

Sec. 4 THE BASES other than the home plate and first base (where a double base is used - see Rule 2 - Sec 5 - Double Base) shall be 15 inches square and not more than 5 inches in thickness. They shall be made of canvas, plastic or other suitable materials, filled with soft padding. They shall be WHITE in colour. **All white bases and home plate are located entirely within fair territory.** All BASES must be securely fastened at their designated places.

Sec. 5 A DOUBLE BASE is mandatory for use at first base. This one-piece base shall be 15 inches by 30 inches and shall be made of canvas, plastic or other suitable material, filled with soft padding and not more than 5 inches in thickness. One half of the base is white and is to be **securely fastened** in fair territory and the other half is orange and is to be securely fastened in foul territory. The following rules apply to the Double Base:

- A. If a batted ball hits ANY PART of the white portion, it is a fair ball and if it hits COMPLETELY on the orange portion, it is a foul ball.
- B. If a play is made to first base, the batter-baserunners first attempt to reach first base must be to touch some portion or all of the orange base. If he touches only the white base in these situations, he is to be called out.
- C. A defensive player must use only white or some portion of it at all times. If he touches only the orange, it is the same as not touching the white at all: missed base.
- D. If the batter-baserunner touches on all of or part of the orange base and a portion of the white, it is a legal touch, or, if the defensive player touches a portion of the white and a part of the orange, it is a legal touch.
- E. Once a batter-baserunner has attained first base, and time is called, he must use only the white portion of the base. This includes:
 - 1. After over-running first base, or after rounding first base, if applicable, and the baserunner decides not to advance further, he must return to the white portion.
 - 2. After over-running first base, or after rounding first base, if applicable, and the baserunner touches only the orange portion and decides to advance further, he need not retouch the white portion.
 - 3. When tagging up, the baserunner must use the white portion.
 - 4. When there is an attempted pick-off play, the baserunner must return to the white portion.

EFFECT Sec. 5 E 1-4 If the baserunner uses only the orange portion at any time after the first attempt at first base and is not in contact with any part of the white portion, then he is considered to be out of contact with the base and is to be called out if tagged or leads off.

Sec. 6 LEGALLY ADOPTED GLOVES may be worn by any fielder.

- A. Pitchers, catchers and first basemen may wear a glove or mitt of any size, including a "trapper" style glove. All other players are restricted to a three (3) or four (4) finger type glove. The webbing shall not be constructed to form any type of net or tray.
- B. Multi-coloured gloves are legal.

Sec. 7 A SHOE shall be considered legal if it is made with either leather or canvas uppers or similar materials. The soles may have soft or hard rubber cleats or replaceable cleats, provided they meet all the legal requirements. The use of shoes with metal cleats, exposed metal, or toe pieces is PROHIBITED. Shoe sole or heel projections other than the standard shoe plate are prohibited. The all purpose molded plastic cleat softball shoe is legal. Shoes must be worn by all players and coaches on the diamond.

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

Sec. 8 PROTECTIVE EQUIPMENT

- A. MASKS:** It is strongly recommended that masks and body protectors be worn by catchers.
- B. HELMETS:** SPN strongly recommends that CSA approved protective headwear be used by all batters and baserunners in any SPN sanctioned tournament or event.
- NOTE:** For safety reasons, it is strongly recommended that all protective equipment be worn by appropriate players.

Sec. 9 UNIFORMS, including similar head pieces or caps, when required, shall be of similar colours and materials. Minimum uniform is considered to be matching tops.

A. All those participating in a game shall wear the adopted TEAM UNIFORM, including shoes, **and shall wear it properly.** Managers and coaches, when on the field, shall wear the adopted full uniform, cap, shoes and if appropriate, jacket, which includes the team’s emblem and colours, which can readily identify them as a member of a team.

EFFECT Sec. 9A The player, coach or manager shall be asked to dress properly. If they refuse they will be ejected from the game.

B. Refer to “Sanctioned Tournament Guidelines and Operating Rules” for uniform requirements for National Championships.

C. Jewellery such as: neck chains, watches, bracelets, earrings (including studs) and rings **MAY NOT BE WORN OR COVERED**, during a game. A player may wear medical alert identification.

