

Sec. 6 ONE RUN SHALL BE SCORED each time a base runner legally touches first, second, third and home plate or the scoring line, where applicable, before the third out of an inning, unless the third out is the result of a force out, or the batter-baserunner is out before reaching first base.

Sec. 7 A RUN SHALL NOT BE SCORED if the third out of an inning is the result of:

- A. The batter-baserunner being put out legally before touching first base.
- B. A baserunner forced out at any time.
- C. A baserunner being called out for leaving a base too soon on a pitched ball.
- D. A preceding baserunner being called out for failure to touch a base.

Sec. 8 A BASERUNNER SHALL NOT SCORE A RUN ahead of a baserunner preceding him in a team's batting order, if the preceding runner has not been put out.

EFFECT Sec. 8 A preceding runner appealed out for missing a base does not affect the following runners on first or second out. However, no preceding runner crossing home plate may return to touch any missed base after the following runner has scored. If the fielding team appeals a preceding runner missing a base, and the appeal is upheld, the following runner's score is counted, unless the appealed out is the third out of the inning. If no appeal is made, then all runs scored are counted.

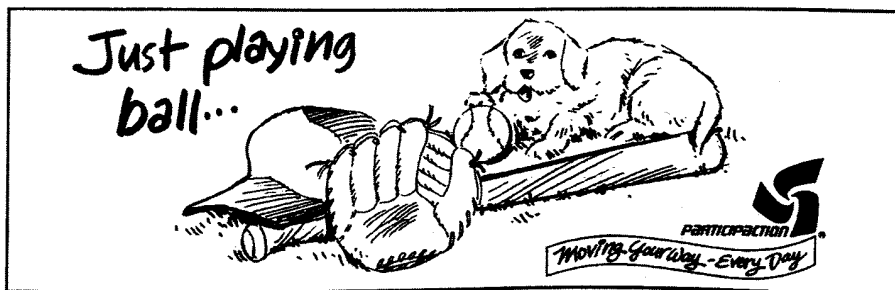
Sec. 9 A FORFEITED GAME shall be declared by the home plate umpire in favour of the team not at fault in the following cases:

- A. If a team fails to appear upon the field, or being on the field, refuses to begin the game for which it has been scheduled, at the time the game was assigned.
- B. If after a game has begun a team refuses to play or resume play as directed by the umpire.
- C. If a team uses tactics designed to delay or hasten the playing of a game.
- D. If an ejected player does not leave the ball park area within one minute of being ordered to do so.
- E. If for any reason a team does not have the designated number of players to begin or continue the game.
- F. If, after a warning by the umpire, any one of these rules is willfully violated.

EFFECT Sec. 9 A-F The score will be 7-0 in favour of the team not at fault.

Sec. 10 A SUSPENDED GAME can result in tournament or other play if the umpire stops play for any reason such as power failure of the lights, protested game in accordance with the rules, any act of God etc. that precludes immediate continuance of the game to the conclusion of the full seven innings, or as required. This means continuance of a game regardless of the time of the suspension of the game (ie. suspended for one hour, three hours, seven hours or the next day).

EFFECT Sec. 10 When a suspended game is resumed, it must be started at the point of interruption with the identical situations and line-ups as when the game was suspended.



RULE 5. - THE PLAYERS, SUBSTITUTES AND RE-ENTRY

Sec. 1 A TEAM shall consist of a minimum of 10 players.

Sec. 2 PLAYERS DEFENSIVE POSITIONS

- | | | | | |
|--------------|-----------------|------------------|-------------------|-------------------|
| 1) Pitcher | 2) Catcher | 3) First Baseman | 4) Second Baseman | 5) Third Baseman |
| 6) Shortstop | 7) Left Fielder | 8) Left Centre | 9) Right Centre | 10) Right Fielder |

A. Other than the pitcher and catcher, players in the field may be stationed anywhere they choose on fair ground as each pitch is delivered. No defensive player can stand closer than 50' in fair territory as each pitch is delivered.

- (i) The pitcher, in delivering the ball must be in legal position within the pitching zone.
- (ii) As each pitch is delivered, the catcher must be in the catcher's box.

