

**RCC Senior & Junior Co-Ed Division
Official Rules and Regulations**

SECTION 1: PLAYING FIELD

1-1 Ground or special rules establishing the limits of the playing field may be agreed upon by leagues or opposing teams whenever backstops, fences, stands, vehicles, spectators or other obstructions are within the prescribed area. Any obstruction on fair ground should be clearly marked for the umpire's information.

1-2 The official diamonds shall have 60' base lines with pitching of 40' for all players.

NOTE: If during the course of a game, the base distance or the pitching distant is found to be at the wrong distance, correct the error at the start of the next full inning and continue playing the game.

1-3 LAY OUT OF THE DIAMOND – Check all distances with a tape measure whenever possible.

1-3-1 THE BATTER'S ON DECK CIRCLE is a 1.5m (5') circle .8m (2 ½' radius) placed adjacent to the end of the player's bench area.

1-3-2 THE BATTERS BOX, one on each side of home plate, shall measure 1.0m (3') by 2.2m (7'). The inside lines of the batter's box shall be 15.0cm (6') from home plate. The front line of the box shall be 1.2m (4') in front of a line drawn through the center of home plate. The lines are considered inside the box.

1-3-3 THE CATCHER'S BOX shall be 3m (10') in length from the rear outside corners of the batter's boxes and shall be 2.55m (8.5') wide.

1-3-4 THE COACHES BOX is behind a line 5m (16') long drawn outside the diamond. The line is parallel to and 3.6m (12') from the 1st and 3rd baseline extended from the base toward home plate.

1-3-5 THE PITCHERS CIRCLE shall have a 5m (16') circle drawn from the pitcher's plate 2.5m (8') in radius. The lines drawn around the pitcher's plate are considered part of the circle.

1-3-6 THE HOME PLATE shall be made of rubber. It shall be 5 sided figure 43.18cm (17") wide across the edge facing the pitcher. The sides shall be parallel to the inside lines of the batter's box and shall be 21.59cm (8 ½") long. The sides of the point facing the catcher shall be 30.48cm (12") long.

1-3-7 THE PITCHER PLATE shall be made of wood or rubber, .61m (24") long and 15.24cm (6") wide. The top of the plate shall be level with the ground. The front line of the plate shall be 40' from the furthestmost point of home plate (Jr. Co-ed) and 45' from the furthestmost point of home plate (Sr. Co-ed).

1-3-8 THE BASES other than home plate shall be 38.1cm (15") square and shall be made of canvas or other suitable material and not more than 12.7cm (5") in thickness. The bases should be securely fastened in position.

NOTE: The double base for use at first base shall be 38.1cm by 76.2 (15" X 30"). Half the rectangle base is white and should be securely fastened in position over fair territory and half is orange and should be securely fastened in foul territory.

SECTION 2: EQUIPMENT

2-1 THE OFFICIAL BAT:

Any non-League issued bat may be inspected and approved by the Plate Umpire prior to the start of each game.

PENALTY: When using other than a legal bat, or attachment, the illegal equipment must be removed from the game. Continued use after removal would subject a player to ejection from game.

2-2 THE OFFICIAL SOFTBALL:

The RCC Baseball Association will supply softballs used.

2-3 GLOVES AND MITTS:

Gloves may be worn by any player, but Trappers may be used only by the Catcher and 1st Base Person. No top lacing, webbing, or any other device between the thumb and body of the glove or mitt worn by a 1st baseman or other fielder shall be more than 12.70cm (5") in length. The pitchers glove shall be of one solid colour other than white or grey. Multi-colour gloves are acceptable for all other players. Gloves with white or grey circles on the outside giving the appearance of a ball, are illegal for all players.

2-4 SHOES:

All players must wear shoes. A shoe shall be considered official if it is made with either canvas or leather uppers or similar materials. The soles may be either smooth or with soft or hard rubber cleats. Shoes with rounded metal spikes are illegal.

No metal cleats or shoes with detachable cleats are allowed. No hard plastic, nylon, polyurethane spikes similar to metal sole and heel plate, or shoes with detachable cleats that could leave an exposed fastener are allowed

2-5 MASKS BODY PROTECTORS OR HELMETS:

2-5-1 MASKS:

Catcher must wear a mask, throat protector and helmet. Catchers must also wear mask, helmet and throat protector while receiving warm-up pitches prior to, and during the game. An extended wire protection attached to the mask can be worn in lieu of the throat protector. Players must also wear mask, throat protect and helmet while warming up anywhere on or near the field.

2-5-2 BODY PROTECTORS:

All catchers must wear body protectors.

2-5-3 SHIN GUARDS:

Catchers must wear shin guards, which offer protection to the kneecap, body protectors and athletic support with protective cup (male and female).

2-5-4 HELMETS:

See League Rules.

NOTE: The following rules apply to the removal of a helmet. Players shall be called out immediately under the following circumstances:

- Failure to wear the helmet when ordered to do so by the umpire shall cause said player to be declared out, except on-deck batters, youth age players in the coaches box, and catchers whom will be removed from the game after a warning.
- Deliberately wearing the helmet improperly.
- Deliberately removing the helmet during a live ball play, or as otherwise specified in league rules.

NOTE: The ball shall be rule dead if:

- A thrown or batted ball hits a removed helmet.
- A defensive player makes contact with a removed helmet.
- As above, the ball shall not be declared dead if the contact deemed deliberate.
- When the ball is declared dead in above, all runners will return to the last base touched at the time of the dad ball declaration.

2-6 No Equipment that is not in use shall be left lying on the field, either in fair or foul territory

EFFECT: The ball is dead. For offensive equipment causing a blocked ball (and creating interference), the player being played on is out. If no apparent play is obvious, no runner will be called out, but all runners will return to the last base touched at the time of the dead ball declaration.

2-7 UNIFORM - See League Rules.

2-8 MEDICAL APPARATUS - See League Rules.

2-9 JEWELLERY - See League Rules.

SECTION 3: PLAYERS AND SUBSTITUES

3-1 A team must have the minimum number of the required players present to start or continue a game. No player's name shall be on the starting line-up unless the player is available in the team uniform.

EFFECT: The game is forfeited regardless of the number of innings that have been completed and a fun game may be played.

3-1-1 Each team must have the starting line-up of 10 players, but if due to unavoidable circumstance either team has less than 9 players at the time the game is scheduled to begin, but no less than 7 players, and the maximum extension of 15 min. has elapsed, then the Coach of the team with less than 9 players has the option of:

- Forfeiting the game and playing a fun game
- Playing a game with the players present

In the event of the extra player's show up before the conclusion of the game, they may be added to the line up. No player's name shall be on the starting lineup unless the player is available in the team area in uniform.

3-1-2 If there are less than 7 players after the 15-min. extension, the plate umpire will declare the game forfeited to the non-offending team.

EFFECT: The game is forfeited and a fun game may be played

EFFECT: The batting rotation goes to the top of the order after the 7th batter.

NOTE: The 8th and 9th batter IS NOT an automatic out.

3-2 PLAYERS POSITIONS

Players Positions shall be designated as follows:

Pitcher, Catcher, 1st Base person, 2nd Base person, 3rd base Person, Short Stop, Left Fielder, Center Fielder, Right Fielder and Rover.

NOTE: Players of the team in the field may be stationed anywhere on fair territory, except the catcher who must be in the catcher's box, and the pitcher who must be in a legal pitching position at the start of each pitch or within the 2.5 (8') circle when putting the ball in play for an appeal play.

3-3 SUBSTITUTIONS (SUBBING) & RE-ENTRY

3-3-1 All Players must be subbed equally on the defensive half of the inning. Subs will not be applied to the batting order.

3-3-2 All eligible players will be listed on the score sheet in the order that they will be batting.

3-3-3 Subbed players are to play a minimum of three innings per seven-inning game.

3-3-4 Subs must remain in the same batting order for the entire game.

3-3-5 If subbing is used all players must bat and a maximum of 10 can play defense. Defensive positions can be changed **ONLY** at the start of each inning, but the batting order must remain the same.

3-3-6 If a player arrives after the game starts, the late player may be added to the bottom of the batting order and be subbed with another eligible player. The player arriving late will not be registered as an official sub, but the player he/she is being subbed with will be an official substitute.

3-3-7 Failure to substitute players equally could result in a forfeiture of that game, following a review by the league's Rules Committee.

3-3-8 Multiple re-entries are permitted for washrooms, or injuries, including pitchers. The player may be replaced until such time as he/she is able to return to the game in any other position.

EXCEPTION: If the player is pitching, he/she cannot return to the position of pitcher when returning during the same inning he/she left the game. The pitcher can however, return to the game in any other position for the balance of that inning.

