

**About Softball League  
Playing Rules  
2023**

## **Aboite Softball League Playing Rules**

### **Preface.**

The Aboite Softball League (ASL) Rules are based upon the current USSSA slow pitch softball rules. This document addresses the rules of the game. Additional rules and restrictions pertaining to eligibility, coaching/managing selection, registration, etc., can be found in the ASL bylaws.

The ASL is dedicated to providing a positive experience for our players. As such, everyone present at the site of the competition (e.g., managers, coaches, umpires, spectators) as expected to exhibit appropriate adult behavior.

"Safety, Sportsmanship, then the Rules."

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## 2023 Rules Changes

### 2-3 Division

Tournament game definition. Tournament games will not be 4 innings without a time limit.

Player position requirement: A player cannot play an infield position for more than one inning within the first four inning and only once in any succeeding four inning segment.

Clarified language regarding base running limits (No Change to the rule)

Removed additional infielder at 2<sup>nd</sup> base and all players play on defense with additional fielders in the outfield.

### 4-5 Division

Changed 4-5 Scoring limit to 5 runs per inning (down from 8)

Changed 4-5 base running limits: Unlimited bases for any fly ball that first lands in the outfield grass; two bases for all other hits.

### 6-8 Division

Tournament Game length changed to 4 innings (from 5).

Time limit 70 minutes (from 75 minutes, was changed from 65 in 2017).

### General Changes

Updated Table 4.3 and renamed 4.3a. Table 4.3a is for Regular Season games. Created Table 4-3b for Tournament game length and time limits.

Updated the "Rule Highlights" PowerPoint.

#### Notes:

1. Changes from the most recently published/approved ASL Rules are **highlighted**.
2. These changes are reflected in the Appendix in each Division's Rule Summary.

**Rule 1. The Playing Field**

Section 1. DIMENSIONS.

- A. Bases will be 60' apart for all divisions.
- B. Pitching plate will be placed at the following distances:
  - 1. Tee Ball, 2-3, and 4-5: 35'
  - 2. 6-8: 40'
  - 3. High school and Adult: 46'

C. Dead ball area. The dead ball area is the area beyond the fences running from the dugouts parallel with the foul lines extended. This extends to the home run fence (diamonds 9 and 10) or to the wood line (diamonds 11 and 12) or to the other diamond (diamond 11).

Section 2. MARKINGS

A. The HOME team is responsible for marking the diamond and placing the bases, pitcher's plate, and strike mat. See Rule 4, Section 1 for determining home team. The VISITING team is responsible for removing and storing the equipment.

B. Foul lines. Foul lines down first and third base lines should start from the outer edge of the batter's box and extend to the outside of the first or third base. (Since a safety base is used, the first base foul line should "split" the white and orange base.) The outer edge of the foul line should line up with the outer edge of the base and the "point" of home plate. The foul lines should extend to the outfield (where the dirt meets the grass).

C. Batter's Box. It is not necessary to mark the batter's box. If it is marked, it shall be provided on either side of home plate, with the inside line of this box 6 inches from home plate and parallel to the sideline. The batter's box shall be 5-1/2 feet long, extending 3 feet forward and 2-1/2 feet toward the rear, measured from the center corner of home plate. The batter's box shall be 3 feet wide, thus forming a rectangle of 5-1/2 feet by 3 feet. The lines marking the batter's box are considered to be part of the batter's box.

D. 10' Arc. An arc should be drawn for the 2-3 division. The arc should be measured 10' from the point of home plate and marked in fair territory between first and third base lines.

E. 10' Player reference marks. Reference marks should be placed 10' in front of the line between first and second and second and third bases for the 2-3 division. These marks should be 3' in length and placed at the traditional locations of the 1st baseman, 2nd baseman, 3rd baseman, and shortstop. The intent of the reference marks is to facilitate placement of fielders in accordance with the restrictions of the 2-3 division.

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### Rule 2. Equipment

Section 1. BATS should contain either the ASA certification mark, the USSSA certification mark, "Official Softball," or any combination of the three markings. The bat shall be unaltered and undamaged. ASL reserves the right to disapprove any bat. Appendix F contains a list of non-complaint bats. This list may not be current. Refer to the ASA and USSSA websites or a list of withdrawn and non-compliant bats lists.

Section 2. BALLS. Only balls provided by ASL will be used for games.

- A. Tee ball will use an 11" safety ball
- B. 2-3 and 4-5 divisions will use an 11" ball
- C. 6-8, High school and Adult divisions will use a 12" ball.

Section 3. BASES, HOME PLATE, PITCHER'S PLATE, and the STRIKE MAT will be provided by ASL.

A. Strike mat. For all divisions except Tee ball and 2-3, a rectangular mat created and supplied by ASL will be used to indicate whether a pitch is a strike or a ball. A ball striking the mat is a strike. The mat will be placed such that it cover the "point" of home plate leaving only the 8.5" x 17" rectangle exposed.

B. Safety base. A safety base will be used at first base in all divisions. The safety base should be positioned such that the white portion is located where first base would normally be (in fair territory) and the colored portion should be in foul territory. Any batted ball hitting the white portion should be fair and any ball hitting the red or orange portion should be foul. On the initial throw to first base from the infield or outfield, the batter-runner MUST TOUCH the red or orange portion of the base but not the white. If legally appealed by the defense during a live ball situation, the runner will be called out. The defensive player MUST always touch the white portion. This rule is in effect only on the initial play at first base. This does not include:

- 1. Returning to the base after over running
- 2. Running on a base hit to the outfield (runner may touch the red or white part)
- 3. Re-tag to advance on a fly ball
- 4. On any attempt to force the batter runner out at first base on the initial throw that pulls the defense off of first base into foul ground, the defense and the batter may use either the white or colored portion of the base.

EFFECT: If the base runner uses the orange portion at any time after the first attempt at first base and is not in contact with the white portion, then she is considered off the base.

Section 4. GLOVES may be worn by any fielder.

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A. Catcher and first basemen may wear a glove or mitt of any size; all other players are restricted to a glove or mitt with the space between the thumb and forefinger not exceeding more than 4-1/2 inches at the top. The webbing shall not be constructed to form any type net or tray. NOTE: any fielder may use a "first baseman's mitt" so long as it conforms to the 4-1/2" rule.

B. Multicolored gloves are legal.

Section 5. SHOES. A shoe shall be considered legal if it is made with either leather or canvas uppers or similar materials. The soles may have soft or hard rubber cleats. Metal cleats are prohibited. Shoe sole or heel projections other than the standard shoe plate are prohibited. The all-purpose molded cleat softball shoe is legal. All players must wear shoes.

Section 6. MASKS. Any player may wear a mask.

Section 7. UNIFORMS.

A. All players in the Junior and Senior divisions must wear the adopted team uniform jersey provided by ASL. Players will also wear softball/baseball pants that are either gray, white or black. Shorts may be worn over the pants. Caps, visors, hair bands, etc., may be worn providing they are appropriate, not distracting, and safe. NOTE: Shorts (of any length) not over softball/baseball pants, yoga pants, exercise pants, etc., are NOT authorized. The Adult division does not have any uniform restrictions.

EFFECT: Players not wearing the prescribed uniform will not be permitted to participate.

B. No exposed jewelry may be worn during the game. This includes, but is not limited to, earrings, rings, and non-medical necklaces and bracelets.

C. In all divisions except the Adult division, batting helmets must be worn by players while participating as a batter, baserunner, on-deck batter, or base coach. Helmets should be undamaged and NOCSAE approved.

D. Players that are participating as the catcher in the Junior and Senior divisions will wear catcher's helmet/mask combination and chest protector. Players will use ASL provided equipment or their own personal NOCSAE approved equipment.

Section 8. EQUIPMENT shall not be allowed to remain on the playing field during the playing of the game, either in fair or foul territory, with the exception of an official warm-up bat or official warm-up device which may be kept in proximity to the on-deck circle during a team's turn at bat.

EFFECT: A bat dropped by the batter-runner in foul territory, or any mask, cap, etc., dropped incidental to making a play will be considered as foreign to the normal playing area and foul ball rulings will be made accordingly.

**Rule 3. Definitions**

**ALTERED BALL** is one that has had its physical structure changed in any way, including (but not limited to) balls that have been frozen, micro-waved, heated, melted, cooled, recovered, re-stitched, surface modified to be rougher or softer, etc.

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

**A.** The bat has had the surface of the barrel or the taper changed in any way such as by addition of graphics, painting, repainting, removing of bat material or paint by any means including but not limited to sandpapering or applying a solvent to the surface such as fingernail polish remover or by any other means.

**B.** The bat has had the plug or the knob removed/replaced or changed in any way.

**C.** The bat has had anything removed or added or inserted to the inside or outside of the bat other than tape at the handle or knob. Other examples of altering a bat would be changing or replacing manufacturers' markings or replacing the handle of a bat with a new handle. Replacing the grip, adding tape or adding a build up to the handle is not considered altering a bat.

**D.** The bat has been subjected to pressure in a manner that exceeds that of striking the bat at game speed swing speed against a USSSA approved ball traveling at game speeds. Such pressure would include, but is not limited to, compressing the bat, rolling the bat, vicing the bat or hitting the bat against an object such as a tree or pole. The bat has in any other way had its on field performance improved by physically changing the bat (other than by hitting the bat at game condition swing speeds against a USSSA approved ball traveling at game condition speeds).

**APPEAL PLAY** refers to a play in which the umpire cannot make a ruling until a decision is requested by the defensive or offensive team. This appeal must be made before the next legal pitch, intentional walk, illegal pitcher action or before all fielders have left fair territory.

**BALL** refers to a pitch that does not strike the strike mat and is not struck at by the batter.

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

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

**BASE ON BALLS** permits a batter to gain first base, without liability to be put out and is awarded by the umpire when the count reaches four balls. (6-8, High school, and Adult divisions only)

**BASE-RUNNER OR RUNNER** is a player of the team at bat who has hit a fair ball or who has been awarded first base for any reason before she is put out.

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

**BATTER** refers to the offensive player who takes a position in the Batter's Box with a 0-0 count (1-1 count in High school division). The batter walks on 4 balls (6-8, High school, and Adult divisions only) and is out on 3 strikes (except in Tee ball and 2-3 divisions).

**BATTER-RUNNER** is the term identifying the offensive player who has just hit a fair ball and applies until she is either put out or until the play on which she became a runner is ended.

**BATTER'S BOX** is the area within which the batter takes her position when it is her turn to bat.

**BATTING ORDER** is the official listing of offensive players in the order in which they must bat.

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

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



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**BUNT** refers to a batted ball not swung at, but is intentionally met with the bat and tapped slowly.