Sec. 3

- A. **A TEAM** must have a minimum of 10 players to start, throughout and complete a game.
- B. In the Coed category where the Unlimited Batting Order is used, either one male and one female (or multiples thereof), may be used in accordance with Rule 13, Sec. 1.
- C. The batting order must remain constant and any 10 of the declared batting line-up may play defensively. The players playing defensively may be changed at any time as long as there are no more than 10 defensive players.
- D. All players eligible to play in a game must be listed on the line-up card submitted to the umpire. The line-up card must list the surname, given name and uniform number of the line-up players in the correct batting order. The surname, given name and uniform number of all substitutes must also be listed on the line-up card for each of the participating teams.**

NOTE: Failure to list a player on the line-up card submitted to the umpire results in the player being ineligible to play in the game.

Sec. 4 A TEAM must have the required number of players **IN UNIFORM** and in the dugout before a game can be started. When a line-up is submitted, all of the starting players must be available as stated above.

Sec. 5 PREGNANCY RULE: If it is evident and/or confirmed to an official that a player is pregnant, then for reasons of safety and for the possible detrimental effect that such participation may have on other players' performance, SPN will not knowingly allow a pregnant player to play.

EFFECT Sec. 5 The player will be requested to remove herself from the game and if she refuses, the umpire will eject her.

Sec. 6 NO DEFENSIVE PLAYER shall take a position in the batter's line of vision and with deliberate attempt, act unsportsmanlike in any manner in an effort to distract the batter. No defensive player can stand closer than 50' in fair territory as each pitch is delivered.

EFFECT Sec. 6 The umpire shall first warn the offender, and then eject any player from the game who repeats the offense.

Sec. 7 A PLAYER IS OFFICIALLY IN THE GAME when his name has been entered on the official score sheet. After the line-up card and official score sheet have been recognized, any substitutions must be made through the plate umpire in order to be classified as being officially in the game. A substitute may take the place of a player whose name is already entered in the team's batting order.

The following rules govern the substitution of players:

A. The Manager or team representative of the team making the substitution must immediately notify the plate umpire at the time a substitute enters the game.

EFFECT Sec. 7A Failure to notify the umpire is a violation and it is an illegal substitution and the player is immediately ejected from the game and said player is not allowed to participate in any capacity.

B. For purposes of the above rule (Rule 5 Sec. 7) a player shall be considered as being in the game:

- i) As a batter, when he takes his place in the batter's box;
- ii) As a fielder, when he takes the place of the fielder substituted for;
- iii) As a runner, when the substitute takes the base of the runner he is substituting for;
- iv) As a pitcher, when he takes his place within the pitching zone;
- v) As a courtesy runner, when he takes the base of the person he is running for.

C. Any player may be substituted for at any time.

Sec. 8 RE-ENTRY/SUBSTITUTIONS

A. The players in the starting line-up may be substituted for and may subsequently be re-entered once.

B. A starting player, if re-entered, must occupy the same position in the batting order.

C. The starting player and the substitute cannot be in the line-up at the same time.

EFFECT Sec. 7 and 8

A. If an **ILLEGAL SUBSTITUTION** (a player who is eligible to be in the game but is entered in the wrong position) is appealed on while the player is playing offensively, the following penalties will be enforced.

1. If an **ILLEGAL SUBSTITUTION** is appealed on while he is at bat, he is ejected. Baserunners will remain as they were because there would have been no advancement possible. The proper substitute/batter resumes the ball and strike count of the ejected player.
2. If an **ILLEGAL SUBSTITUTION** is appealed on after the batter has completed his turn at bat and before the next pitch, the illegal player is ejected and any advance of baserunners as a result of a walk or base hit by the illegal batter, is nullified. The proper substitute/batter will then bat. If an out was made on the play, the "out" stands.
3. If an **ILLEGAL SUBSTITUTION** is appealed on after the batter has completed his turn at bat and after the next pitch, the illegal player is ejected and any advance by baserunners while the illegal batter was at bat, is legal. The next batter is the one following the illegal substitute and, if applicable, other batters lose their turn at bat.