3-4 BLEEDING AND/OR INJURED PLAYER (S)

A game may be interrupted to allow a player who is bleeding and/or has blood on their uniform for a reasonable amount of time to treat and cover the wound, or to change/remove the soiled uniform. (NOTE: A player shall be given permission to play only in an undershirt, if no spare uniform is available.) Given such time, the umpire may choose to have the player leave the game and have a substitute take the place of an injured athlete until the bleeding stops. If no substitute is available, and a reasonable amount of time has been given for the injured player to be treated, or meet the requirement to return to the game, the game is considered forfeiture.

3-4-1 In the case of a severe injury that requires emergency services the game shall be suspended and played from that point at a later date.

3-5 Player's names and numbers must be entered in the line-up. In case of injury or illness, changes can be made. A substitute may take the place of a player who is injured or ill. The injured or ill player may return later that game.

SECTION 4: THE GAME

4-1 The choice of the first or last bat in the inning shall be decided by the schedule of games being played. (Home team bats last.)

4-2 Solely A LEAGUE EXECUTIVE, PRIOR TO THE GAME, shall decide the fitness of the ground for a game.

4-3 A regulation game shall consist of 7 INNINGS (time permitting).

4-3-1 A full 7 innings need not be played if the team second at the bat scores more runs in the 6th inning or before the third out in the last of the 7th inning.

4-3-2 If a game is tied at the end of 7 innings, an 8th and final inning shall be played, if time and conditions permit. If the game is still tied at the end of the 8th inning, the game will be declared a tied game and each team will receive 1 point.

4-3-3 If a game is called due to weather, field conditions, etc. by the umpire, it shall be a regulation game if 4 or more complete innings has been played, or if the home team has scored more runs at the end of the previous inning than the visiting team has scored in 4 or more innings. The umpire is empowered to call a game at any time because of darkness, rain, fire, panic, or other cause, which puts the patrons or players in peril.

4-3-4 A regulation tie game shall be declared if the score is equal when the game is called at the end of 4 or more completed innings or if the team second at bat has equaled the score of the first team at bat in the incomplete inning.

- 4-3-5** These provisions do not apply to any acts on the part of players, or spectators, which might call or forfeiture the game. The umpire may forfeit the game if attacked physically or verbally by any team or spectator.
- 4-3-6** A forfeited game shall be declared by the umpire in favour of the team not at fault in the following cases:
- If a team fails to appear on the field or being on the field refuses to begin a game for which it is scheduled or assigned at the time scheduled or within a time for forfeitures by the organization in which the team is playing.
 - If, after the game has begun, one side refuses to continue to play, unless the game has been suspended or terminated by the umpire.
 - If, after the umpire has suspended play, one side fails to resume playing within a minimum of two minutes after the umpire has called "PLAY BALL".
 - If a team employs tactics purposefully designed to delay or hasten game.
 - If, after warning by the umpire, any one of the rules of the game is willfully violated.
 - If the order for the removal of a player is not obeyed within one minute.
 - If, because of the removal of the player(s) from the game by the umpire or for any cause there are less than 7 players.
 - Games that are not considered regulation or regulation tie games may be replayed from the beginning. Original line-ups may be changed when the game is replayed.

EXCEPTION: No tie games permitted during playoffs unless otherwise specified.

4-4 THE WINNER OF THE GAME SHALL BE THE TEAM THAT SCORES THE MOST RUNS IN THE REGULATION GAME

4-4-1 The score of a called regulation game shall be the score at the end of the last complete inning unless the team second at bat has scored more runs than the first team at bat in the incomplete inning. In this case, the score shall be that of the incomplete inning.

4-4-2 The score of a regulation tie game shall be the tie score when the game was terminated. A regulation tie game shall be declared a tie and each team will receive one point.

4-4-3 Score of a forfeited game: 7-0 in favour of the team that is not at fault.

4-4-4 Mercy Rule: When the run differential is 20 runs or more after the 4th inning.

4-4-5 The maximum number of runs a team can score per inning are 7 except for the last declared inning for which unlimited runs will be allowed.

4-5 SCORING OF RUNS:

4-5-1 One run shall score each time a runner legally touches 1st, 2nd and 3rd bases and home plate before the third out of the inning.

4-5-2 A run shall not be scored if the third out of an inning is the result of:

- The batter-runner being forced out before legally touching 1st base.
- Any runner being forced out.
- The runner failing to keep contact with the base to which he/she is entitled until:
 - JR. Co-Ed: The ball crosses the plate
 - SR. Co-Ed: The pitch is released

4-6 A RUNNER SHALL NOT SCORE A RUN AHEAD OF THE RUNNER PRECEDING HIM/HER IN THE BATTING ORDER IF THE PRECEDING RUNNER HAS NOT BEEN PUT OUT.

4-7 If the defensive team has control in the infield area and the offensive team is not making any attempt to advance to the next base then runners may not start to the next base when the ball is being thrown to the pitcher, provided the pitcher is in the pitcher's circle. If the pitcher misses the ball, play is live and runners may advance at their own risk.

4-8 THERE SHALL BE ONLY ONE (1) CHARGED CONFERENCE BETWEEN THE COACH OR OTHER TEAM REPRESENTATIVES AND THE BATTER OR RUNNER IN AN INNING. Umpires shall not permit any such conferences in the excess of one (1) in an inning.

PENALTY: Ejection of a coach who insists another charged conference.

SECTION 5: PITCHING REGULATIONS

5-1 THE PITCHER SHALL TAKE A POSITION WITH BOTH FEET FIRMLY ON THE GROUND AND IN CONTACT WITH, BUT NOT OFF TO THE SIDE OF THE PITCHER'S PLATE.

- 5-1-1** The pitcher, while standing on the pitcher's plate, must take the signal from the catcher, or look at the catcher. If a signal is taken, it must be taken while the pitcher has both feet in contact with the pitcher's plate. The ball must be held in ONE hand (bare or glove) and the hands must be separate.
- 5-1-2** Preliminary to pitching, the pitcher must bring his/her WHOLE body to a full and complete stop facing the batter with his/her shoulder in line with 1st and 3rd base and, with the ball held in both hands in front of the body. This full and complete stop position must be maintained for a minimum of one second and not more than ten seconds before starting the pitch.
- 5-1-3** The pitcher shall not be considered in the pitching position unless the catcher is in position to receive the ball.
- 5-1-4** The pitcher may not take the pitching position on or near the pitcher's plate without having the ball in his/her possession.
- 5-2** THE PITCH starts when one hand is taken off the ball or the pitcher makes any motion that is part of his/her wind-up. In the act of delivering the ball, the pitcher shall not take more than one step, which must be forward, toward the batter and simultaneous with the delivery of the ball to the batter. ("Toward the batter" is interpreted as within the 61cm (32in) width of the pitcher's plate.)

The pivot foot may remain in contact 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. Pushing off with the pivot foot from a place other than the pitcher's plate is illegal.

NOTE: It is not a step if the pitcher slides his/her foot across the pitcher's plate, provided contact is maintained with the pitcher's plate.

- 5-3-1** A LEGAL DELIVERY SHALL BE A BALL, WHICH IS DELIVERED TO THE BATTER WITH AN UNDERHAND MOTION.
- 5-3-2** The release of the ball and the follow through of the hand and wrist must be forward past the straight line of the body.
- 5-3-3** The hand shall be below the hip and the wrist not farther from the body than the elbow.
- 5-3-4** The pitch is completed with a step toward the batter.
- 5-3-5** The catcher must be within the outside lines of the catcher's box when the pitch is released.

5-3-6 The catcher shall return the ball directly to the pitcher except after a strike out or put out by the catcher.

5-3-7 The pitcher has 20 seconds to release the next pitch.

EXCEPTION: does not apply when:

- A batter becomes a runner.
- There are batters on base.
- A foul ball is fielded close to the foul line by the catcher who throws to 1st base for a possible out.

EFFECT: sec. 5-3-5 & 5-3-6 an additional ball is awarded to the batter.

5-4 THE PITCHER MAY USE ANY WIND-UP DESIRED PROVIDING:

5-4-1 He/she does not make any motion to pitch without immediately delivering the ball to the batter.

5-4-2 He/she does not use a rocker action in which, after having the ball in both hands in pitching position, the pitcher removes one hand from the ball, takes a backward and forward swing, and returns the ball to both hands in front of the body.

5-4-3 The pitcher does not use a wind-up, which there is a stop or reversal of the forward motion

5-4-4 The pitcher does not make a full revolution of the arm in the windmill pitch. A pitcher may drop his or her arm to the side and to the rear before starting the pitching motion.