EFFECT Sec. 9C A player who enters the batter’s box with jewellery on, other than medical alert identification will be an automatic out. If he refuses to remove the jewellery, he will be ejected from the game.

NOTE: A barrette worn to keep hair out of eyes should not be considered jewellery.

D. Exposed metal braces are prohibited. Casts are prohibited, even if covered. Metal braces worn as a preventative aid must be covered with soft, pliable material.

Sec. 10 EQUIPMENT shall not be allowed to remain on the playing field, during the playing of the game, either on fair or foul territory.

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

Sec. 11 EQUIPMENT: Slo-Pitch National reserves the right to disapprove any equipment due to the failure to meet either CSA Safety Standards or safety standards as set by the Slo-Pitch National Officiating Committee.

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RULE 3. - DEFINITIONS

Sec. 1 AN ALTERED BAT is a bat that has had its physical structure changed in such a way to improve the distance factor or cause an unusual reaction on the ball. For example: replacing a metal bat handle with a wooden or other type of handle, inserting material inside the bat.

Sec. 2 APPEAL PLAY is a live or dead ball play which the umpire cannot rule upon until a decision is requested by the defensive or offensive team. The appeal must be made before the next legal or illegal pitch, intentional walk, or before all defensive players have left fair territory. Types of appeal plays include missing a base, leaving a base on a caught fly ball before the ball is first touched, batting out of order, illegal substitution, and illegal re-entry.

Sec. 3 BALL is a pitched ball that does not enter the strike zone in flight, or conform to the legally delivered pitch rules, and is not struck at by the batter.

Sec. 4 BASE is one of the four stations which must be touched by a runner, in accordance with the rules that follow, to legally score a run.

Sec. 5 BASE ON BALLS permits a batter to gain first base, without liability to be put out and is awarded by the umpire when four pitches are called balls or an intentional walk is awarded.

Sec. 6 BASE PATH is an imaginary line three feet to either side of a direct line between two bases.

Sec. 7 BASERUNNER OR RUNNER is a player of the team at bat, who has hit a fair ball and obtained first base, or who has been awarded first base for any reason, before he is put out.

Sec. 8 BATTED BALL is any pitched ball that is hit by the bat, or that hits the bat, thus becoming either a fair or foul ball. No intent to hit the ball is necessary.

Sec. 9 BATTER is the offensive player who takes a position in the batter's box for the purpose of hitting the ball.

Sec. 10 BATTER-BASERUNNER is the term that identifies the offensive player who has just hit the ball, and applies until he is either put out prior to first base, or until the play on which he becomes a baserunner is complete.

Sec. 11 BATTER'S BOX is the area within which the batter takes his position when it is his turn to bat. Prior to the pitch, both feet must be in contact with the ground and completely within the lines of the batter's box.

Sec. 12 BATTING ORDER is the official listing of offensive players in the order in which they must bat. Each player's surname, given name and uniform number, must also be listed.

Sec. 13 BENCH OR DUGOUT is the seating facility reserved for team members in uniform when they are not actively participating in the game.

Sec. 14 BLOCKED BALL is a batted or thrown ball that is touched, stopped or handled by a spectator or person not engaged in or a part of the game, or that touches any object which is not part of the legal official equipment, or playing field, or which hits or goes beyond a designated out of play area.

Sec. 15 BOUNDING BALL is a ground ball.

Sec. 16 BUNT is a batted ball not swung at, but intentionally met with the bat and tapped slowly within the infield.

Sec. 17 CALLED GAME is one whereby the umpire deems it necessary to terminate any further play.

Sec. 18 CATCH is the act of a fielder receiving the ball, in flight, and having it securely in his possession, in his hand or glove. It is a legal catch provided he does not use his cap, mask, a pocket or any other part of his uniform, or the glove off the glove hand to stop or catch the ball, or he does not collide with a wall, fence, another person or fall down and as a result of any such collision, drop the ball. To establish the validity of the catch, the fielder shall hold the ball long enough so the umpire is convinced he had **complete** control of the ball and himself and that any release of the ball by him was voluntary and intentional. Dropping the ball while attempting to throw it shall not invalidate the catch.