B. If an **ILLEGAL RE-ENTRY** (a player who is not eligible to be in the game) is appealed on while the player is playing offensively, the following penalties will be enforced:

1. If an **ILLEGAL RE-ENTRY** is appealed on while he is at bat, he is out and ejected. Baserunners will remain as they were because there would have been no advancement possible.
2. If an **ILLEGAL RE-ENTRY** is appealed on after the batter has completed his turn at bat and before the next pitch, the illegal player is out and ejected and any advance as a result of a walk or base hit by the illegal batter is nullified.
3. If an **ILLEGAL RE-ENTRY** is appealed on after the batter has completed his turn at bat and after the next pitch, the illegal player is out and ejected and any advance by baserunners while the illegal batter was at bat, is legal.

EFFECT Sec. 7 and 8 B 1-3 The penalty for an offensive **ILLEGAL RE-ENTRY** is that the illegal player is out and ejected plus the manager/coach is ejected.

EFFECT Sec. 7 and 8

C. If an illegal substitution or illegal re-entry is appealed on while the player is playing defensively, the following penalties will be enforced:

1. If an illegal substitution or illegal re-entry is appealed on after he makes a play and before the next pitch, the offensive team has the option of taking the result of the play or of having the last batter go back to bat assuming the balls and strikes count the batter had prior to the discovery of the illegal player and having all baserunners returning to the last base they held prior to the play. The illegal substitute is ejected.
2. If the illegal substitution or illegal re-entry player is appealed on after a pitch to the next batter, the illegal substitute is ejected and all play stands.

EFFECT Sec. 8 C 1 & 2

1. The penalty for an illegal defensive re-entry is that the illegal player and the manager/coach (the name that appears on the line-up card) are both ejected from the game.
2. The penalty for an illegal defensive substitution is that the illegal substitute is ejected from the game.

NOTE: Players ejected for illegal re-entry or illegal substitution may not remain on the bench.

Sec. 9 BLOOD RULE: Injured or Bleeding player

- A. Any player who is injured or is bleeding from an injury and is assumed to be able to continue to play in the game, will be given a reasonable amount of time to tend to his injury or the bleeding. A reasonable amount of time will be determined by the umpire.
- B. A player who is bleeding must be immediately removed from the playing field to have the bleeding controlled, cleaned up and the wound completely covered. If there is blood on any of the player's clothing, then the clothing must be changed before a player is allowed to participate in the game again.

EFFECT Sec. 9 If the player cannot return to the playing field in a reasonable amount of time, then a legal substitution or re-entry must take place when advised by the umpire that time is up. If this is not possible, the game will be forfeited if the team has less than 10 players.

NOTE: The ruling regarding a bleeding injury also applies to umpires, coaches, managers, etc. in that continued participation in the game will not be allowed if the bleeding is not controlled, covered and the applicable clothing changed.

Sec. 10 THERE SHALL NOT be more than two coaches for the offensive team to give words of assistance and directions to the members of their own team. One coach may be stationed in each coaching box at first and third bases. They must remain in the boxes.

Sec. 11 MANAGER, COACHES, PLAYERS, SUBSTITUTES, TRAINERS, BAT BOYS or other team members or occupants of the bench shall not, from any place including the coaches' box:

- A. Incite, or try to incite by word, sign or demonstration, either opponents and/or spectators.
- B. Use language which will in any manner refer to or reflect upon opposing players, teammates, umpires or spectators.
- C. Commit any act that could be considered unsportsmanlike conduct.

EFFECT Sec. 11 For a first offense the violator should be warned that to repeat the offense will cause prompt ejection from the game. All flagrant offenses (including a first offense) will be cause for the offender to be immediately removed from the game and playing area. An ejected player must leave the park immediately.

RULE 6. - PITCHING

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

Sec. 2 AT THE BEGINNING of each half of the first inning, five practice pitches will be allowed and then at the beginning of each subsequent inning, or when a pitcher relieves another pitcher, one minute may be used to deliver not more than three practice pitches to the catcher, or some other teammate.

