



CAPE COD SENIOR SOFTBALL LEAGUE RULE BOOK 2026

This rulebook is for the specific use of the umpires, managers and players in the Cape Cod Senior Softball League (CCSSL). It is a stand-alone document and not intended to supplement any other softball rulebook. Where situations arise that are not covered in this document the umpire(s) will use common sense rulings. These rulings are not for appeal. The Rules Committee Chairman is the final authority to interpret and rule on issues regarding these rules.

If there is a game protest, the umpires will stop the game and review the relevant rule in this book. Every effort should be made to adjudicate that protest prior to continuing the game. If that cannot be done in a reasonable time (10 minutes) then accept the protest and continue the game.

The CCSSL Rule Book will be updated as required. Page changes will be provided and users will “remove and replace” pages as they are made available and appropriate updates will be identified in Appendix A

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CCSSL Rules Committee Chairman: Glenn Beard**

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DEFINITIONS

RULE 1 – DEFINITIONS

ALTERED BAT: A bat is considered altered when the physical characteristics of a legal softball bat has been changed.

APPEAL PLAY: A play on which an umpire may not make a decision until requested by a manager, coach or player. The appeal may not be made after any one of the following has occurred:

- A. A legal or illegal pitch,
- B. The pitcher and all infielders have left fair territory,
- C. The umpires have left the field of play.

Exception: Appeals for Courtesy Runner violations must be made prior to the completion of the next at bat.

CCSSL SOFTBALLS: Softballs used in the CCSSL will be as defined by the Board of Directors. BOD approved softballs will be provided to managers prior to the start of regular season play and only those balls may be used for scheduled league games.

BASE ON BALLS: A base on balls allows the batter to reach first base without liability to be put out after the umpire judge's four pitches out of the strike zone or whenever the defensive team announces their willingness to accept a base on balls.

BASE LINE: An imaginary line drawn directly between the bases.

BASE PATH: A direct line between a base and the runner's position at the time a defensive player is attempting to tag a runner.

BATTED BALL: Any ball that hits the bat and lands in fair or foul territory. No intent is necessary.

BATTER-RUNNER: Is a player who has finished a turn at bat but has not been put out Pop or touched first base.

BATTING ORDER: Each active member of a CCSL team must be a part of the batting order. Active means a player must be: on the team roster, present, and physically able to play. The batting order is established before the first pitch of the game by the presentation of a list of each team's batting order (player's number's only) by each team's manager to the plate umpire and the opposing team's manager or scorekeeper. Pool players will be listed as PP1/PP2.

BLOCKED BALL: Is a batted or thrown ball that is touched, stopped or handled by a person not engaged in the game, or which touches any object that that is not part of the official equipment or playing area. A thrown ball touching a base coach (accidentally) during play is NOT a blocked ball.

BUNT: A ball that is intentionally tapped slowly within the infield. Bunts are illegal in CCSSL. Ball is dead and batter is ruled out. All base runners will return to previously held base.

DEFINITIONS

CATCH: A catch is a legally caught ball when a fielder possesses a batted, pitched or thrown ball with the hand or glove.

- A. To establish a valid catch a fielder must hold the ball long enough to prove complete control and/or that the release of the ball is voluntary and intentional. If a player drops the ball after reaching into the glove to remove it or while in the act of throwing, it is a valid catch.
- B. If the ball is only held in the fielder's arms or prevented from dropping to the ground by some part of the fielder's body, equipment or clothing, the catch is not completed until the ball is in the grasp of the fielder's hand or glove.
- C. The fielder's feet must be within the field of play, touching the "out of play" line or in the air after leaving live ball territory in order to have a valid catch. A player who is "out of play" and returns must have both feet touching the playable area or one foot touching and the other in the air, before the catch is legal.
- D. It is not a catch, if a fielder (while gaining control), collides with another player, umpire or a fence, or falls to the ground and drops the ball as a result of the collision or falling to the ground.
- E. A ball that strikes anything other than a defensive player while it is in flight is ruled the same as if it struck the ground.
- F. An illegally caught ball occurs when a fielder catches a batted or thrown ball with anything other than the hand(s) or glove in its proper place. Should the catcher catch any fly ball with the mask, the batter is not out.