Sec. 19 CATCHER'S BOX is that area within which the catcher must remain while and until a pitched ball has reached or passed home plate or is batted. If a catcher wishes to hold his glove forward and in the territory between the back lines of the batter's box and home plate, the glove must be held up in the air. If the glove is placed on the ground, one warning will be given. Any additional infractions will immediately be called an illegal pitch.

Sec. 20 CHARGED CONFERENCES There are two types of charged conferences.

They are defensive and offensive

- A. A defensive conference takes place when a member of the defensive team requests **"TIME"** and a representative (not on the playing field) of that team enters the playing field and gives the umpire reason to believe that he has delivered a message (by whatever means) to the pitcher. If the representative entering the playing field removes the pitcher from the pitching position, it is a charged conference against the pitcher being removed. A charged conference is not to be called if a representative from the dugout confers with a pitcher when time has been called by the umpire or an offensive conference is taking place, as long as the defensive players are all ready to play when **"PLAY BALL"** is called.
- B. An offensive conference takes place when a member of the offensive team requests **"TIME"** to allow the Manager or other Team representative to give a message to the batter or baserunner. It is not a charged conference if the batter or baserunner is substituted for when **"TIME"** is called. It is not a charged conference if an umpire initiates the time out or if the defensive team is having a conference, as long as the offensive team is ready to play when **"PLAY BALL"** is called. It is not a charged conference when a courtesy runner is put in for a runner on base.

Sec. 21 CHOPPED BALL is a ball batted whereby the batter swings the bat downward with a chopping motion with the intent that the ball bounce high into the air.

Sec. 22 COACH is a member of the team. One offensive coach only is permitted in each coach's box to direct the players of his own team while they are batting or running bases. **A defensive coach MUST be positioned outside the field of play unless he is a player-coach.**

Sec. 23 COACHES' BOXES are the areas in which the offensive coaches must stay while coaching and directing the players of their team in batting and running the bases.

Sec. 24 COMMITMENT LINE is a line drawn 20 feet from corner "1" (see diagram) of home plate (corner closest to third base) and perpendicular to the third base line and shall extend a minimum of 6' or more from the base line. (Master/Seniors, Coed, Mens D, Mens E, and Womens D categories).

Sec. 25 DEAD BALL is any ball not in play and does not come in play again until the umpire calls "PLAY BALL".

Sec. 26 DEFENSIVE TEAM is the team whereby the players are stationed in the playing field.

Sec. 27 DELAYED DEAD BALL is a game situation in which the ball remains alive until the conclusion of a play. When the entire play is completed and "Time" is called, the umpire shall enforce the appropriate ruling.

Sec. 28 DOUBLE BASE is the base used at first base with the white portion in fair territory and the orange portion in foul territory.

Sec. 29 DOUBLE PLAY is a continuous play by the defensive team in which two offensive players are legally put out without an intervening play, or an error.

Sec. 30 FAIR BALL is a legally batted ball that settles on fair territory between home plate and first base, or home plate and third base or that is on or over fair territory, including any part of first or third bases when bounding to the outfield, or that first touches any base, or that first touches a player or umpire over fair territory, or which first touched the ground or an object in fair territory or over fair territory beyond first and third bases, or that while over and above fair territory passes out of the playing field (ie. over and beyond the field fence).

Sec. 31 FAIR TERRITORY is that part of the playing area within and including the first and third base foul lines from home plate to the bottom of the extreme playing area fence and then extending perpendicularly upwards. (Home plate is in fair territory).

Sec. 32 FAKE TAG is an act performed by a fielder who carries out all the appropriate motions of making a tag but he does not have the ball. This will be considered obstruction and the offender may be ejected.

Sec. 33 FIELDER is any player on the team that is in the field for the purpose of playing defensively.

Sec. 34 FLY BALL is any ball batted into the air.

Sec. 35 FORCE OUT occurs when a baserunner is forced to advance to the next base due to the batter becoming a baserunner. If the baserunner (on or off the base) is tagged by a fielder with the ball or a fielder holds the ball on the base to which the baserunner is forced to advance before he reaches that base and before any succeeding runner is put out, that baserunner is considered to be forced out.

Sec. 36 FOUL BALL is any legally batted ball that stops or settles on foul territory without first being touched in fair territory, or which is first touched in foul territory, or that first touches some out of play object, or an area in foul territory, or that first touches foul ground beyond first or third base.