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

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

**CATCHER** refers to the defensive player who takes her position behind home plate.

**CATCHER'S BOX** is that area where the catcher must remain while and until a pitched ball has reached or passed home plate or is batted.

**CHOPPED BALL** is a batted ball that the batter strikes downward so that it hits the ground within the infield, with a deliberate attempt and downward chopping motion with the bat.

**COACH** is an official member of the team that assists the manager. Coaches, like Managers are approved by ASL. Each team may have up to 2 Coaches. Only one coach is permitted in each coach's box to direct the players of her own team while batting and running bases. Division rules allow for defensive coach(es) in Tee ball, 2-3, and 4-5 divisions.

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

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

**DEFENSIVE TEAM** is the team that is playing defensively in the field.

**DELAYED GAME** is a game that has been paused and is resumed in the same day.

**DOUBLE PLAY** is a continuous play by the defense where two offensive players are legally put out without an intervening play or an error.

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

**FAIR TERRITORY** is that part of the playing area within and including the first and third base foul lines, from the home plate to the bottom of the extreme playing area fence and then extending perpendicularly upward.

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

**FIELDER** refers to any player of the defensive team playing in the field.

**FLY BALL** refers to any ball batted into the air and before it strikes some object other than a fielder.

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

**FOUL BALL** is any batted ball that stops or settles in foul territory without first being touched in fair territory, or which is first touched in foul territory, or that first touches some out-of-play object or area in foul territory, or that first touches foul ground beyond first and third base, or which does not conform to the requirements that would make it a fair ball.

**FOUL TIP** is a batted ball that goes directly from the bat not higher than the batter's head, to the catcher's hands and is legally caught. First contact from bat must be the catcher's hands.

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**HOME TEAM** will be indicated on the ASL, or in accordance with Rule 4, Section 1. The Home team:

- A. Bats in the last half of the innings.
- B. Responsible for setting up (bases, pitcher's plate, strike mat) and marking the field.
- C. Will take the dugout along the first base line. NOTE: If another team is already present on the diamond (either from a previous game or first game of a double header), that team should remain in their current dugout and the newly arriving team take the available dugout.
- D. Will keep the official score book.
- E. Responsible for reporting the game results to the division VP.

**ILLEGAL BAT** refers to one that does not meet the requirement/specifications of Rule 2, Section 1.

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

**ILLEGALLY CAUGHT BALL** occurs when a fielder catches a batted or thrown ball with a glove, a mask, a cap or with any part of her clothing detached from the proper position on the fielder's body.

**IN FLIGHT** describes any batted ball, a thrown or pitched ball, which has not yet touched the ground or some object other than a fielder.

**IN JEOPARDY** is a term indicating that the ball is live and in play and that an offensive player may be put out under these rules.

**INFIELD** is that portion of the field within the baselines and also includes the areas of the field normally covered by infielders in defensive positions. The dirt.

**INFIELD FLY** is a fair batted ball (not a line drive) that can be caught in flight by an infielder with ordinary effort. Any defensive player may catch the ball in the infield area. NOTE: there is no infield fly rule in ASL.

**INNING** is that portion of a game within which teams alternate on defense and offense and each team is allowed three outs during its time at bat.

**INTERFERENCE** is an act where players or other interfere with a player's opportunities. There are three types of interference:

- A. Offensive interference – When a player interferes with or impedes or confuses a defensive player while she is attempting to make a play. This can occur by either physical or vocal actions.
- B. Spectator interference – Occurs when a person not engaged in the game touches a live batted or thrown ball which could prevent a blocked ball to occur or when a person not engaged in the game physically interferes with a player's opportunities.
- C. Umpire interference – Occurs when a fair-batted ball strikes the umpire on fair ground before passing a fielder other than the pitcher.

**JUNIOR DIVISIONS** are the 2-3 and 4-5 divisions.

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

**LINE DRIVE** is a fly ball that is batted sharply and directly into the playing field. NOTE: A line drive should never be considered an infield fly.

**LIVE BALL** occurs when the umpire signals play ball. The ball remains live until the ball becomes dead for any reason as stated in these rules.

**MANAGER** refers to a person appointed by the team to be responsible for the team's actions on the field. Also, the manager represents the team when communicating with the umpire and the opposing team. A player may be designated as a manager.

**OBSTRUCTION**

- A. Obstruction is the act of a fielder while not in possession of the ball, or not in the act of fielding a batted ball or taking a proper position to receive a thrown ball (thrown ball must already be in flight) which impedes the progress of a runner who is legally running the bases.
- B. Obstruction is the act of a fielder which impedes the batter from striking at a pitched ball.

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

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

**OUT** refers to one of the three requirements of an offensive team each inning.

**OUTFIELD** is that portion of the field beyond the lines of the infield and extending to the extremities of the playing field. This usually refers to the area between the foul lines. The grass.

**OUTFIELDER** refers to the defensive player occupying a position in the outfield, which is the most distant from the home plate.

**OVER SLIDE** or **OVER SLIDING** is the act of a runner when her slide to a base is with such momentum that she loses contact with the base and she is thus placed in jeopardy. This does not apply to the batter-runner, as she is first approaching first base.

**OVERTHROW** is a ball thrown from one fielder toward another and which, for any reason, goes into foul territory and stays within the boundaries of the playing field. This ball always remains live unless it becomes a blocked ball.

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

**PERSON** refers to an umpire or player. This includes all of her body, her clothing or her equipment.

**PITCH** refers to any delivery of the ball to the batter by the pitcher.

**PITCHER** is the fielder designated to deliver the pitch to the batter.

**PITCHER / INFIELDER** – The pitcher becomes an infielder when, after releasing the pitch to the batter, she has a reasonable opportunity to field a batted ball.

**PIVOT FOOT** is the foot, when placed on the pitcher's plate or pitching area by the pitcher that must be in contact with the pitcher's plate or pitching area when the pitched ball is released.

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

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

**RETOUCH** is the act of a runner in returning to touch a base as legally required.

**ROSTER** is the list of assigned players to a team which is generally determined at the annual ASL "Draft."

**SACRIFICE FLY** is any caught fair fly ball that permits a runner to SCORE a run after a caught fly ball is first touched.

**SENIOR DIVISIONS** are the 6-8 and High School divisions,

**STRIKE MAT** is the rectangular mat approximately 24" wide by 36" deep used to indicate balls and strikes.

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

**TAG** is the action of a fielder touching a base with any part of her body while holding the ball firmly and securely in her hand or glove. Also, tag refers to touching the runner with the ball, or with the glove holding the ball, while continuously holding the ball firmly and securely during and immediately following the tag.

**TEE** is use in Tee Ball and 2-3 Divisions.

**TEN FOOT (10') REFERENCE MARKS** are the lines drawn in the Tee ball and 2-3 divisions to assist in positioning the infielders. The marks should be placed in accordance with Rule 1, Section 2E.

**TEN FOOT (10') ARC:** An arc drawn for the 2-3 division that is measured 10' from the point of home plate and marked in fair territory between first and third base lines. The line of this arc is treated similarly to a foul line. That is, "on the line" is considered "beyond."

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

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

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**TOUCH** refers to touching an umpire or player or person. This includes any part of her body, her clothing or her equipment.

**TEAM REPRESENTATIVE** is any person affiliated with the offensive or defensive team, including sponsors, managers, coaches, scorekeepers, and players in a game.

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

**TURN AT BAT** begins when it is any individual player's turn to bat, such as her name listed at the top of the offensive team's batting order at the beginning of an inning; or when the batter listed immediately preceding her in the batting order completes her turn at bat by being put out or becoming a runner.

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### Rule 4. The Game.

Section 1. The Home team will be listed first on the schedule. In tournament play, the higher seed (lower number) will be home team for ALL games in the winner's bracket. Home team will be decided by a coin toss for ALL games in the loser's (second chance) bracket. Home team in an "if" game is also decided by a coin toss.

Section 2. THE FITNESS OF THE GROUND for the beginning of the game shall be decided by ASL field maintenance chair, ranking disinterested board member, or the umpire. After the umpire has started a game, the umpire, umpire chair, or a disinterested board member shall be the judge as to the fitness of the ground, or the intensity of the weather, for continuing play. NOTE: no one has the authority to continue a game if the severe weather criteria are met. (Appendix G).

Section 3. A REGULATION GAME shall consist of the following number of 5 innings for the Junior divisions and 7 innings for Senior divisions unless otherwise listed below.

**EXCEPTION: For TOURNAMENT GAMES, a 2-3 division regulation game will consist of only 4 innings.**

A. Seven (Five for Jr. divisions) full innings are not played if the team second at bat (home team) scores more runs in six innings or before the third out is made in their half of the final inning.

B. A game that is TIED at the end of seven innings (5 for Jr. divisions) shall be continued, by playing additional innings until one team has scored more runs than the other at the end of a completed inning or the team second at bat scores more runs in their half of the uncompleted extra inning.

C. A game called (due to darkness, weather, etc.) during regular season play which cannot be resumed that night, may be regulation if three or more innings (Junior divisions), 4 or more innings (6-8 division), or five or more innings High school division) have been completed. Note: this requirement is reduced by one-half inning if the home team has scored more runs prior to or during their at-bat. For example, if the home team has more runs at the time the game is called AND completing the current inning would meet the requirement for a "regulation game" as in above, the game will be considered a completed regulation game. If the game does not meet the minimum number of innings to be a complete REGULATION game, the game is considered SUSPENDED. A suspended game will revert back to the LAST COMPLETED FULL INNING. Once the game is resumed, managers will submit new lineups and player positions. Defensive positioning rules begin fresh with the resumed game with the following exception: all players participating in the resumed game, must play an inning in the infield and outfield by the fourth resumed inning or as soon as possible if it is not possible by the fourth resumed inning. In any situation, all players should have played in the infield by the third resumed inning. Standard defensive rules apply in the HS Division where this is never an infield-outfield restriction.

1. A REGULAR SEASON GAME will have a 45-minute time limit for the resumed game. The resumed game will continue beyond the 45-minutes only if the minimum number of innings to be considered a complete game is not met. If the game continues beyond the 45-minutes, it will end as soon as the minimum number of innings requirement is met and there is not a tie.

2. A resumed 4-5 division TOURNAMENT GAME will not have a time limit, and will end when it is a REGULATION game which is 3 innings.

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D. A game is also regulation and completed once the last inning after the time limit has expired is completed. The 2-3 division has a 60-minute time limit. 4-5 division has a 65-minute time limit. **6-8 division will have a 70-minute time limit.** High school has a 75-minute time limit. The time limit is considered to have expired if it is reached PRIOR to the third out in the bottom half of the inning. If the limit has not been reached, another full inning (or half inning if the home team at bat is not necessary) shall be completed.