5-4-5 The pitcher does not continue to wind-up after taking the forward step, which is simultaneous with the release of the ball.

5-5 THE PITCHER SHALL NOT DELIBERATELY DROP, ROLL OR BOUNCE THE BALL WHILE IN THE PITCHING POSITION TO PREVENT THE BATTER FROM STRIKING IT, NOR WILL HE/SHE INTENTIONALLY WALK A BATTER.

5-6 THE PITCHER SHALL NOT, AT ANY TIME DURING THE GAME, BE ALLOWED TO USE TAPE OR FOREIGN SUBSTANCES IN THE PITCHING HAND OR FINGERS, NOR SHALL A PITCHER USE A BALL THAT HAS A FOREIGN SUBSTANCE ON IT

Under the supervision and control of the umpire, powdered resin may be used to dry the hands. The pitcher shall never wear a sweatband, bracelet, or similar type item on the wrist or forearm of the pitching arm.

EXCEPTION: A medical alert bracelet, which must be taped to the body, or a band-aid to cover an open wound.

EFFECT FOR RULE 5, SEC 1-6 (except 5-3-5 & 5-3-6, which is covered separately): A ball is called on the batter. Runners are entitled to advance one base without liability to be put out.

EXCEPTION: If the pitcher completes the delivery of the ball to the batter and the batter hits the ball and reaches 1st base safely and all runners advance at least one base, then the play stands and the illegal pitch is nullified. The umpire extending his/her left arm will signify a delayed dead ball.

EXCEPTION: If there are no runners on and an illegal pitch hits the batter, the batter is awarded 1st base.

NOTE: An illegal pitch shall be called immediately when it becomes illegal. If called by the plate umpire, it shall be called in a voice so that the catcher and batter will hear it. The plate umpire will also give the delayed dead ball signal if called by the base umpire; it shall be called so that the nearest fielder shall hear it. The base umpire shall also give the delayed dead ball signal. Failure of players to hear the call shall not nullify the illegal pitch.

5-7 NO PLAYER SHALL TAKE A POSITION IN THE BATTER'S LINE OF VISION OR, WITH DELIBERATE UNSPORTSMANLIKE INTENT, ACT IN A MANNER TO DISTRACT THE BATTER.

EFFECT: The offender shall be ejected from the game and an illegal pitch shall be declared, even though a pitch may not have been released.

5-8 AT THE BEGINNING OF EACH HALF INNING OR WHEN A PITCHER RELIEVES ANOTHER, NO MORE THAN 1 MINUTE MAY BE USED TO DELIVER NO MORE THAN 5 PITCHES TO THE CATCHER OR OTHER TEAMMATE. Play shall be suspended during this time. For excessive warm-up pitches, a pitcher shall be penalized by awarding a ball to the batter for each pitch in excess of 5

5-9 THE PITCHER SHALL NOT THROW TO A BASE WHILE HIS/HER FOOT IS IN CONTACT WITH THE PITCHER'S PLATE AFTER HE/SHE HAS TAKEN THE PITCHING POSITION.

EFFECT: Illegal Pitch, the ball is dead, a ball is called on the batter and all runners advance one base. If the throw from the pitcher's plate is during an appeal play, the appeal is cancelled.

NOTE: The pitcher can remove him/herself from the pitching position by stepping backwards off the pitcher's plate. Stepping forward or sideways constitutes an illegal pitch.

5-10 NO PITCH SHALL BE DECLARED WHEN:

5-10-1 The pitcher pitches during the suspension of plays.

5-10-2 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.

5-10-3 The runner is called out for leaving the base prior to the release of the pitched ball.

5-10-4 The pitcher pitches before a runner has retouched his/her base after a foul ball has been declared and the ball is dead.

5-10-5 No player, manager or coach shall call "Time" or employ any other word or phrase or commit any act while the ball is alive and in play for the obvious purpose of trying to make the pitcher commit an illegal pitch.

EFFECT: Sec. 5-10-1 to 5-10-4: The ball is dead and all subsequent action on that pitch is cancelled.

5-11 THERE SHALL BE ONLY ONE CHARGED CONFERENCE BETWEEN THE COACH AND OTHER TEAM REPRESENTATIVE FROM THE DUGOUT WITH EACH AND EVERY PITCHER IN AN INNING. The second charged conference should result in removal of the pitcher from the pitching position for the remainder of the inning.

5-12 IF THE BALL SLIPS FROM THE PITCHER'S HAND DURING HIS/HER WINDUP OR DURING THE BACKSWING, A BALL IS DECLARED ON THE BATTER, THE BALL WILL BE IN PLAY AND THE RUNNERS MAY ADVANCE AT THEIR OWN RISK.

SECTION 6: BATTING

6-1 THE BATTER SHALL TAKE HIS/HER POSITION WITHIN THE LINES OF THE BATTER'S BOX.

- 6-1-1** The batter shall not have his/her entire foot touching the ground completely outside the lines of the batter's box or touching home plate when the ball is hit.
- 6-1-2** The batter shall not step directly across in front of the catcher to the other batter's box while the pitcher is in position ready to pitch.
- 6-1-3** The batter shall not enter the batter's box with an illegal bat.
- 6-1-4** The batter shall not enter the batter's box with an altered bat.
- 6-1-5** The batter must take his/her position within 10 seconds after the umpire has called "Play Ball".

EFFECT: Sec. 6-1-1 to 6-1-4: The ball is dead, the batter is out, runners may NOT advance.

EFFECT: Sec. 6-1-3: Plus the bat is removed from the game.

EFFECT: Sec. 6-1-4: Plus the batter is also out and ejected from the game.

EFFECT: Sec. 6-1-5: If the batter has not entered the box within 10 seconds, after the umpire calls "Play Ball", the umpire will call a strike. NO pitch has to be thrown. The Ball is dead.

6-2 EACH PLAYER OF THE SIDE AT BAT SHALL BECOME A BATTER IN THE ORDER IN, WHICH HIS/HER NAME APPEARS ON THE SCORESHEET.

- 6-2-1** The batting order of each team must be on the score sheet and must be delivered before the game by the coach to the opposing team. (Only present players)
- 6-2-2** Players arriving late must be added to the bottom of the batting order, regardless of the time or number of innings completed at the time of their arrival with changes announced.
- 6-2-3** The batting order exchanged must be followed throughout the game. Only players who are present may appear on the batting order.
- 6-2-4** The first batter in each inning shall be the batter whose name follows that of the last player's who completed a turn at bat in the preceding inning.
- 6-2-5** When the third out in an inning is made before the batter has completed his/her turn at bat, he/she shall be the first batter in the next inning and the ball and strike count on him/her shall be cancelled.

EFFECT: Sec. 6-2-3, 6-2-4: Batting out of order is an appeal play, which may be made by the coach or player of the defensive team only:

- If the error is discovered while the incorrect batter is at bat, correct batter may take his/her place, assume any balls and strikes and any runs scored or bases run while the incorrect batter was at bat shall be legal.
- If the error is discovered after the incorrect batter has completed his/her turn at bat shall be legal provided the first pitch to the following batter has been thrown.
- If the error is discovered after the incorrect batter has completed his/her turn at bat and before there has been a pitch to another batter, the player who should have batted is out. Any advance or score made because of a ball batted by the improper batter or because of the improper batter's advance to 1st base on a hit, an error, a base on balls, or a hit batter shall be nullified. The next batter is the player whose name follows that of the player called out for failing to bat. If the batter declared out under these circumstances is the third out, the correct batter in the next inning shall be the player who would have come to bat had the players been put out by ordinary play.
- If the error is discovered after the first pitch to the next batter, the turn at bat of the incorrect batter is legal, all runs scored and bases run are legal and the next batter in order shall be the one whose name follows that of the incorrect batter. No one is called out for failure to bat. Players who have not batted and who have not been called out have lost their turn at bat until reached again in the regular order.
- No runner shall be removed from the base he/she is occupying to bat in his/her proper place he/she merely misses his/her turn at bat with no penalty. The batter following him/her in the batting order comes the legal batter.

6-3 THE BATTER SHALL NOT HINDER THE CATCHER FROM FIELDING OR THROWING THE BALL BY STEPPING OUT OF THE BATTER'S BOX OR INTENTIONALLY HINDERS THE CATCHER WHILE STANDING WITHIN THE BATTER'S BOX.

EFFECT: The ball is dead, the batter is out and runners must return to the last base that in the judgment of the umpire was touched at the time of interference.

6-4 MEMBERS OF THE TEAM AT BAT SHALL NOT INTERFERE WITH A PLAYER ATTEMPTING TO FIELD A FOUL FLY BALL.