Sec. 37 FOUL TIP is a batted ball that goes straight back (no perceptible arc) to the catcher's hand or glove and is legally caught. The first contact of the ball after the bat must be the catcher's hand or glove.

Sec. 38 FOUR BASE AWARD occurs when a fair batted fly ball deflects off a defensive player over the home run fence.

Sec. 39 HOME RUN is a fair batted fly ball that clears the home run fence before touching anything or anyone and which is not caught. This includes a ball that hits the top of the fence and bounces over.

Sec. 40 HOME TEAM is the team on whose grounds the game is being played, or if the game is scheduled on neutral grounds, it is decided by mutual agreement or toss of a coin. The home team shall be considered to be the last team at bat in each inning.

Sec. 41 ILLEGAL BAT is a bat that does not meet specifications as outlined in Rule 2, Sec. 1. For example, a bat that is 37" long, a bat that weighs 40 ounces, a bat that is constructed of two pieces of hardwood, or a baseball bat. Wrapping more than two layers of tape around the grip of a bat, painting a bat on the grip or barrel area, or attaching a flare or cone grip to a bat, shall also be considered an illegal bat. A bat may be painted at the top or bottom, or engraved on the barrel with the player's initials for identification purposes only.

Sec. 42 ILLEGAL PITCH is called when the ball is pitched in such a manner that it does not conform to all of the requirements of a legally delivered pitched ball.

Sec. 43 ILLEGALLY BATTED BALL is one batted fair or foul by the batter when either one or both of his feet are in contact with the ground, **COMPLETELY** outside the lines of the batter's box, or when his foot is in contact with Home Plate, or when the ball is batted with an illegal bat.

Sec. 44 ILLEGALLY CAUGHT BALL occurs when a fielder catches a batted or thrown ball with an illegal glove, or with a glove, mask, cap, or with any piece of clothing detached from its proper position on the fielder's body.

Sec. 45 IN FLIGHT describes a batted, thrown or pitched ball which is in the air and has not yet touched the ground, or some object other than a fielder.

Sec. 46 IN JEOPARDY is a term indicating that the ball is alive and in play and that an offensive player may be put out.

Sec. 47 INFIELD is that portion of the field within the baselines, and also includes the areas of the field normally covered by infielders in defensive positions.

Sec. 48 INFIELD FLY is a fairly batted fly ball (not a line drive) which can be caught by an infielder with ordinary effort when first and second, or when first, second and third bases are occupied with less than two out. Any defensive player, who positions himself within the infield area, will be considered an infielder for the purpose of this rule.

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

Sec. 49 INNING is that portion of a game within which teams alternate on defense and offense and each half inning is terminated when 3 outs have been made.

Sec. 50 INTENTIONAL WALK is given to a batter when the pitcher advises the plate umpire that he wants to walk the batter. The umpire will then award the batter first base. An intentional walk can be granted prior to a pitch having been thrown to a batter or at any time during the batter's turn at bat. In Coed ball, if a male batter is walked, intentionally or otherwise, he will be awarded two (2) bases, and the female batter following **MUST** bat.

Sec. 51 INTERFERENCE is an act of an offensive player, team member or others which impedes hinders or confuses a defensive player while he is attempting to execute a play.

- A. **Physical Interference** – occurs when an offensive player physically interferes with, impedes or confuses a defensive player while he is attempting to make a play.
- B. **Verbal Interference** – occurs when an offensive player uses vocal/verbal actions that interfere with, impede, or confuse a defensive player while he is attempting to make a play.
- C. **Spectator Interference** – When a spectator interferes with a player's ability to make a play.

Sec. 52 LEGAL CATCH is a fly ball caught in the glove or in the hand and is securely held, and the player is in control of the ball and himself.

Sec. 53 LEGAL SWING is one whereby the batter has attempted to hit the ball directly out to the infield or the outfield by bringing the bat through in a forward motion with a follow through, out towards the field area. A half swing or a directional partial swing is a legal swing. The "level" or upward swinging of the bat at the ball determines the legality of the swing.

Sec. 54 LINE DRIVE is a batted ball that goes in a straight line, sharply and directly into the playing field.