**EXCEPTION.** There will be no time limit for TOURNAMENT games in the 4-5 division.

**Table 4.3a: Regulation Game Summary (Regular Season)**

	Number of Regulation Innings	Minimum Innings for a Regulation Game	Time Limit
2-3	5	3	60
4-5	5	3	65
6-8	7	4	70
High school	7	5	75

**Table 4.3a: Regulation Game Summary Tournament**

	Number of Regulation Innings	Minimum Innings for a Regulation Game	Time Limit
2-3	4	3	N/A
4-5	5	3	65
6-8	7	4	70
High school	7	5	75

Section 4. THE WINNER OF THE GAME shall be the team that scores the most runs in a regulation game.

Section 5. ONE RUN SHALL BE SCORED each time a base runner legally touches first, second, third and home bases before the third out of an inning, unless the third out is the result of a force out or the batter-runner is out before reaching first base. Base runners may advance and a run may score only on a legally batted ball, on a play, on an overthrow or on an error resulting from plays that started with, and immediately follow the batted ball or when the bases are full, so that runners are forced to move up, or advance, by reason of the batter being awarded first base by the umpire in accordance with these rules.

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

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

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Section 7. A BASE RUNNER SHALL NOT SCORE A RUN ahead of a base runner preceding her in the team's batting order if the preceding runner has not been put out.

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

Section 8. UNDER NO CIRCUMSTANCES shall a team in either the Senior divisions score more than eight (8) runs in a single inning; this limit is five (5) in the **Junior** Divisions. Once a team records their 8th run in an inning, the Umpire should confirm with both managers that this is correct, "TIME" shall be called," and the half inning shall end. The batter following that last batter to hit shall be the next to bat in the following inning.

Section 9. BASE RUNNING LIMITATIONS exist for the Junior divisions.

Section 10. A FORFEITED GAME shall be declared by the umpire with approval of a disinterested board member in favor of the team not at fault in the following cases: The score will be 7-0 in favor of the team not at fault.

- A. If a team fails to appear on the field, or being on the field, refuses to begin the game for which it had been scheduled at the time the game was assigned.
- B. If after a game has begun, a team refuses to play or resume play as directed by the umpire.
- C. If a team uses tactics noticeably designed to delay or hasten the playing of a game.
- D. If an ejected player does not leave the field immediately when ordered to do so.
- E. If, after a warning by the umpire, any one of these rules is willfully violated.

Section 11. PROTESTS. ASL does not allow for either regular season or tournament games to be protested.

**Rule 5. Player Positioning and Participation**

Section 1. A TEAM (established by the ASL in accordance with its bylaws) shall consist of not more than ten players in the field (no limit for 2-3 and Tee ball), whose positions shall be designated as: (1) pitcher, (2) catcher, (3) first basemen, (4) second basemen, (5) third basemen, (6) shortstop, (7) left fielder, (8) center fielder, (9) right fielder, (10) short fielder (usually left center). Tee ball Division will also have a seventh infielder (extra infielder) that will position between the second baseman and shortstop at second base. All players will bat in the lineup. There is no minimum number of players required to start or finish a game. Players not on the team may not play (no recruiting outside players), however, when a team cannot field all positions, the opposing team may provide a catcher for the purpose of returning the ball to the pitcher. This borrowed player is not required to make any other plays. Alternatively, the Manager or a Coach may catch for his/her team when short players. This individual may NOT participate in any capacity other than returning the ball to the pitcher.

A. Other than the catcher, players in the field **must** be stationed on fair ground as each pitch is made. **In addition to the infielders (Tee ball's seven players and all other Division' six players), the remainder of their team will take positions in the outfield.** In Tee ball and 2-3 divisions, all infielders except the pitcher and catcher may not play more than 10' forward of the base line. This distance will be identified by the of the 10' player reference marks.

B. The pitcher must be in legal position at or behind the pitching plate in Tee ball and Junior divisions.

C. As each pitch is delivered, the catcher must be in a position behind the strike mat.

D. Defensive coaches are allowed in the Junior divisions. See Section 7 of this Rule.

Section 2. DEFENSIVE POSITION ROTATION RULE. All players must play a minimum of one inning (3 outs, no less) in the infield and one inning in the outfield by the end of the fourth inning for 4-5 and Middle School divisions. Tee ball and 2-3 divisions must meet the same requirement by the third inning. The only restriction for High School is that at no point in the game may any player have sat out during the defensive half-inning more than one inning more than any other player. That is, no player may sit out a second inning until all players have sat out one inning; no player may sit out a third inning until all other players have sat out two innings, and so on.

NOTE: This entire section does not apply to the adult division.

A. Exceptions.

1. Players arriving late to the game must meet the requirement at the earliest opportunity. For example, they must play infield and outfield alternatively over the first two innings.

2. Teams in Tee ball or 2-3 division with nine or less players should meet infield requirements first. Outfield rotation rules/penalties will not apply.



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3. Teams in 2-3 division, in addition to the rule above, a player cannot play the same infield position more than once before the fourth inning or more than once during any four-inning segment in extra innings, i.e., innings 5-8, 9-12, and so on.

4. Teams in 4-5 and the Senior division with seven or less players should meet infield requirements first. Outfield rotation rules/penalties will not apply.

5. Players leaving the game early due to illness or injury or for a school commitment are not required to meet this requirement, though effort should be taken in attempt to meet it.

6. Suspended games. Defensive positioning rules begin fresh with the resumption of a suspended game with the following exception: all players participating in the resumed game, must play an inning in the infield and outfield by the fourth inning or as soon as possible if it is not possible by the fourth inning. In any situation, all players should have played in the infield by the third resumed inning. Standard defensive rules apply in the HS Division where this is never an infield-outfield restriction.

7. Exceptions to this rule must be reviewed with and be approved by the Division Vice President prior to the game(s) where the exception is requested. This includes accommodations for players with disabilities.

EFFECT: Teams found in violation of the defensive position rotation rule will be penalized by starting their next offensive half inning with one out recorded. Additionally, the positioning must be corrected immediately. A player is considered to be in their position for the inning at the moment the pitcher delivers the first pitch to the batter.

B. Players may be substituted at any time on defense. To meet the requirements of the rule, they must play an entire defensive inning (three outs) in both the infield and outfield by the inning specified by their division.

C. Players may not play the same position for three consecutive innings. There are no exceptions to this rule.

Section 3. CONTINUED PARTICIPATION DUE TO INJURY, BLEEDING OR OPEN WOUND. Players, managers, coaches, or other team member or umpire who is bleeding or who has an open wound shall be prohibited from participating further in the game until the bleeding is stopped and the wound covered.

A. If treatment can be administered in a reasonable amount of time, the individual would not have to leave the game. The amount of time is determined by the umpire's judgment, but should not extend past 3 minutes. Official game time will not be adjusted.

B. If excessive time is involved, the player should be substituted for on defense. On offense, the player most closely preceding injured players should take their position if they are already on base. If the injured player is at bat, the at bat may be passed over without an out recorded. If no out is recorded, the player may not participate for the remainder of the game. The manager may choose to

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have the player's position in the batter order passed over and an out declared. This would allow the player to later return to the game. If the player was already on base, and replaced as stated above, she may (and should) resume her position on offense once the bleeding is stopped.

C. If there is an excessive amount of blood on the uniform or if a bandage becomes blood soaked, in the judgment of the umpire, the uniform/bandage must be changed before the individual may participate. NOTE: See suggested Communicable Disease Procedure in Appendix H.

D. A player who exhibits signs, symptoms or behaviors consistent with a concussion (such as loss of consciousness, headache, dizziness, confusion or balance problems), shall be immediately removed from the game and shall not return to play that day. Additionally, the player should not resume practice or competition until cleared in writing by an appropriate health care professional. See Appendix I for more information.

Section 4. 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.

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

Section 5. 2-3 DIVISION PITCHER RESTRICTION RULE. In the 2-3 division as long as a force out is in effect at home plate, the pitcher may NOT:

A. Field a ground ball from within the 10' arc. (A fly ball may be caught by the pitcher within the 10' arc.)

B. Make any play on the runner from third from within the 10' arc, including:

1. Running the ball to home plate.
2. Transferring the ball in any way to the catcher (throwing, rolling, handing, tossing)

C. Tag the runner occupying third at the time of the pitch (or hit off the tee) whether or not the tag occurs within the 10' arc.

EFFECT: If the pitcher contributes to the putout of the runner occupying third at the time of the pitch (or hit off the tee) by a tag or by an action from within the 10' arc, the ball immediately becomes dead, the putout is ignored, and the run is scored.

NOTE: As soon as the batter is put out, there is no longer a force play at home; therefore, the above restrictions on the pitcher would no longer exist.

Section 6. THERE SHALL BE not more than two coaches for the team at bat to give words of assistance and directions to the member of their own team. One coach shall be stationed in each coaching box at first and third bases. They may remain in that box. There shall not be more than one charged offensive

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conference between players and coaches or other players each inning. Any additional request shall be denied.

Section 7. THERE SHALL NOT BE any coaches for the defense in the Senior divisions. Two coaches are allowed in Tee ball and 2-3 division. One is allowed in 4-5 division. The coach(es) MUST be positioned BEHIND all infielders and be in the outfield (on the grass) at all times. He/She may offer guidance or encouragement but may not assist in any way during a live ball.

Section 8. The Managers/Coaches shall not allow anyone other than Players, Manager, Coaches, or Trainer to be in the dugout, bench or the field of play during a game.

EFFECT: The first violation of this rule shall be a warning by the umpire. The second violation or refusal to heed the warning issued on the first violation shall be an immediate forfeiture of the game.

Section 9. MANAGERS, COACHES, PLAYERS, or other team members or occupants of the bench, SHALL NOT, from any place including coaches' boxes:

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

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

EFFECT: Persons violating sections A or B above can be ejected from the game without warning.

C. Argue judgment calls made by the umpire(s): That is, ball/strikes (including legal/illegal pitch), safe/out, fair/foul.

D. Be outside of the vicinity of the coaches boxes or the designated dugout (bench) area if not a batter, base runner, on-deck batter, or one of the ten players on defense.

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

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

F. Carelessly throw a bat.

EFFECT: The first offense will result in a TEAM warning. The second offense will result in the batter being declared out and all runners returning to their base at the time of pitch. NOTE: Only the offending team receives a warning.