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

- A. Preliminary to pitching, the pitcher shall take a position with his pivot foot firmly on the ground within the confines of the pitching zone. The pivot foot must remain in constant contact within the pitching zone, until the release of the ball.
- B. The other foot (free foot) has no restrictions on position and may be placed on, in front of, to the rear of, or to the side of the pitching zone. After taking this initial position, the pitcher may only take one step with the free foot in a direction of his choice, provided that it is taken prior to, simultaneously with, and during the actions of delivering the pitched ball.
- C. After the release of the pitch, which action may include a step forward towards the batter, the pitcher may not continue to move forward, other than the normal forward momentum resultant from the pitch to the batter.

EFFECT Sec. 3 C If the pitcher continues to move forward in an attempt to distract the batter, on the first offence, the pitcher shall be warned. On the second offence, the pitcher shall be ejected from the game and the batter awarded first base.

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

- A. After assuming the pitching position, the pitcher must hold the ball in front of his body (and be motionless for at least one second) in either one or both hands, before starting the delivery motions. The pitcher must face home plate when starting delivery of the pitch.
- B. The pitcher may hold or grip the ball in any manner before delivery.
- C. The pitcher may release the pitched ball in any manner when delivering the pitch, this includes any and all types of delivery. After the pitcher has come to his complete stop, he has 5 seconds in which he may use any wind-up or arm motion desired, either in front of his body, above his head, or behind his back including stops and pauses, before he must release the ball.
- D. Only a definite underhand motion is permitted in the delivery of the pitch.
- E. The pitcher may release the pitched ball with the hand above the hip in order to obtain the necessary arc.
- F. Once a pitcher starts his pitching motion, the batter may not request time out.

Sec. 5 LEGALLY DELIVERED PITCHES:

- A. The pitch shall be delivered at a moderate speed. The umpire shall warn the pitcher who delivers a pitch with excessive speed.
- B. The pitched ball must have a perceptible arc of at least 6 feet from the ground before it passes any part of home plate and shall not reach a height of more than 12 feet at its highest point from the ground.
- C. The catcher must be within the outside lines of the catcher's box until the pitched ball is batted, reaches or passes home plate.
- D. The catcher shall return the ball directly to the pitcher after each pitch except after a strike out, or an out made by the catcher. The pitcher has 20 seconds to release the next pitch.

EFFECT Sec. 5 A-D Failure to comply will constitute an illegally pitched ball and a ball will be awarded to the batter.

EFFECT Sec. 5 A If the pitcher continues to pitch with excessive speed, he shall be removed from the pitching position for the remainder of the game.

E. The catcher shall not place his glove on the ground in the area inside the batter's box before the ball has reached or passed home plate or has been batted.

EFFECT Sec. 5E A warning will be issued on the first offense. Any additional infractions will be called an illegal pitch and a ball will be awarded to the batter.

Sec. 6 NO PITCH shall be declared immediately when:

- A. The pitcher pitches during a dead ball interval.
- B. A baserunner is called out for leaving a base too soon.
- C. A pitcher attempts to "quick pitch" a batter.

Sec. 7 ILLEGALLY PITCHED BALLS INCLUDE:

- A. Any pitched ball that does not conform to all the requirements of a legally delivered pitched ball.
- B. All pitches made by the pitcher, when not conforming to pitching restrictions.
- C. Delivering a pitch from other than the pitching zone and pitcher's position.
- D. The pitcher failing to face home plate on delivery of the pitch.
- E. When the pitcher moves towards the batter after releasing the pitch.

EFFECT Sec. 7 A-E In each case an illegally pitched ball shall be called immediately when it occurs and a ball will be awarded to the batter. The umpire, base or plate, will call the illegal pitch loud enough for the batter to hear. However, if the batter swings at an illegally pitched ball, the pitch will immediately become legal. The ball is alive and in play if hit by the batter.

Sec. 8 ILLEGAL PITCHING ACTIONS INCLUDE:

- A. The pitcher, after assuming the pitching position, holding the ball longer than 5 seconds.
- B. Throwing the ball by the pitcher to any fielder, unless performing preliminary warm-up pitches or making an effort to complete an appeal play, or while the ball is dead.
- C. The pitcher failing to take a position within the pitching zone, in an attempt to delay the game.

