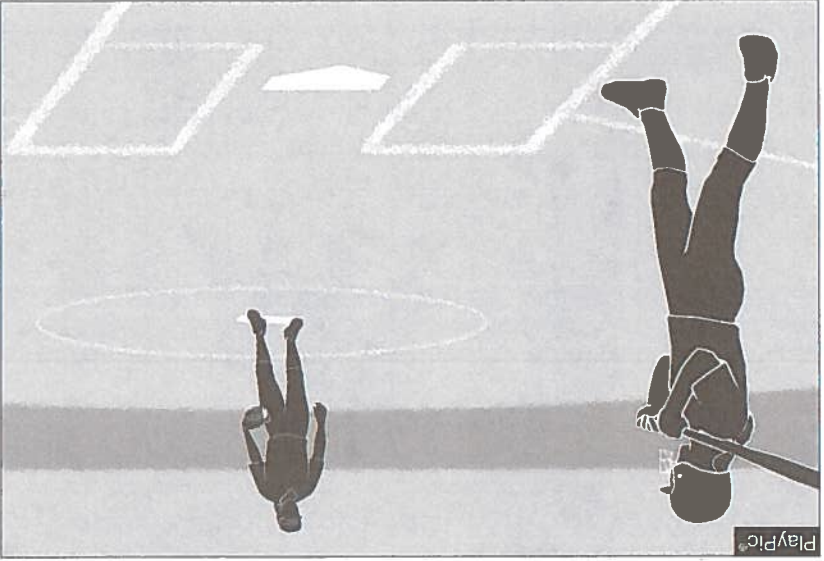
**7-2-1(f)** A strike is charged to the batter when a batted ball contacts the batter in the batter's box (foul ball).



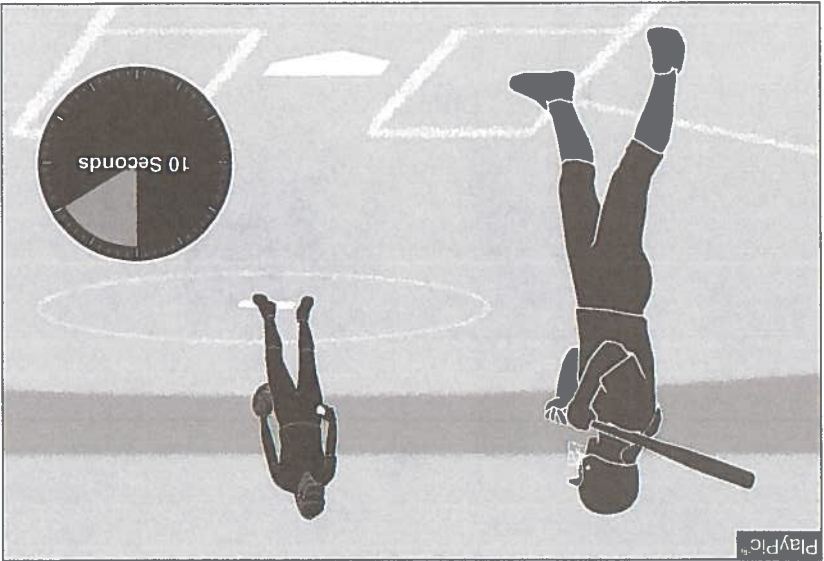
**7-2-1(d)** A strike is charged to the batter when a pitched ball becomes a foul tip (even on a third strike) or a foul from an attempted bunt.



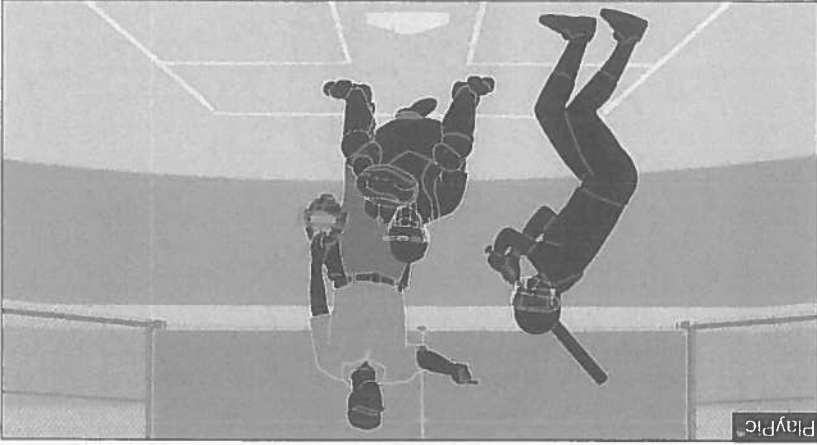
**7-3-1** A strike shall be called on the batter for delaying the game by stepping out of the box when the pitcher is in contact with the pitcher's plate.



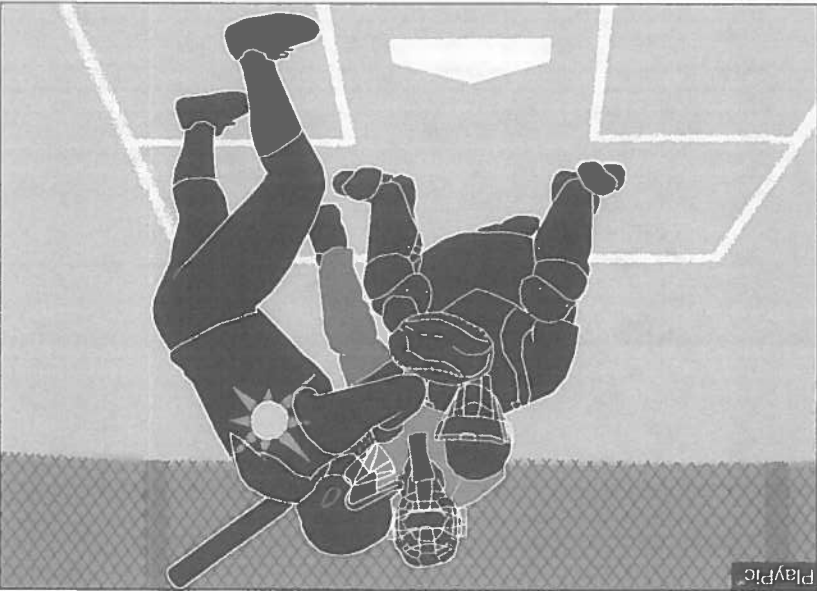
**7-3-1** A strike shall be called on the batter for delaying the game by failing to promptly take position with both feet completely inside the batter's box within 10 seconds after the ball is returned to the pitcher to prepare for the next pitch.



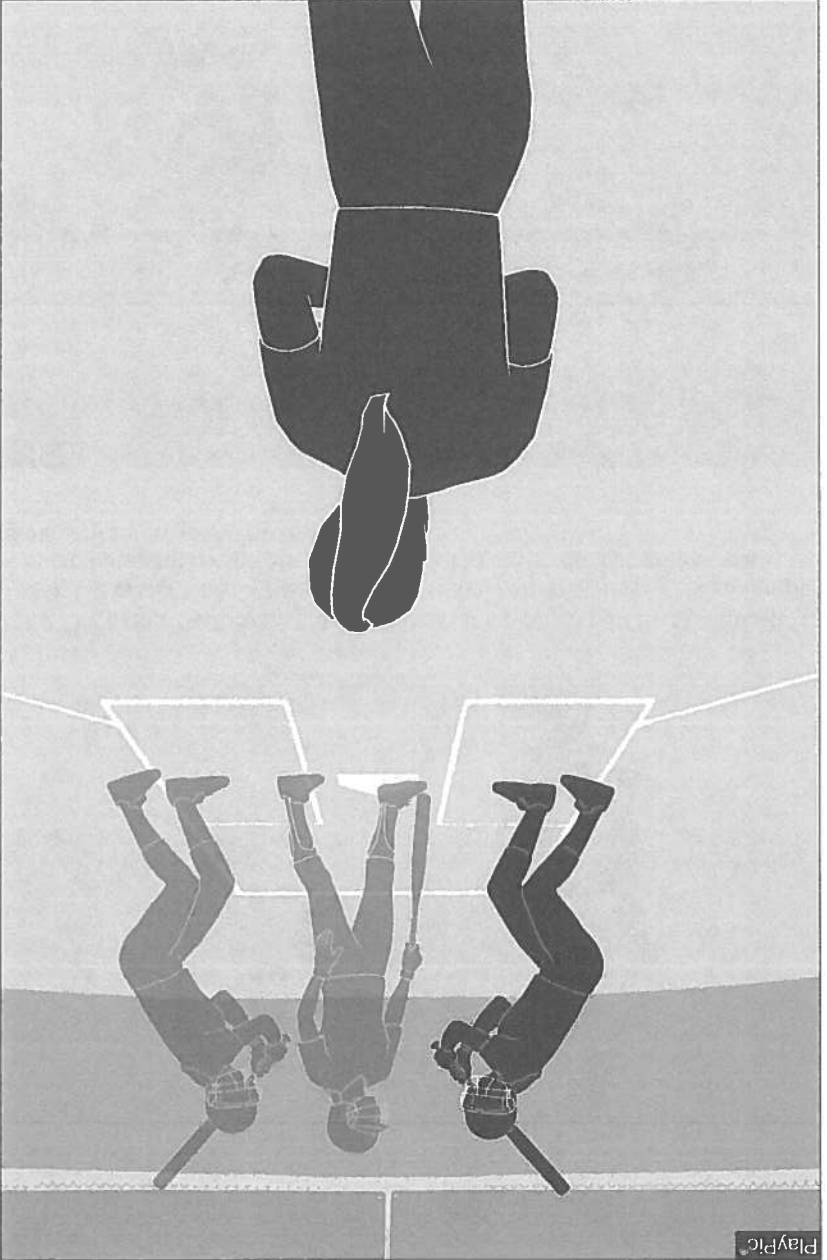
**7-4-2** The batter enters the batter's box with an illegal bat. The umpire detects the violation and calls the batter out. The batter is out if the batter enters the batter's box with an illegal bat or is discovered having used an illegal bat and the infraction is detected before the next legal or illegal pitch (only the umpire or defense may detect an illegal bat).



**7-3-2** The batter shall be awarded first base if a pitched ball that is entirely within the batter's box strikes the batter or the batter's clothing. No attempt to avoid being hit by the pitch is required. However, the batter may not obviously try to get hit by the pitch.



**7-4-3** The batter is out and the ball is dead immediately if the batter discovers the pitcher by stepping out of the box on one side of home plate to the box on the other side while the pitcher is in position ready to pitch.

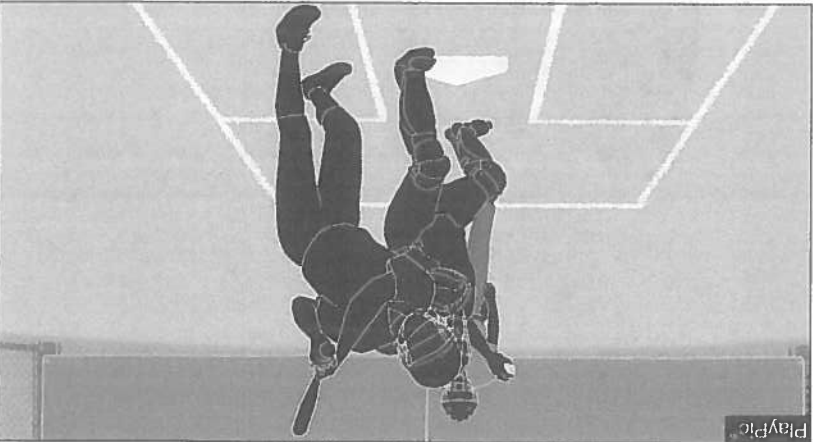




**7-4-7** The batter is out if a third strike (in flight) is not caught, a runner occupies first base at the time of the pitch and there are less than two outs. **NOTE:** If there are two outs or if no runner occupies first base, the batter is not out unless the third strike is caught. The batter becomes a batter-runner and is entitled to try to reach first base before being tagged out or thrown out.



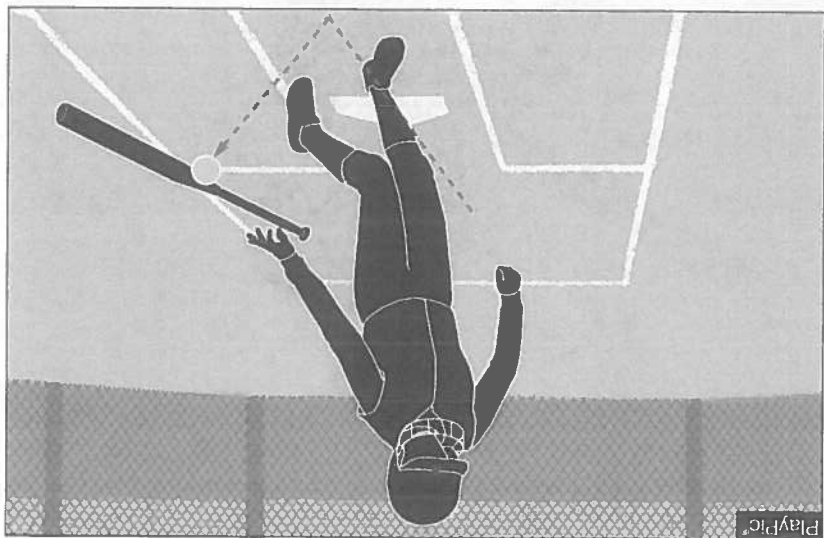
**7-4-4** The batter is out, the ball is dead immediately and runners must return to the last base touched at the time of interference if the batter interferes with the catcher's fielding or throwing by leaning over home plate, by stepping out of the batter's box, by making any movement which hinders action at home after the pitch reaches the catcher or the catcher's attempt to play on a runner, or by failing to make a reasonable effort to vacate congested area when there is a throw to home and there is time for the batter to move away.



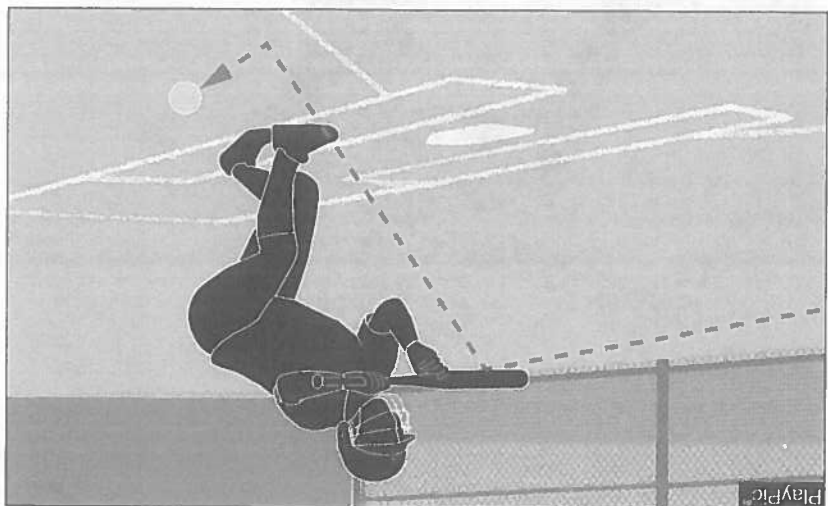
7-4-8 The batter is out if the batter hits the ball fair or foul while either foot is touching the ground completely outside the lines of the batter's box or while touching the plate.



**7-4-13** After hitting or bunting a ball, the batter is out if the bat hits the ball a second time while the ball is on or over fair territory, or is on or over foul territory and, in the umpire's judgment, had a chance to become a fair ball. If the batter is in the batter's box and the bat is in the batter's hands when the second contact occurs, it is a foul ball regardless of whether the ball was on or over fair or foul territory unless, in the umpire's judgment, the batter intentionally hit the ball a second time.