Section 10. WHEN TEAM MEMBERS, MANAGERS, OR COACHES continue to harass the umpire or fail to exhibit appropriate behavior, the umpire shall call time. The umpire(s) will notify both teams that the game is being momentarily suspended. The umpire(s) will depart the field and find the ASL Officiating

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Chair, her representative, or a board member. Only after the appropriate ASL authority has rectified the situation can the game continue. During this time, the time limit will continue to apply.

**Rule 6. Pitching.**

Note: See Section 14 of this Rule for 2-3 Division Rules. Both the below rules AND Section 14 apply to 4-5 Division.

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

Section 2. AT THE BEGINNING of an inning or when a pitcher relieves another pitcher, one minute may be used to deliver not more than THREE PRACTICE PITCHES to the catcher or some other teammate.

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

A. The pitcher must pitch from the pitching plate.

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

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

D. After the release of the pitch, there are no restrictions on pitcher's subsequent movements or the fielding positions she may assume as a defensive player.

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

A. After assuming the pitching position on the pitcher's plate, the pitcher must present the ball in FRONT OF her BODY (for at least one second) in either one or both hands before starting the delivery motions. Note: All pitching rules that apply to the pitcher's actions before and during the release of the pitch along with the restrictions on height, speed, etc., shall remain the same.

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

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

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

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

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E. Once the pitcher begins her delivery motions; the umpire shall not give a call or signal for “time” unless something unusual occurs.

F. The pitched ball must be released within 10 seconds from the time the pitcher has the ball and the batter has taken her position in the batter’s box. From this point, the umpire shall not give a call or signal for “time” unless something unusual occurs.

G. Pitcher must face home plate on delivery of pitch.

NOTE A-E: Realizing that the pitcher does not fool very many batters to the extent that they cannot hit the ball, it is desired that pitcher not be handicapped by technicalities, when they do develop a new technique or delivery that, perhaps, will add to the pleasure and appeal to the spectators, as long as the pitcher adheres to the basic pitching rules.

### Section 5. TYPE OF PITCH PERMITTED.

A. The ball must be pitched underhanded at slow speed.

B. The pitched ball must attain an arc with an apex at least as high as the batter's head.

C. The pitched ball shall not rise higher than 10 feet above the ground.

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

### Section 6. THE CATCHER MUST:

A. Be in and remain in position behind the strike mat when the pitcher is in position and remain until a pitched ball has reached or passed home plate, or is batted.

EFFECT A: An unfairly delivered pitch.

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

EFFECT B: Ball shall be awarded to the batter.

### Section 7. NO PITCH shall be declared immediately when:

A. The pitcher pitches during a dead ball interval.

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

Section 8. A FAIRLY DELIVERED PITCHED BALL includes all pitches that the pitcher delivers in accordance with the several preceding paragraphs and provisions of the pitching rule.

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### Section 9. UNFAIRLY DELIVERED PITCHED BALLS INCLUDE:

- A. Any pitched ball that does not conform to all requirements of a fairly delivered pitched ball.
- B. All pitches made by the pitcher when not conforming to pitching restrictions.
- C. Delivering a pitch from other than the pitcher's plate and pitcher's position.
- D. A quick-return pitch.
- E. The pitcher failing to face home plate on delivery of the pitch.

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

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

### Section 10. ILLEGAL PITCHER'S ACTIONS INCLUDE:

- A. Holding the ball by the pitcher longer than 10 seconds.
- B. Throwing the ball by the pitcher to any fielder, unless making preliminary warm-up pitches or making an effort to complete an appeal play, or while the ball is dead.

EFFECT A-B: The umpire should immediately indicate "DEAD BALL" and award a ball to the batter.

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

Section 12. APPEALING AFTER BALL IS DEAD the pitcher, manager, or coach announces which runner and base she is appealing. The ball is now live only for the purpose of making an appeal.

EFFECT:

- A. The defensive team can have only one attempted appeal per runner.
- B. No runner may advance on an appeal play after time has been called.
- C. No runner is out if she steps off the base during an appeal.

Section 13. Any second conference with the same pitcher in an inning will require the removal of that pitcher from that position for the remainder of the game.

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Section 14. When the Coach or Manager delivers the pitch. In 2-3 Division, each batter will get 3 pitches delivered by her coach before the ball is placed on a tee. In 4-5 Division, if a batter received 4 balls, then the coach/manager will deliver additional pitches; each pitch counting as a strike. When this occurs, the "pitcher" is the player on the defensive team. She must position herself to the left or right of the batting team's coach/manager and remain at or behind the pitching plate until the ball is hit. The coach/manager delivering the ball should make every effort to avoid interfering with the pitcher, preferably stepping back after releasing the ball. The coach/manager may choose whether or not to wear a glove.



**Rule 7. Batting.**

Section 1. THE BATTING ORDER (Line up) of each team must be listed and exchanged by the team managers or their representative before the start of each game. The batting order should list the players' first name and their jersey number. The lineups are considered official once the umpire puts the ball in play to begin the game.

A. The batting order thus submitted must be followed throughout the game, unless a player arrives after the game has started. Any legal player not listed on the original batting order shall be added after the last batter in the lineup. Players not present at the beginning of the game should NOT be listed on the batting order even if their presence is anticipated. When a player starts the game but cannot finish the game as in Rule 5.A.4., their position in the batting order may be skipped without penalty. Once skipped (or an at-bat is not completed) and an out is not declared, the player may NOT re-enter the game. See 5.3.B.

B. Each player of the side at bat shall become the batter and enter the batter's box in the order in which her name appears on the score sheet.

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

D. A batter completes a time at bat when she has either been put out or has become a base runner.

E. When a third out of an inning is made before the batter can complete her turn at bat, the same batter will be the first batter in the next inning and all previous called balls and strikes will be canceled. (That is, start the next at bat with a fresh count.)

EFFECT A-E: BATTING OUT OF ORDER is an appeal play by the defense.

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

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

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

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4. 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 the batter. NOTE: Intentional walks are not currently allowed in ASL.

5. No base runner shall be removed from the base she is occupying to bat in her proper place; she just misses her turn at bat with no penalty. The batter following her in the batting order becomes the legal batter.

### Section 2. THE BATTER IS OUT IF:

A. She bats illegally by striking the ball (fair or foul) when either one or both of her feet are in contact with the ground COMPLETELY outside the lines of the batter's box or when her foot is in contact with home plate.

B. She hits the ball with an illegal or altered bat. The umpire must discover this illegal action before the next pitch, either by observation or because of an appeal from the defensive team.

EFFECT: If the batter hits the ball with an altered bat, the ball is dead, the batter is out, and she is ejected from the game, and reported to the division Vice President.

C. She bunts or chops the ball deliberately downward (either fair or foul).

D. She has a third strike, except in 2-3 division (See J). Note: A foul ball never results in a third strike

E. She steps across the plate with the pitcher in pitching position.

F. She intentionally interferes with the catcher attempting a play.

G. Any member of her team interferes with a fielder attempting to make a play on a foul fly ball.

H. She hits a fair fly ball or line drive that an infielder intentionally drops, with at least one runner on base and less than two outs. NOTE: A trapped or untouched ball that hits the ground is never ruled intentionally dropped.

EFFECT: The umpire shall immediately call the batter out (in a forceful manner) and the ball is dead. Runner(s) return to the base(s) occupied at the time of the pitch.

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

J. In 2-3 division only, once a batter has 3 strikes, the ball is placed on the tee. The tee should be adjusted so that the ball is approximately waist-high. The tee SHALL NOT be adjusted to be in-line with a practice swing, nor should it be adjusted so long as when the ball is placed, it is at or between the batter's thigh and lower ribcage. Once the ball is placed upon the tee, the batter is out if:

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1. She takes additional "line up half-swings" after being warned by the umpire. Note: The umpire should warn the batter that only one "line up half swing" is allowed if the batter attempts to make more than one.

2. Once the ball is placed upon the tee, she contacts either the ball or the tee with her bat and the result is not a fair ball at or beyond the 10' arc. Note: the 10' arc is treated similarly to a foul line. That is, on the line is "beyond." Additionally, a ball may land past the 10' arc and then roll back either foul or to within the arc. Both instances would result in the batter being call out.

3. She strikes at the ball and misses the ball completely. Note: This includes the situation where the batter missed the ball but strikes the tee with such force that the ball is propelled forward. Even if this action results in a fair ball beyond the 10' arc, the batter is still out. Additionally, it should be noted that the batter MAY contact the tee in addition to the ball. This is LEGAL but must meet the requirements as outlined in J1 and J2 above.

### Section 3. A STRIKE IS CALLED BY THE UMPIRE:

A. For each fairly delivered pitched ball by the pitcher that lands on the strike mat. Note: The ball may simultaneously strike the mat and home plate; this is a strike.

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

C. For each foul tip. The batter is out if this is the third strike.

D. For a foul ball not caught on the fly with less than two strikes.

E. The umpire shall not give a call or signal for "TIME" when a batter steps out of position after a pitcher has started her delivery motions.

EFFECT: If the pitcher pitches, the umpire shall call "STRIKE" on each such pitch. The batter may take her proper position after any such pitch (within 10 seconds) and regular ball and strike count shall continue.

F. When the batter delays entering the batter's box after the umpire signals play ball. After 10 seconds the umpire shall declare dead ball and a strike shall be called on the batter.

G. (4-5 division only) For each pitch not hit fair that is delivered by the batter's manager or her representative.

### Section 4. A BALL IS CALLED BY THE UMPIRE on each pitch not swung at by batter if:

A. The pitched ball does not land on the strike mat.

B. Any unfairly delivered pitch is made and not struck at.

C. There is an illegal pitcher action.

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D. A pitched ball is not released within 10 seconds from the time the pitcher has the ball and the batter has taken her position in the batter's box.

E. The catcher fails to return each pitch that is not hit directly to the pitcher.

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

Section 5. In the High school division, the batter begins with a count of 1 ball and 1 strike.

Section 6. A FAIR BATTED BALL is a legally batted ball that is immediately in play.

A. A batted ball which first falls to the ground in foul territory and then rolls or bounces into fair territory, before passing first or third bases, and without having touched some object other than the ground, is a fair ball. A batted ball first touching the ground in fair territory, then rolling into foul territory and then again rolling into fair territory, is also a fair ball provided the ball did not touch anything while over foul territory other than the ground.

B. A fair or foul ball shall be judged according to the position of the ball, relative to FOUL LINES including the FOUL POLE, and not whether the fielder is on or over the fair or foul territory at the time the ball is first touched.

C. When a batted ball passes out of the field over a fence the umpire shall declare it fair or foul, according to position of the ball, as it leaves the playing field.