EFFECT Sec. 8 A-C The umpire shall immediately call "**TIME**" thus causing the play to be dead and award a ball to the batter.

Sec. 9 APPEALING WHILE BALL IS ALIVE

Any fielder may appeal a runner once per base; the ball is alive and all runners may advance with liability of being put out.

NOTE: On appeal plays, the appeal must be made before the next pitch (legal or illegal) or before all defensive players have left fair territory.

Sec. 10 APPEALING AFTER BALL IS DEAD/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 ball being caught. The appropriate umpire must acknowledge the appeal and then make a decision on the play. Baserunners may not leave their bases during this appeal process as the ball remains dead until the umpire calls "**PLAY BALL**".

Sec. 11 DEFENSIVE CHARGED CONFERENCE

There may only be one charged conference between the manager, or other team representative from the dugout area with each and every pitcher in an inning. The second charged conference will result in the removal of the pitcher from the pitching position. The pitcher may play any other position and may return to the pitching position any time after one pitch.

Sec. 12 QUICK PITCH

A quick pitch is a pitch made by a pitcher with the intent of catching the batter off guard or off balance. This could be when the batter first takes his position or is off balance from the previous pitch.

EFFECT Sec. 12 The ball is dead and "No Pitch" shall be called by the umpire.

RULE 7. - BATTING

Sec. 1 UNLIMITED BATTING ORDER A team may bat as many players as they wish – maximum of 10 players on the field at any one time. If a player is removed from the game due to an injury, ejection, etc., the automatic out will be recorded each time that player is due to bat, if there is no substitute for them. A team must finish the game with at least 10 players in the line-up. Coed line-up must always contain an even number of males/females, except as allowed under Rule 13 Sec. 1. In Coed, only the player who left the game due to an injury, ejection etc. is removed from the game.

Sec. 2 THE BATTING ORDER of each team must be listed and delivered to the **OFFICIAL SCOREKEEPER** by the **MANAGER**, or team representative. **SHOULD** an Official Scorekeeper not be assigned to the game, the **BATTING ORDER** must be delivered to the Plate Umpire prior to the starting time of the game. After each team has submitted its own batting order, both line-ups shall be made available to both teams, for their inspection and knowledge.

EFFECT Sec. 2 Each manager must have submitted his own team's line-up before he can have access to the line-up of his opponents. The umpire may forfeit the game if there is unwarranted delay in providing a line-up.

- A. The batting order submitted must be followed throughout the game, unless a substitute replaces a player. When this occurs, the substitute must take the turn at bat of the player he replaces in the original batting order.
- B. Each player of the team at bat shall become the batter and enter the batter's box in the order in which his name appears on the score sheet/line-up card.
- C. The first batter in each succeeding inning shall be the batter whose name follows that of the player who last completed a turn at bat in the preceding inning.
- D. A batter completes a turn at bat when he has either been put out or has become a baserunner.
- E. When the third out of an inning is made before the batter has completed his turn at bat, the same batter will be the first batter in the next inning and all previous called balls and strikes will be cancelled.

EFFECT Sec. 2 A-C Batting out of order is an appeal play situation.

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

NOTE: In this situation, an appeal may be made by the offensive or defensive team.

2. If the mistake is discovered after the incorrect batter has completed his turn at bat, and before a pitch has been made to a succeeding batter, the batter who should have batted is called out. All baserunners, if they have advanced, must return to the base occupied at the time the incorrect batter took a position in the batter's box. The next batter is the player whose name follows that of the batter called out for failure to bat. If the appealed out was the third out then the next batter in the next inning is still the batter whose name follows that of the batter called out for failure to bat. An illegal batter is removed from base.

NOTE: In situation 2, only the defensive team can appeal.

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

NOTE: For purposes of interpretation, an intentional walk to a next batter or illegal pitcher's action, shall be considered the same as a pitch delivered to a batter.

4. A baserunner who has batted out of order will not be removed from the base he is occupying to bat in his proper place. He misses his turn at bat with no penalty. The next legal batter will be the one who follows him in the batting order.

Sec. 3 THE BATTER IS OUT IF:

- A. He illegally hits the ball.
- B. He enters the batter's box with an illegal bat.