EFFECT: The ball is dead and the batter is out and runners must return to the base legally held at the time of the pitch.

6-5 THE BATTER SHALL NOT HIT A FAIR BALL WITH THE BAT A SECOND TIME IN FAIR TERRITORY.

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

EXCEPTION: If the batter is standing in the batter's box, a foul ball is ruled even if the ball is hit a second time over fair territory with the bat in the batter's hand.

NOTE: If the batter drops the bat and the ball rolls against the bat in fair territory and in the umpire's judgment, there was no intention to interfere with the course of the ball, the batter is not out and the ball is alive and in play.

6-6 A STRIKE IS CALLED BY THE UMPIRE.

6-6-1 When any part of a legally pitched ball enters the strike zone before touching the ground and at which the batter does not swing. It is not a strike if the pitched ball touches home plate and is not swung at. *The batter cannot legally swing at any pitched ball that hits the ground or plate.*

EFFECT: The ball is in play and runners may advance at their own risk.

NOTE: If the batter swings and misses the pitch prior to the ball hitting the ground or plate, it is a strike.

6-6-2 For each legally pitched ball struck at and missed by the batter.

EFFECT: The ball is in play and runners may advance at their own risk. The batter is out if it is the third strike.

6-6-3 For each foul tip held by the catcher.

EFFECT: The ball is in play and runners may advance at their own risk. The batter is out if it is the third strike.

6-6-4 For each foul ball not legally caught on the fly when the batter has less than two strikes.

6-6-5 For each pitched ball struck at and missed which touches any part of the batter.

6-6-6 When any part of the batter's person is hit with his/her own-batted ball when he/she is in the batter's box with less than two strikes.

6-6-7 When a delivered ball by the pitcher hits the batter while in the strike zone.

EFFECT: 6-6-4 to 6-6-7: The ball is dead and the runners must return to their bases without liability to be put out.

6-7 THE UMPIRE CALLS A BALL.

6-7-1 For each pitched ball, which does not enter the strike zone or touches the ground before reaching home plate or touches home plate and which the batter does not strike at.

EFFECT: The ball is in play and runners are entitled to advance with liability to be put out.

6-7-2 For each illegally pitched ball.

EFFECT: The ball is in play and runners are entitled to advance one base without liability to be put out.

6-7-3 When the catcher fails to return the ball directly to the pitcher as required in Rule 5.

6-7-4 When the pitcher fails to pitch the ball within 20 seconds.

6-7-5 For excessive warm-up pitches.

EFFECT: 6-7-3 to 6-7-5: The ball is in play.

6-8 A FAIR BALL IS A LEGALLY BATTED BALL WHICH:

6-8-1 Settles or is touched on fair ground between home and 1st base, or between home and 3rd base.

6-8-2 Bounds past 1st or 3rd base on or over fair ground.

6-8-3 Touches 1st, 2nd or 3rd base.

6-8-4 While on or over fair ground touches the person or clothing of an umpire or player.

6-8-5 First falls on fair ground beyond 1st or 3rd base. A fair fly must be judged to the relative position of the ball and foul line regardless of whether the fielder is on fair or foul ground at the time he/she touches the ball.

6-8-6 While on or over fair ground, lands behind a fence or into a stand a distance of more than (60.6 m\200' – 83.3 m\275') from home plate. This is considered a home run. If the distance is less than these distances, it is a two base hit.

6-8-7 Hits a foul line pole on the fly. If the ball hits the pole above the fence level, it shall be a home run.

EFFECT: 6-8-1 to 6-8-5: The ball is in play and runners are entitled to advance any number of bases with liability to be put out. The batter becomes a runner unless the infield fly rule applies.

6-9 A FOUL BALL IS A LEGALLY BATTED BALL WHICH:

6-9-1 Settles on foul ground between home and 1st base or between home and 3rd base.

6-9-2 Bounds past 1st or 3rd base on or over foul ground.

6-9-3 First touches on foul ground beyond 1st or 3rd base.

6-9-4 While on or over foul ground touches the person or clothing of an umpire or player or is blocked.

6-9-5 Immediately rebounds up from the ground or home plate and hits the bat a second time while the batter is in the batter's box.

EFFECT: (6-9-1 to 6-9-5)

- The ball is dead unless it is a legally caught foul fly. If a foul fly is caught the batter is out.
- A strike is called on the batter unless he/she already has two strikes.
- Runners must return to their bases without liability to be put out after the ball has been touched.

6-10 A FOUL TIP IS A BATTED BALL WHICH GOES DIRECTLY FROM THE BAT, NOT HIGHER THAN THE BATTER'S HEAD TO THE CATCHER'S HAND AND IS LEGALLY CAUGHT BY THE CATCHER.

NOTE: It is not a foul tip unless caught and any foul tip that is caught is a strike. The ball is in play.

EFFECT: A strike is called, the ball remains in play and runners may advance with liability to be put out.

6-11 THE BATTER IS OUT UNDER THE FOLLOWING CIRCUMSTANCES:

6-11-1 When the third strike is struck at and missed and touches any part of the batter's person.

6-11-2 When a batter appears in the batter's box with, or is discovered using an altered bat.

6-11-3 When the batter enters the batter's box with, or is discovered with an illegal bat.

6-11-4 When ball is legally caught,

6-11-5 Immediately when he/she hits an infield fly with runners on 1st and 2nd or on 1st 2nd and 3rd with less than two out. This is called the INFIELD FLY RULE.

6-11-6 The batter is out if a fielder intentionally drops a fair fly ball including a line drive or a bunt which can be caught by an infielder, with ordinary effort, with 1st, 1st and 2nd, 1st and 3rd, or 2nd and 3rd base with less than 2 outs.

6-11-7 The batter-runner is out if a preceding runner who is not yet out and in the umpire's judgment, intentionally interferes with a fielder who is attempting to catch a thrown ball or to throw a ball in an attempt to complete the play. The runner shall also be called out and interference called.

6-11-8 When the catcher catches the third strike before the ball touches the ground.

6-11-9 When he/she has 3 strikes if there are less than two outs and 1st base is occupied.

6-11-10 When he/she bunts foul after the second strike. If the ball is caught in the air it remains alive and in play.

EFFECT: 6-11-6: The ball is dead and runner must return to the last base touched at the time of the pitch.

NOTE: 6-11-6: A trapped ball shall not be considered as having been intentionally dropped.

6-12 THE BATTER OR RUNNER IS NOT OUT IF A FIELDER MAKING A PLAY ON HIM/HER USES AN ILLEGAL GLOVE. The coach of the offended team has the option of having the batter hit over assuming the ball and strike count he/she had prior to the pitch he/she took.

6-13 ON DECK BATTER:

6-13-1 The on deck batter is the offensive player whose name follows the name of the batter in the batting order.

6-13-2 The on deck batter shall take a position within the lines of the on deck circle nearest to his/her bench.

6-13-3 The on deck batter may leave the on deck circle when he/she becomes the batter.

6-13-4 When the on deck batter interferes with the defensive player's opportunity to make a play on a runner, the runner closest to home plate at the time of the interference shall be declared out.

SECTION 7: BASERUNNING

7-1 THE RUNNERS MUST TOUCH BASE IN LEGAL ORDER: 1ST, 2ND, 3RD, AND HOME PLATE.

7-1-1 When a runner must return while the ball is in play he/she must touch the bases in reverse order with the liability to be put out.

7-1-2 When a runner acquires the right to a base by touching it before being put out he/she is entitled to hold the base until he/she has legally touched the next base in order or is forced to vacate for a succeeding runner.

7-1-3 When a runner dislodges a base from its proper position neither he/she nor succeeding runners in the same series of plays are compelled to follow a base unreasonably out of position.

7-1-4 A runner shall not run bases in reverse order either to confuse the fielders or to make a travesty of the game.

7-1-5 Two runners may not occupy the same base simultaneously.

7-1-6 Failure of a preceding runner to touch a base, or to leave a base legally on a caught fly ball and who is declared out does not effect the status of a succeeding runner who touches bases in proper order. However, if the failure to touch a base in regular order or to leave a base legally on a caught fly ball is the third out of the inning, no succeeding runner may score a run.

7-1-7 No runner may return to touch a missed base he/she had left illegally after a following runner has scored.

7-1-8 After the ball becomes dead, no runner may return to touch a missed base, a base he/she has left after advancing to and touching a base beyond the missed base or a base he/she left illegally, even after the ball becomes alive.

7-1-9 No runner may return to touch a missed base or one he/she had left illegally, once he/she enters his/her team dugout.

7-1-10 When a walk is issued, all runners must touch all bases in legal order.

7-1-11 Base left too soon on a caught fly ball must be retouched while enroute to awarded bases.