D. When a batted ball hits any object including a fielder and is ruled a fair ball under the rules, it is always treated as a fair ball regardless of what happens to the ball or where it may go.

E. A fly ball falling beyond first or third base is judged at point of first contact with the ground.

Section 7. A FOUL BALL is a legally batted ball which does not conform to the provisions or rules that would cause it to be a fair ball. A batted ball which first strikes any person, object, fence, bench, screen, bat or other equipment, or which goes into pre-determined out-of-play area in foul territory, remains a foul ball regardless of where it may go.

A. It is a strike unless the batter already has two strikes or is caught. If caught, the batter is out.

B. A foul fly may be caught, thus putting the runners in jeopardy.

C. A foul ball not caught is a dead ball, and the runners must return to their bases.

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### Rule 8. Baserunning.

Section 1. A BASE RUNNER WHILE ADVANCING OR RETURNING MUST TOUCH EACH BASE IN LEGAL ORDER: first, second, third and home base. A base runner can only acquire the right to an advanced base by touching it before having been put out and shall be entitled to hold such base until she touches the next base legally or if forced to leave the base because the batter becomes a base runner and thus forces her to leave her base.

Section 2. THE BATTER BECOMES A BATTER-RUNNER INSTANTLY WHEN she HITS A FAIR BALL.

A. If a fair batted ball strikes the umpire or base runner while off base before passing a fielder, other than the pitcher, the ball is dead immediately and the batter is awarded first base.

B. If the fair batted ball hits the umpire or base runner after passing a fielder other than the pitcher, or touches any fielder including the pitcher, it remains in play with all runners being in jeopardy.

Section 3. THE BATTER IS AWARDED FIRST BASE:

A. When four balls are called by the umpire, except in the Junior Divisions.

B. When the pitcher tells the umpire to intentionally walk a batter. Note: Not currently allowed in ASL.

C. If the catcher or other fielder obstructs or prevents her from striking at a pitched ball. The offensive manager has the option to accept obstruction or result of the play. Exception: When a batter is obstructed, the batter is awarded first base because of the obstruction, EXCEPT that if the batter succeeds in hitting the pitch and reaches first safely and no preceding runner is put out before advancing at least one advanced base, the obstruction should not be called or enforced. If the obstruction is not enforced, the ball remains live and in play.

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

A. When she is hit by her own batted ball in fair territory, after leaving batter's box.

B. When she drops the bat in fair territory and it makes contact with a fair ball by moving into the ball.

C. When a fly ball is legally caught, with the fielder's feet within the established boundaries of the field.

D. When, after a fair ball, a fielder holds the ball on first base before she touches or passes that base.

E. When, after reaching first base safely, she over runs or over slides that base and then makes an attempt to start to second base and is tagged out before returning to first base.

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F. When, after hitting a fair ball, and while the ball is still live, the batter-runner carries the bat and touches first base or runs beyond first base while carrying the bat. Note: If this action results in the third out of an inning, no runs shall score.

G. When, after hitting a fair ball, and while the ball is still live, the batter-runner goes into dead ball territory. Note: The ball remains live and other base runners are in jeopardy.

H. When she runs to first in fair territory and interferes with a fielder taking the throw or making a play at first base. The ball also becomes immediately dead and other baserunners return.

I. When 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 base runner closest to home plate shall also be called out. The ball also becomes immediately dead and other baserunners return.

### Section 5. BASE RUNNERS ARE OUT:

A. When a base runner fails to keep contact with the base to which she is entitled, until a pitched ball touches the ground, has reached or passed home plate, or is batted.

EFFECT: No pitch is declared, the ball is dead and the runner out.

B. When the base runner interferes with a fielder attempting to field a batted ball or intentionally interferes with a fielder catching a ball or throwing a ball, or with a thrown ball.

EFFECT: If the interference is not ruled intentional; the batter-runner is entitled to go to first base. If, in the opinion of the umpire, the interference is an obvious attempt to prevent a double play, the immediate succeeding runner shall also be called out. When a base runner interferes after she is out or after scoring, the most advanced runner shall be declared out.

C. When a base runner is struck by a fair batted ball on fair ground while off her base and before it touches a fielder or passes a fielder.

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

E. When a base runner runs bases in reverse order other than when permitted to.

EFFECT: It is a dead ball immediately and the involved base runner is out.

F. When a base runner who has been put out continues to run the bases, thus simulating a live base runner, and thereby draws a throw to retire her a second time.

G. When members of the team at bat stand or collect at or around a base toward which a base runner is advancing, thereby confusing the fielders in adding to the difficulty in making a play.

H. When a coach intentionally interferes with a live batted ball or thrown ball.

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I. When a coach runs in the direction of home plate or any other base, on or near a baseline, while the fielder is attempting to make a play on a batted ball or on a thrown ball, and thereby draws a throw in her direction.

J. When a base runner is attempting to score and the next batter or other team members interfere with the attempted play.

K. When a member of the offensive team or their equipment causes a blocked ball.

EFFECT F-K: The infraction constitutes INTERFERENCE. All play stops; the ball is dead, and the MOST ADVANCED RUNNER IS CALLED OUT.

L. When anyone physically assists her while the ball is in play.

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

N. When, on a force out, a fielder tags her with the ball (while on or off a base) or holds the ball on the base to which the base runner is forced to advance before the base runner can reach the base.

O. When running toward any base, she runs more than 3 feet from a direct line between her current position and the base she is trying to reach in an attempt to avoid being tagged with the ball in the hands of a fielder.

P. When a base runner PHYSICALLY PASSES a preceding runner before that runner has been put out.

Q. When a base runner fails to attempt to advance and goes into dead ball territory.

R. When she positions herself behind, and not in contact with, the base to get a running start.

EFFECT L-R. In these situations, the ball remains live and in play, the involved base runner is out and other base runners are in jeopardy.

S. When a base runner fails to return to touch the base to which she is entitled when play is resumed after any suspension of play caused by a dead ball situation, if the fielder legally holds the ball on that base.

T. When a base runner leaves her base to advance to the next base before a fly ball has been touched provided that if the fly ball is caught and returned to a fielder and legally held on the base left, or if a fielder touches the runner with the ball before the runner returns to retouch her original base.

EFFECT : These are appeal plays and the defensive team loses its right to make an appeal on any of these situations if the appeal is not made known before the next legal pitch, or illegal pitcher action, intentional walk or before all fielders have left fair territory. In T if the playing action is obvious, no verbal appeal is necessary.

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1. Unless there are two outs, this status of a following runner is not affected by a preceding runner's violation or failure to comply.

2. If, on appeal, a preceding runner is the THIRD OUT no following runner shall be allowed to score.

3. If the appealed out is the THIRD OUT and is the result of a force out, neither the preceding nor following runners shall score.

4. If the appealed out is the third out and is the result of the batter-runner not touching first base, preceding runners shall not score.

5. On any appealed play not a force out, all runners in advance of runner being appealed out who touch home plate legally before actual physical completion of the THIRD APPEALED OUT in any inning, shall be counted. Succeeding runners cannot score.

U. When a base runner fails to touch an intervening base or bases in regular or reverse order while the ball is in play and the ball is held legally on the missed base or the runner is legally touched with the ball while off the base. Note: If a runner missed a base and touches it during the process of retouching, the initial violation is considered corrected. This is known as the "last time by" rule.

V. Whenever the catcher or any fielder clearly has the ball and is waiting to tag the runner, the runner must slide or attempt to avoid contact. If, in the umpire's judgment, the runner deliberately and forcefully runs into the defensive player, the runner is declared out and shall be ejected from the game. The ball is declared dead and all other runners must return to the last base touched at the time of the collision. Note: The catcher or any fielder may not block the pathway of the runner unless she has possession of the ball or is in the act of fielding a batted ball or taking a proper position to receive a thrown ball (thrown ball must already be in flight). A fielder not in possession of the ball MUST allow access to the base, otherwise, this is OBSTRUCTION.

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

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

1. The umpire shall call "TIME" when base runners cease to try to advance, because the fielders have the ball ahead of them and all immediate play is apparently completed.

2. Base runners must return to the last base touched and entitled to, immediately when play is stopped in accordance with the above stipulations, they are to remain until able to leave this base legally on the next pitched ball.

B. When, during a live ball play, following a batted ball, the ball is overthrown in either fair or foul territory and does not become a blocked ball.

C. When any legally caught fly ball is first touched by a fielder.



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- D. When a live thrown ball strikes the person of an umpire or base runner.
- E. When a fair batted ball or a live thrown ball accidentally strikes a coach.
- F. When another base runner physically passes a preceding base runner.
- G. When a preceding base runner fails to touch a base as required.

EFFECT B-G: In all these cases the ball remains live with all runners continuing to be in jeopardy.

H. When a fielder deliberately contacts or catches a batted or thrown ball with her cap, glove or any part of her uniform or equipment, while it is detached from its proper place on the fielder's person.

1. On a fair batted ball, or a ball over foul ground in a situation that might become a fair ball, all base runners are entitled to advance 3 bases from the time of the pitch.

2. On a thrown ball all base runners are entitled to advance 2 bases.

3. In each case, the runners may advance further at their own risk, being in jeopardy after reaching the awarded bases. NOTE: If, in the opinion of the umpire, a fair batted ball would have cleared the outfield fence if not interfered with, the batter shall be awarded a home run.

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

A. When a fair batted ball goes over the fence or into a stand without touching the ground, the batter shall be entitled to a home run.

EFFECT: A fair ball that clears the fence before touching anything which is not caught, is a home run. This includes any ball hitting the top of the fence and going over the fence.

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

B. When a fair batted ball bounds or rolls into a stand over, under or through a fence or other boundary of the playing field, base runners are awarded two bases, from the time of the pitch.

EFFECT: This award is made whether or not the batted ball is first touched by a fielder.

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

EFFECT: The umpire must discover this illegal action before a next pitch, either by observation, or because of an appeal from the offensive team. The result of this shall be to revert to the previous pitch,

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disallow the catch and charge an error to the fielder. The ball is dead, and the batter and each base runner are advanced one base.

D. When forced to advance because of the batter being awarded first base.

E. When she is obstructed by a fielder between the bases or as she rounds a base, unless the fielder is trying to field a batted ball, or had the ball in her possession ready to tag the runner.

EFFECT : The obstructed runner shall be awarded at least one base beyond the base she had last legally touched before the obstruction. The umpire should also award the runner all other advanced bases that she believes the runner would have made, had no obstruction occurred, without waiting for an appeal from the offensive team. If the runner continues beyond the base awarded by the obstruction, she then becomes in jeopardy. The ball remains live with all other runners in jeopardy, except any preceding runners, forced by the award for obstruction, shall advance without liability to be put out to the base which they are awarded.