Sec. 55 LIVE BALL is a ball that is alive and playable and remains so until for some reason the umpire is required to call TIME, at which time the ball becomes dead and is not playable.

Sec. 56 MANAGER is a person appointed by the team to be responsible for the team's actions on the field, and to represent the team in communication with the umpire and the opposing team. A player may be designated as manager.

Sec. 57 MERCY RULE is a rule, whereby, when one team is winning a game by a predetermined number of runs after the prescribed number of innings have been played, the game will be stopped based on the assumption that the losing team would not be able to attain the required number of runs to win the game in the time remaining.

Sec. 58 OBSTRUCTION is the act of a fielder who is not in possession of the ball, or not in the act of fielding a batted ball, or not taking a proper position to receive a thrown ball (thrown ball must already be in flight) which impedes the progress of a baserunner who is legally running the bases. The obstruction does not have to be intentional. **Obstruction also includes the act of a defensive player who hinders the batter's ability to swing.**

A. **VERBAL OBSTRUCTION** occurs when any defensive players use vocal actions that impede or confuse a batter's ability to swing or confuse a runner.

Sec. 59 OFFENSIVE TEAM is the team at bat.

Sec. 60 ON DECK CIRCLE is the area in which the person, who is to bat next, must wait and warm-up.

Sec. 61 OPTION PLAY is a play whereby the manager of the offensive team has the option of taking the result of the play or having the batter go back up to bat and assume the ball and strike count he had prior to the hit.

Sec. 62 OUTFIELD is that portion of the field that is beyond the lines of the infield, extending to the furthest extremities of the playing field.

Sec. 63 OVERSLIDE OR OVERSLIDING is the act of a baserunner whose slide to a base is with such momentum that he loses contact with the base and thus is placed in jeopardy. This does not apply to the batter-baserunner as he is first approaching first base.

Sec. 64 OVERTHROW is a ball thrown from one fielder toward another and for whatever reason, goes into "out of play territory". If this occurs, all baserunners will be awarded two bases from the last base touched at time of the throw.

Sec. 65 PITCHER/INFIELDER: The pitcher becomes an infielder when after pitching the ball towards the batter he has a reasonable opportunity to field a batted ball.

Sec. 66 PITCHING ZONE is the area in which the pitcher must have one foot within, in order to be considered as being in the legal pitching position.

Sec. 67 PIVOT FOOT is the foot which when placed within the pitching zone by the pitcher, must maintain constant contact with the ground until the pitched ball is released.

Sec. 68 PLAY OR PLAY BALL is the term used by the umpire to indicate that play shall begin, or start up again after a dead ball situation.

Sec. 69 PLAYING FIELD is the area within which the game of slo-pitch is played, as established by fenced boundaries and/or boundaries determined by the league or umpire(s) as required.

Sec. 70 PROFANITY is the use of swear or curse words and/or severe words of contempt and disrespect.

Sec. 71 QUICK PITCH is a pitch made by the pitcher with the obvious attempt to catch the batter off guard and/or balance. This could be when the batter first takes his position in the batter's box and before he is ready, or when the batter is still off balance from the previous pitch.

Sec. 72 RETOUCH is the act of a baserunner who is returning to touch a base as legally required.

Sec. 73 SACRIFICE FLY is any caught fly ball that permits a baserunner to advance after a caught fly ball is first touched.

Sec. 74 SCORING LINE is a line drawn in foul territory starting at the corner of home plate closest to third base (corner "1" – see diagram pg. 8) and would run parallel to first base if the first base line was extended at home plate. It shall extend a minimum of 6 feet or more from the base line. (Coed, Masters/Seniors, Mens D, Mens E and Womens D categories).

Sec. 75 STRIKE ZONE is that space directly above home plate which is neither higher than the batter's highest shoulder nor lower than the bottom of the batter's front knee, when the batter assumes his natural batting stance. Any part of a pitched ball that passes through any part of the strike zone shall be considered to be a strike.

Sec. 76 SUSPENDED GAME is a game called before being completed, which is to be completed at a later time, normally within the same day.

Sec. 77 TAG is the act of a fielder touching a base with any part of his body while holding the ball firmly and securely in his hand or glove or touching the baserunner with the ball, or with the glove holding the ball, while continuously holding the ball firmly and securely during and immediately following the tag. A player may be tagged between the "Commitment Line" and the "Scoring Line".