7-1-12 Awarded bases must also be touched and in proper order.

EFFECT: 7-1-2, 7-1-3: The ball is in play and runners may advance with liability to be put out.

EFFECT: 7-1-4: The ball is dead and the runner is out.

EFFECT: 7-1-5: The runner who first legally occupied the base shall be entitled to it; the other runners may be put out by being touched with the ball.

7-2 THE BATTER BECOMES A BATTER RUNNER

7-2-1 As soon as he/she hits a fair ball.

7-2-2 When the catcher fails to catch the third strike cleanly when there are less than two outs and 1st base is unoccupied or anytime there are two outs. This is called the third strike rule.

7-2-3 NOTE: Caught cleanly shall be defined as meaning the catcher will catch and maintain control of the ball at his/her first opportunity to catch the ball. This includes balls that bounce off the ground on their way to the catcher's glove.

7-2-4 NOTE: First opportunity means the point that the ball first makes contact with his/her glove or body, or passes the catcher without contact being made.

7-2-5 When a ball strikes the person or clothing of an umpire on foul ground that lands fair on first touch of the ground

7-2-6 When the umpire has called four balls.

7-2-7 When the catcher or any other fielder obstructs or prevents him/her from striking at a pitched ball.

7-2-8 When a fair ball strikes the person or clothing of the umpire or a runner on fair ground. If the runner is hit with a fair ball while touching a base, he/she is not out.

7-2-9 When a pitched ball not struck at or not called a strike, touches any part of the batter's person or clothing while he/she is in the batter's box provided that an attempt is made to avoid getting hit by the ball. It does not matter if the ball strikes the ground before hitting him/her. The batter's hands are not to be considered a part of the bat.

7-2-10 When a called illegal pitched ball, not struck at, touches any part of the batter's person or clothing while he/she is in the batter's box. It does not matter if the ball strikes the ground before hitting him/her. The batter's hands are not to be considered part of the bat.

EFFECT: 7-2-1 to 7-2-3 – The ball is in play and the batter becomes a runner with liability to be put out

EFFECT: 7-2-7

- The umpire shall give the delayed dead ball signal.
- If the batter hits the ball and reaches 1st base safely and if all other runners have advanced at least on base on the batted ball, catcher obstruction is cancelled. All actions as a result of the batted ball stand. No option is given.
- If the coach does not take the result of the play, awarding the batter 1st base and advancing all other runners only if forced by obstruction.

EFFECT: 7-2-8 – if the ball hits an umpire or runner:

- After touching a fielder, including the pitcher, the ball is in play.
- After passing a fielder other than the pitcher, the ball is in play; or
- Before passing a fielder without being touched, ball is dead: **NOTE:** If the runner is hit by the ball, he/she is out and the batter is entitled to 1st base without liability to be put out. Any runner not forced by the batter-runner must return to the base he/she had reached prior to the interference. When a ball touches a runner who is in contact with a base, the ball remains dead or alive depending on the position of the fielder closest to the base.

EFFECT: 7-2-9 – The ball is dead and the batter is entitled to one base without liability to be put out unless he/she made no effort to avoid being hit. In this case the plate umpire calls a ball or a strike.

EFFECT: 7-2-10 – The ball is dead and the batter is entitled to one base without liability to be put out unless he/she made no effort to avoid being hit. With runners on base, refer to Rule 5, Effect Sec.5-6: Illegal pitch.

7-3 RUNNERS ARE ENTITLED TO ADVANCE WITH LIABILITY TO BE PUT OUT UNDER THE FOLLOWING CIRCUMSTANCES:

7-3-1 When the ball crosses home plate (JR. Co-ed) or leaves the pitcher's hand (SR. Co-ed).

7-3-2 When the ball is thrown into fair or foul territory and is not blocked.

7-3-3 When the ball is batted into fair territory and is not blocked.

7-3-4 A legally caught fly ball is first touched.

7-3-5 If a fair ball strikes the umpire or a runner after having passed an infielder, other than the pitcher or having been touched by an infielder, including the pitcher, the ball shall be consider in play. Also, if a fair ball strikes an umpire on foul ground, the ball shall be in play.

EFFECT: 7-3-1 to 7-3-5 - the ball is alive and in play.

7-4 A PLAYER FORFEITS HIS/HER EXEMPTION FROM LIABILITY TO GET PUT OUT:

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

If after overrunning 1st base, the batter-runner attempts to continue to 2nd base.

If after dislodging the base, the batter-runner tries to continue to the next base.

7-5 RUNNERS ARE ENTITLED TO ADVANCE WITHOUT LIABILITY TO BE PUT OUT:

7-5-1 When forced to vacate a base because the batter as awarded a base on balls.

7-5-2 When a fielder obstructs the runner from making a base unless the fielder is trying to field a batted ball has the ball ready to touch the runner or is about to receive a thrown ball.

7-5-3 When a wild pitch or passed ball goes under, over, through or lodges in the backstop.

7-5-4 When forced to vacate a base because the batter was awarded a base

- For being hit by a pitched ball
- For being obstructed by the catcher when striking at a pitched ball
- If, with a runner on 3rd base and trying to score by means of a squeeze play or a steal the catcher or any other fielder steps on, or in front of home plate without possession of the ball or touches the batter or his/her bat, the pitcher shall be charged with an illegal pitch, the batter shall be awarded 1st base on the obstruction and the ball is dead.

7-5-5 When a pitcher makes an illegal pitch.

7-5-6 When a fielder contacts or catches a fair ball with his cap, mask, glove or any part of his/her uniform while it is detached from its proper place on his/her person.

- 7-5-7** When the ball is in play and is overthrown (beyond the boundary lines) or is blocked.
- 7-5-8** When a fielder loses possession of the ball, such as an attempted tag and the ball enters the dead ball area or becomes blocked, all runners are awarded one base from the last base touched at the time the ball entered the dead ball area or became blocked.
- 7-5-9** When a fair-batted fly ball goes over the fence or into the stands it shall entitle the batter to be awarded a home run unless it passes out of the grounds or into a distance less than 200' (60.6m) from home plate, in which case the batter be entitled to 2 bases only. The batter must touch the bases in regular order. The point at which the fence or stand is less than 200' from home plate shall be plainly indicated for the umpire's guidance.
- 7-5-10** When a fair ball bounds or rolls into a stand; over, under or through a fence; bounds out of play unintentionally off a defensive player: or leaves the boundaries of the playing fields after touching the ground in fair territory.
- 7-5-11** A live ball:
- When a live ball is unintentionally carried by a fielder from the playable territory into dead ball territory, the ball becomes dead. All runners are awarded one base from the last base touched at the time he/she entered dead ball territory.
 - If in the judgment of the umpire, a fielder intentionally carries a live ball from playable territory into dead ball territory, the ball becomes dead and runners are awarded two bases from the last base touched at the time he/she entered dead ball territory. NOTE: a ball at rest on the dead ball line is considered in play.

EFFECT: 7-5-1 – The ball remains in play unless it is blocked. The runner affected is entitled to one base and may advance further at his/her own risk if the ball is in play.

NOTE: 7-5-2 – “About to receive a thrown ball,” means the ball must be between the advancing runner and the defensive player about to catch the ball. If the ball is outside this area, “Obstruction” should be called.

EFFECT: 7-5-2 – When any obstruction occurs (including a rundown) the umpire will signal a delayed dead ball. The ball will remain alive.

- If the obstructed runner is put out prior to reaching the base he/she would have reached had there not been obstruction, a dead ball is called and the obstructed runner and each other runner in the umpire's judgment, had there not be obstruction. An obstructed runner may never be called out between the two bases where he/she was obstructed. This runner would either be advanced or returned to the last base.
- If the obstructed runner is put out after passing the base he/she would have reached had there not been obstruction, the obstructed runner will be called out. The ball remains live.

- When a runner while advancing or returning to a base, is obstructed by a fielder who neither has the ball nor is attempting to field a batted or thrown ball, or a fielder who fakes a tag without the ball, the obstructed runner and each other runner affected by the obstruction will always be awarded a base or bases he/she would have reached, in the umpire's judgment, had there been no obstruction. If the umpire feels there is justification, a defensive player making a fake tag could be ejected from the game. The play shall proceed until no further action is possible or until the obstructed runner is played on. The umpire shall then call "TIME" and impose such penalties, if any, as in his/her judgment will nullify the act of obstruction. 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.
- Catcher obstruction covered under Rule 7, sec.7-2-5.

NOTE: In the case of a "fake tag", a warning should be given to both teams. The next "fake tag" should result in the ejection of said player.

EFFECT: 7-5-3: The ball is dead. All runners are awarded one base only. The batter is awarded 1st base only on the 4th ball.