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

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

NOTE: For offensive equipment or team representative causing a blocked ball, the runner closest to home will be declared out and all other runners must return to the last base touched when the ball becomes blocked.

1. When a FIRST throw is made by an infielder trying for a first play, the award is made from the batter's and a base runner's positions at the time of the pitch.

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

G. When an accident or incident occurs that prevents a base runner from proceeding to a base to which she is entitled, as on a home run or other awarded base, a substitute runner shall be permitted to take her place when a play is resumed so to complete the play.

EFFECT A-G: In each and every instance, when a batter or runner is awarded one or more bases, each base must be touched in regular order when advancing; otherwise, the team in the field may make an appeal on the runner at the missed base, which shall be allowed.

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

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

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B. After reaching first base, the batter-runner's momentum causes her to overrun or over slide first base; the batter-runner makes an attempt to start toward second base before returning to retouch first base.

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

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

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

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

EFFECT: (NOTE: the below are APPEAL PLAYS.)

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

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

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

B. Two base runners may not occupy the same base simultaneously.

EFFECT: The first runner touching a base shall be entitled to occupy it until she has touched the next base legally or is forced to leave the base due to the batter becoming a base runner. The following runner may be put out by being tagged with the ball even though both runners are in contact with the same base.

C. A base runner shall not run bases in reverse order to confuse the fielders nor to make a travesty of the game.

EFFECT: The base runner shall be declared out by the umpire and the ball is dead.

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

EFFECT: If the base runner is in contact with the base, she will be awarded two bases from the time of the throw. If she leaves the base too soon, she will be awarded the base she must retouch plus one

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base. It may now become an APPEAL PLAY and the base runner may be put out. The determining factor shall be whether the base runner had possession of the base at the time of the throw.

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

### Section 10. BASE RUNNERS MUST RETURN TO THEIR BASES:

A. When any foul ball is not legally caught.

B. When any illegally batted ball occurs.

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

D. When an offensive player is called out for interference.

E. When an umpire or base runner is struck by a fair batted ball, before it touches a fielder or passes any fielder other than the Pitcher.

F. When time out is called by the umpire.

### EFFECT A-F:

1. The ball is immediately dead.

2. Base runners may be forced to advance if the batter is credited with a hit as per "E" above, thus awarded first base, thereby forcing other runners to advance.

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

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

Section 11. BASE STEALING OR ADVANCING IS NOT PERMITTED AS A RESULT OF ANY PITCHED BALL NOT BATTED: Base runners must keep in contact with their base and may leave it ONLY when a pitched ball has reached or passed home plate, is batted or hits the ground.

### EFFECT:

1. Each pitch not hit becomes dead and base runners must immediately return to their base, as the catcher is returning the ball to the pitcher at her position.

2. After a runner has returned to her base, she cannot leave it again, during a pitched ball situation until the pitched ball again reaches home plate, is batted or touches the ground.

### Section 12. BASE RUNNERS ARE NOT OUT:

A. When a batter-runner overruns or over slides first base and immediately returns to that base.

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- B. When a base runner is required to return to a base and is not given sufficient time to return.
- C. When a base runner is touched with the ball not securely held by a fielder.
- D. When a defensive team does not attempt an appeal play until after a next pitch is made.
- E. When a base runner holds her base until a fly ball is touched, and then attempts to advance.
- F. When a base runner runs outside a baseline, and behind a fielder attempting to field a batted ball.
- G. When a base runner runs outside the baseline, other than to avoid a fielder attempting to tag her with the ball.
- H. When a base runner is hit by a batted ball that has passed or touched a fielder.
- I. When a base runner makes contact with a fielder, not entitled to field the ball, when more than one fielder is attempting to field a batted ball.
- J. When a base runner sliding into a base dislodges it from its proper position.

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

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

EFFECT: Following runners may either touch the dislodged base or touch the original position of the base as if the base were in its proper location.

L. When, while in contact with the base, the base runner is hit with a fair batted ball unless the umpire rules that the ball was intentionally interfered with, or a fielder interfered with, while attempting to field a batted ball.

M. When while in contact or off of a base, the base runner is hit with a fair batted ball that first hits a base unless the umpire rules that the ball was intentionally interfered with, or a fielder with, while attempting to field a batted ball.

EFFECT L-M: The ball remains live with all runners continuing to be in jeopardy.

Section 13. BASERUNNING ADVANCEMENT LIMITATIONS apply to the Junior divisions. The intent of these base running limitations is to reward aggressive play while encouraging put-out attempts by the defense. All limitations are based upon a combination of base runner location(s) at the time of pitch and type of hit. Advancement limitations are not based upon the actions of the fielders, e.g., throwing

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**errors.** Limitations will remain in force even if bases are awarded (e.g., interference, ball thrown out of play). Umpires will indicate the limitations both verbally and by signaling the number with their hand. However, if no signal is given, the appropriate limitation is still in effect.

A. In the 2-3 division, the batter-runner and baserunners are limited to only advancing:

1. One base for a fair hit from off the tee that also reaches the 10' arc. NOTE: this includes a hit that carries to the outfield (grass) on the fly.
2. One base for a fair hit from a coach's pitch that does not carry to the outfield (grass) on the fly.
3. NO LIMIT for a fair hit fly ball from a coach's pitch that first lands in the outfield grass.

B. In the 4-5 division, the batter-runner and baserunners are limited to only advancing:

1. Two bases for any fair hit that does not carry to the outfield (grass) on the fly.
2. NO LIMIT for any fair hit fly ball that first lands in the outfield grass.

EFFECT A-B: These are baserunner advancement limitations, not awards. Runners advance at their own risk. Furthermore, if a baserunner during the course of play advances past her limit, they are in jeopardy (at risk of being put out) if they attempt to return while the ball is live. A player that advances beyond her limit but is safely aboard a succeeding base cannot be put out for simply advancing beyond her limit. The limitations will be enforced after the playing action is over and the umpire calls "time." Players returning to the correct base based upon the limit, are not at risk of being put out. Players must return directly to their appropriate base and cannot correct previous base running errors. This is not considered a "play" for the purpose of making appeals. An appeal cannot be made on a baserunner for missing a base beyond her limit of advance.

**RULE 9. BALL IN PLAY AND BALL DEAD**

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

A. At the start of the game when the pitcher has the ball while standing at the initial pitcher position on the pitcher's plate or in the pitching area, the batter in the batter's box, the catcher in catcher's box and the umpire signals "play."

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

**Section 2. THE BALL IS LIVE AND IN PLAY:**

A. When the pitcher has the ball in her possession at the pitcher's plate.

B. When the pitcher delivers the pitch toward home plate.

C. When the batter hits the pitched ball legally.

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

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

F. When a fly ball is legally caught.

G. When any thrown ball goes into foul territory and is not blocked.

H. When a fair-batted or thrown-live ball accidentally strikes the coach.

I. When a thrown ball strikes an umpire or offensive player.

J. When a fair-batted ball strikes an umpire or base runner after touching a fielder or after passing any fielder including the pitcher/infielder.

K. When a fair ball strikes the umpire or offensive player on foul ground.

L. When base runners have reached the base to which they are entitled because the fielder illegally touched or fielded a batted or thrown ball.

M. When obstruction is called but the runner obstructed cannot be put out until she reaches the base to which she is entitled because of the obstruction.

N. When a base runner must return to a base in reverse order while the ball is live and in play.

O. When a base runner is called out for passing a preceding runner.

P. When a base runner acquires the right to a base by legally touching it before being put out.

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- Q. When a base is dislodged while base runners are progressing around the bases.
- R. When a base runner is called out for being out of the baselines.
- S. When a base runner is forced or tagged out.
- T. When an appeal play is involved or enforced.

EFFECT: This applies during an appeal play situation, which is attempted before the umpire has called "TIME." However, after a DEAD BALL interval, base runners may not advance during the execution of an appeal play, made immediately after the ball is again put in play.

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

### Section 3. THE BALL IS DEAD AND NOT IN PLAY:

- A. When no pitch is declared.
- B. When an illegal pitcher's action is declared.
- C. When a base runner is called out for leaving a base too soon on a pitched ball.
- D. After each pitched ball and strike not batted.
- E. When a pitched ball touches any part of a batter's person.
- F. When a batter bats illegally, or hits the ball with an illegal or altered bat.
- G. When a batter deliberately BUNTS or CHOPS THE BALL DOWNWARD.
- H. When the batter is hit by her own-batted ball, either fair or foul.
- I. When a foul ball is not caught in the air.
- J. When a batter steps completely across the plate, with the pitcher on the pitcher's plate.
- K. Intentionally dropped fair fly ball or line drive, by an infielder. (See 7-2H)
- L. When an offensive team member or their equipment causes a blocked ball.

EFFECT A-L: the ball is immediately dead, and no runner may advance a base.

- M. When an offensive team member causes interference.
- N. When the base runner deliberately crashes into a defensive player who is waiting to make a tag.
- O. When a base runner is off a base and is hit with a fair-batted ball before the ball is touched by or passes through the infielders.



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P. When a blocked ball occurs.

Q. When the ball gets outside the established limits of the playing field.

R. When a coach intentionally interferes with a batted or live-thrown ball.

S. When a ball is caught with an illegal glove in any manner.

T. When a spectator or other person not in the game causes interference.

U. When a batted ball hits an umpire before the ball is touched by, or passes through the infielder, the batter is awarded first base. No base runners may advance except to make room for the batter-runner.

V. When "TIME" is called for any reason by the umpire.

W. When there is obstruction on the batter, which is enforced.

EFFECT M-W: The ball is immediately dead; however, the runners are permitted to retain any bases they may have advanced to, or any bases they may be awarded at the time of, or because of, the interference.

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### Rule 10. Umpires

Section 1. POWERS AND DUTIES: Umpires are the representatives of ASL . As such, they are AUTHORIZED AND REQUIRED to enforce every section and all parts of these rules.

Section 2. GENERAL INFORMATION AND REGULATIONS FOR UMPIRES:

A. Umpires will wear as a uniform:

1. Issued light blue ASL logoed shirt.
2. Athletic shoes (no sandals, flip-flops, etc.).
3. Pants (officials pants, jeans, athletic pants) or shorts. If shorts are worn, they must be of appropriate length with the hem below the fingertips with the wearer's hands at his/her side.
4. At least one umpire should carry an indicator to track balls, strikes, and outs.
5. At least one umpire should have an appropriate time piece in order to track the game time in the event the provided timer malfunctions.
6. Hats, sun glasses, gloves, and jackets may be worn if the weather dictates. If jackets are worn, the jacket should be similar in color to the ASL logoed shirt. At a minimum, the jacket should not be similar in color to the jerseys worn by either team. No clothing should be inappropriate.