CATCH AND CARRY: A legal catch that a defensive player carries into dead ball territory.

CATCHER'S BOX: The area defined by lines, which are considered within the catcher's box. The catcher's body and equipment are considered within the box unless touching the ground outside the box. The catcher must remain in the box until the pitched ball is:

- A. Batted.
- B. Touches the ground, plate, or batter.
- C. Reaches the catcher's box.

CHARGED CONFERENCE: A charged conference takes place when:

- A. Offensive Conference. The offensive team requests a suspension of play to allow the manager or other team representative to confer with the batter, another team representative, and/or runner(s).
- B. Defensive Conference. The defensive team requests a suspension of play and:
 - 1. a representative enters the playing field and talks with any defensive player.
 - 2. a defensive player approaches the dugout and receives instructions.

COACH/MANAGER: A coach is a person who is responsible for the team's actions on the field and he represents the team in communications with the umpire and opposing team.

CHOPPED BALL: A chopped hit ball occurs when the batter strikes downward with a chopping motion of the bat.

COURTESY RUNNER: A courtesy runner is any player who runs for a runner.

DEFINITIONS

DEAD BALL: The term used for a ball that:

- A. touches any object or player out-of-play.
- B. is lodged in umpire's gear or in the offensive player's clothing.
- C. the umpire has ruled dead.
- D. dead ball line is considered in play. Dead ball lines may not be visible on CCSL fields and may be an imaginary line established by the umpire during the pregame conference.

DEFENSIVE TEAM: The defensive team is the team in the field.

DISLODGED BASE: A dislodged base is a base displaced from its proper position.

DISQUALIFIED PLAYER: A player removed from the game for a rule violation. A team may continue to play shorthanded if no substitutes are available. Any disqualified player discovered participating in the game constitutes a forfeit.

DOUBLE PLAY: A double play is a play by the defense in which two offensive players are legally put out as a result of continuous action.

DUGOUT/TEAM AREA: An out-of-play area designated for players, coaches, batboys and official representatives of the team only.

EJECTED PLAYER: A player or coach removed from the game by the umpire, usually for an unsportsmanlike act or conduct. A flagrant act will require the player or coach to leave the grounds for the remainder of the game. Any ejected player or coach discovered participating in the game would constitute a forfeit. The umpire will note the action and game situation and notify (within 24 hours of game completion) the Division President and/or the CCSL Commissioner.

FAIR BALL: A batted ball shall be judged according to the relative position of the ball and the foul line, including the foul pole, and not whether the fielder is on fair or foul territory at the time the fielder touches the ball. It does not matter whether the ball first touches fair or foul territory, as long as it does not touch anything foreign to the natural ground in foul territory and complies with all other aspects of a fair ball. Detached equipment discarded by the offense or defense over fair territory becomes part of the ground and has no effect in determining fair/foul status when a batted ball initiates contact with the equipment (as long as it was not an intentional act by the player when contacting the ball). A fair ball is a legally batted ball that:

- A. Settles or is touched on or over fair territory between home and first base or between home and third base.
- B. Bounces over or past first or third base, which is in fair territory, regardless of where the ball hits after going over the base.
- C. While on or over fair territory, touches the person or clothing of a player or an umpire.
- D. While over fair territory, an offensive player interferes with a defensive player attempting to field a batted ball.
- E. Touches first, second or third base.
- F. First falls or is first touched on or over fair territory beyond first, second or third base.
- G. While over fair territory, passes out of the playing field beyond the out field fence.
- H. Hits the foul pole.

DEFINITIONS

FAIR TERRITORY: Fair territory is that part of the playing field within, and including, the first and third base foul lines from home plate to the bottom of the playing field fence and perpendicularly upwards.

FAKE TAG: A form of **obstruction** by a fielder who neither has the ball nor is about to receive the ball, and which impedes the progress of a runner either advancing or returning to a base. The runner does not have to stop or slide. Merely slowing down when a fake tag is attempted would constitute **obstruction**.

FIELDER: A fielder is any player of the team in the field.

FLY BALL: A fly ball is any ball batted into the air.