EFFECT: 7-5-4: The ball is dead and runners may not advance farther than the base to which they are entitled.

EFFECT: 7-5-5: The ball is dead and runners may advance to the base to which they are entitled without liability to be put out.

EFFECT: 7-5-6: The runners shall be entitled to 3 bases from the time of the pitch if a batted ball or 2 bases from the time of the throw if a thrown ball and in either case, the runners may advance further at their own risk. If the illegal catch or touch is made on a fair hit ball, which in the opinion of the umpire would have cleared the outfield fence in flight, the runner shall be awarded a home run.

EFFECT: 7-5-7: All runners will be awarded two bases and the award will be governed by the position of the runners when the ball left the fielder's hand. When two runners occupy the same base after the awarded bases, the bases awarded to the lead runner will govern the award.

EFFECT: 7-5-9: When a fair ball goes directly off a fielder's glove, in fair territory or goes off the top of the fence, over the fence, it shall be a home run. When a fair-batted ball goes off the fielder's glove into foul territory or off the top of the fence, to the fielder's glove and then over the fence, it shall be a two base award.

EFFECT: 7-5-10: The ball is dead all runners are awarded 2 bases, from the time of the pitch.

NOTE: 7-5-11: A fielder carrying a live ball into the dugout/team area to tag a player is considered to have unintentionally carried it.

7-6 A RUNNER MUST RETURN TO HIS/HER BASE UNDER THE FOLLOWING CIRCUMSTANCES.

- 7-6-1** When a foul ball is illegally caught and is so declared by the umpire.
- 7-6-2** When an illegally batted ball is declared by the umpire.
- 7-6-3** When a batter or runner is called out for interference. Other runners shall return to the last base, which was, in the judgment of the umpire, legally touched by him/her at the time of the interference.
- 7-6-4** When there is interference by the plate umpire or his/her clothing with the catcher's attempt to throw. If the runner is thrown out in spite of the interference, then the interference is disregarded.
- 7-6-5** When any part of the batter's person is touched by a pitched ball swung at and missed.
- 7-6-6** When a batter is hit by a pitched ball, unless forced.
- 7-6-7** When a foul ball is not caught.
- 7-6-8** When a caught fair fly ball (including a line-drive and bunt), which can be caught by an infielder with ordinary effort, is intentionally dropped with less than 2 outs, with a runner on 1st base, 1st and 2nd, 1st and 3rd, or 1st, 2nd and 3rd base.

EFFECT: 7-6-7:

- The ball is dead.
- The runners must return to base without liability to be put out except when forced to go to the next base because the batter became a runner.
- No runs shall score.
- Runners need not touch the intervening bases in return to base but must return promptly, however, they must be allowed sufficient time to return.

7-7 BATTER-RUNNER IS OUT UNDER THE FOLLOWING CIRCUMSTANCES

- 7-7-1** When the catcher drops the third strike and he/she is touched with the ball by a fielder before touching 1st base.
- 7-7-2** When the catcher drops the third strike and the ball is held on 1st base before the batter-runner reaches 1st base.

- 7-7-3** When after a fair ball is hit, he/she is legally touched with the ball before he/she touches first base.
- 7-7-4** When after a fair ball is hit, the ball is held by a fielder touching 1st base with any part of his/her person before the batter-runner touches 1st base.
- 7-7-5** When after a fly ball is hit, the ball is caught by a fielder before it touches the ground or any object other than the fielder.
- 7-7-6** When after a fair ball is hit or a base on balls is issued, or when the batter may legally advance to 1st base on a dropped third strike, he/she fails to advance to 1st base and instead enters the team area.
- 7-7-7** When he/she runs outside the 1m (3') line and in the opinion of the umpire interferes with the fielder taking the throw at 1st base. However, he/she may run outside the 1m (3') line to avoid a fielder attempting to field a batted ball.
- 7-7-8** When he/she interferes with a fielder attempting to field a batted ball or intentionally interferes with a thrown ball. If this interference, in the judgment of the umpire, is an obvious attempt to prevent a double play, the runner closest to home plate shall also be called out.
- 7-7-9** When a batter runner interferes with a play at home plate in an attempt to prevent an obvious out at the plate. The runner is also out.
- 7-7-10** When he/she touches a batted ball over fair ground a second time while any part of his/her body is out of the batters box in fair territory.
- 7-7-11** When he/she moves back toward home plate to avoid or delay a tag by a fielder.

EFFECT: 7-7-1 to 7-7-6 – the ball is in play and the batter is out.

EFFECT: 7-7-7 to 7-7-11 – the ball is dead and the batter-runner is out. Other runners must return to the last base legally touched at the time of or before the illegal action.

7-8 THE RUNNER IS OUT:

- 7-8-1** When in running to any base, he/she runs more than 1m (3') outside his/her established base path in regular or reverse direction to avoid being touched by the ball in the hand of a fielder.
- 7-8-2** When, while the ball is in play, he/she is legally touched with the ball in the hand of a fielder while not in contact with a base.
- 7-8-3** When on a force out, a fielder tags him/her with the ball or holds the ball on the base to which the runner is forced to advance before the runner reaches the base.

- 7-8-4** When the runner fails to return to touch the base she/he previously occupied when play is resumed after suspension of play.
- 7-8-5** When a runner physically passes a preceding runner before that runner has been put out.
- 7-8-6** When the runner leaves his/her base to advance to another base before a caught fly ball has touched a fielder, provide the ball is returned to a fielder and legally held on that base or a fielder legally touches the runner before the runner returns to his/her base.
- 7-8-7** When a runner fails to touch the intervening base or bases in regular or reverse order and the ball is in play and legally held on that base, or the runner is legally touched while off the base that he/she missed.
- 7-8-8** In returning or sliding for home plate, he/she fails to touch home plate and makes no attempt to return to the base, when a fielder holds the ball in his/her hand while touching home plate and appeals to the umpire for a decision.
- 7-8-9** When the batter-runner legally overruns 1st base attempts to run to 2nd base and is legally touched while off base.
- 7-8-10** When a runner is struck with a fair-batted ball while off base and before it passes an infielder excluding the pitcher, unless in the umpire's judgment, no infielder had a chance to play the ball.
- 7-8-11** When a runner intentionally kicks a ball, which an infielder has missed.
- 7-8-12** When anyone, other than another runner, physically assists a runner while the ball is in play. If this assistance occurs prior to a caught or uncaught batted fly ball, regardless of whether the fly ball is fair or foul, a delayed dead ball call will be made, after which the runner will be called out. If the ball is caught, the runner closest to home plate shall be declared out.
- 7-8-13** When attempting to score on a play in which the batter-runner, in the judgment of the umpire interferes with a play being made at home.
- 7-8-14** When the coach near 3rd base runs in the direction of home plate on or near the baseline while a fielder is attempting to make a play on a batted or thrown ball and thereby draws a throw to home plate. The runner nearest to 3rd base shall be declared out.
- 7-8-15** When one or more members of the offensive team stand or collect at or around a base to which a runner is advancing thereby confusing the fielders and adding to the difficulty of making the play. Team members include any person authorized to sit on the team bench.
- 7-8-16** When the runner runs the bases in reverse order, to confuse the defensive team or to make a farce out of the game.
- 7-8-17** If a coach interferes with a thrown ball.

7-8-18 When a runner, after being declared out or after scoring, intentionally interferes with a defensive player's opportunity to make a play on another runner, the runner closest to home plate at the time of the interference, shall be declared out.

7-8-19 When a defensive player has the ball and is waiting for the runner and the runner remains on his feet and deliberately, with great force, crashes into the defensive player in an attempt to dislodge the ball or injure the opponent, the runner is to be declared out.

7-8-20 When the runner fails to keep contact with the base to which he/she is entitled until a legally pitched ball has been released (SR. Co-ed) or crosses the plate (JR. Co-ed). When a runner is legitimately off his/her base after a pitch or the result of a batter completing his/her turn at bat, while the pitcher has the ball within a 2.5m (8') radius of the pitchers plate, he/she must immediately attempt to advance to the next base or immediately return to his/her base.

- Failure to immediately proceed to the next base or return to his/her base, once the pitcher has the ball within the 2.5m (8') radius of the pitchers plate, shall result in the runner being declared out.
- Once the runner returns to a base for any reason, he/she shall be declared out if he/she leaves the base unless a play is made on him/her or another runner (a fake throw is considered a play); or the pitcher no longer has possession of the ball in the 2.5m (8') radius; or the pitcher releases the ball by a pitch to the batter.

7-8-21 When he/she abandons a base and does not attempt to advance to the next base and enters the team area or leaves the field of play. The runner shall be declared out immediately when he/she enters the team area or leaves the field of play.