Sec. 78 THREE FOOT LINE is the designated running area at the latter half of the home to first base basepath, in which a batter-baserunner must run, so as not to be called out for interfering with the first baseman's ability to receive a throw.

Sec. 79 THROW is the series of motions performed by a fielder, who subsequently releases the ball from his hand, with the ball being directed towards another fielder.

Sec. 80 TIEBREAKER is a method used to speed up the breaking of a tied game. The tiebreaker method starts in the top of the eighth (8th) inning and continues each inning thereafter. The offensive (at bat) team shall begin its half inning with one out and with the player whose name precedes the next legal batter in the batting order starting as a runner at second base. Regular substitution rule will apply to this runner (Tiebreaker Rule). Tiebreaker rule is recommended for all Provincial Championship games and will be used in all National Championship games.

Sec. 81 TIME or TIME OUT is the call made by an umpire when it is necessary to have the ball become dead and not in play.

Sec. 82 TRAPPED BALL is a fly ball that is not legally caught as outlined in Rule 3, Sec. 52. It is a fly ball which is held in the glove or in the hand, but is secured against the ground, and therefore is not a catch, but a ground ball.

Sec. 83 TRIPLE PLAY is any continuous play made by the defensive team in which three runners are put out, provided there is no error made in between the outs.

Sec. 84 TURN AT BAT starts when an offensive player first enters the batter's box and continues until he is put out or becomes a baserunner.

Sec. 85 UNLIMITED BATTING ORDER A team can use a batting order, which may include all active players on the official roster.

Sec. 86 WALK is when first base is awarded after four pitches have been called "balls" or an intentional walk has been given.

Sec. 87 WILD THROW is a thrown ball which remains in playable territory, but is thrown in such a manner that a fielder is not able to receive it properly. The ball is alive and playable.



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RULE 4. - THE GAME

Sec. 1 THE CHOICE OF FIRST OR LAST BAT at the start of the game shall be decided by a toss of a coin.

Sec. 2 THE FITNESS OF THE GROUND for beginning a game shall be decided by the plate umpire. In tournament play, the umpire, in consultation with the Tournament Director, makes the decision. After a game has been started by the plate umpire, he shall be the sole judge as to whether or not the game shall continue.

Sec. 3 THE START OF THE GAME is the point in time when the teams have exchanged line-ups and completed the toss of the coin.

Sec. 4 A REGULATION GAME shall consist of seven innings, unless otherwise listed below:

- A. Seven full innings are not played if the home team scores the winning run in six innings or before the third out is made in their half of the seventh inning.
- B. The tie breaker rule comes into effect in the 8th inning of a tied game. If the person who is to start at 2nd base in that team's half of the inning is not available because they left the game due to injury, ejection or any other reason, and their spot in the batting order is the automatic out, then the person batting before them in the lineup will start out as the baserunner on 2nd base and there is one out. In Coed, if the automatic out is a female, then the runner at second will be the previous female in the batting order. If the automatic out is a male, then the runner at second will be the previous male in the batting order.
- C. A game called by the umpire, which cannot be resumed within 30 minutes, may be regulation if: five or more innings have been played or if the home team has scored the winning run during the incompleting fifth inning; or, after four full innings, than the visiting team has scored in their five complete innings.
- D. A regulation game shall be declared if the score is TIED when the game is called, after five or more completed innings, or if the home team has equaled the score of the visiting team while batting during any incompleting inning. (i.e. 4-1/2, 5-1/2, etc.)

NOTE: There can be no "ties" in National Championship games.

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

- E. The mercy rule (12 runs) is in effect after five or more complete innings (or four and a half innings, if the home team has scored the 12 runs to mercy). The mercy rule applies after 4-1/2, 5, 5-1/2, 6, etc. The home team must have as many opportunities to bat (to tie or win the game) as the visiting team.

Sec. 5 THE WINNER OF THE GAME shall be the team that scores the most runs in a regulation game.

- A. The total number of runs scored legally, when the game is called at the end of any completed inning after five, shall be the score.
- B. When the home team has scored the winning run during any incompleting inning after four, or the visiting team has scored more runs than the home team after the end of any completed inning after five complete innings.

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

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