FORCE OUT: A force out is an out which is made only when a runner loses the right to the base that the runner is occupying because the batter becomes a batter-runner, and before the batter-runner or a succeeding runner has been put out. If the forced runner, after touching the next base, retreats for any reason towards the base first occupied, the force play is reinstated and the runner may again be put out if the defense tags the runner or the base to which the runner is forced.

FOUL BALL: A foul ball is a batted ball that:

- A. Settles or is touched (not caught) on or over foul territory between home and first base or between home and third base.
- B. Bounds or rolls past first or third base on or over foul territory.
- C. While over foul territory, touches the person, attached or detached equipment or clothing of a player or an umpire, or any object foreign to the natural ground.
- D. While over foul territory, a runner interferes with a defensive player attempting to field a batted ball.
- E. First hits the ground or is first touched (not caught) over foul territory beyond first or third base.
- F. Touches the batter or the bat in the batter's hand(s) a second time while the batter is within the batter's box.
- G. Goes directly from the bat, not higher than the batter's head, to any part of the catcher's body or equipment and is caught by another fielder.
- H. Hits the pitching plate and rolls untouched to foul territory before reaching first or third base.
- I. Foul lines are considered part of the field of play.

FOUL TIP. A batted ball that goes directly from the bat, **not higher than the batter's head**, to the catcher's hand(s) or glove and is legally caught by the catcher.

HOME TEAM: During the regular season the home team is that team designated on the official schedule. During playoffs the highest seeded team will be designated the home team. During the Championship game the team coming out of the winners bracket is designated as the home team. If there is an "as necessary" game the home team will be identified by a coin toss conducted by the umpire prior to the game. The manager of the highest seeded team will have the option of the call.

ILLEGAL BAT: An illegal bat is one that does not meet the requirements of Rule 3.

DEFINITIONS

ILLEGALLY BATTED BALL: An illegally batted ball occurs when the batter hits the ball (fair or foul) and:

- A. When, at the time the bat makes contact with the ball, the **entire foot** is completely outside the lines of the batter's box and **on the ground**.
- B. When, at the time the bat makes contact with the ball, any part of the foot is touching home plate.
- C. An illegal, altered or non-approved bat is used.
- D. When, at the time of contact with the ball, the batter's entire foot has contacted the ground out of the batter's box and returned to hit the ball while inside the box.

ILLEGAL PLAYER: A player who takes a position in the lineup, either on offense or defense, who does not have a legal right to the position.

IN FLIGHT: A term used for any batted, thrown or pitched ball that has not yet touched the ground or some object or person other than a fielder.

IN JEOPARDY: In jeopardy is a term indicating that the ball is in play and an offensive player may be put out.

INELIGIBLE PLAYER: A player who does not meet the requirements of the CCSL. The determination of eligibility is not the responsibility of the umpire. The use of an ineligible player will constitute a forfeit if properly protested.

INFIELD: That portion of the field in fair territory that includes areas **normally** covered by infielders.

INFIELDER: Is a fielder who defends the area of the field around first, second, third or shortstop areas.

INFIELD FLY: A fair fly ball (not including a line drive) that can be caught by an infielder, pitcher or catcher with **ordinary** effort when first and second bases or first, second and third bases are occupied before two are out. Any defensive player who takes a position in the infield at the start of the pitch shall be considered an infielder for the purpose of this rule. The infield fly is ruled when the ball reaches the highest point based on the position of the closest infielder regardless of who makes the play. When it seems apparent that a batted ball will be an infield fly, the umpire shall immediately declare "Infield Fly". The ball is live and runners may advance at the risk of the ball being caught. The runners can tag up and advance once the batted ball is touched. If a declared infield fly becomes a foul ball, it is treated the same as any foul.

NOTE: See INFIELD FLY in Points of Emphasis.

INNING: An inning is that portion of a game within which the teams alternate on offense and defense and in which there are three outs for each team. A new inning begins immediately after the final out of the previous inning.