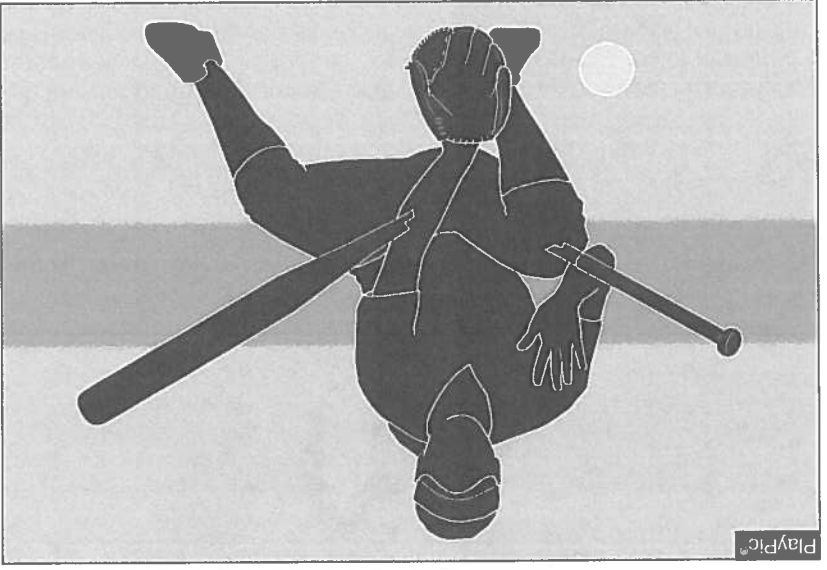


**7-4-9** The batter is out if a bunt attempt on the third strike goes foul.

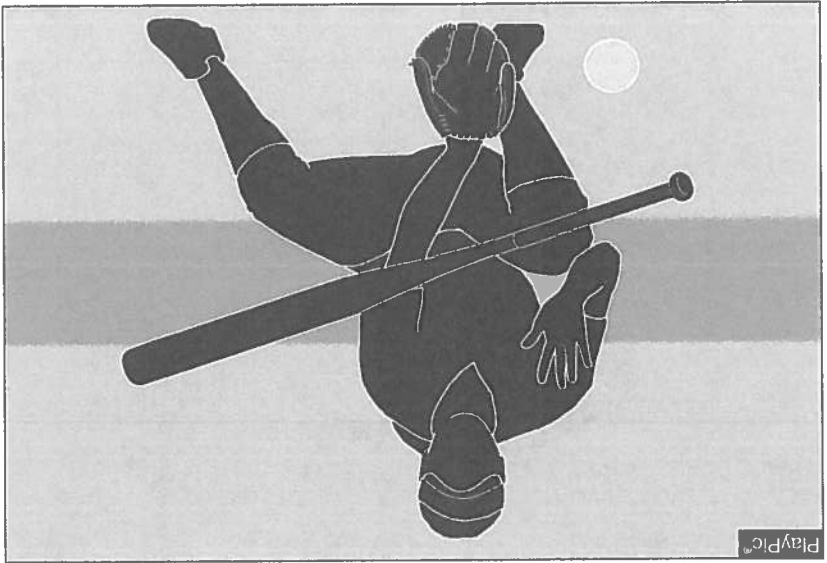




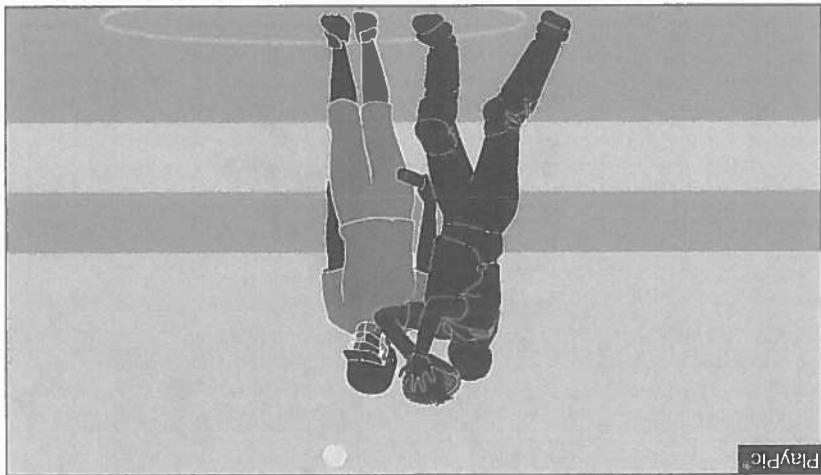
**7-4-14 NOTE** If the bat breaks and a portion is hit by the ball or hits a runner or fielder, no infraction has occurred.



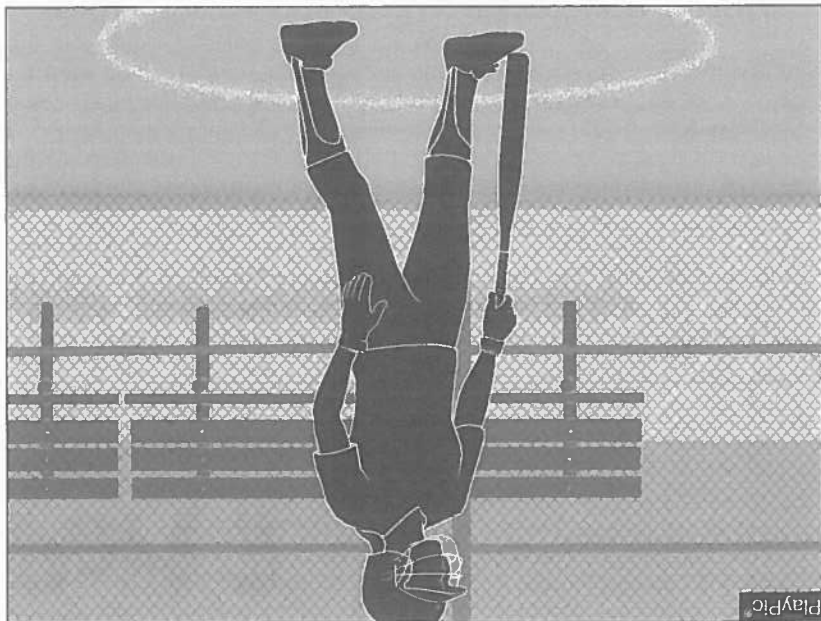
**7-4-14** The batter throws the bat and interferes with a defensive player attempting a play. The batter is out, the ball is dead immediately, and all runners must return to the base occupied at the time of the interference.



**7-5-4** The on-deck batter shall not commit interference with the defensive team. When the interference is with a fair batted or foul fly ball, the batter is out. When, in the judgment of the umpire, the interference prevented a possible double play, the runner closest to home shall also be declared out. Other runners return to the last base touched at the time of the interference.

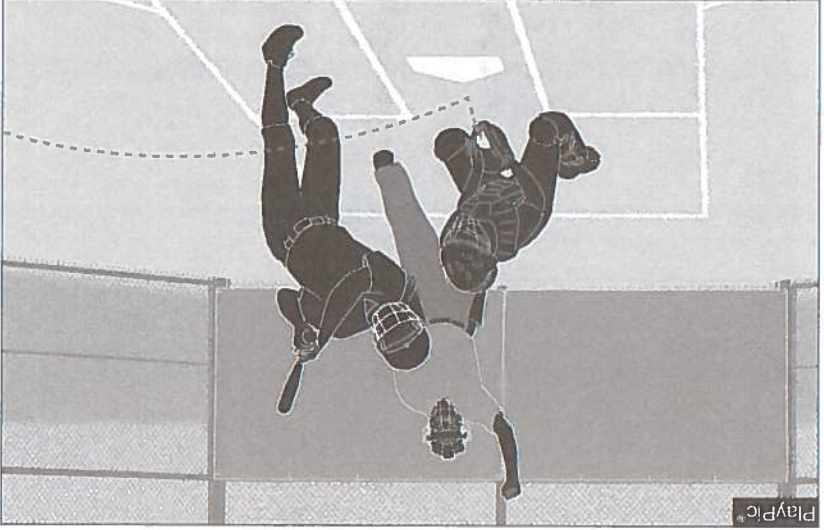


**7-5-1** The on-deck batter shall take a position within the lines of the on-deck circle closest to their dugout.





**8-1-1(b)** A batter becomes a batter-runner when the catcher fails to catch a swinging third strike before the ball touches the ground when there are fewer than two outs and first base is unoccupied at the time of the pitch, or anytime there are two outs.



A batter becomes a runner when the batter's time at the plate has been completed. Once that happens, the player is no longer covered by the previous rules involving a batter, but instead this rule, which governs the actions of a runner.

This rule covers a runner's advance around the bases, including the legal touching and occupation of bases, the look-back rule, courtesy runners and a double first base.

There are a number of circumstances that cause a runner to be awarded bases, including four bases for a ball going out of play over the fence in fair territory. Not only does this rule spell out all of the awards, but it designates the spot from which the award(s) will be made.

Lastly, this rule covers what causes the runner to be out — whether it is from the defense making a play to cause the out, or the runner doing something illegal such as making an illegal slide or causing interference.

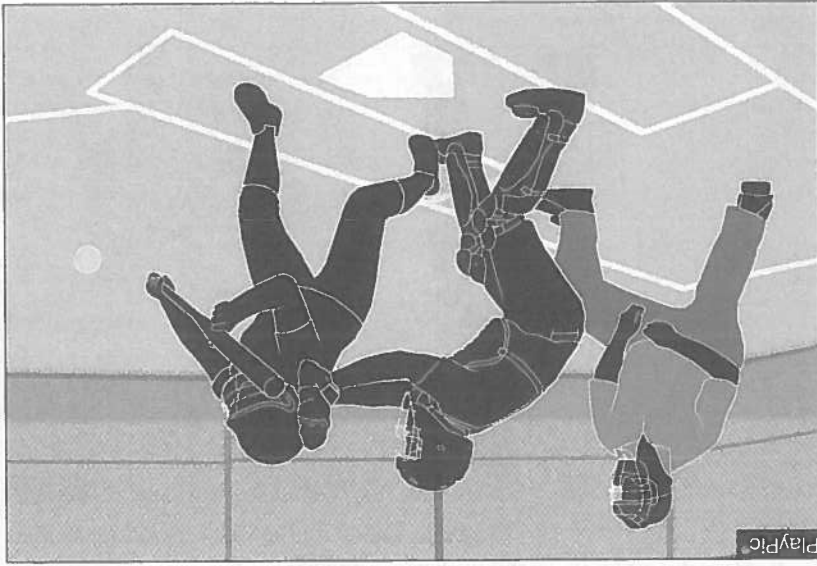
## Baserunning

# Part 3

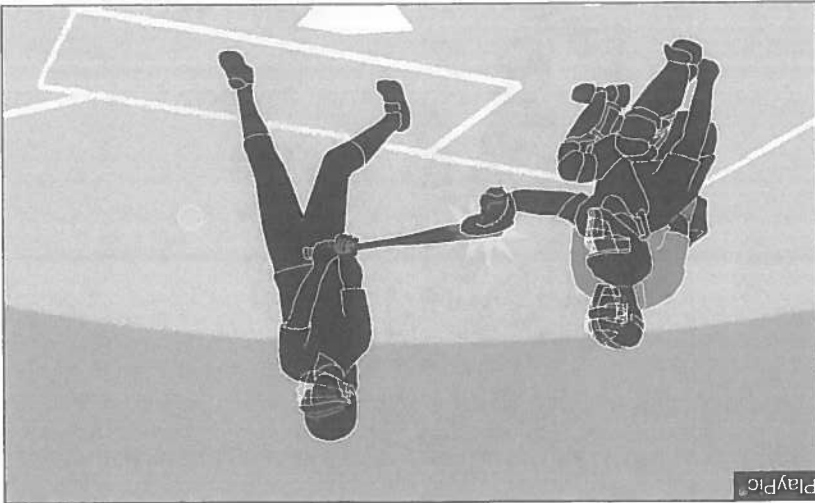
## Rule 8



**8-1-1(e)** The catcher may not obstruct or impede the batter. The batter is awarded first base and any runner attempting to advance (i.e. steal or squeeze) shall be awarded the base the runner is attempting to reach.



**8-1-1(d)** If the batter's swing is obstructed by the catcher, the batter shall be awarded first base unless the coach chooses to take the result of the play. Obstruction is ignored if the batter and all other runners advance one base on the play.





**8-1-2(b)** A batter is awarded first base when a pitched ball is entirely within the batter's box and it strikes the batter or the batter's clothing. No attempt to avoid being hit by the pitch is required. However, the batter may not make an obvious attempt to get hit by the pitch.



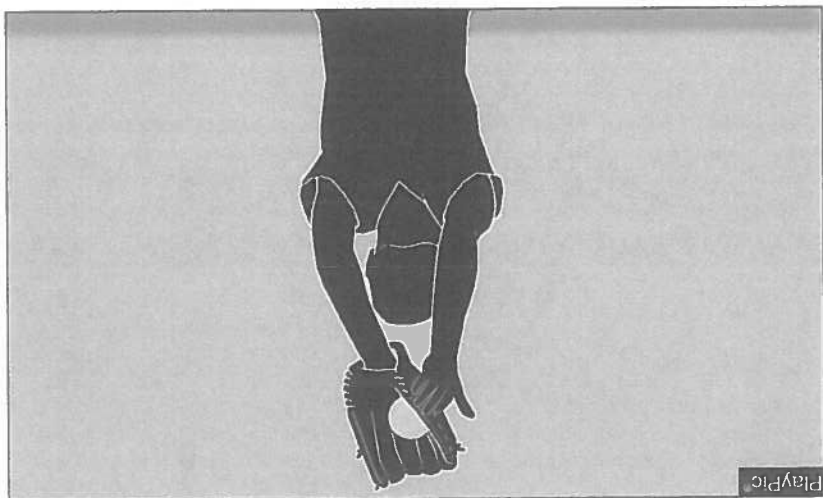
**8-1-2** A batter is awarded first base if the batter is hit by a pitch that is entirely within the batter's box without any requirement to avoid being hit. However, if the ball is not entirely within the batter's box the batter is required to make an attempt to avoid being hit.



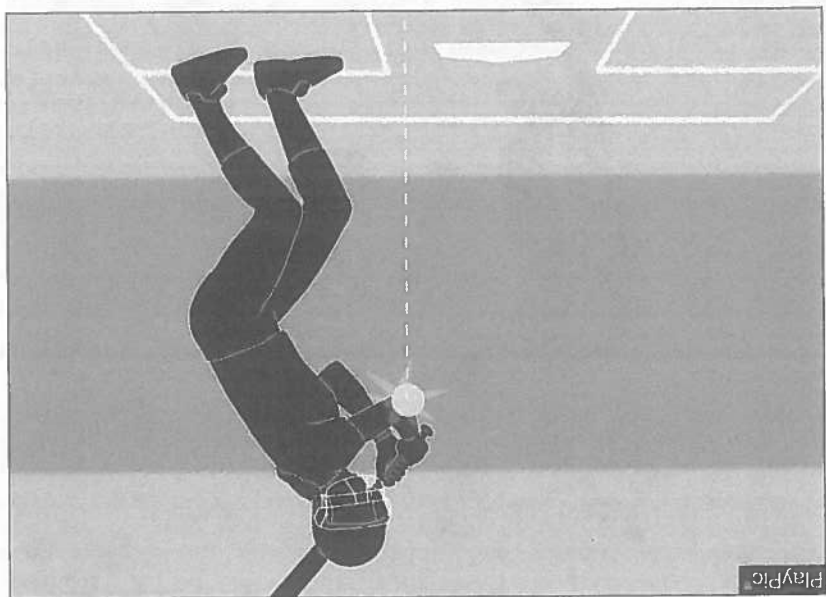




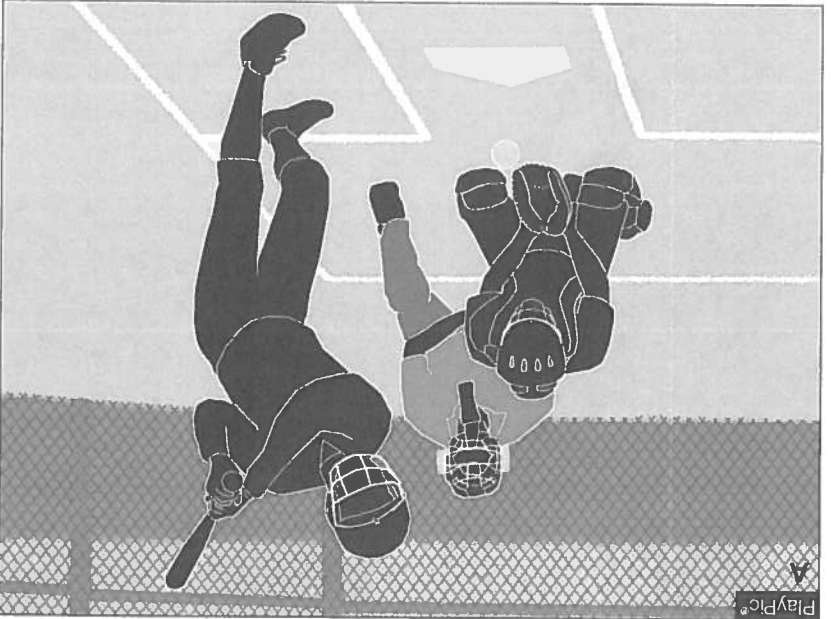
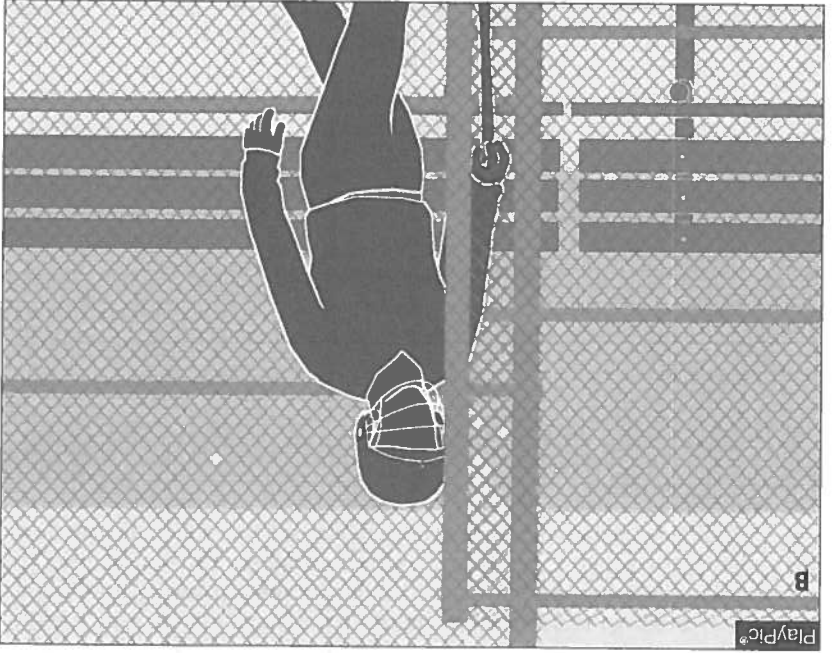
**8-2-3** The batter-runner is out when the ball is caught by a fielder before it touches the ground, any object or person other than a defensive player.