- C. He deliberately bunts or swings the bat downward and chops the ball down to the ground.
- D. He hits a foul ball after two strikes.
- E. He steps across the home plate with the pitcher in the pitching position.
- F. He intentionally interferes with the catcher attempting a play.
- G. Any member of his team (excluding baserunners) interferes with a fielder attempting to make a play on a foul fly ball.
- H. He hits a fair fly ball or line drive that a fielder or infielder intentionally drops, with a runner on first, first and second, first, second and third, or first and third, with less than two outs.

NOTE: A trapped ball that hits the ground is never ruled intentionally dropped.

- I. He takes longer than 20 seconds to enter the batter's box when it becomes his turn to bat, or 10 seconds to re-enter the box after a called ball, strike or foul ball.
- J. A preceding runner, who is not yet out, intentionally interferes with a fielder who is attempting to catch a thrown ball or to throw a ball in an attempt to complete a play. The runner shall also be called out.
- K. He hits a fair ball with his bat a second time in fair territory.

NOTE: If the batter drops the bat and the ball rolls to the bat, in fair territory, the batter is not out and the ball is alive and in play. However, if the bat rolls towards the ball and subsequently hits it in fair territory, the batter is out, the ball is dead.

- L. There is spectator interference with any batted ball, that clearly prevents a fielder from catching a fly ball within the defined playing area.

EFFECT Sec. 3 A-L The ball is dead, the batter is out and the runners may not advance.

- M. He enters the batter's box with an altered bat.

EFFECT Sec. 3 M The ball is dead, the batter is out and is ejected from the game.

- N. He enters the batter's box with jewellery on other than medical alert identification.

EFFECT Sec. 3 N The batter is out and if he refuses to remove the jewellery he is to be ejected from the game.

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

- O. He hits a fly ball that is legally caught.

EFFECT Sec. 3 O The batter is out, the ball remains alive and baserunners are in jeopardy.

- P. He has three strikes.

- Q. He hits an infield fly, with runners on first and second, or on first, second and third bases with less than two out.

EFFECT Sec. 3 Q The ball remains alive and in play, with runners in jeopardy.

1. If a declared infield fly falls to the ground untouched and bounces foul before passing first or third base, it is a foul ball.
 2. If a fly ball falls to the ground untouched outside the foul lines and then bounces fair, before reaching first or third bases, it is an infield fly.
- R. He carries the bat to first base. If a batter, carrying a bat, legally reaches or touches first base, the batter is out.
 - S. The batter directs or utters profanities at an umpire, another player or participant, and/or utters profanities whereby the spectator can hear it; **OR** if he is the first batter up after a member of his team when playing defensively, was guilty of an infraction under the profanity rule, after both teams have received a mutual warning, for the first occurrence of profanity by either team.

NOTE: 1. The first occurrence of profanity by any coach and/or player of either team will result in a warning to both teams.

2. A second occurrence would result in the offending player being called out if he is a batter, batter-baserunner, or a baserunner, **OR** the next batter on the offending team would be called out if the infraction was by a batter, batter-baserunner, baserunner, coach, a defensive player or by a non-participating player (player on the bench).

EFFECT Sec. 3 S This is a delayed dead ball call. If the batter is put out as a result of the play, the out will be enforced with the following batter in the batting order. If the batter reaches base safety then he alone will be called out for the use of profanity when the umpire calls "Time".

T. He hits an over the fence home run that is in excess of the number allowed in that category of play.

Sec. 4 A BATTER-BASERUNNER OR BASERUNNER IS NOT OUT IF a fielder making a play uses an illegal glove.

EFFECT: Sec. 4 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 count he had prior to the hit.

Sec. 5 ON DECK BATTER:

A. The on deck batter is the person whose name is next on the line-up card after the batter.

B. The on deck batter must position himself within the lines of the on deck circle nearest his team's bench.

C. The on deck batter may leave the circle when he is to become the batter or when he is going to direct a baserunner advancing towards home plate.

D. If the on deck batter interferes with a defensive player making a play on the ball, the runner closest to home plate at the time of the interference will be called out.