7-8-22 When he/she positions him/herself behind and not in contact with the base to get a running start on any fly ball. The ball remains alive.

7-8-23 A runner is automatically out when any attempt is made to slide headfirst.

EFFECT: 7-8-1 to 7-8-5 – the ball is in play and the runner is out.

NOTE: 7-8-6 & 7-8-7- Dead ball appeal procedure can be used – see sec. 7-8-6 to 7-8-9.

EFFECT: 7-8-6 & 7-8-9:

- These are appeal plays and the defensive team loses the privilege of putting a runner out if the appeal is not made before the next legal or illegal pitch.
- The ball is in play and the runner is out. **NOTE:** On appeal plays, the appeal must be made before the next legal or illegal pitch or before all defensive players have left fair territory.

- **DEAD BALL APPEAL** – Once the ball has been returned to the infield and “TIME” has been called by the umpire, (or the ball becomes dead) any infielder (including the pitcher or catcher) with or without possession of the ball, may make a verbal appeal on a runner missing a base or leaving a base prior to a caught fly ball. The administering umpire should acknowledge the appeal and then make a decision on the play. Runners cannot leave base during this period, as the ball remains dead until the next pitch. NOTE: if the umpire calls “PLAY BALL” and a request for an appeal is made prior to a pitch, the umpire should again call “TIME” and honour the appeal in accordance with rule 7-8-9.

NOTE:

- If the pitcher has possession of the ball and is in contact with the pitcher’s plate when making a verbal appeal, no illegal pitch is called.
- If the umpire has declared “Play Ball” and the pitcher then requests an appeal, the umpire would again call “Time” and allow the appeal process.
- Fourth or fifth out appeal may be made after the third out as long as it is made properly and it is made to remove a run.

EFFECT: 7-8-10 to 7-8-11 –

- The ball is dead and the runner is out. No base may be run unless necessitated by the batter becoming a runner.
- When the runner interferes with a fielder attempting to field a batted ball or intentionally interferes with a thrown ball. If this interference, in the judgment of the umpire, is an obvious attempt to prevent a double play, the immediate succeeding runner shall also be called out.

NOTE: 7-8-12 – The ball is dead if not caught. If a fair ball, award the batter-runner one base and if a foul ball, the batter will bat again.

EFFECT: 7-8-12 to 7-8-18 – The ball is dead and the runner is out. Other runners must return to the last legally touched base at the time of or before the illegal action.

EFFECT: 7-8-19 - The runner is out, the ball is dead and all other runners must return to the last base touched at the time of the collision. NOTE: If the act is determined to be flagrant, the offender shall be ejected.

NOTE: 7-8-20 – A base on balls or dropped 3rd strike in which the runner is entitled to run, is treated the same as a batted ball. The batter-runner may continue past 1st base and is entitled to run toward 2nd base, as long as he does not stop at 1st base. If he/she stops and he/she rounds 1st base he/she then must comply with Sec. 7-8-9

EFFECT: 7-8-20 – The ball is dead, NO PITCH is declare and the runner is out.

7-9 RUNNERS ARE NOT OUT UNDER THE FOLLOWING CIRCUMSTANCES:

7-9-1 When a runner runs behind or in front of, the fielder and outside the baseline in order to avoid interfering with a fielder attempting to field the ball in the base path.

- 7-9-2** When a runner does not run in a direct line to the base providing the fielder in the direct line does not have the ball in his/her possession. When a runner runs outside the baseline, other than to avoid a fielder attempting to touch him/her with the ball.
- 7-9-3** When more than one fielder attempts to field a batted ball and the runner comes in contact with the one whom, in the umpire's judgment, was not entitled to field the ball.
- 7-9-4** When a runner is hit with a fair-batted ball that has passed through an infielder, excluding the pitcher and in the umpire's judgment, no other infielder had a chance to make an out.
- 7-9-5** When a fair-batted ball hits a runner after it touches or is touched by any infielder, including the pitcher and he/she could not avoid contact with the ball.
- 7-9-6** When a runner is touched with a ball not securely held by a fielder.
- 7-9-7** When the defensive team does not request the umpire's decision on an appeal play until after the next pitch.
- 7-9-8** When a batter-runner passes 1st base after touching it and returns directly to the base.
- 7-9-9** When the runner is not given sufficient time to return to a base, he/she shall not be called out for being off base before the pitcher releases the ball. He/she may advance as though he/she had left the base legally.
- 7-9-10** A runner who had legally started to advance cannot be stopped by the pitcher receiving the ball while on the pitching plate or by stepping on the plate with the ball in his/her possession.
- 7-9-11** When a runner holds his/her base until a fly ball touches a fielder and then attempts to advance.
- 7-9-12** When hit by a batted ball when touching their base, unless they intentionally interfere with the ball or a fielder making a play (or in foul territory).
- 7-9-13** When a runner slides into a base and dislodges it from its proper position, the base is considered to have followed the runner.
- 7-9-14** When a fielder makes a play on a runner while using an illegal glove. The coach of the offended team has the options of:
- Having the entire play, including the batter's turn at bat, nullified, with the batter batting over, assuming the ball and strike count he/she had before he/she hit the ball and runners returned to their original bases which they held prior to the batted ball or
 - Taking the result of the play.

EFFECT: 7-9-13 - A runner having made such a base safely, shall not be out for being off the base. He/she may return to that base without liability to be put out when the base has been replaced. A runner forfeits this exemption if he/she attempts to advance beyond the dislodged base before it is again in proper position.

SECTION 8 - DEAD BALL – BALL IN PLAY

8-1 THE BALL IS DEAD AND NOT IN PLAY IN THE FOLLOWING CIRCUMSTANCES:

- 8-1-1** When the ball is batted illegally.
- 8-1-2** When the batter steps from one box to another when the pitcher is ready to pitch.
- 8-1-3** When “No Pitch” is declared.
- 8-1-4** When a pitched ball touches any part of the batter’s person or clothing whether the ball is struck at or not.
- 8-1-5** When a foul ball is not caught.
- 8-1-6** When a runner is called out for leaving the base too soon on a pitched ball.
- 8-1-7** When the offensive team causes interference.
- 8-1-8** When a batter intentionally strikes the ball a second time, strikes it with a thrown bat, or deflects its course in any way while running to 1st base.
- 8-1-9** When a coach intentionally touches a thrown ball.
- 8-1-10** When a fair ball strikes a runner or umpire before touching an infielder including the pitcher or before passing an infielder other than the pitcher.
- 8-1-11** When the batter interferes with the catcher
- 8-1-12** When a member of the offensive team interferes intentionally with a live ball.
- 8-1-13** When a runner intentionally kicks a ball, which a fielder has missed.
- 8-1-14** When the ball is outside the established playing limits of the playing area. A ball is considered “outside the playing field” when it touches the ground, a person on the ground or an object outside the playing area.
- 8-1-15** If an accident to a runner is such as to prevent him/her from proceeding to a base to which he/she is awarded, a substitute runner (the last (same gender if possible) batter out) shall be permitted for the injured player.
- 8-1-16** In case of interference with batter or fielder.
- 8-1-17** When a wild pitch or passed ball goes under, over or through the backstop.
- 8-1-18** When “TIME” is called by the umpire.
- 8-1-19** When any part of the batter’s person is hit with his/her own-batted ball when he/she is in the batter’s box.
- 8-1-20** When a runner runs bases in reverse order either to confuse the fielders or to make a travesty of the game.
- 8-1-21** When a pitched ball hits the batter.

- 8-1-22** When in the judgment of the umpire, the coach touches or helps the runner physically to assist him/her to return or to leave a base, or when the coach near 3rd base runs in the direction of home plate on or near the baseline while the fielder is attempting to make a play on a batted or thrown ball and thereby draws a throw to home plate.
- 8-1-23** When one or more members of the offensive team stand or collect at or around a base to which a runner is advancing, thereby confusing the fielders and adding to the difficulty of making a play.
- 8-1-24** When a runner fails to keep contact with the base, to which he/she is entitled, until: a pitched ball has crossed home plate in Junior Coed, or released in Senior Co-ed.
- 8-1-25** When a play is being made on an obstructed runner or if the batter-runner is obstructed before he/she touches 1st base.
- 8-1-26** When a blocked ball is declared
- 8-1-27** When a batter enters the batter's box with, or uses an altered or illegal bat.
- 8-1-28** When a caught fair fly ball including a line drive or bunt which can be handled by an infielder with ordinary effort is intentionally dropped with less than 2 outs and a runner on 1st and 2nd, 1st and 3rd or 1st, 2nd and 3rd base.
- 8-1-29** When a fielder carries a legally caught fly ball into dead ball territory.
- 8-1-30** When 'TIME' has been called and an appeal is being made by a pitcher or other infielder.