DEFINITIONS

INTERFERENCE: Interference is the act of an offensive player or team member, umpire or spectator that impedes, hinders, or confuses a defensive player attempting to execute a play. **Contact is not necessary.**

INTENTIONAL WALK: A defensive team may elect to intentionally walk a batter by notifying the umpire and the batter will proceed directly to first base. An individual batter may only be intentionally walked once during a regulation game.

LEGAL TAG:

A. On a Runner. A legal tag occurs when a runner or batter-runner who is not touching a base is tagged by the ball while it is securely held in a fielder's hand or glove. The ball is not considered as having been securely held if it is juggled or dropped by the fielder after tagging the runner, unless the runner deliberately knocks the ball from the hand(s) or glove of the fielder.

B. Base. Once the defensive player has control of the ball in the hand(s) or glove, the base may be touched with any part of the body to be a legal touch. (e.g. the defensive player could touch the base with a foot, with a hand, sit on the base, etc.) This would apply in force out or appeal situations.

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

NON-APPROVED BAT: A bat that does not meet the requirements of Rule 3

NON-FIELDER (NF). A player who plays on offense only. This position is intended to allow an injured player to have an opportunity to participate on offense without having to play defense. A player must agree with the manager's decision to use him on offense only. A team which employs an NF may request a pool player(s) if they have less than 11 players (including the NF).

OBSTRUCTION: Obstruction is the act of a defensive team member:

A. Who hinders or prevents a batter from striking at or hitting a pitched ball.

B. Who impedes the progress of a runner or batter/runner who is legally running the bases unless the fielder is:

1. in possession of the ball.

2. in the act of fielding a batted ball *or about to receive a thrown ball.*

NOTE: **Contact is not necessary to impede the progress of the runner.**

OFFENSIVE TEAM: The offensive team is the team at bat.

ON-DECK BATTER: The on-deck batter is the offensive player whose name follows the name of the batter in the batting order.

OUTFIELD: The outfield is that portion of the field in fair territory that is normally covered by outfielders.

DEFINITIONS

OUTFIELDER: An outfielder is a fielder who defends the area of the field that the left, left-center, right-center, and right fielders normally play.

OVERTHROW: An overthrow occurs when a thrown ball from a fielder goes beyond the boundary lines of the playing field (dead ball territory), or becomes a blocked ball.

PITCHING SCREEN: A screen will be provided at each field for the protection of the pitchers-Pitching Screen procedures and rules are found in Rule 6.

PLAY BALL: Play ball is the term used by the plate umpire to indicate that play shall start and shall not be declared until all defensive players are in fair territory except the catcher, who must be in the catcher's box, and all runners are properly on base.

PROTESTS: There are three types of protests (Refer to Rule 5 Section 12):

- A. Misinterpretation of a playing rule.
- B. Illegal player.
- C. Ineligible player.

QUICK PITCH: Is a pitch made with the obvious attempt to catch the batter off balance. This would be before the batter takes a desired position in the batter's box or while the batter is still off balance as a result of the previous pitch. The Umpire will declare "no pitch".

RUNNER: Is an offensive player who has reached first base and has not yet been put out.

ROSTER: *The permanent roster consists of players assigned to the team. The game roster consists of permanent roster player present, plus pool players (maximum of two).*

SACRIFICE FLY: Is declared when, with fewer than two outs, the batter scores a run with a fly ball or line drive that is caught or dropped if in the judgment of the scorer the runner could have scored had the ball been caught.

SLIDING: Runners may slide at their option into second and third base (head or feet first). However, if in the judgment of the umpire the runner interferes with the defensive player, the runner will be called out. Runners are NOT required to slide as it is their OPTION. Also, a runner returning back to first, second, or third base may slide or dive back to the bag.

STARTING PLAYER: All players who are present and physically able to play are considered starting players. Each starting player will bat in his established order (see Batting Order above) and will play defensively at least 4 innings per game unless he/she specifically requests fewer due to physical limitations.

STEALING: Runners are prohibited from "stealing" a base in CCSSL.

STRIKE ZONE: a legal pitch that meets the minimum/maximum arc requirements and strikes anywhere on home plate or the designated "bang board extension" prior to touching the ground.

DEFINITIONS

SUBSTITUTE: If a team member arrives after the first pitch of the game he will be inserted last in the batting order and will adhere to the requirement of a starting player (see above).