Sec. 6 A STRIKE IS CALLED BY THE UMPIRE:

A. For each fairly delivered pitched ball by the pitcher, that passes through the strike zone before touching the ground.

B. For each pitch struck at and missed by the batter.

C. For each batted ball striking the batter, while he is in the batter's box.

D. For each foul tip (Batter is out if this is the third strike).

E. For each foul ball not caught on the fly.

F. For leaving the batter's box after the pitcher starts his pitching motion.

EFFECT Sec. 6 The ball is dead after any strike.

Sec. 7 A BALL IS CALLED BY THE UMPIRE on each pitch not swung at by the batter, if:

A. The pitched ball does not enter the strike zone.

B. The ball strikes the ground before passing completely across home plate, or any part of the plate.

NOTE: The ball is dead when the legal pitch has contacted the ground. A batter may not hit a ball that hits the ground prior to home plate.

C. A pitched ball strikes any part of home plate.

D. An illegally pitched ball is delivered but not struck at.

E. There is an illegal pitcher action.

F. When the catcher fails to return the ball directly to the pitcher except after a strike-out or put out by the catcher.

Sec. 8 A FAIR BATTED BALL is a legally batted ball which is immediately in play.

It is a legally batted ball which:

A. Settles or is first touched on fair ground between home and first base or between home and third base.

B. Bounds past first or third base while on or over fair territory.

C. Touches first, second or third base.

D. Touches the person or clothing of an umpire or player while on or over fair territory.

E. Falls to the ground in foul territory, then rolls or bounces into fair territory before passing first or third bases, and without having touched some object other than the ground.

F. First touches the ground in fair territory, then rolls into foul territory and then again rolls into fair territory, provided the ball did not touch anything while on or over foul territory, other than the ground.

Sec. 9 FOUL BALL is a legally batted ball which does not conform to the provisions or rules that would cause it to be a fair ball. It is a ball which:

- A. Settles on foul ground between home and first base or between home and third base.
- B. Goes past first or third base while on or over foul ground.
- C. First touches the ground in foul territory beyond first or third base.
- D. While on or over foul territory touches the person or clothing of an umpire, player or is blocked.

EFFECT Sec. 9 A-D A strike is called on the batter unless he already has two strikes then a strike is called and the batter is out. Baserunners must return to their bases unless it is a caught fly ball, then the ball is alive and all baserunners are in jeopardy.

NOTE: A fair or foul ball shall be judged according to the position of the ball, relative to the FOUL LINES including the FOUL POLE, and not whether the fielder is on or over either fair or foul territory, at the time the ball is first touched. (Foul Lines and Foul Poles are in fair territory). When a batted ball passes out of the field over a fence, the umpire shall declare it fair or foul, according to the position of the ball, as it leaves the playing field. When a batted ball hits any object including a fielder and is ruled a fair ball under the above rules, it is always treated as a fair ball regardless of what happens to the ball, or where it may subsequently settle or land. A fly ball landing beyond first or third base is judged at point of the first contact.

Sec. 10 FOUL TIP is a legally batted ball which goes directly from the bat (no perceptible arc) to the catcher's hand or glove and is legally caught by the catcher.

EFFECT Sec. 10 It is a foul tip only if it is legally caught and is then a strike and the ball is dead.

Sec. 11 HOME RUN RULE will apply. Any undeflected ball hit over the fence will be considered as a home run for the Match Plus Home Run Rule.

A. In all categories using a Match Plus Home Run Rule, at no time during a game will the number of over the fence home runs hit by one team be more than the designated number hit by the opposing team (See STG & OR Sec. 3)

EFFECT Sec. 11A Where an over the fence home run is hit that is in excess of the number allowed, the batter will be called out.

- B. When a fair batted fly ball deflects off a defensive player over the home run fence, the batter-baserunner will be awarded four (4) bases. This will not be considered the same as an over the fence home run.

Sec. 12 OFFENSIVE CHARGED CONFERENCE: There shall be only two charged conferences allowed per inning between the Manager or other team representative and the batter or baserunner. Umpires shall not permit any in excess of two in an inning.

EFFECT Sec. 12 A manager, coach or other team representative who insists on a third conference is to be ejected from the game.