EFFECT: Sec. 8-1-29 – Runners cannot advance on a dead ball, unless forced to do so by reason of the batter having reached 1st base as entitled to or they are awarded a base or bases.

8-2 THE BALL IS IN PLAY IN THE FOLLOWING CIRCUMSTANCES:

- 8-2-1** At the start of the game and each half inning when the pitcher has the ball while standing in the pitching position and the plate umpire has called "Play Ball".
- 8-2-2** When the ball becomes dead, and it is apparent to the umpire that an appeal play is going to be made, it shall be put in play when the pitcher is within 2.5cm (8") of the pitcher's plate with the ball in the pitcher's possession and the plate umpire calls "Play Ball". The batter does not have to take his/her place in the batter's box on an apparent appeal play. However, the players of the defensive team must take a position on fair territory with the exception of the catcher, who must be in the catcher's box.
- 8-2-3** When the infield fly rule is enforced.
- 8-2-4** When a thrown ball goes past a fielder and remains in playable territory.
- 8-2-5** When a fair ball strikes an umpire/runner on fair ground after passing/touching an infielder.
- 8-2-6** When a fair ball strikes an umpire on foul ground.

- 8-2-7 When the runners have reached the bases to which they are entitled when the fielder illegally fields a batted or thrown ball.
- 8-2-8 When a runner is called out for passing a preceding runner.
- 8-2-9 When no play is being made on an obstructed runner, the ball shall remain alive until the play is over.
- 8-2-10 When a fair ball is legally batted.
- 8-2-11 When a runner must return in reverse order while the ball is in play.
- 8-2-12 When a runner acquires the right to a base by touching it before being put out.
- 8-2-13 When a base is dislodged while runners are progressing around the bases.
- 8-2-14 When a runner runs more than 1m (3') from a direct line between a base and the next one in regular or reverse order to avoid being touched by the ball in the hand of a fielder.
- 8-2-15 When a runner is tagged or forced out
- 8-2-16 When the umpire calls the runner out for failure to return and touch the base when play is resumed after a suspension of play.
- 8-2-17 When the batter hits the ball.
- 8-2-18 When a live ball strikes a photographer/groundskeeper/policeman assigned to the game.
- 8-2-19 When a fly ball has been legally caught.
- 8-2-20 When a thrown ball strikes an offensive player.
- 8-2-21 If the batter drops the bat and the ball rolls against the bat in fair territory and, in the umpire's judgment, there was no intention to interfere with the course of the ball, the batter is not out and the ball is alive and in play.
- 8-2-22 When a thrown ball strikes an umpire.
- 8-2-23 Whenever the ball is not dead as provided in Sec. 8-1 of this rule.
- 8-2-24 When a thrown ball strikes a coach
- 8-2-25 When a ball has been called on the batter and when four balls have been called but the batter may not be put out before reaching 1st base.
- 8-2-26 When a strike has been called on the batter.
- 8-2-27 When a foul tip has been legally caught.
- 8-2-28 If the ball slips from a pitcher's hand during wind-up or during the back swing.
- 8-2-29 When a runner is called out for getting a running start from a base on any fly ball.
- 8-3 **DELAYED DEAD BALL** – There are 6 situations. It is recognized by an umpire and the ball remains live until the conclusion of the play. They are:
 - 8-3-1 An illegal pitch (Rule 5, Pitching, Sec. 1-7)
 - 8-3-2 Catcher's obstruction (Rule 7, Sec. 2-5)

8-3-3 Plate umpire interferences (Rule 7, Sec. 2-5)

8-3-4 Obstruction (Rule 7, Sec. 5-2)

8-3-5 Detached equipment contacting a thrown or fair-batted ball (Rule 7, Sec. 5-6)

8-3-6 Runner at 3rd or 1st base assisted by a coach on a tag up (Rule 7, Sec. 8-14)

NOTE: Once the entire play is completed in each situation, the proper enforcement should be made. In 6), a double play could be called. One out will be called on the coach assisting the runner, and the second out on the caught fly ball.

DEAD BALL – BALL IN PLAY

The ball is dead and not in play in the following circumstances: in the event of an injury any umpire will call time immediately and the umpire will place runners on base accordingly.

SECTION 9 – UMPIRES

9-1 POWERS AND DUTIES - The umpires are the representative of the league or organization by which they have been assigned to a particular game, and as such are authorized and required to enforce each section of these rules.

They have the power to order a player, coach, captain or manager to do or omit to do any act which in their judgment is necessary to give force and effect to one or all of these rules and to inflict penalties as herein prescribed.

The plate umpire shall have authority to make decisions on any situations not specifically covered in the rules.

9-2 UMPIRE’S JUDGEMENT – There shall be no appeal of any decision of either umpire on the ground that the umpire felt was not correct in his/her conclusion as to whether a batted ball was fair or foul, a runner safe or out, a pitched ball a strike or a ball, or on any play involving accuracy of judgment, and no decision rendered by either umpire shall be reversed except that he/she be convinced it is in violation of one of these rules.

In case the coach or captain or either team does not seek a reversal of a decision based solely on a point of rules, the umpire whose decision is in question shall, if in doubt, confer with his/her associate before taking any action. But under no circumstances shall any play or person other than the coach or captain of either team have any legal right to protect on any decision and seek its reversal on a claim that it is in conflict with these rules.

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

SECTION 10 – PROTESTS

10-1 PROTEST SHALL NOT BE RECEIVED OR CONSIDERED IF THEY ARE BASED SOLELY ON A DECISION INVOLVING THE ACCURACY OF JUDGEMENT ON THE PART OF AN UMPIRE.

Examples of protests, which will not be considered, are whether:

- A batted ball is fair or foul
- A runner is safe or out
- A pitched ball is a strike or ball
- A pitch was legal or illegal, runner did or did not touch a base, or left too soon on a caught fly ball
- A fly ball was or was not caught legally, was or was not an infield fly, interference, field fit to continue or resume play, etc.

10-2 PROTESTS THAT SHALL BE RECEIVED AND CONSIDERED, CONCERN MATTERS OF THE FOLLOWING TYPES:

- Misinterpretation of a playing rule
- Failure of an umpire to apply the correct rule to a given situation
- Failure to impose the correct penalty for a given violation.

10-3 THE NOTIFICATION OF INTENT TO PROTEST MUST BE MADE IMMEDIATELY BEFORE THE NEXT PITCH

10-3-1 The coach of the protesting team shall immediately notify the Plate Umpire that the game is being continued under protest. The Plate Umpire shall in turn notify the opposing coach and scorekeeper.

10-3-2 All interested parties shall take notice of the conditions surrounding the making of the decision that will aid in the correct determination of the issue.

10-4 A FORMAL WRITTEN PROTEST MUST BE FILED WITHIN 48 HOURS (OR IF DURING PLAY-OFFS, PRIOR TO THE NEXT AFFECTED GAME) AND SHOULD CONTAIN THE FOLLOWING INFORMATION:

- The date, times and place of the game
- The names of the umpires and scorer
- The rule and section of the Official R.C.C. Rules
- The decision and conditions surrounding the making of the decision
- All essential facts involved in the matter protested

NOTE: Any protest not in written form will be considered null and void.

10-5 THE DECISION MADE ON A PROTESTED GAME MUST RESULT IN ONE OF THE FOLLOWING:

10-5-1 The protest is found invalid and the game score stands as played.

10-5-2 When a protest is allowed for misinterpretation of a playing rule, the game is replayed from the point at which the incorrect decision was made with the decision corrected.

10-5-3 When a protest for ineligibility is allowed, the game shall be forfeited to the offended team

10-6 DOUBLE BASES/SAFE BAG

10-6-1 A batted ball hitting the white portion is declared fair, and a batted ball hitting the orange portion is declared foul.

10-6-2 If a batter-runner fails to use the orange portion of the bag on his/her first attempt at 1st base, without the intent of rounding to 2nd and if a play is made, the batter-runner is out provided that a play is made on him/her.

10-6-3 A defensive player must use the white portion of the base

10-6-4 After over-running the base, the batter-runner must return to the white portion.

10-6-5 Should the batter-runner round the base on a hit through the infield or to the outfield, he/she must return to the white portion.

10-6-6 When tagging up on a fly ball, the white portion must be used.

NOTE: Once a runner returns to the white portion, should he/she stand on the orange only, it is considered not in contact with the base and the runner shall be called out if:

- Tagged by the ball
- Will be called out as a lead off if not in contact with the white bag.