TRAPPED BALL: A trapped ball is:

- A. a batted ball which hits the ground or fence prior to being caught.
- B. a thrown ball to any base for a force out which is caught with the glove over the ball on the ground rather than under the ball.

TIME: A term used by the umpire in order to suspend play.

TURN AT BAT: A turn at bat begins when a player first enters the batter's box and continues until the player is put out, or becomes a batter-runner while at bat.

PLAYING AREA

RULE 2 - PLAYING AREA

SECTION 1. The playing field is the area within which the ball may be legally played. It shall be a clear and unobstructed area between the foul lines and within the radius of the fences (if installed). If the base distances (65') or the pitching rubber distance (50') is found to be wrong during the course of the game, the error will be corrected immediately and play will continue.

SECTION 2. If there are unusual circumstances (wet areas, overhanging limbs) which may hinder play, both managers and the umpire(s) will determine local rules for the situation and will be covered in the pregame managers conference. In case of safety issues; If there is no agreement by all parties the game will be postponed.

SECTION 3. PLAYING FIELD AND DIMENSIONS:

- A. Bases: 65' between bases
- B. Pitching Zone: A rectangular area encompassed by the pitching rubber (6'X24") and ten feet back from the front of the rubber.
- C. Home Plate: Standard 5 sided plate that is overlaid by the Strike Zone Mat (sometimes referred to as the "bang board").
- D. Strike Zone Mat. A 19" by 34 1/2" mat used to determine balls and strikes. The front of the mat will be aligned with the front of home plate. A ball with the proper arc (at least 6' and no higher than 12') that strikes the mat prior to hitting the ground is a strike. Otherwise it is a ball. All plays at home are force plays and the defensive player may touch any part of the Strike Mat to record an out.
- E. Batter's Box/Mat. The box/mat is positioned 6 inches from and parallel to home plate. The end closest to the pitcher is 4 feet ahead of a line drawn through the middle of the white portion of the plate and the rear portion is 3 feet behind that line.
- F. Bases: Bases will be those provided by the league or town. A Safety Base will be positioned in foul territory and in line with first base. It will be offset from the foul line by 18". *Whenever there is a legitimate throw in an attempt to put the batter-runner out at first base or an unassisted force out, the defense must use the white portion and the batter-runner the Safety Base. In Division 4, safety bases at first base and at third base may be used as a runner's starting position when a batter is hitting.*
- G. Commitment line: A 6' line will be marked perpendicular to the third base foul line and twenty feet from the back left corner of home plate.
- H. Scoring Plate: An additional home plate Safety base, identical to home plate will be positioned such that the back point of the Scoring Plate is 8' from the left front (3rd base side) of Home Plate and lies in line with the first base line.
- I. See Diagrams Field Diagram

EQUIPMENT

RULE 3 – EQUIPMENT

- A. **SECTION 1. BATS** All bats used in CCSSL activities must appear on the SSUSA Approved Bat List, and have NTF Certification, or a SSUSA logo attached. All bats must be stamped with 1.21 BPF (Bat Performance Factor) or less. Bats that are certified by USA softball (USA/ASA), and not on the USA Softball Non-Approved List may be used in CCSSL
- B. Shall not be more than 34" (86.36 cm) long, nor exceed 38 ounces (1,077.3 g) in weight.
- C. Shall not have exposed rivets, pins, rough or sharp edges or any form of exterior fastener that would present a hazard.
- D. Shall have a safety grip of cork, tape (no smooth, plastic tape) or composition material. The safety grip shall not be less than 8" (20.32 cm) long and shall not extend more than 15" (38.1 cm) from the small end of the bat. Any molded finger-formed grip made by the bat manufacturer, if used, must be permanently attached to the bat or attached to the bat with safety tape. Resin, pine tar or spray substances placed on the safety grip to enhance the grip are permissible on the grip only and may not be applied to the barrel of the bat. Tape applied to any bat must spiral continuously. It does not have to be a solid layer of tape. Taping of a bat less than the required length is considered illegal. Bear Grip, Dome Style Power Grip, Finger Style and Sure Grip are all approved.
- E. Shall have a safety knob of a minimum of ¼ inch protruding at a 90-degree angle from the handle. It may be molded, lathed, welded or permanently fastened. A "flare" or "cone" grip attached to the bat will be permissible as long as it is a commercially manufactured flare or cone. Taping into a cone will be considered altered. The knob may be taped as long as there is no violation of this section.
- F. Bat characteristics shall remain fixed at time of manufacture and may not be altered in any way other than specifically allowed in Rule 3, Approved bats shall be considered altered if they are rolled, shaved, repainted, weighted, or modified to change the characteristics from that produced by the manufacturer.