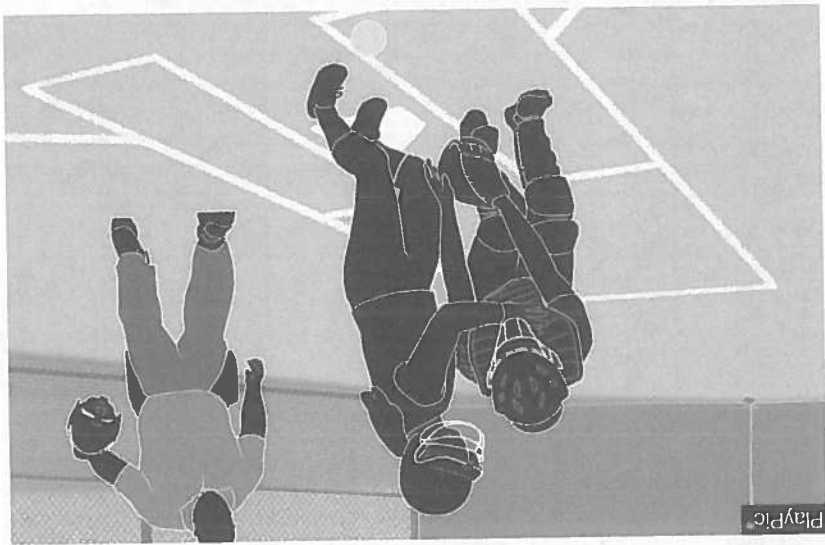
**8-1-2(c)** A pitched ball (not entirely in the batter's box) not swung at nor called a strike touches any part of the batter's person or clothing. It does not matter if the ball strikes the ground before hitting the batter. The batter's hands are not to be considered part of the bat. If no attempt is made to avoid being hit, the batter will not be awarded first base unless it is ball four.



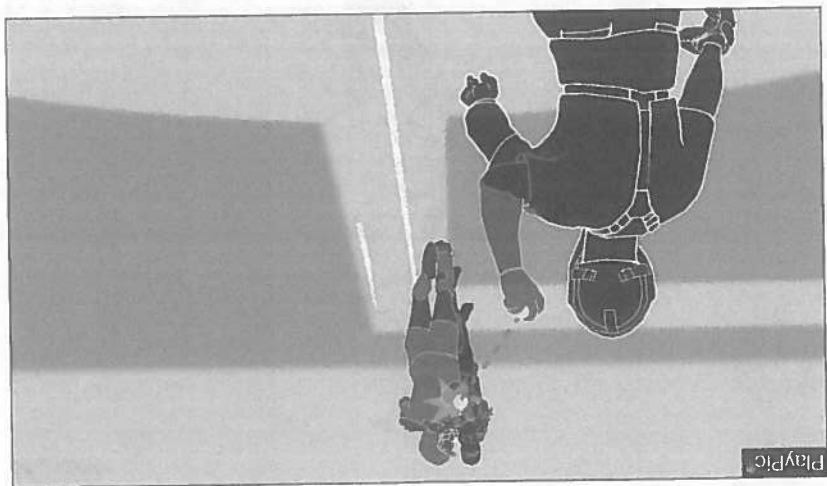
**8-2-4** When the third strike on a batter is dropped (PlayPic A), the batter is out when the batter gives up by entering the bench or dugout area (PlayPic B).



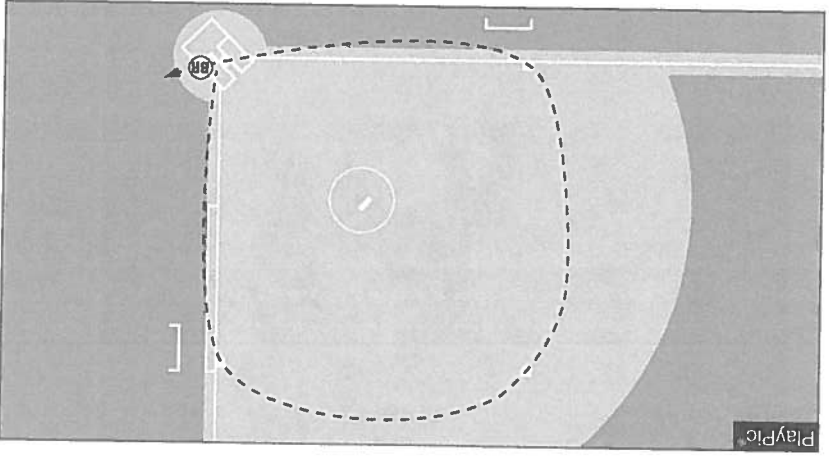
**8-2-7** The batter-runner is out when the batter-runner interferes with a fielder attempting to make an initial play. If this interference, in the umpire's judgment, is an obvious attempt to prevent a double play, the runner closest to home plate shall be called out.



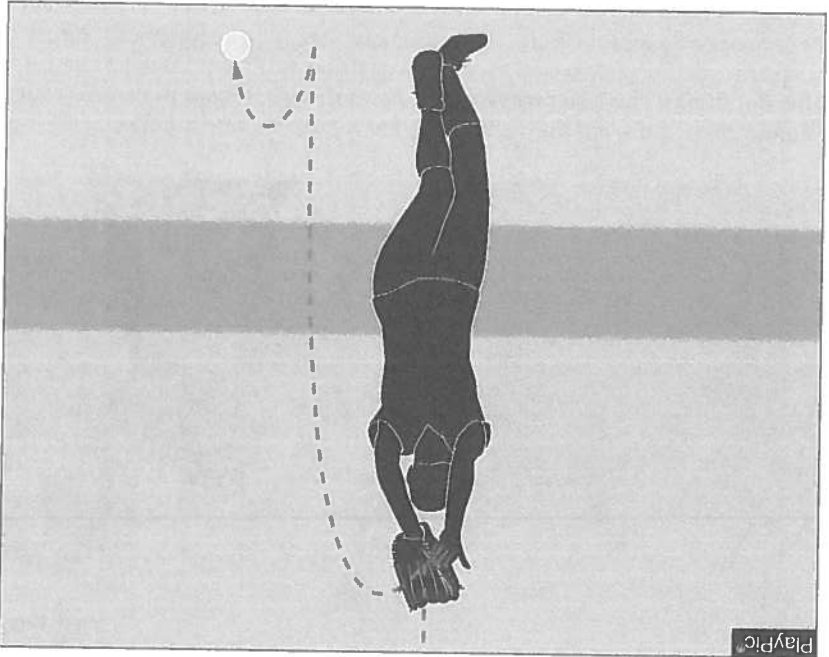
**8-2-6** The batter-runner is out for not running within the three-foot running lane (last half of the distance from the plate to first base) and interfering with the fielder taking the throw at first base. A runner is considered outside the running lane if either foot last contacted the ground completely outside the lane.



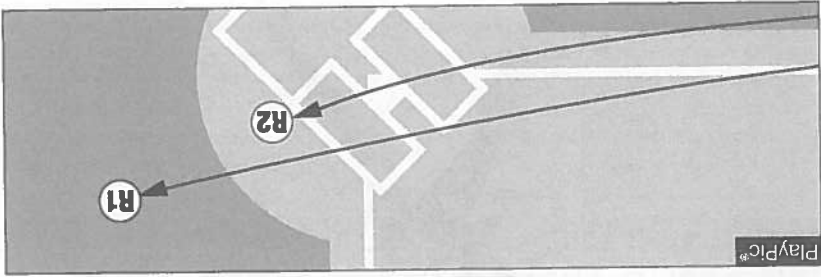
**8-3-1** An advancing runner shall touch first, second, third and then the plate in order, including awarded bases.



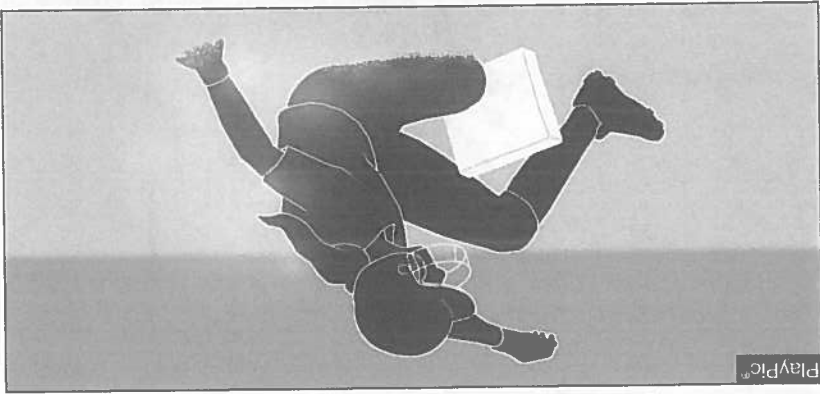
**8-2-10** If an infielder intentionally drops a fair fly ball, including a line drive or a bunt, with at least first base occupied and before there are two outs, the batter-runner is out. The ball is dead and the runner or runners shall return to their respective base(s).



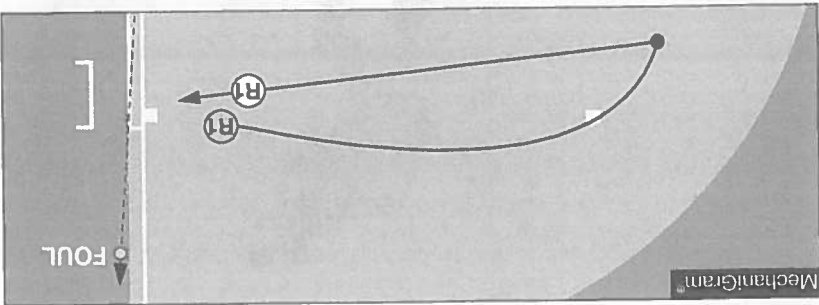
**8-3-9** No runner may return to touch a missed base or one left too soon after a following runner has scored or once the runner leaves the field of play.



**8-3-5** When a runner dislodges a base from its proper position, neither the runner nor the succeeding runner(s) in the same series of plays are compelled to follow a base out of position. The ball is in play and runners may advance or return with liability to be put out.

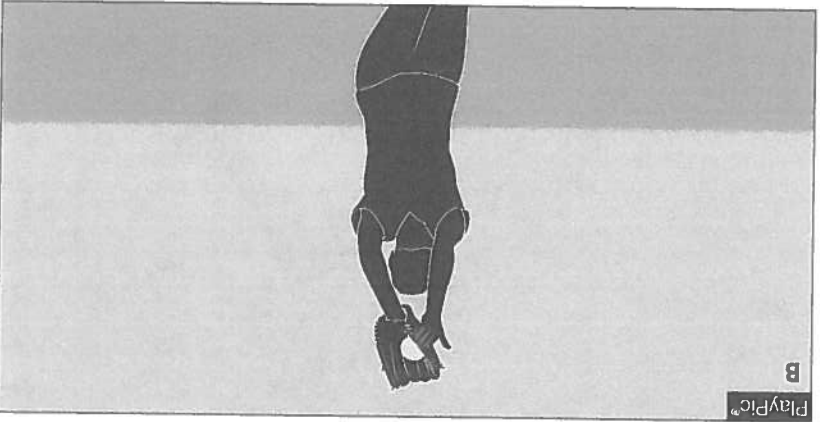


**8-3-2** Except for a foul ball, a runner must return to a base while the ball is in play or dead and must touch the base(s) in reverse order.

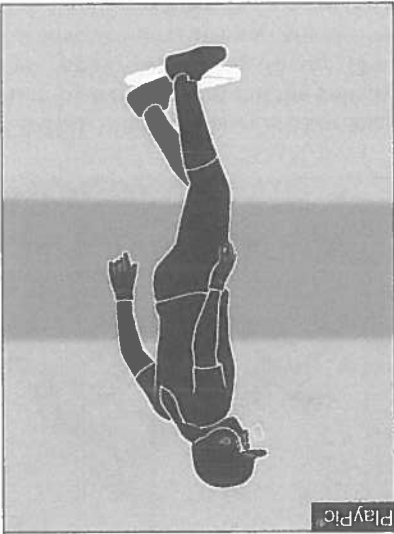




**8-3-10** Bases left too soon (PlayPic A) on a caught fly ball (PlayPic B) must be retouched prior to advancing to awarded bases (PlayPic C).



**8-4-1(f)** If a fair ball strikes an umpire or a runner after having passed a fielder other than the pitcher, and provided no other fielder had a chance to make an out, or when a fair, batted ball has been touched by a fielder, including the pitcher, runners may advance with liability to be put out.

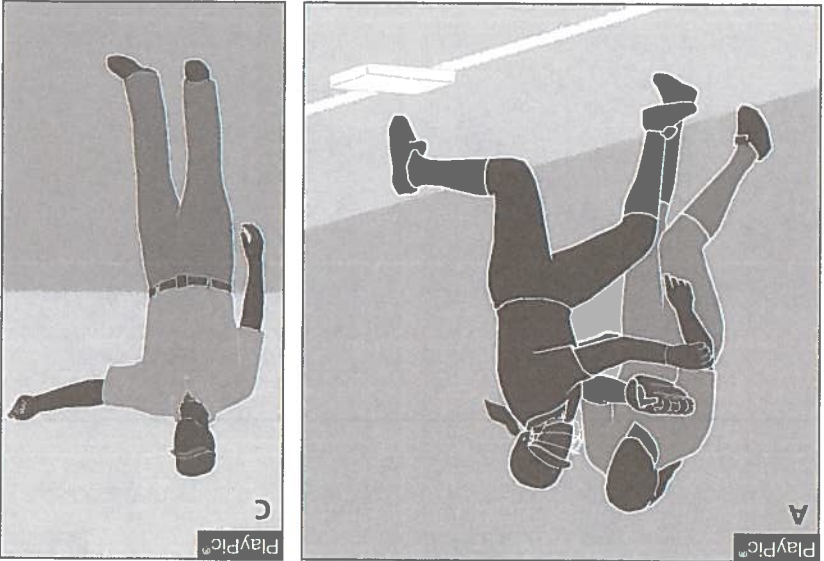
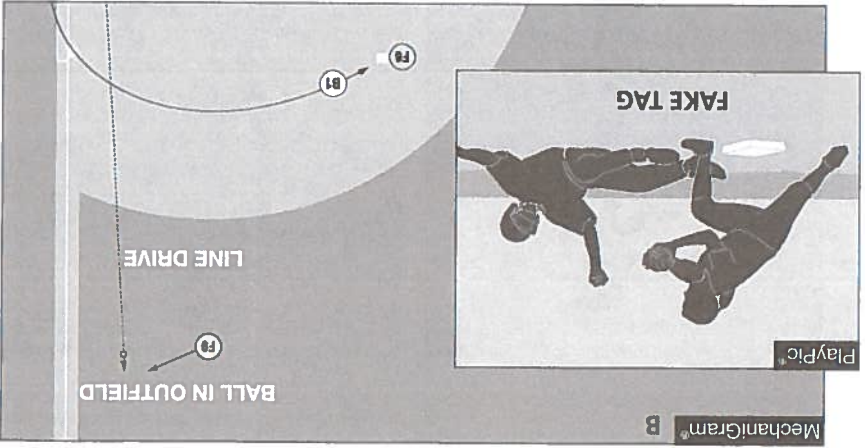


**8-4-1(a)** Runners may advance with liability to be put out when the ball leaves the pitcher's hand on the delivery.



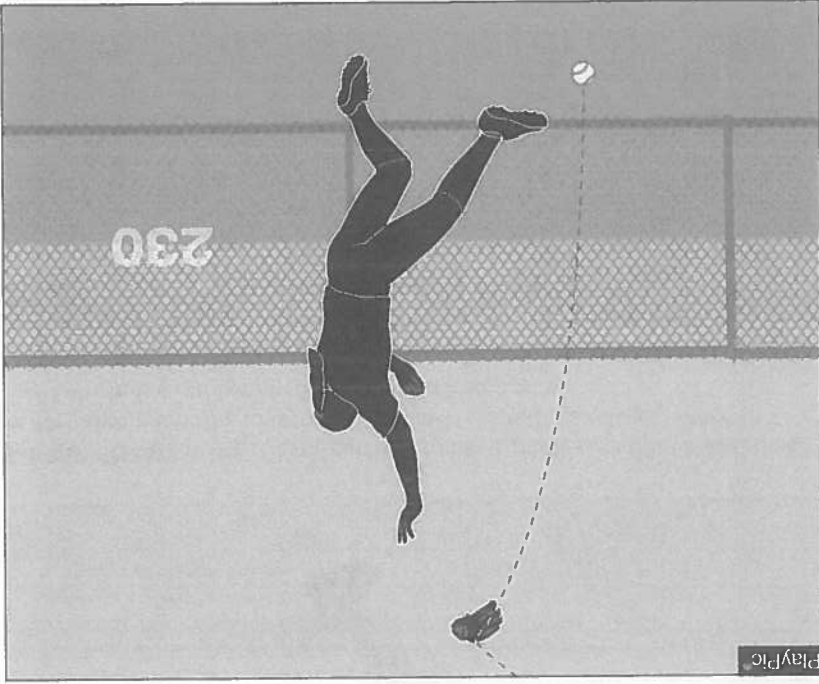


**8-4-3(b)** When a runner is obstructed by a fielder without the ball (PlayPic A) or by a fielder without the ball faking a tag (PlayPic in Mechanigram B), the umpire shall call obstruction (PlayPic C) which is a delayed-dead ball. An obstructed runner and all other runners affected are awarded the bases they would have reached, in the umpire's judgment, had there been no obstruction. If the runner achieves the base the runner would have reached without the obstruction, then the obstruction is ignored. Obstructed runners are still required to touch all bases in proper order, or they could be called out on a proper appeal by the defensive team.