B. The umpire working behind the catcher, judging balls and strikes shall be designated Umpire-In-Chief (UIC), with the umpire judging initial base decisions designated as the base umpire.

C. Neither umpire has the authority to set aside decisions made by the other umpire within the limits or scope of her respective duties as outlined in these rules.

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

E. An umpire may consult with his/her associate at any time she desires to do so or when requested to do so by a manager. However, the final decision shall rest with the umpire whose exclusive authority it was to make the decision and who requested the opinion of the other umpire(s). For example, the base umpire may decide on his/her own (or at the request of the manager) to confer with the UIC as to whether or not the first baseman had her foot on the bag when she caught the ball.

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

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G. The umpires shall declare the batter or base runner safe or out without waiting for an appeal for such decision, in all cases where such player is safe or out in accordance with this set of rules. NOTE: Unless appealed to, an umpire does not call a player out for having left a base too soon on a fly ball caught, failing to touch the base as required, batting out of order, or making an attempted start to go to second base, or after the batter-runner has crossed first base, as provided in these rules. No appeal will be considered or allowed after a next pitch is made to a batter, or during a suspension of PLAY.

H. Umpires will work with the ASL Officials Chairperson as requested. Examples include: training, using assigning program, providing contact information, reporting uncommon incidents upon the completion of contests, etc.

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

- A. Call illegal pitcher's actions or unfairly delivered pitches.
- B. Call a base runner out for leaving a base too soon.
- C. Remove a manager, coach, player or team follower for violating these rules.
- D. Call "TIME" when play should be suspended.

E. In the Junior divisions, indicate (by signaling with the appropriate number of fingers and verbally) the number of bases runners may advance. NOTE: in 2-3 division only necessary when the number of bases is unlimited (pitched ball hit so that it carries in the air to the outfield). In 4-5 division not necessary for a 2-base hit.

- F. Ordering field lights turned on.

### Section 4. SPECIFIC DUTIES OF THE UMPIRE-IN-CHIEF (UIC):

- A. He/she shall have full responsibility for the proper conduct of the game.
- B. He/she shall take her initial position behind the catcher.
- C. He/she shall call each pitch not hit a ball or strike.
- D. He/she shall by agreement with, and in cooperation with, the base umpire: call plays, batted balls fair or foul, illegally batted balls and legal or illegally caught balls.
- E. He/she shall determine and declare whether:
  - 1. A batter bats illegally.
  - 2. A batter bunts or chops the pitched ball downward.
  - 3. A fly ball is an infield or outfield fly.
  - 4. A batted ball touches the person of the batter.

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5. A batter strikes at the pitch.

6. All balls down third base line are fair or foul.

7. All balls down first base line are fair or foul when the base umpire is positioned in the middle of the diamond. All balls down first base line before they reach the bag.

8. A fly ball to the outfield is a catch on:

1. All fly balls to the outfield except those that threaten the right field line when the base umpire is in the "A" position.

2. Any fly ball that threatens either foul line (determined by the fielder moving in that direction).

F. He/she shall render base decisions in the following instances:

1. On plays on the base runner at home plate.

2. On an appeal, decide whether a base runner leaves third base too soon on a caught fly ball.

3. Observe all touches by the baserunners at third base and home plate, and, on appeal, declare the baserunner out if she missed the base.

4. On a time play (non-force third out in the inning where a runner crosses the plate), decide and announce whether or not a run will count.

G. Ensure the appropriate time is set to the timer and start it counting down (immediately prior to the first pitch). At the same time, announce the time at the start of the game. Ensure the official (home team) scorekeeper records this time and that each manager knows what was announced. When asked by a manager, report the official time. Enforce the time limit. If there is any time left as the third out in the bottom half of the inning is recorded, then another inning will be played (unless the inning limit has been reached). The TIMER is the official time ONLY in the event of a malfunction should any other time be used.

I. Should a dispute arise during or immediately following the game, assist the scorer to arrive at a correct decision and the score. NOTE: UIC should be available for questions, but the managers should work this out with each other.

### Section 5. SPECIFIC DUTIES OF THE BASE UMPIRES:

A. He/she shall take such positions on the playing field which will give her the best angles and positions for using his/her judgment in rendering base decisions. This will be in agreement with and cooperation of the Umpire-In-Chief. Whenever there are any runners on base, he/she must position himself/herself between second base and the pitcher's plate ensuring he/she is not obstructing the view

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of any fielders or baserunners. This is the "B" position. With no runners on base, he/she should be in foul territory along the first base line, deeper than the first baseman. This is the "A" position.

B. When a ball is batted, he/she normally should render all decisions to be made at any base. He/she must observe the ball, the fielder, and the baserunners and when necessary, anticipate at which base there will be a play and get in the best position to make the call.

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

Section 6. RESPONSIBILITIES OF AN UMPIRE ASSIGNED TO OFFICIATE BY HIMSELF/HERSELF extends to all parts of the field, his/her duties and jurisdiction encompasses all those duties normally covered when more than one umpire is assigned. He/she will station himself/herself behind the catcher to call balls and strikes and moving out on batted balls, he/she may and shall take any position on the field which will in his/her judgment enable him/her to best discharge his/her various miscellaneous duties.

Section 7. UMPIRES CANNOT BE CHANGED DURING THE PLAYING OF A GAME unless they become incapacitated due to any injury or illness or a change is made by the ASL Officiating Chairperson or his/her representative.

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

A. On a decision involving a ball or strike.

B. That a batted ball was fair or foul.

C. That base runner was safe or out.

D. When a game is called for darkness, rain, panic, or other logical reasons. NOTE: typically, this decision will be made by the ASL Officiating Chairperson or his/her representative or a member of the ASL board.

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

Section 9. UMPIRES SHALL ENFORCE ALL THESE RULES:

A. All rules governing the playing of the game are to be followed to the letter with no deviations from the rule permitted. After a warning by an umpire, the umpire should remove the offender from the game, if the offense is repeated. For major offense, remove offender at once. If a player, coach, or manager is removed from the game, "TIME" shall be called and the ASL Officiating Chairperson or his/her representative shall be notified. Umpires WILL NOT take any actions involving spectators. However, if neither ASL personnel or coaches/managers do not address a situation with a spectator that

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should be addressed, "TIME" shall be called and the ASL Officiating Chairperson or his/her representative shall be notified.

B. Each umpire has AUTHORITY to rule on any point or situation, not specifically covered in these rules. Umpires should not necessarily penalize an entire team because of the actions of one or more individuals. The violators are to be removed from the game.

C. Umpires may refuse to impose a penalty for a violation when the impositions of such a penalty would benefit the offending team. As an example, a catcher's obstruction with the batter would result in a delay call.

D. Umpires should work together and cooperate in every effort to assure correct decisions and fair rulings. This applies in all situations, such as sharply hit balls down the foul lines, tag plays on the batter-runner, batted ball hitting base runner, runner leaving any base too soon, or trap type catches; darkness or other weather conditions, players stalling or hastening the game or the pitcher and batter continuing to try to annoy the other excessively. Other times include plate umpire watching the runner at first base or other base, when more than one runner is on base for leaving too soon, or the plate umpire following a batted ball down the right field line, while observing the runners at first base, when the base umpire is in her proper position out near second base, when the ball was batted.

Section 10. SUSPENSION OF PLAY, that is "TIME".

A. The umpire may suspend play when in her judgment, any situation or condition, justifies such action.

B. WHEN IN THE OPINION OF THE UMPIRE ALL IMMEDIATE PLAY RESULTING FROM A BATTED BALL IS APPARENTLY COMPLETED, HE/SHE SHALL CALL "TIME." It is not necessary to return the ball to the pitcher, after a batted ball, to stop the base runners from advancing. When the base runners have ceased trying to move forward, or trying for the next advanced base, because the fielders have the live ball ahead of or in such a position, so that the runners have stopped their advance. The umpire shall call "TIME". However, "TIME" need not be announced. If the runners have stopped trying to move forward and the pitcher has the ball, "TIME" is assumed. Should runners attempt to advance at this time, the umpire should announce "TIME" and return the runner. Furthermore, returning the ball to the pitcher and requesting time by the defense WILL NOT preclude baserunners from continuing to advance. As long as baserunners are continuing to advance, "TIME" shall not be granted.

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

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

E. The umpire shall not give a call or signal for "TIME" when a batter steps out of position after a pitcher has started her delivery motions.

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F. In case of injury or some incident, unforeseen before a batter hits a FAIR BALL, "TIME" shall not be called with the ball in play until all plays in progress have been completed, or the base runners have stopped at their bases. EXCEPTION: If continuing play would jeopardize the health of a player or the unforeseen incident produces an inherently dangerous situation, "TIME" should be called immediately.

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

Section 11. ASL umpires should not allow themselves to remain in a situation where they feel unsafe or threatened. If this occurs, inform both managers that you are suspending the game. Then immediately report to the ASL Officiating Chairperson, his/her representative, or a boardmember.

Section 12. THE GREATEST UMPIRES KNOW THE RULES, HUSTLE WHILE COVERING EACH PLAY AND ARE ABLE TO HANDLE DIFFICULT SITUATIONS WITH EASE AND DIPLOMACY. **SAFETY - SPORTSMANSHIP- RULES**

## APPENDIX A

### 2-3 Division Rules Summary

- Length
  - 5 innings or 60 minutes for Regular Season Games
  - 4 innings and no time limit for Tournament Games
- Pitching
  - Distance: 35 ft
  - Coach pitch 3 pitches
  - After 3 coach pitcher, ball goes on Tee
    - Unless the ball when placed upon the tee is below the batter's knees or above the batter's chest, do not adjust the tee.
    - Not more than one "line-up" half swing
    - Ball must be fair and reach the 10 ft arc, or batter is out
    - Batter must hit the ball (hitting tee is okay, ball must also be struck) or batter is out.
- Runners may only advance one base unless batter hits a coach-pitched ball (not off the tee) so that it carries to the grass on the fly when hit. All base runners and the batter may advance an unlimited number of bases when this occurs.
  - \*\*Outs made during the playing action stand even if runner(s) advanced beyond the limit. Runner(s) advancing past the limit will be returned to appropriate base(s) once there is "time."
- 5 Runs per inning limit
- 2 Coaches in outfield
- Infielders no closer than 10 ft in front of baseline
- Pitcher may not make the play on a runner advancing from third to home if there is a force play at home. She cannot hand the ball to the catcher, nor may the transfer of the ball (roll, toss, etc.) happen within the 10' arc.