SECTION 2. BALLS. Each year the Board of Directors will select the ball to be used during the regular season. Team managers/coaches will receive enough new softballs to use for their home games. For each home game the manager will provide one new and one nearly new ball to be used for the game.

SECTION 3. GLOVE/MITT. A glove/mitt may be worn by any player and may not exceed 15" from heel to top of thumb.

SECTION 4. FACE MASK. The League requires that pitchers wear a face mask and urges pitchers to use other protective equipment such as shin guards, throat protection cup and chest protector.

SECTION 5. UNIFORM. Managers will be provided with enough uniforms to outfit each player on the team. Each player is **STRONGLY** encouraged to wear the **ENTIRE** uniform at each game.

EQUIPMENT

SECTION 6. SHOES. Any athletic shoe is acceptable, except metal cleats may NOT be worn.

SECTION 7. UMPIRE'S JUDGMENT. The plate umpire may exercise his judgment in allowing equipment/jewelry or attire. If he deems it to be a safety issue or inappropriate for the image of the CCSSL he may request the player/manager take action or appropriate penalties will be enforced.

PLAYERS, COACHES AND POOL PLAYER

RULE 4 – PLAYERS, POOL PLAYERS AND MANAGERS

SECTION 1. PLAYERS. Each team may field eleven (11) players. All players present will comprise the batting order. The maximum number of innings a player who is not injured nor designated as a non-fielder can be compelled to sit out per game is three (3). Violations are to be brought to the Division President for action. Penalty for players not playing required number of innings is an appeal warning for first offense. Manager and player ejected on second offense.

SECTION 2. FEWER THAN 11 PLAYERS. A team with fewer than nine (9) players, including any pool players after scheduled game time will forfeit the game. A player must be in the dugout or on the field area to be put into position in the batting order. Players arriving after the game has started will be added and bat at the end of the batting order.

SECTION 3. INJURIES OR EJECTIONS: If through injuries, ejections or any series of events that reduces a team's roster to less than nine (9), after the game has started, the manager of the affected team may choose to continue the game with his reduced roster or choose to stop the game and take a forfeit. If a player is ejected an out will be called each time he is due to bat.

SECTION 4. PLAYER INJURY (GAME ENDING) if a player is injured or gets sick and by mutual agreement of the manager and player, has to leave the game due to that injury or sickness, no out is called in the batting order when that player is scheduled to bat. The batting order continues to the next batter.

SECTION 5. PLAYER DEPARTURE. If a player must leave the game for other than an injury or medical reason, the coach/manager will notify the umpire and an out will be recorded each time he is due to bat.

SECTION 6. POOL PLAYER(S):

- A. A team that expects less than eleven (11) roster players for a particular gamemay request a Pool Player(s)
- B. Pool Players may only play Catcher, Right Field, Right Center Field and Second base positions, except in the Cassidy Division (D1) where they may play any defensive position.
- C. Must play every inning.
- D. Bat last (and second to last if two pool players) in the batting order, except in the Cassidy Division where they may bat anywhere in the batting order.
- E. If the game has started and a roster player arrives, that roster player will bat last, unless that roster player pushes the total number of players to above 11. In this case the roster player is not permitted to play.
- F. If a pool player bats earlier in the order, then he is batting out of order and the appropriate rule(s) apply. If a pool player bats any place other than last (or nextto last if two pool players) during his first at bat, he is batting out of order. If no appeal is made prior to the first pitch to the next batter or after the defense has left the field,
- G. it is too late to make an appeal and the pool player is now locked into that battingorder position.