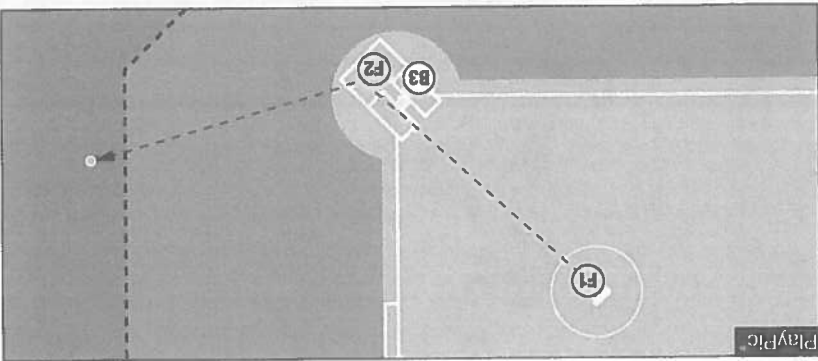




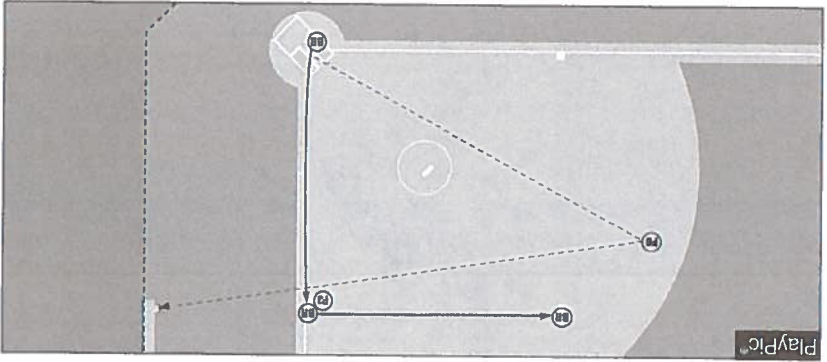
**8-4-3(D)** When a fielder throws a glove at and hits a fair batted ball or a batted ball that has a chance to become fair, each runner, including the batter-runner, is awarded three bases from the time of the infraction. That is a delayed dead-ball situation and the batter-runner is liable to be put out if the batter-runner attempts to score on the play.



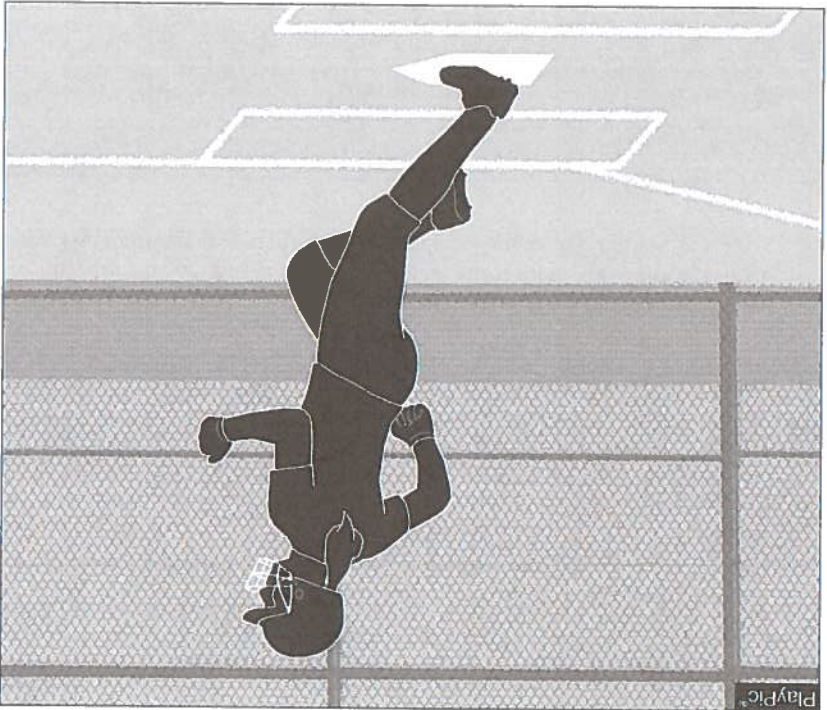
**8-4-3(C)** When a wild pitch or passed ball lodges in or goes under, over or through the backstop, the ball is dead and all runners are awarded one base through the backstop, the ball is dead and all runners are awarded one base only. The batter is awarded first base only on the fourth ball.



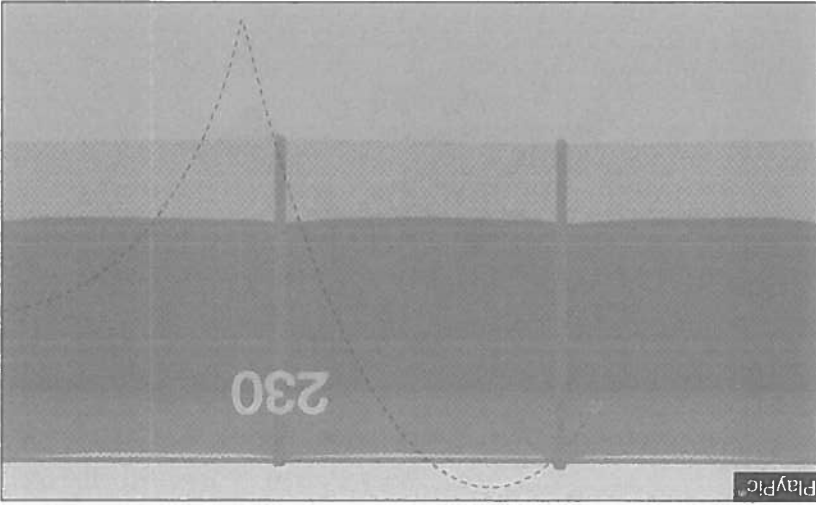
**8-4-3(e)** Each runner is awarded two bases if a live thrown ball goes into a stand for spectators, dugout or player's bench or over or through or lodges in a fence. On this play, the batter-runner is awarded second base.



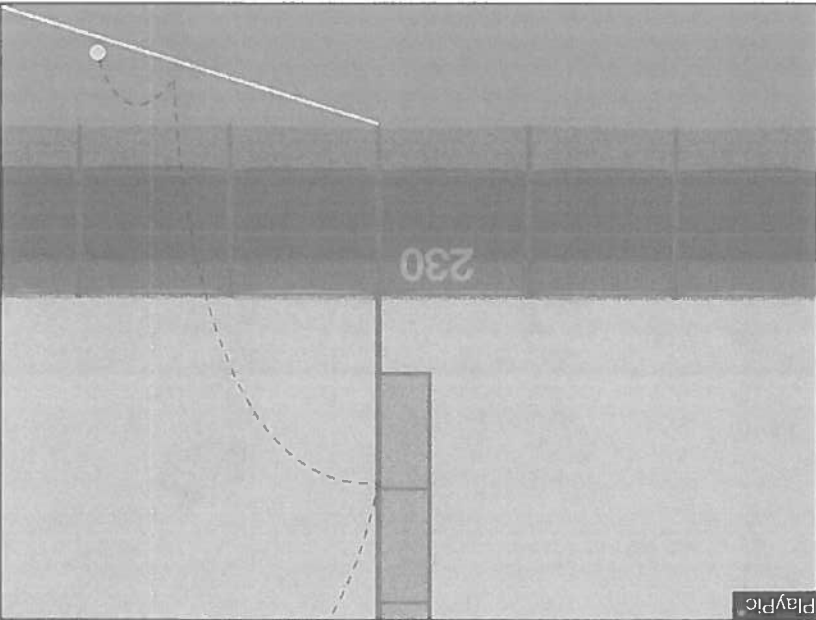
**8-4-3(d) PENALTY** If an illegal catch or touch is made on a fair hit ball that, in the judgment of the umpire, would have cleared the outfield fence in flight, the batter-runner shall be awarded four bases.



**8-4-3(g)** Each runner is awarded two bases from the time of the pitch if a fair batted ball bounces over or passes through a fence.

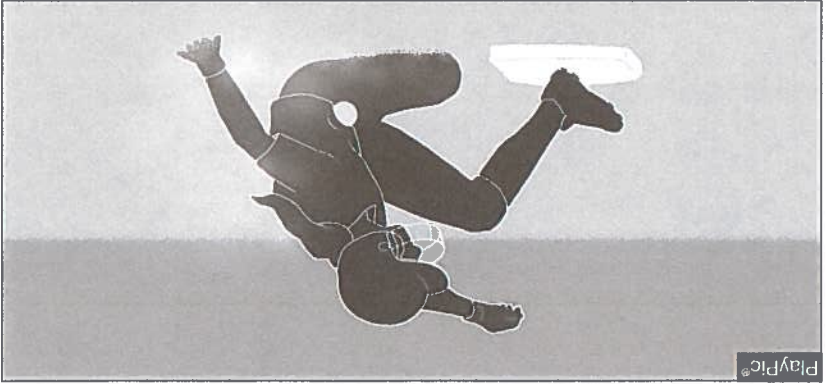


**8-4-3(f)** The batter-runner is entitled to a home run if a fair batted fly ball strikes the foul pole above the fence level or leaves the playing field in fair territory without touching the ground or going through the fence.

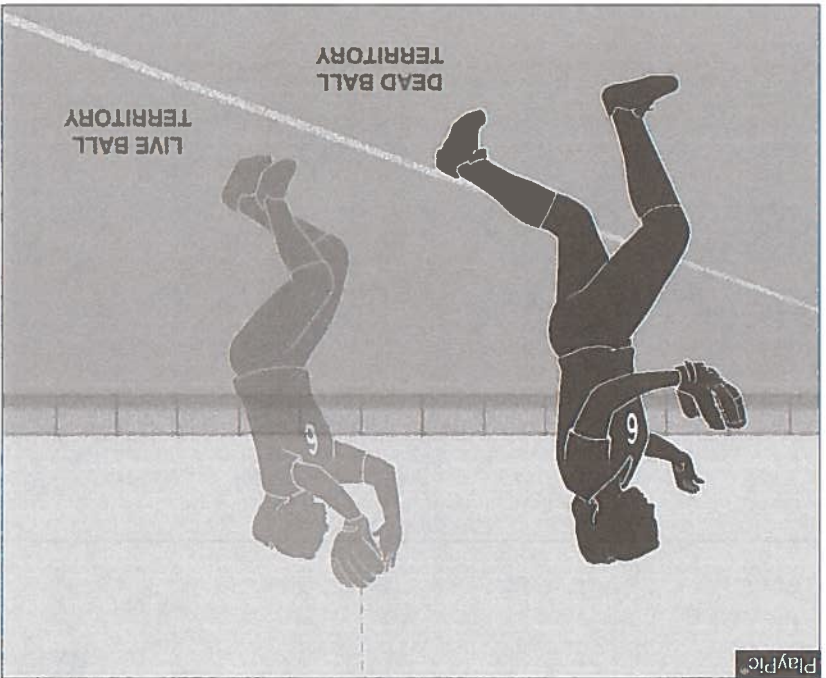




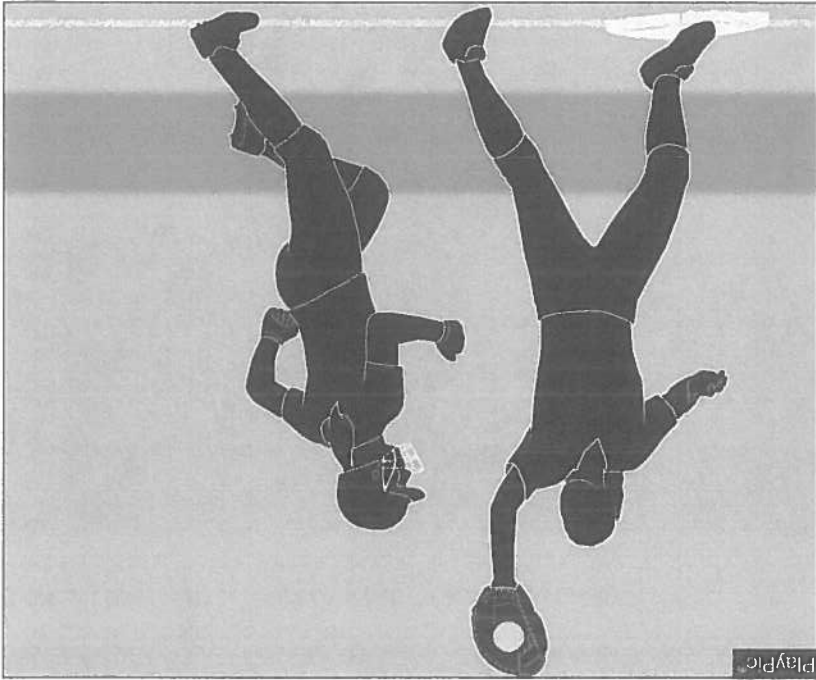
**8-4-3(k)** When a ball gets lodged in an offensive player's clothing the ball is dead and the umpire should award the runners the bases in the umpire's judgment they would have reached.



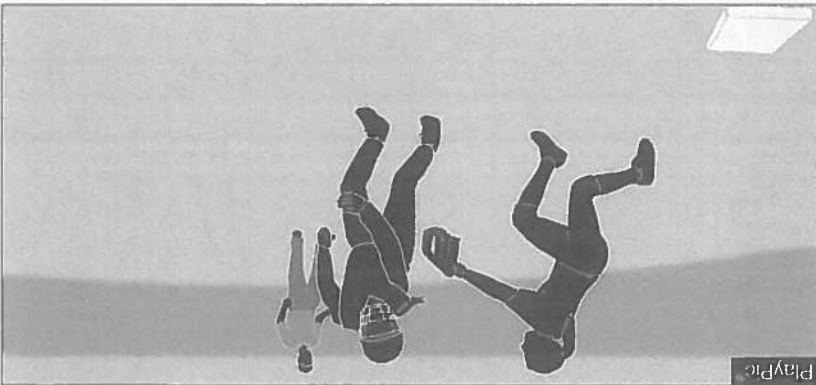
**8-4-3(h)** When a fielder with the ball unintentionally leaves the field of play into dead-ball territory, each runner is awarded one base from the last base touched at the time the fielder entered dead-ball territory. If the fielder's catch is the third out, no award is made.



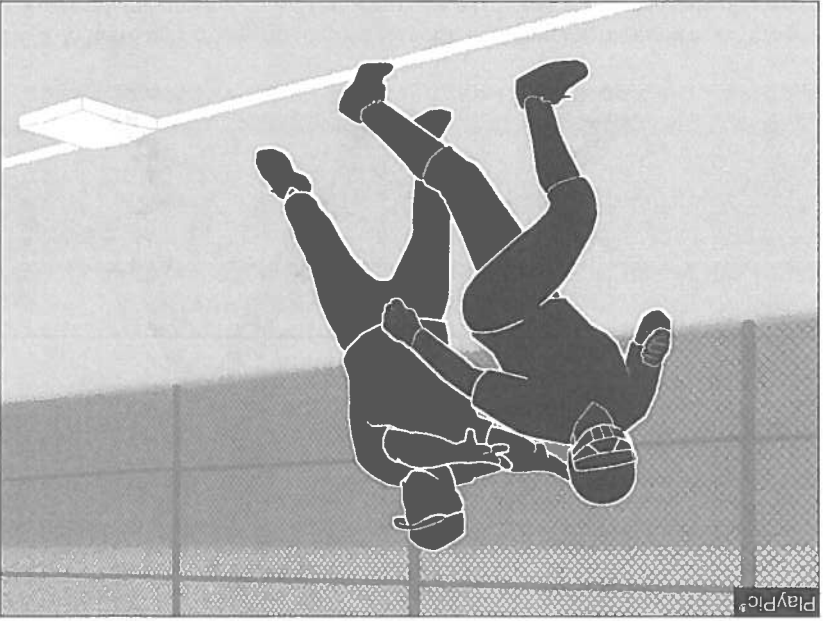
**8-6-3** When a fielder has caught the ball while touching the base before a runner has arrived, the runner is out if the advance was forced because the batter became a batter-runner. In this case, the batter-runner is out because the fielder with the ball touched first base before the batter-runner. The runner is also out when the fielder touches the ball to the base or tags the runner before the runner reaches the base.



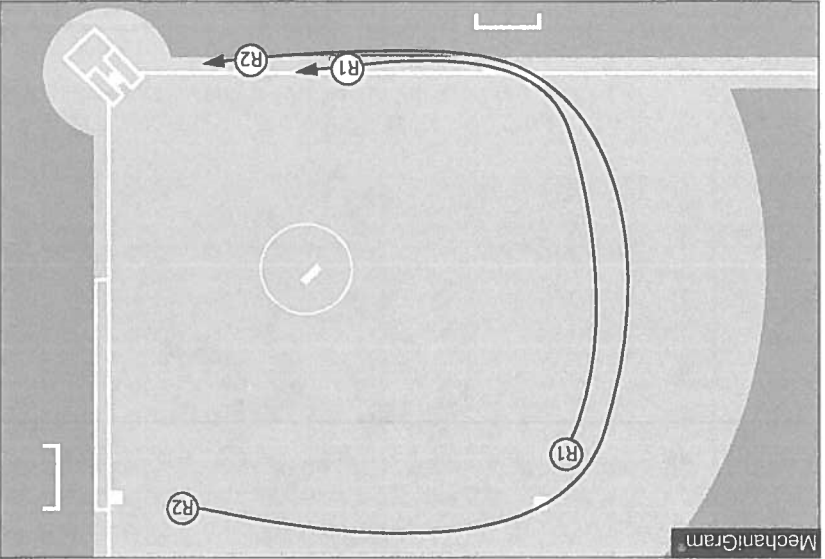
**8-6-1** The runner is out for running more than three feet from the base path to avoid being touched by the ball in the hand of a fielder.