## APPENDIX B

### 4-5 Division Rules Summary

- Length
    - 5 innings
    - 3 innings or 65 minutes
  - Pitching
    - Distance: 35 feet
    - No walks. Count begins 1 ball and 0 strikes. Normal rules except once the count goes to 4 balls, the batter's coach pitches. All pitches from the coach are considered strikes. The third strike cannot be a foul ball.
  - Base running limitations.
    - a) 2 bases for any ball that is fair and does not land in the outfield (grass).
    - c) no limit for any fair fly ball that first lands in the outfield grass.
- \*\*Outs made during the playing action stand even if runner(s) advanced beyond the limit. Runner(s) advancing past the limit will be returned to appropriate base(s) once there is "time."
- 5 runs per inning limit
  - Coach: 1 defensive coach in the field
  - Timeout.
    - "Time" will be called (or assumed) when the ball is in possession of a player within 8' of the pitching plate or at a base AND there are no base runners attempting to advance.
    - No out can be made, nor may any runner advance once "time" is signaled by an official
    - Players should NOT yell for "Time." Umpires will grant it once the conditions are met.

## APPENDIX C

### 6-8 Division Rules Summary

- Length
  - 7 innings
  - 4 innings or 70 minutes
- Pitching distance = 40 feet
- Time out
  - “Time” will be called (or assumed) when the ball is in possession of a player within 8’ of the pitching plate AND there are no base runners attempting to advance.
  - No out can be made, nor may any runner advance once “time” is signaled by an official
  - Players should NOT yell for “Time.” Umpires will grant it once the conditions are met.

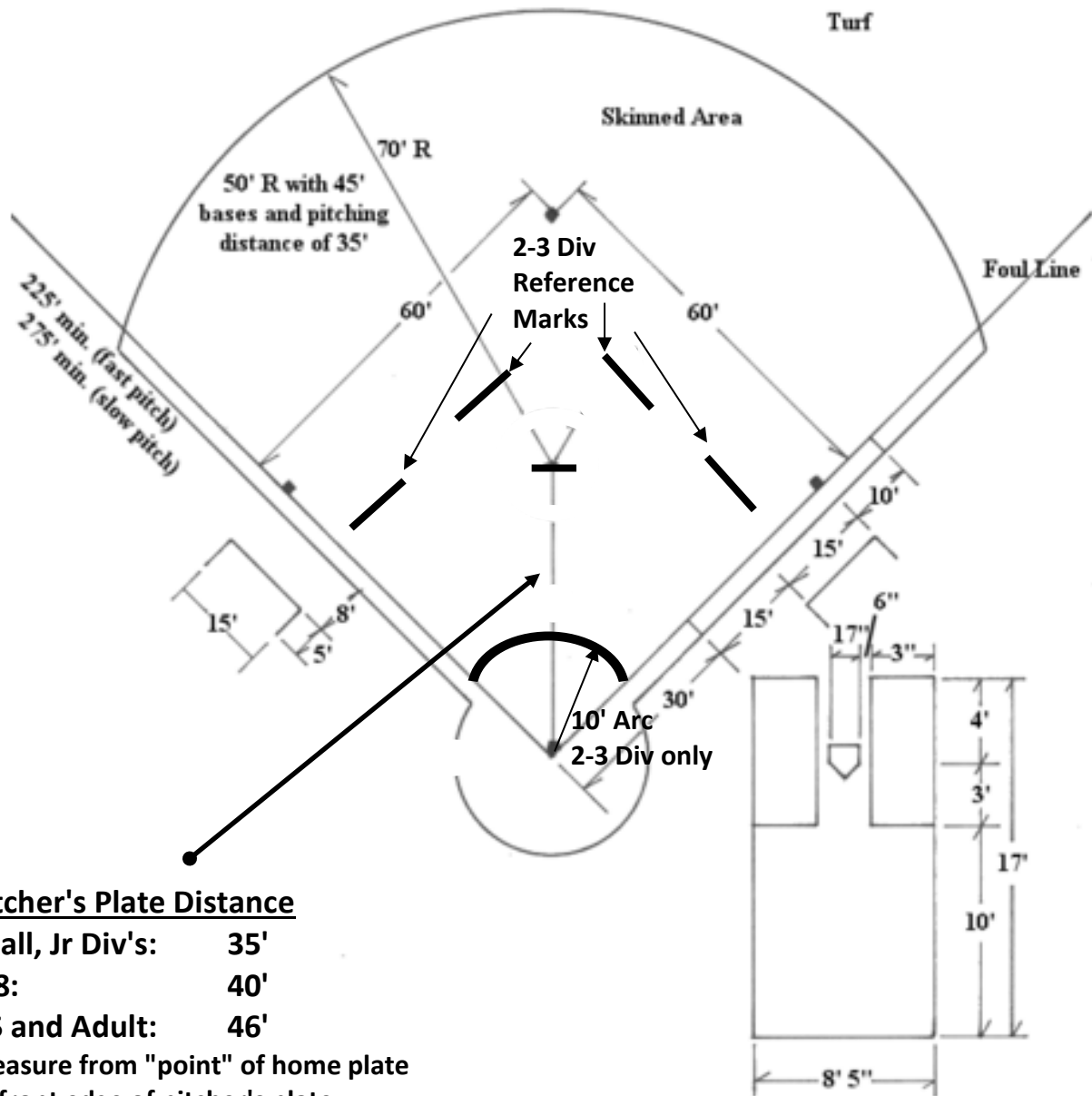
## APPENDIX D

### High School Division Rules Summary

- Length
  - 7 innings
  - 5 innings or 75 minutes
- Pitching
  - Distance = 46 feet
  - Count will begin with a 1 ball and 1 strike
  - Strike 3 cannot be a foul ball (unless a foul tip)
- Time out
  - “Time” will be called (or assumed) when the ball is in possession of a player within 8’ of the pitching plate AND there are no base runners attempting to advance.
  - No out can be made, nor may any runner advance once “time” is signaled by an official
  - Players should NOT yell for “Time.” Umpires will grant it once the conditions are met.
- Defensive player rotation only applies to sitting out equally

## APPENDIX E

### Field Diagram



## APPENDIX F

Bats placeholder

ASA website link: [http://usa.asasoftball.com/e/build\\_batlist\\_one\\_page.asp](http://usa.asasoftball.com/e/build_batlist_one_page.asp)

## APPENDIX G



### NFHS GUIDELINES ON HANDLING CONTESTS DURING LIGHTNING DISTURBANCES

**National Federation of State High School Associations (NFHS)  
Sports Medicine Advisory Committee (SMAC)**

The purpose of these guidelines is to provide a default policy to those responsible for making decisions concerning the suspension and restarting of contests based on the presence of lightning. The preferred sources from which to request such a policy for your facility would include your state high school association and the nearest office of the National Weather Service.

#### **Proactive Planning**

1. Assign staff to monitor local weather conditions before and during events.
2. Develop an evacuation plan, including identification of appropriate nearby shelters.
3. Develop criteria for suspension and resumption of play:
  - a. When thunder is heard, or a cloud-to-ground lightning bolt is seen, the thunderstorm is close enough to strike your location with lightning. Suspend play and take shelter immediately.
  - b. Thirty-minute rule. Once play has been suspended, wait at least 30 minutes after the last thunder is heard or flash of lightning is witnessed prior to resuming play.
  - c. Any subsequent thunder or lightning after the beginning of the 30 minute count, reset the clock and another 30 minute count should begin.
4. Hold periodic reviews for appropriate personnel.

## APPENDIX H

### COMMUNICABLE DISEASE PROCEDURES

While risk of one athlete infecting another with HIV/AIDS during competition is close to non-existent there is a remote risk that other blood borne infectious diseases can be transmitted. For example Hepatitis B can be present in blood as well as in other body fluids. Procedures for reducing the potential for transmission of these infectious agents should not be limited to the following:

1. The bleeding must be stopped, the open wound covered, and if there is an excessive amount of blood on the uniform, it must be changed before the athlete may participate.
2. Routine use of gloves or other precautions to prevent skin and mucous-membrane exposure when contact with blood or other body fluids is anticipated.
3. Immediately wash hands and other skin surfaces if contaminated (in contact) with blood or other body fluids. Wash hands immediately after removing gloves.
4. Clean all blood contaminated surfaces and equipment with a solution made from proper dilution of household bleach (CDC recommends 1-100) or other disinfectants before competition resumes.
5. Practice proper disposal procedures to prevent injuries caused by needles, scalpels, and other sharp instruments or devices.
6. Although saliva has not been implicated in HIV transmission, to minimize the need for emergency mouth-to-mouth resuscitation, mouthpieces, resuscitation bags or other ventilation devices should be available for use.
7. Athletic trainers/coaches with bleeding or oozing skin conditions should refrain from all direct athletic care until the condition is resolved.
8. Contaminated towels should be properly disposed of/disinfected.
9. Follow acceptable guidelines in the immediate control of bleeding and when handling bloody dressings, mouth guards, and other articles containing body fluids.

## APPENDIX I

### NFHS Concussion Guidelines

A concussion is a traumatic brain injury that interferes with normal brain function. An athlete does not have to have suffered a direct blow to the head or lose consciousness (be “knocked out”) to have suffered a concussion.

#### **Common Signs and Symptoms of Concussion Include:**

- Appears dazed or stunned
- Is confused about assignment or position
- Forgets an instruction
- Is unsure of game, score or opponent
- Moves clumsily
- Answers questions slowly
- Loses consciousness (even briefly)
- Shows mood, behavior or personality changes
- Can’t recall events prior to hit or fall
- Can’t recall events after hit or fall
- Headaches or “pressure” in head
- Nausea or vomiting
- Balance problems or dizziness
- Double or blurry vision
- Sensitivity to light
- Sensitivity to noise
- Feeling sluggish, hazy, foggy or groggy
- Concentration or memory problems
- Confusion
- Does not “feel right” or is “feeling down”

#### **Suggested Concussion Management:**

1. No athlete should return to play (RTP) or practice on the same day of a concussion.
2. Any athlete suspected of having a concussion should be evaluated by an appropriate health-care professional that day.
3. Any athlete with a concussion should be medically cleared by an appropriate health-care professional prior to resuming participation in any practice or competition.
4. After medical clearance, RTP should follow a step-wise protocol with provisions for delayed RTP based upon return of any signs or symptoms at rest, while doing school work or with physical activity.

For further details please see the “NFHS Suggested Guidelines for Management of Concussion in Sports” at [www.nfhs.org](http://www.nfhs.org). Revised and Approved October 2013