PLAYERS, COACHES AND POOL PLAYER

SECTION 7. COURTESY RUNNERS

- A. Each batter must reach first base on his own.
- B. A courtesy runner may be used for a base runner at any time during suspension of play.
- C. Any player on the roster may be used as a Courtesy Runner but that player may not run more than once in a regulation game. **Exception: Winnett and Rose Divisions:** *A player may be used as a courtesy runner TWICE per game including twice in the same inning and ONCE in extra Innings.*
- D. He becomes the Courtesy Runner once the offensive manager announces his entry to the home plate umpire and he has touched the base to which he is allowed.
EFFECT: If appealed as an illegal Courtesy Runner the runner is ruled out.
- E. If a Courtesy Runner is on base when his time at bat occurs:
EFFECT: The runner is ruled out but he does not lose his turn at bat.
- F. A runner who is replaced by a Courtesy Runner may not be used as a Courtesy Runner during that inning.
EFFECT: The runner is ruled out.
- G. The Courtesy Runner list will start over in the event of extra innings.
- H. In extra innings a Courtesy Runner may not be used for the player placed at second base at the beginning of each half inning. However, once that runner reaches third he may be granted a Courtesy Runner.
EFFECT: The runner is ruled out if appealed.
- I. Appeal of Courtesy Runner rules. Any violation of the Courtesy Runner is an appeal and may be made at any point prior to the completion of the next at bat. Once the next at bat is completed the Courtesy Runner is considered to be legal.
EFFECT: if properly appealed the umpire will rule the runner out.

SECTION 8. MANAGERS.

- A. The team manager will:
 - 1. be designated by the CCSSL Commissioner prior to the start of each season.
 - 2. be responsible for his team actions on the field.
 - 3. represent the team in all communications with the umpire(s). If there is any controversy or prolonged discussion ONLY the team manager (or his designated representative) will communicate with the umpires. Other players MUST refrain from entering the discussions. Prior to engaging the coach/manager in a discussion the umpire should ensure all players have withdrawn from the vicinity.
 - 4. take action to ensure that an accurate scorebook is being kept by the team, either by the manager himself or by designated scorekeeper(s). Each scorebook should, at least, record the results of his team's at-bats and the opposing team's runs each inning. Before start of each game managers will exchange lineups with opposing managers.
- B. Base Coach. The base coach is a player or manager who occupies the coach's box at first or third base to direct the offensive team players. He may have the appropriate material (paper pencil etc.) for scorekeeping purposes. He may leave the coach's box to direct or signal offensive players but must not intentionally interfere with the play. This includes both physical and verbal actions.

PLAYERS, COACHES AND POOL PLAYER

SECTION 9. EJECTED PARTICIPANT. An ejected participant must leave the grounds and have no contact with the umpires or other participants. IF he refuses to leave the grounds, the umpire will declare a forfeit.

SECTION 10. BLOOD RULE. A game participant or umpire who is bleeding or has blood on their uniform is prohibited from participating in the game. It is the umpire's judgment to determine a reasonable time to allow for treatment and removal of any blood residue.

SECTION 11. INJURED PLAYER. If during live ball action a player appears to be seriously injured, the umpire may immediately announce "Dead Ball" and make the appropriate awards after the injured player is attended to.

SECTION 12. NON-FIELDER. Before a game, a manager may designate to the home plate umpire and opposing manager one player as a Non-Fielder (NF). That player will play offense only. The NF will continue in that role for the entire game, except to enter as a fielder (no other player available) for a player who is injured during play and has to leave the lineup for the remainder of the game, in which case no other player may assume the NF role. The NF role is intended to allow an injured player to have an opportunity to participate on offense without having to play defense. The designation of NF will only be made with the player's agreement to fill that role

THE GAME

RULE 5 - THE GAME

SECTION 1. Home Team. The team designated as the Home Team will bat last in the inning.

SECTION 2. FITNESS OF THE GROUNDS. Prior to the game the umpire and both managers will consult on the fitness of the grounds for play. Once the game begins the umpire is the sole judge as to the fitness of the grounds.