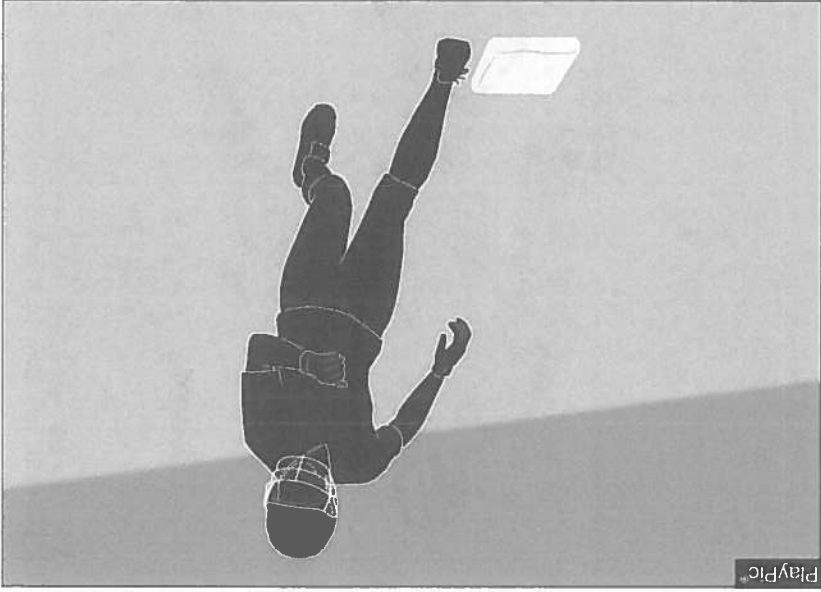
8-6-5 The ball is in play and the runner is out if any offensive team member, other than another runner, physically assists the runner.



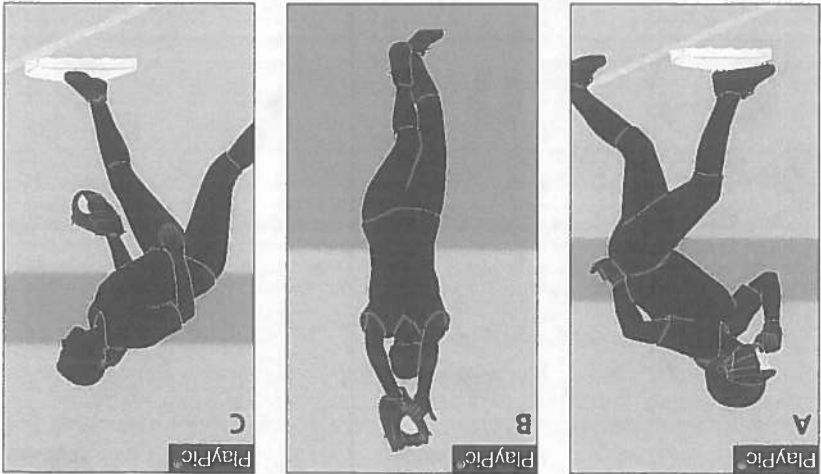
8-6-4 As long as R1 is not obstructed, R2 is out for passing R1.



**8-6-7** Once a runner misses any base or bases in regular or reverse order and the ball is returned to the infield and properly appealed, the runner is out. If the runner put out is the batter-runner at first base, or any other runner forced to advance because the batter became a batter-runner, it is a force out.



**8-6-6** Before advancing on a legally caught batted ball (PlayPic A), a runner must be in contact with the base until the ball has touched a fielder (PlayPic B). The runner may be called out on proper appeal (PlayPic C), for failure to do so.





**8-6-10(a)** The runner is out for interference if, in the judgment of the umpire, the runner did not avoid the fielder who is making an initial play on the ball.



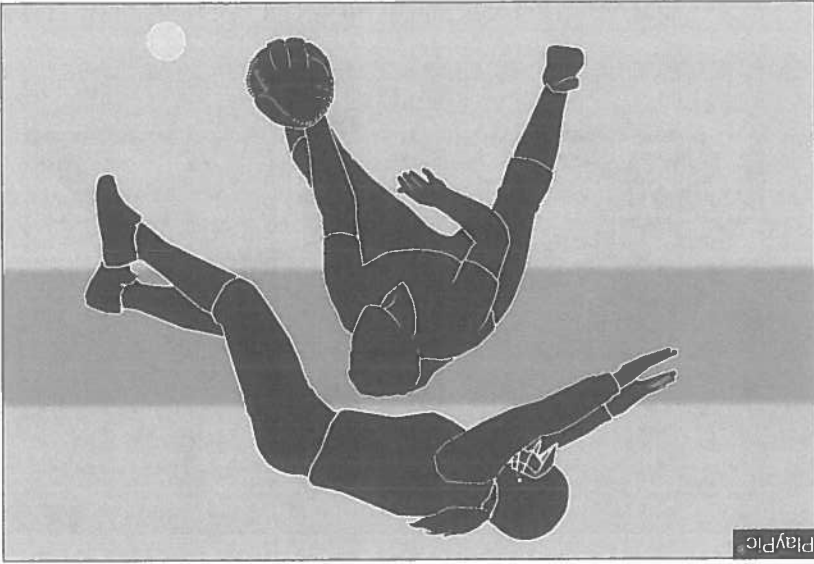
**8-6-7** An appeal may be made during a live ball by any fielder in possession of the ball by touching the base in question or by tagging the runner who committed the violation, if the runner is still on the field.



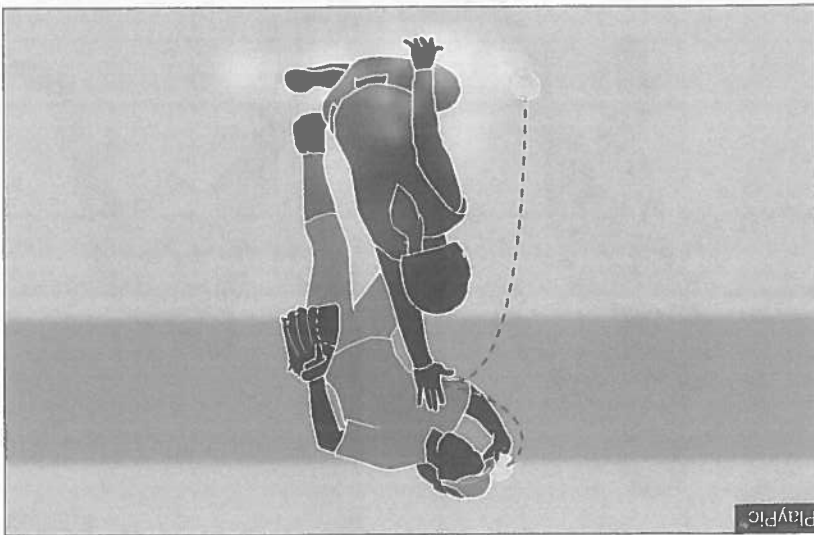




**8-6-10 NOTE** Any runner is out when the runner dives over a fielder. Jumping, hurdling and leaping are legal attempts if the fielder is lying on the ground.

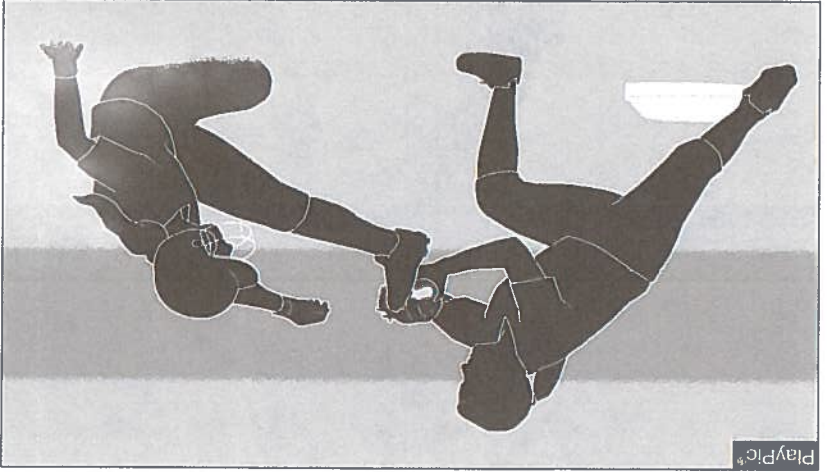


**8-6-10(d) PENALTY** Any runner is out when the runner intentionally interferes with a throw. If, in the judgment of the umpire, the runner's actions prevent a double play, two outs shall be called (the runner who interfered and the runner closest to home).

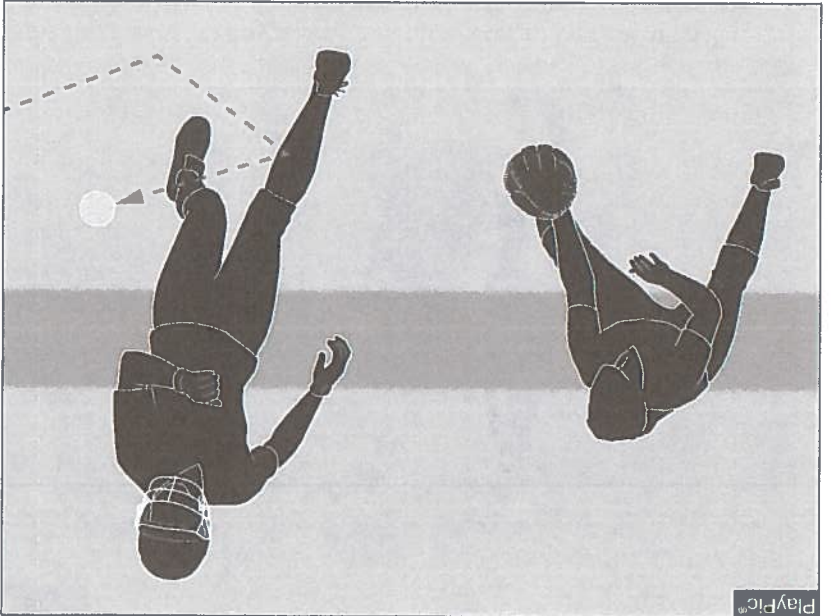




**8-6-13** Any runner is out when the runner does not legally slide and causes illegal contact and/or illegally alters the actions of the fielder in the immediate act of making a play on her. This slide is illegal because the runner's leg is higher than the fielder's knee.



**8-6-11** The runner is out because the runner was hit by a fair, batted ball before it touched or passed the infielder.

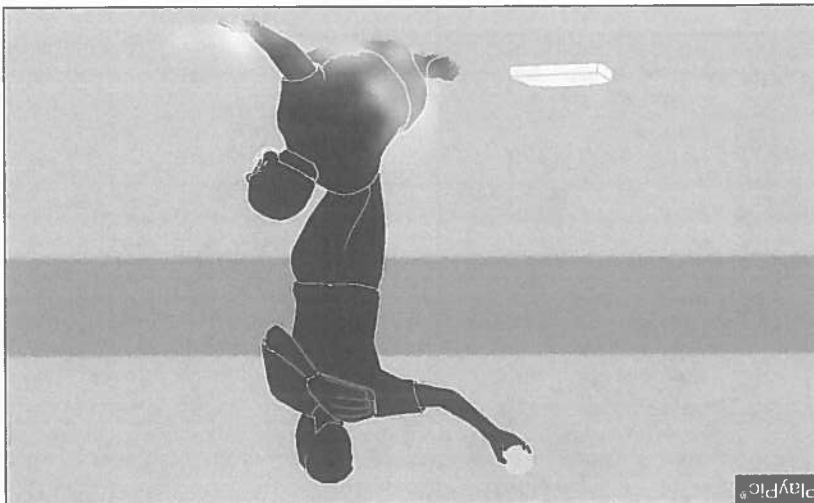




**8-6-14** Any runner who initiates malicious contact is out. When malicious contact by the offense occurs, the runner is out (unless she has already scored), and all other runners return to the last base touched at the time of the malicious contact, which supersedes obstruction.

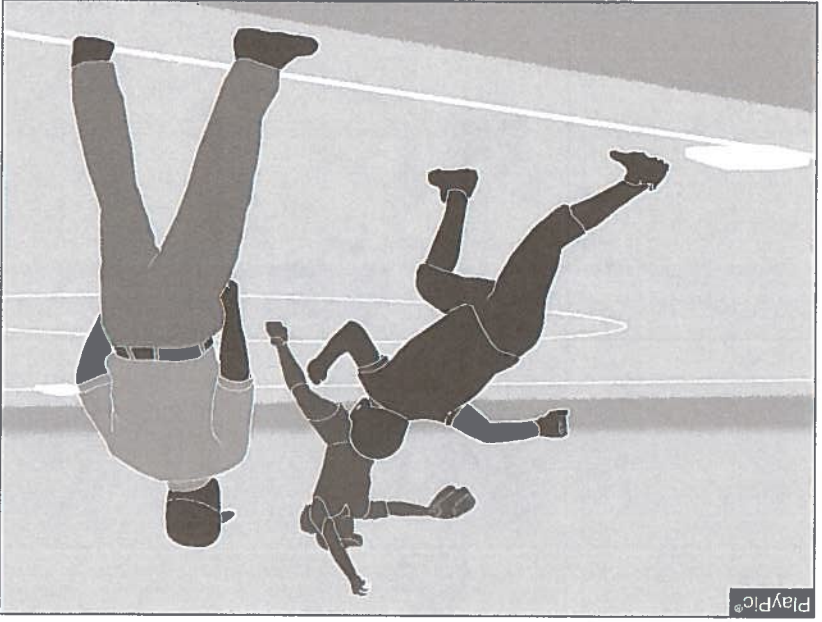


**8-6-13** Runners are never required to slide but, if the runner elects to slide, the slide shall be legal. This slide is illegal if the umpire judges the runner goes beyond the base and makes contact with or alters the play of the fielder.

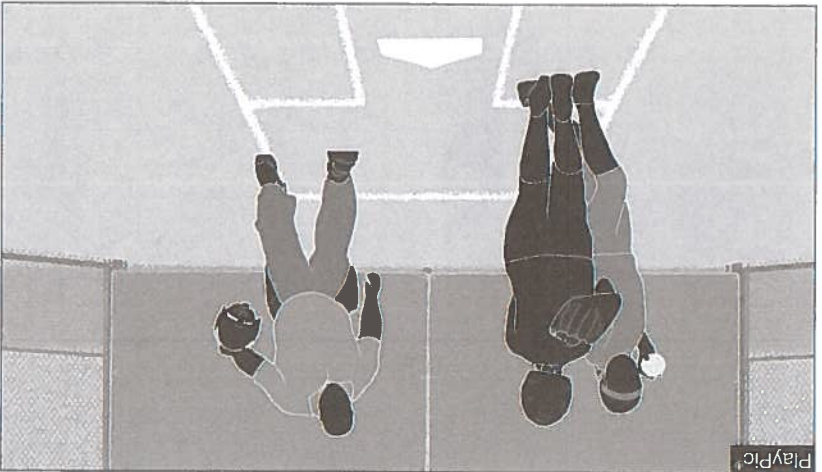




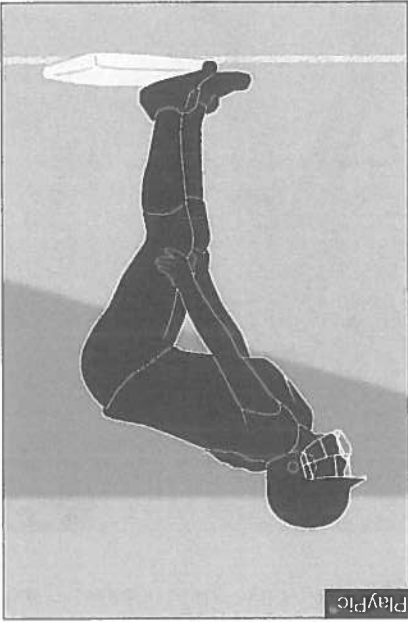
**8-6-18** The ball is dead, "no pitch" is declared and the runner is out when failing to keep contact with the base until the ball leaves the pitcher's hand.



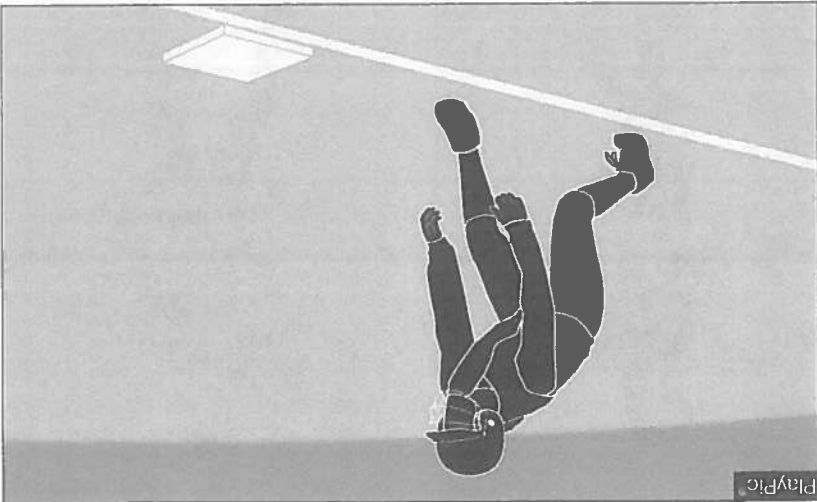
**8-6-16(c)** After being declared out or after scoring, the runner cannot interfere with a defensive player's opportunity to make a play on another runner. If that occurs, the ball is dead and the runner closest to home plate at the time of interference is declared out.



**8-6-21** Prior to a pitch (legal or illegal) to the next batter, if the runner was discovered having used an illegal bat, the runner shall be declared out and any runners put out prior to the discovery shall remain out.

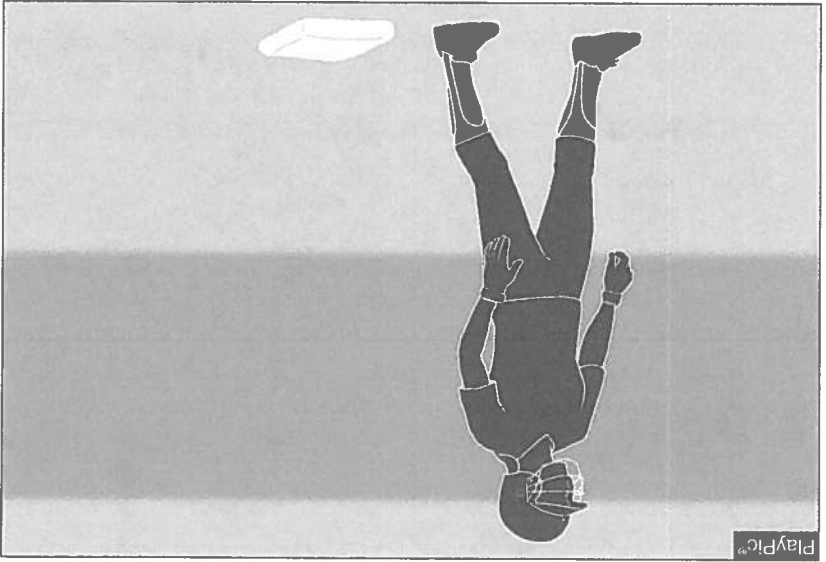


**8-6-20** A runner is out when the runner takes a position behind a base to get a running start on any fly ball. The ball remains live.

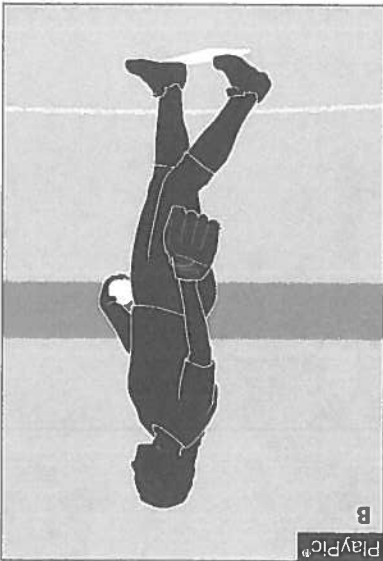




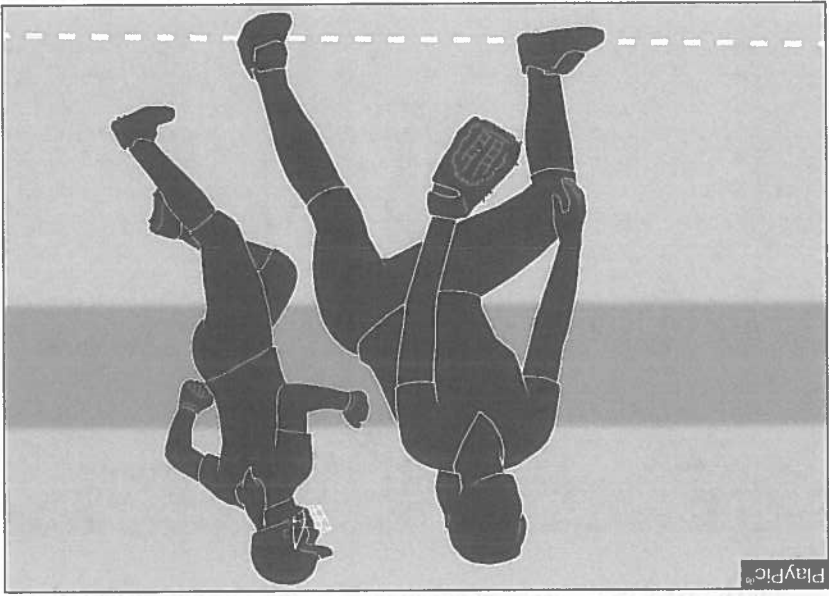
**8-7-3** A runner is out if the runner stops at a base and then leaves it when the ball is in the circle.



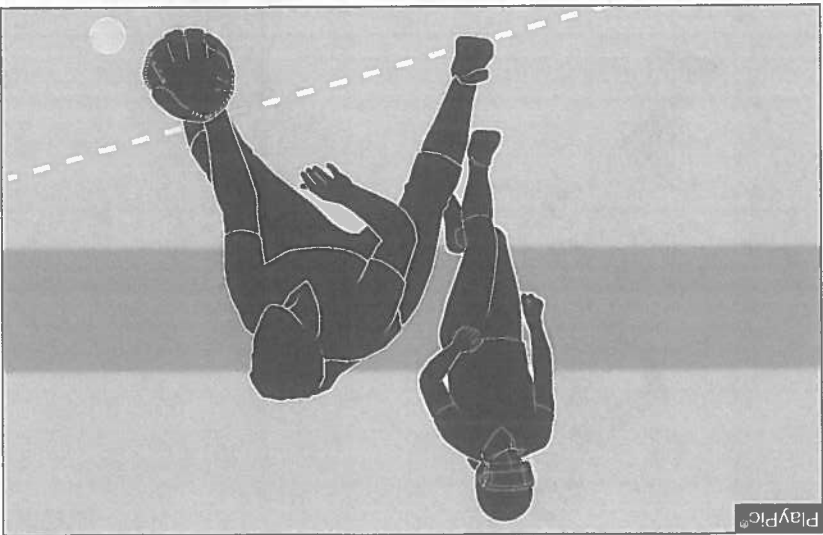
**8-7-1** The look-back rule is in effect when the ball is live, the batter-runner has touched first base (PlayPic A) or has been declared out, and the pitcher has possession of the ball within the pitcher's circle (PlayPic B).



**8-8-2** A runner who does not run in a direct line to a base is not out if the fielder in the direct line does not have possession of the ball.

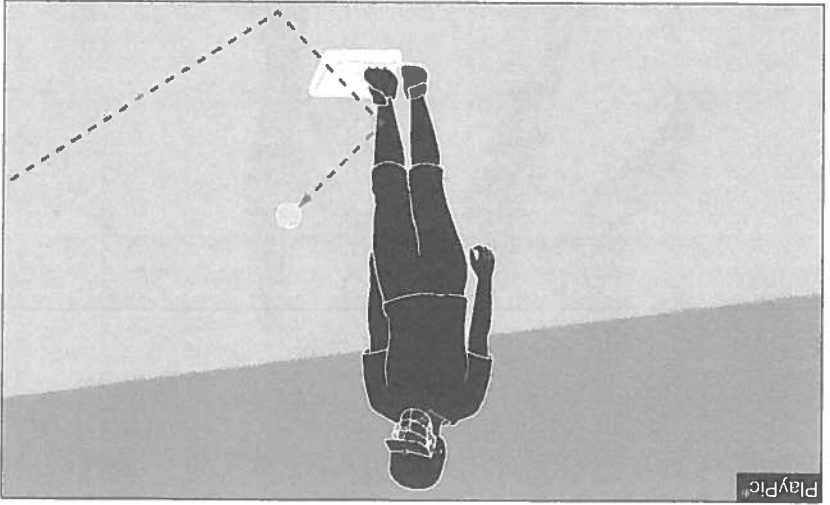


**8-8-1** This runner is not out because the runner is running behind the fielder and outside the base path (dashed line) to avoid interfering with a fielder attempting to make the initial play on the ball.

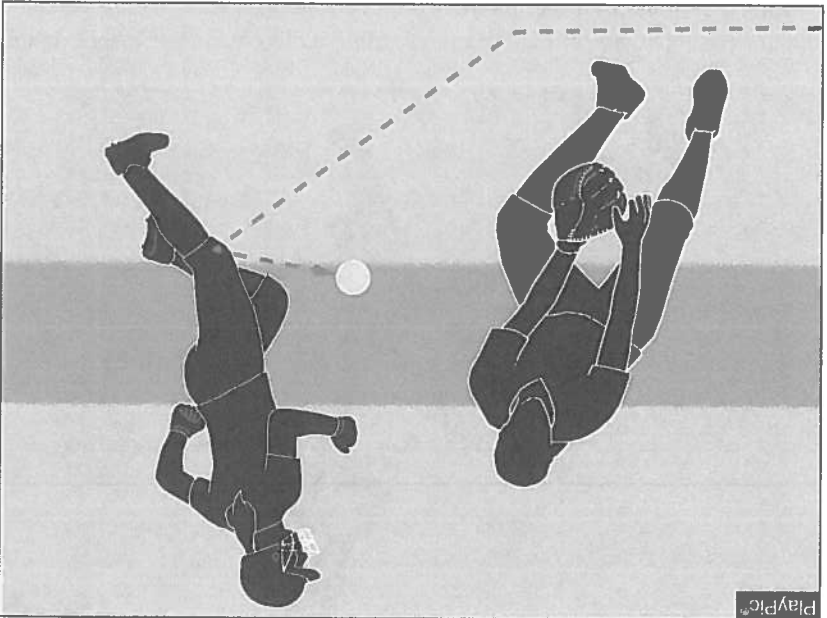




**8-8-13** If a baserunner is hit by a fair batted ball when touching the base, the runner is not out unless the runner intentionally interferes with the ball or a fielder making a play.

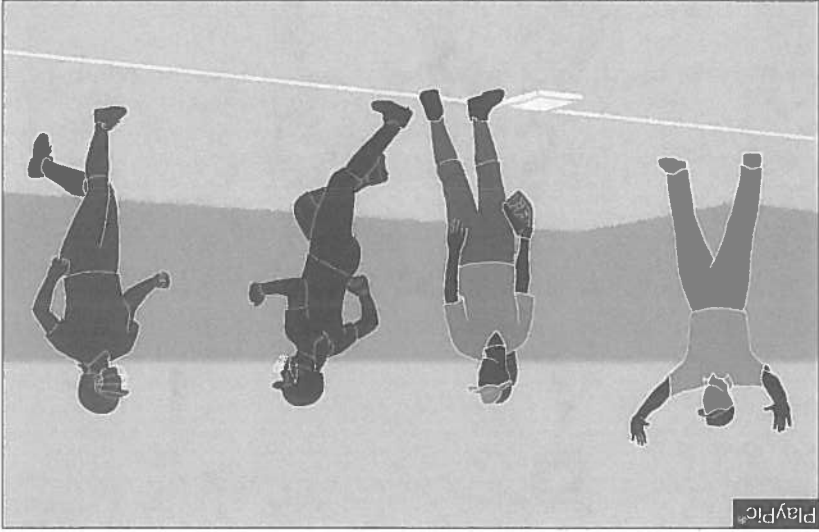


**8-8-4** A runner is not out when hit with a fair, untouched batted ball that has passed an infielder and no other fielder has a chance to make an out.



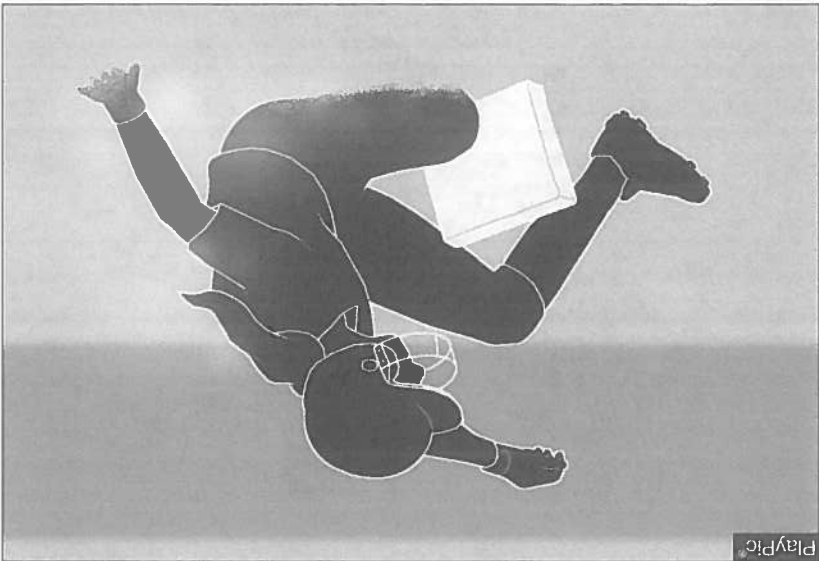


**8-9-1** The team at bat may use a courtesy runner for the pitcher and/or the catcher at any time. Neither the pitcher nor the catcher will be required to leave the game under such circumstances. The same courtesy runner may not run for both the pitcher and the catcher any time during the game.



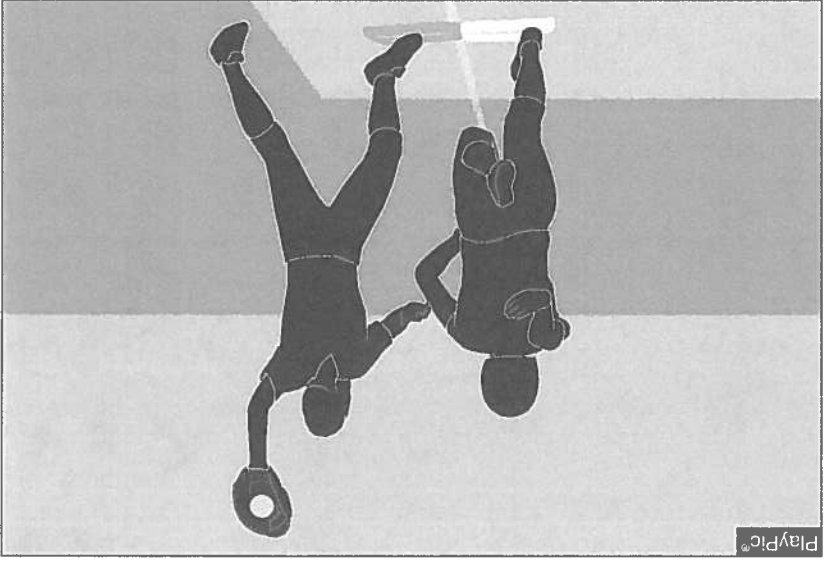
PlayPic®

**8-8-14** If the base dislodges from its proper position after the runner slides into it, the runner is not out.

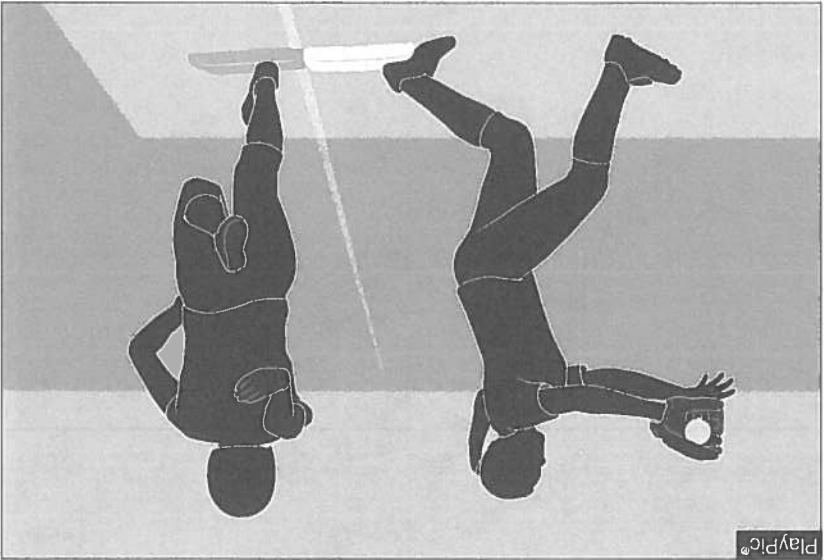


PlayPic®

**8-10-2** The defense may use the colored portion of the double first base on a force out from the foul side of the base or on errant throw pulling the fielder off the base into foul ground.



**8-10-1** The defense must use the white portion of a double first base and the batter-runner the colored portion for plays on the batter-runner.



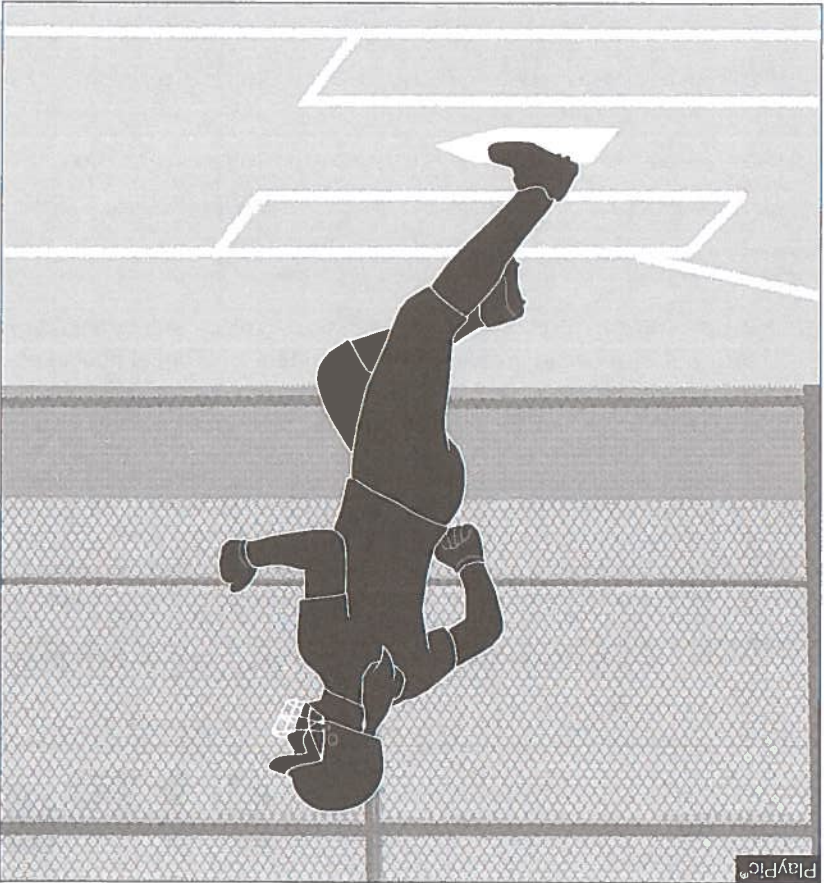
# Part 3

## Rule 9 & 10

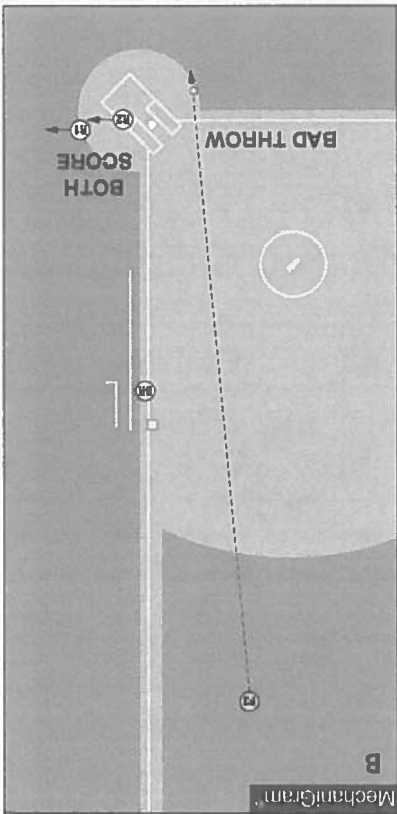
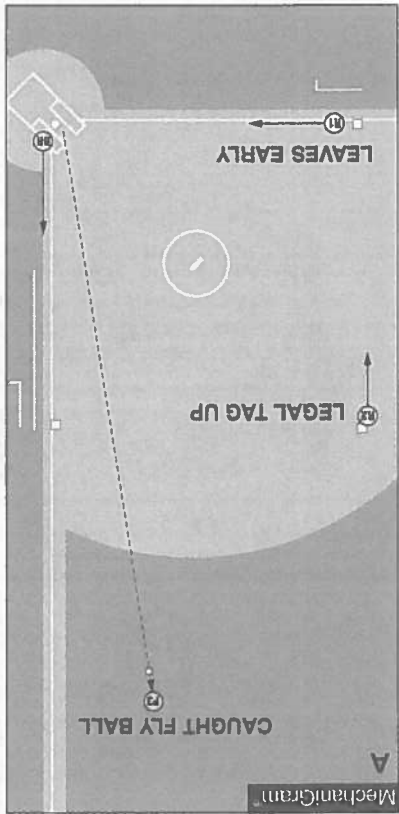
### Scoring – Record Keeping and Umpiring

Most of Rule 9 deals with the procedures and rules for maintaining the scoreboard and statistical record from a game or season. However, the first part of the rule is one of the most essential in the game — how and when a run scores. It also explains that even though a runner crosses the plate, a run does not score when the third out occurs in any of six different ways. Rule 10 addresses the umpires, and the duties and responsibilities they have in enforcing the game's other rules. This rule lists the responsibilities that belong to any of the officials in the game, and then specifically those that belong to the plate umpire and those that are reserved for the field umpire(s).

- 9-1-1** A runner scores one run each time the runner legally advances to and touches first, second and third and then home plate before there are three outs to end the inning.
- A run is not scored if the runner advances to home plate during action in which the third out is made as follows:
- By the batter-runner before touching first base.
  - By another runner being forced out.
  - By the preceding runner who is declared out on an appeal play.
  - When a third out is declared on an appeal play resulting in a force out (This play takes precedence if enforcing of it negates a score).
  - When there is more than one out declared by the umpire, which terminates the half-inning (the defensive team may select the out which is to its advantage).
  - When a runner crosses home plate after a preceding runner is declared the third out.

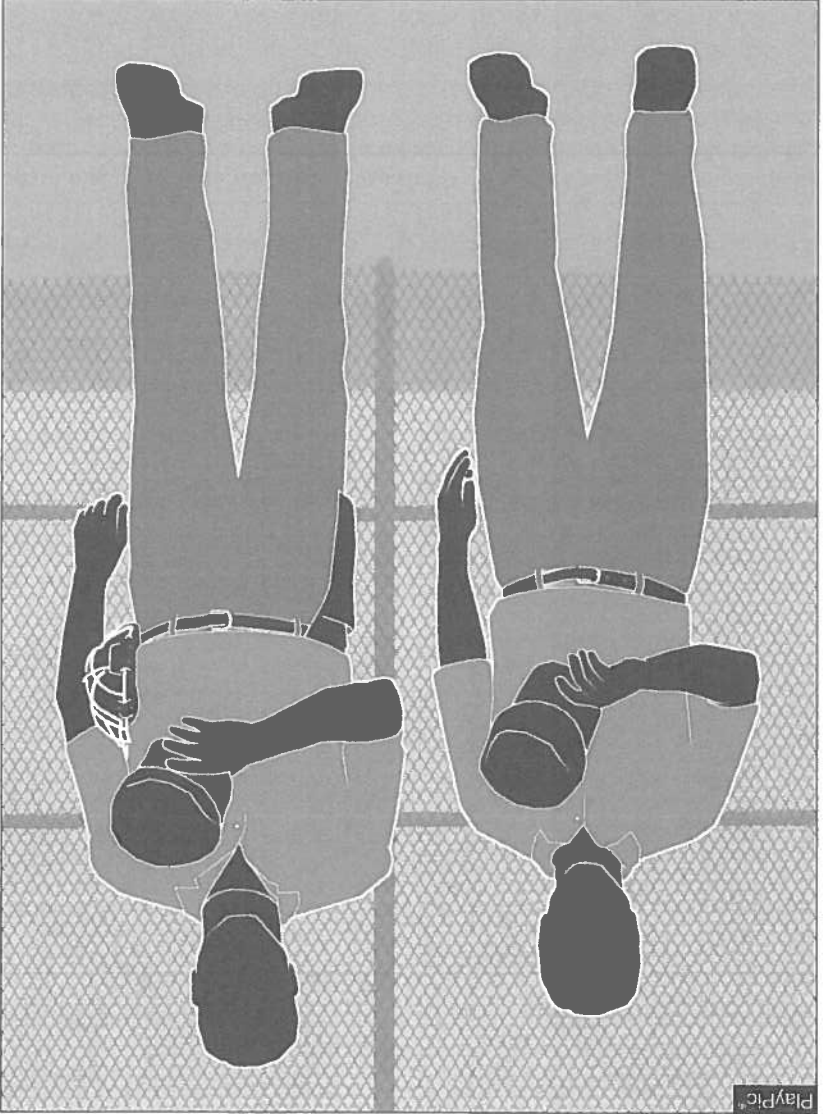


**9-1-1** In Mechanigram A, the fly ball is caught for the second out. Both runners tag, R1 on third base leaves early and scores, R2 on second base leaves legally to advance to third base. In Mechanigram B, the throw is over the defensive player's head and R2 scores. The defense then appeals that R1 left early. No runs score since R1 is declared out and no runner can score if the preceding runner is called out.

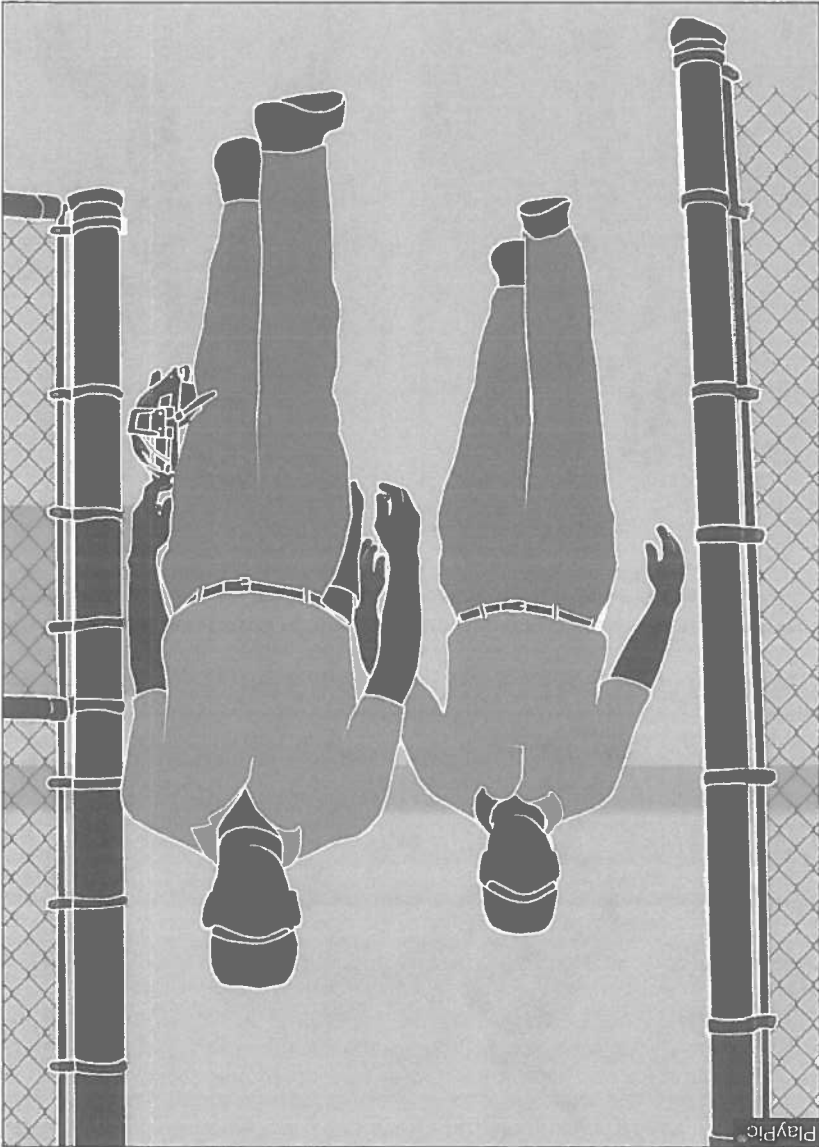




**10-1-1** Game officials include the plate umpire and may include one or two field umpires. Whenever possible, at least two umpires are recommended.

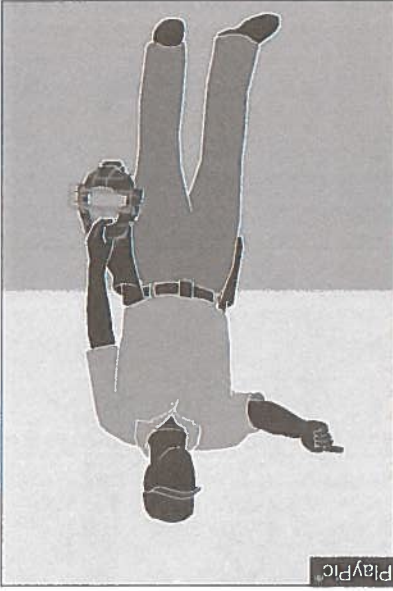


**10-1-2** Umpire jurisdiction begins upon the arrival of one umpire within confines of the field and ends when the umpires leave the playing field at the conclusion of the game. The umpires maintain administrative responsibilities for the game through the completion of any required reports or correspondence in response to any action occurring while the umpires have jurisdiction. State associations may intercede in the event of unusual incidents after the umpires' jurisdiction has ended or in the event that a game is terminated prior to the conclusion of regulation play.

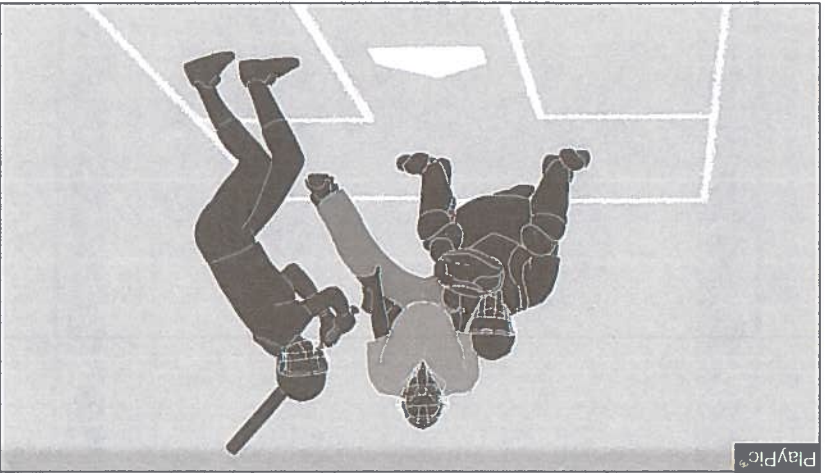




**10-1-4** The plate umpire sometimes asks for help from the base umpire when there is a question as to whether a batter's half-swing is to be called a strike. Otherwise, any umpire's decision which involves judgment is final. Coaches may ask for a corrected ruling if there is a reasonable doubt about the decision being in conflict with the rules.

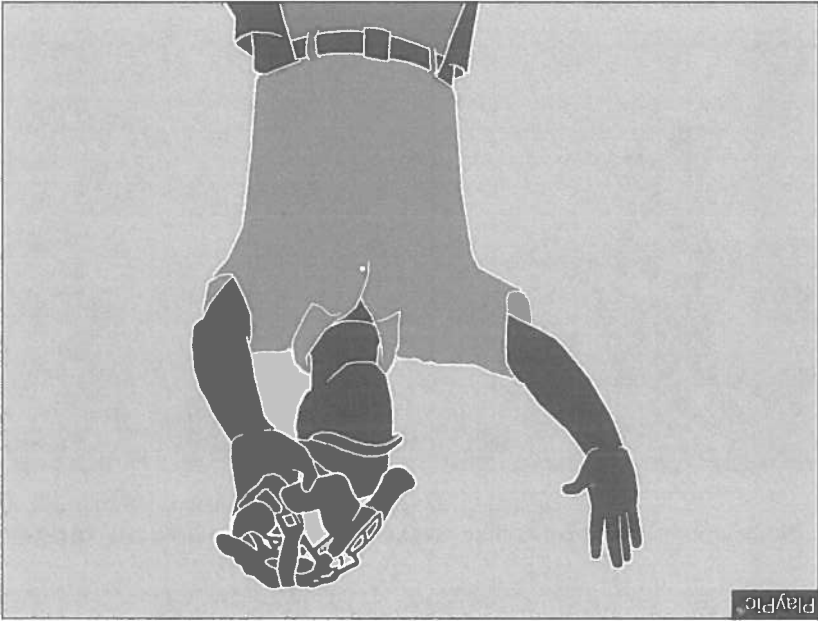


**10-1-3** If there is only one umpire, that umpire has complete jurisdiction in administering the rules and shall take a position behind the catcher.





**10-2-2** The plate umpire has final authority to forfeit a game, and has jurisdiction over any rules not assigned to the field umpire in Rule 10-3.

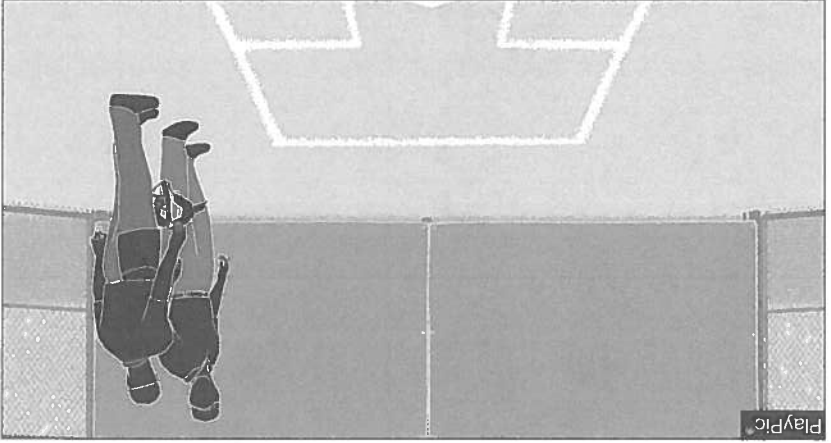


**10-1-6** Umpires shall not use tobacco products in any form in the vicinity of the playing field.

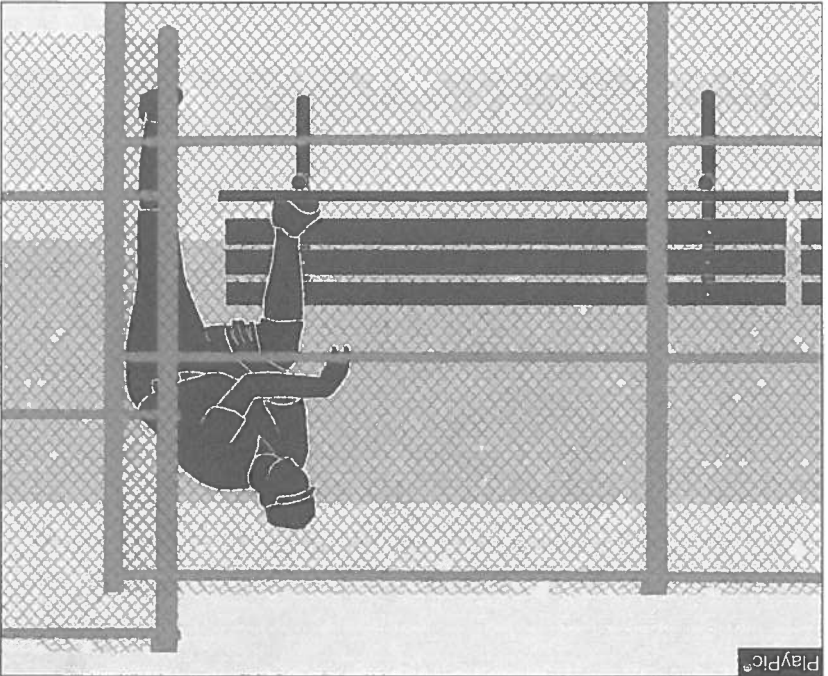




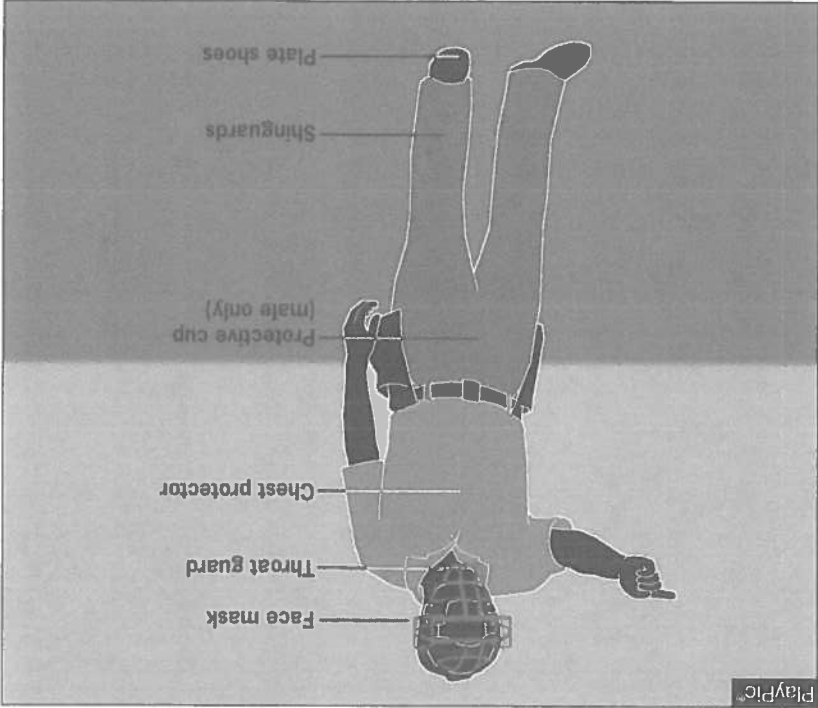
**10-2-3(a)** Inspecting the condition of the field is one of the duties of the plate umpire. Other duties include conducting the pregame conference, defining the dugout/bench areas and, if necessary, designating the official scorekeeper.



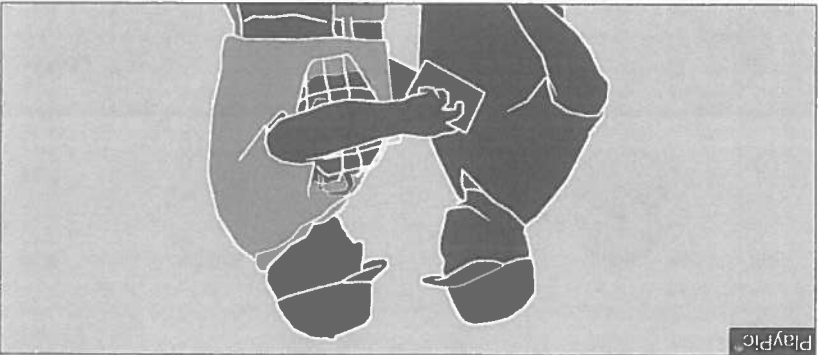
**10-2-3(c)** If it becomes necessary, the plate umpire's duties include ejecting or restricting a coach or player to the dugout/bench.



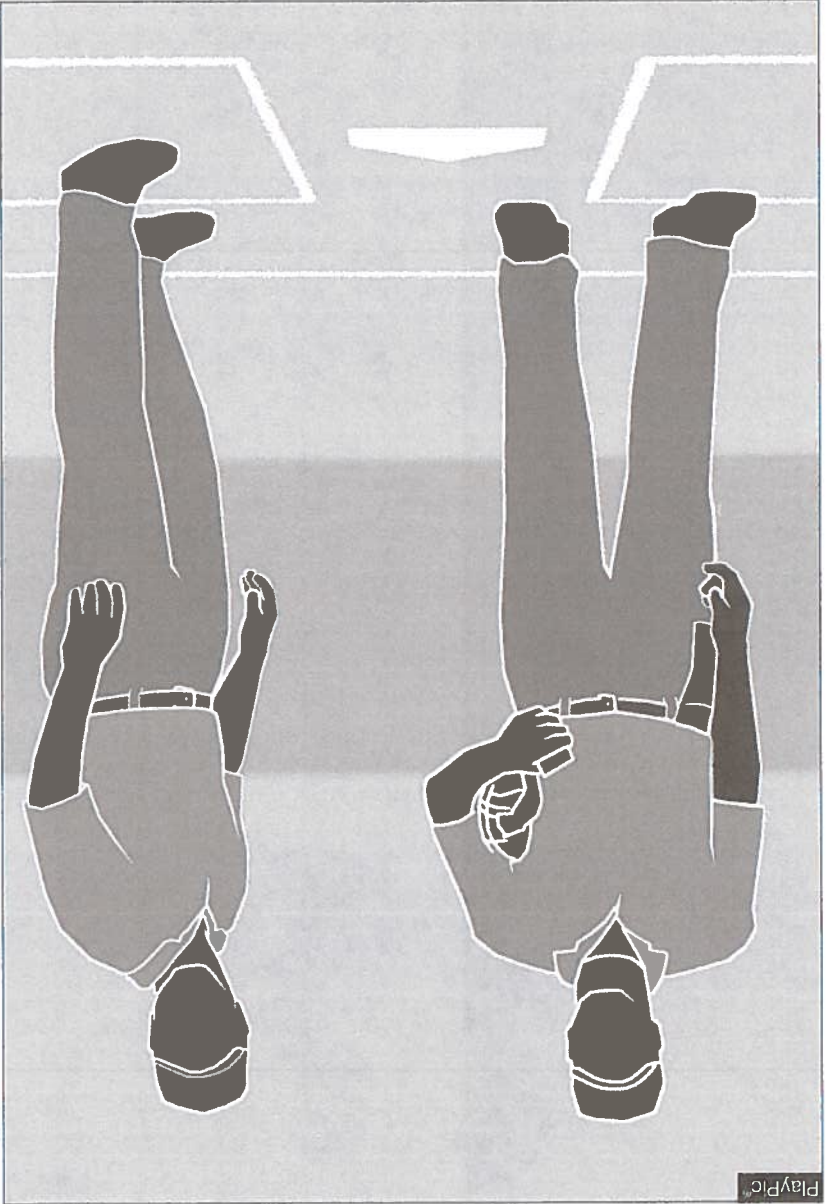
**10-4-1** Umpires working the plate shall wear a throat protector that is part of or attached to the mask. An attached throat protector must be commercially manufactured, properly attached, unaltered and worn properly. A chest protector is recommended in fast pitch.



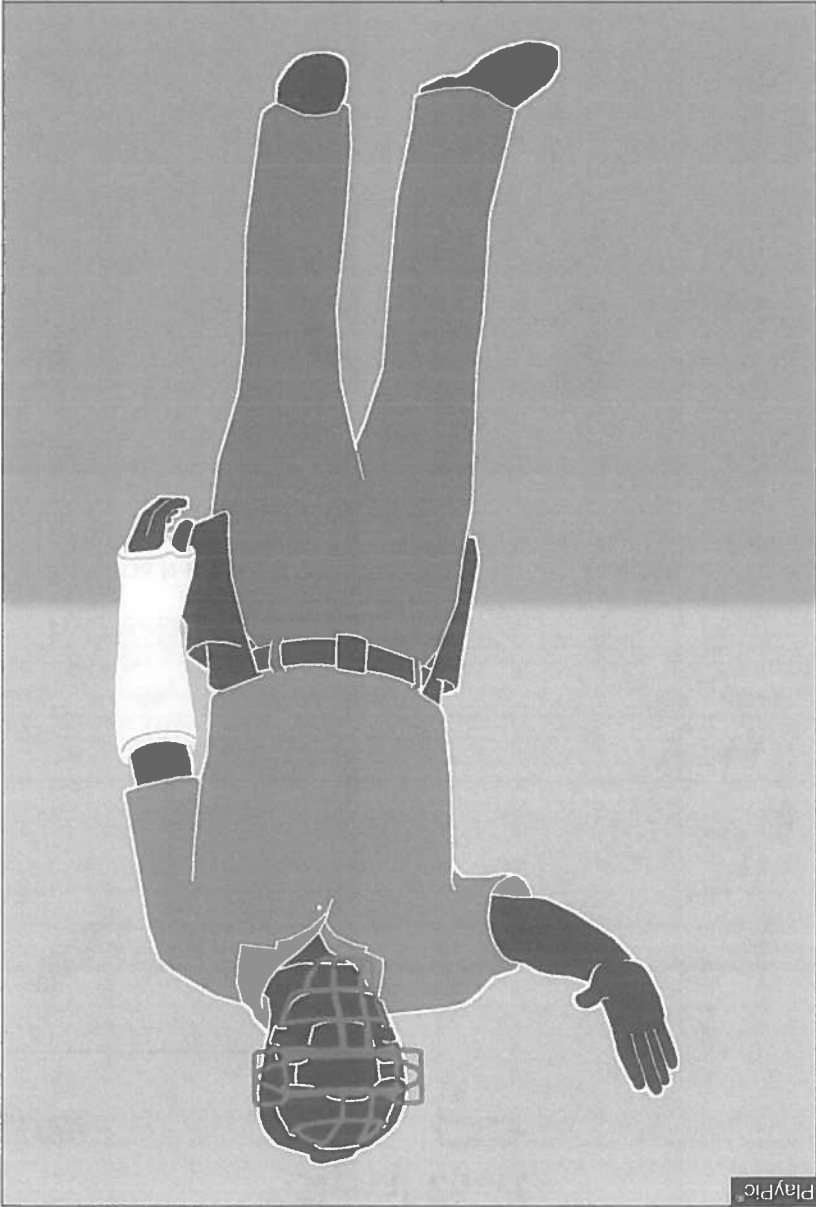
**10-2-3(i)** The plate umpire's duties include keeping a record of defensive and offensive team charged conferences, team warnings for each team, and recording all substitutes and courtesy runner participation.



**10-4-2** The proper uniform for an umpire consists of a powder blue shirt (pullover or button style), heather gray or navy blue slacks, navy blue jacket, pullover knit sweater, cap, and ball bag (plate umpire only). Shoes, socks and belt shall be black. If an undershirt is worn under the powder blue shirt, it shall be white and short-sleeved.



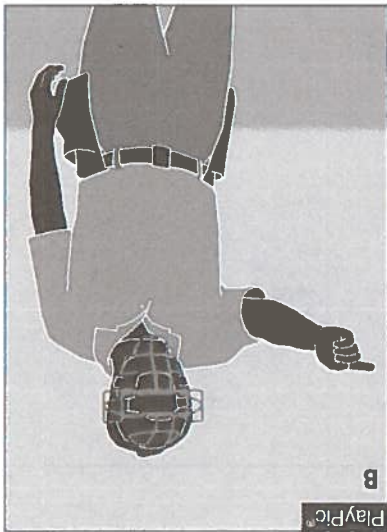
10-4-3 Casts, splints and braces may be worn, if padded.



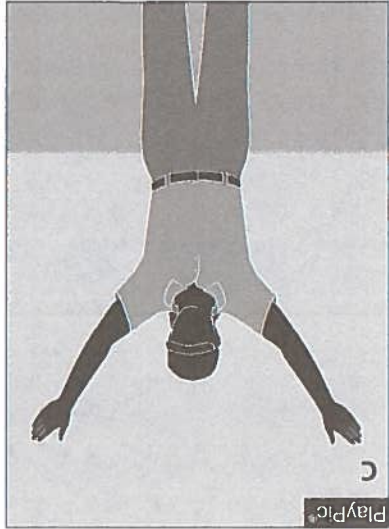
# Signal Chart



**Do Not Pitch**  
Signal toward pitcher



**Play Ball**  
Verbally calls "Play ball" and signals

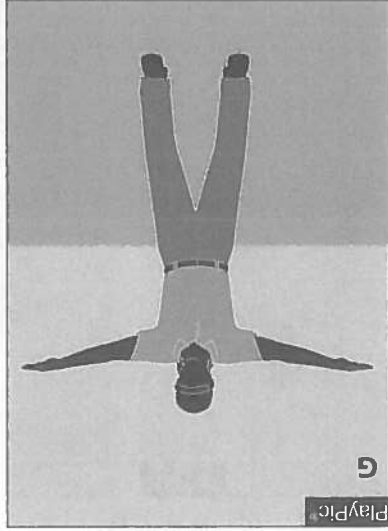


**Time Out/Foul Ball/Dead Ball**  
Verbally calls "Time",  
"Foul ball" or "Dead ball"

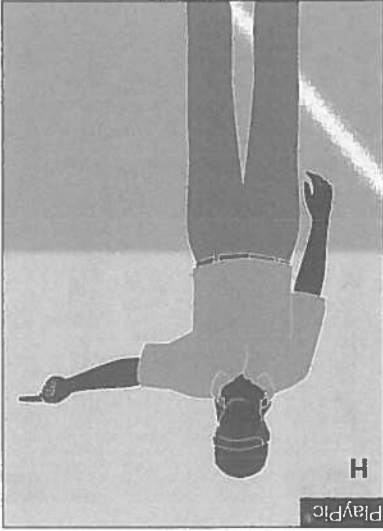


**Delayed Dead Ball**  
Extend left arm out,  
fist with palm down (or out)

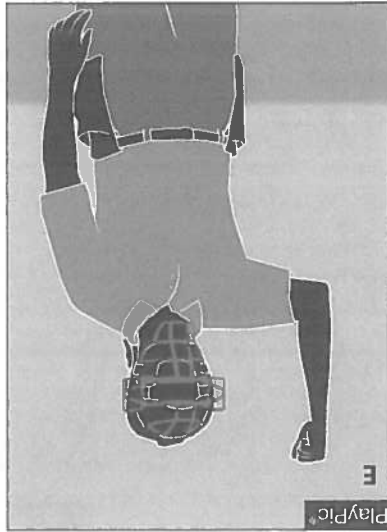
**Safe**  
Verbally calls "Safe,"  
arms extended, palms down



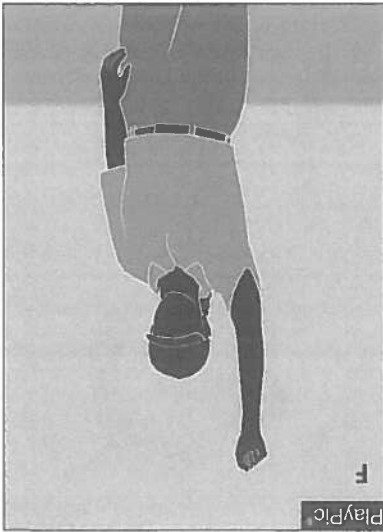
**Fair Ball**  
Point to fair territory with hand  
closest to infield. No verbal call.



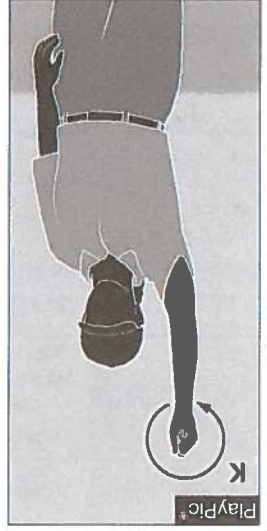
**Strike/Out**  
Fist to hammer at 90 degrees



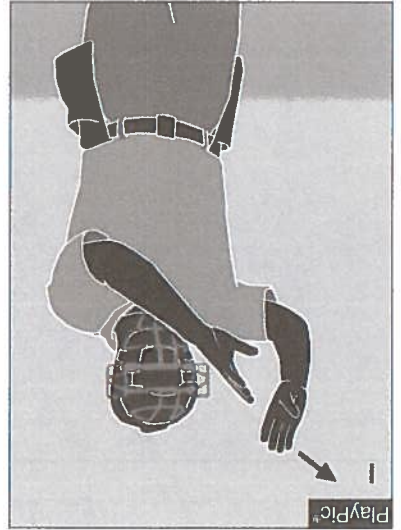
**Infield Fly**  
Verbally calls "Infield fly," extend  
arm up



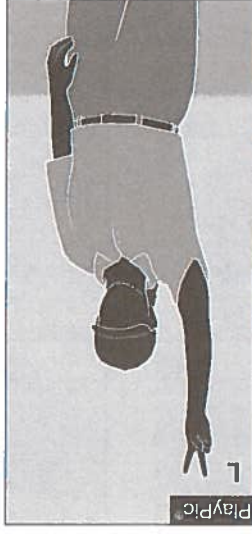
**Home Run**  
Right hand in the air,  
rotate counterclockwise



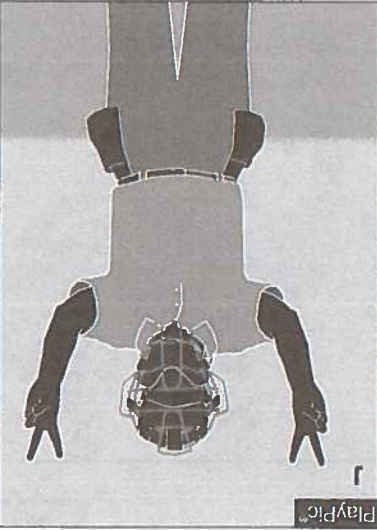
**Foul Tip**  
Right-hand fingers brush back  
of left hand, held chest high,  
followed by strike signal.



**Double**  
First two fingers in  
the air



**Count**  
Left hand indicates balls, followed  
by strikes on the right hand.  
Verbally give count.



**Ball**  
Vocalize "Ball"