SECTION 3. REGULATION GAME. A regulation game shall consist of seven (7) innings. A full seven (7) innings need not be played if the team second at bat (home team) scores more runs than the (visiting team) other team in six and one-half (6 1/2) innings and/or before the third out in the last of the seventh inning.

A. A game that is tied at the end of seven (7) innings shall be continued by playing additional (extra) innings until one team has scored more runs than the other team at the end of a complete inning, or until the team second (home team) at bat has scored more runs in their half of the inning before the third out is made.

NOTE: See extra innings procedure Section 11.

B. A game called by the umpire shall be a regulation if five (5) or more complete innings have been played, or if the home team has scored more runs in four (4) or more innings than the other team (visiting team) has scored in five (5) or more innings. The umpire is empowered to call a game at any time because of darkness, rain, fire, panic or any other cause that places the patrons or players in peril.

C. Games that are not considered regulation shall be completed later at the exact point where they were stopped. The League will schedule the date, time and place. Both managers must record, be aware of and agree on the game ending details: (base runners, batting order, outs, count, etc.), and be verified by the attending umpire(s). These game statistics should be presented to the umpire when the game is resumed.

D. A regulation tie game shall be declared if the score is equal when the game is called at the end of five (5) or more complete innings, or if the home team has equaled the score of the visiting team in the incomplete inning.

E. Games that are tie games shall be completed later at the exact point where they were stopped. The League will schedule the date, time and place.

F. Game Winner. The score of a called regulation game shall be the score at the end of the last complete inning, unless the team second at bat has scored an equal number or more runs than the first team at bat in the incomplete inning. In this case, the score will be that of the incomplete inning.

G. Double headers will be of either 5, 6 or 7 innings by mutual agreement of the managers. The home plate umpire may adjust the length of the second game due to approaching darkness or other mitigating circumstances in concert with the managers. Time-saving strategies include limiting infield and pitching warmups, and allowing the 1 and 1 count. Umpires can enforce the one minute interval between the end of each previous half inning and the first pitch of the next half inning

THE GAME

SECTION 4. FORFEITED GAMES. A Forfeited Game shall be declared by the umpire in favor of the team not at fault in the following cases:

- A. The required number of players who must be present at game time is nine (9) including up to two (2) pool players in order to avoid a forfeit.
- B. If a team fails to appear on the field, or, being on the field, refuses to begin a game for which it is scheduled or assigned within a time set for forfeitures by the organization that the team represents.
- C. If one side refuses to continue to play after the game has begun, unless the game has been suspended or terminated by the umpire.
- D. If, after play has been suspended by the umpire, one side fails to resume playing within two minutes after "play ball" has been declared by the umpire.
- E. If the order for the ejection of a player, manager/coach is not obeyed within one minute.
- F. If the ejection of a player or players from the game results in fewer than the required number of players to continue the game.
- G. If an ejected player is discovered participating in the game
- H. Once a game has been forfeited, the forfeit cannot be changed.
- I. If an umpire is physically attacked by any team member or spectator.
- J. If a game is played under rules **changed by the managers**, the game may be declared a forfeit for both teams.

SECTION 5. SCORING OF RUNS.

A. One run shall be scored each time a runner touches first, second, third bases and the Home Plate Safety Base. Exception: Home run hit over a fence (see Section H). All plays at the Home Plate Safety Base are force plays. The runner must touch the Safety Base prior to a defensive player, in possession of the ball, touching any part of the Strike Plate. A runner attempting to score shall continue to the Home Plate Safety Base once he has passed the Commitment line and may not retreat *back over the commitment line*.

B. A runner may not touch or jump over the Strike Plate.

EFFECT (A-B): The runner will be called Out and the ball continues in play. This is not an Appeal Play. The umpire will rule immediately.

C. No run shall be scored if the third out of the inning is the result of:

- 1. A batter-runner being called out prior to reaching first base or
- 2. Any other runner forced out due to the batter becoming a batter runner.
- 3. On an appeal play, the force out is determined when the appeal is made, not when the infraction occurred.
- 4. A runner being put out by a tag or live ball appeal play prior to the lead runner touching home plate.
- 5. A preceding runner is declared out on an appeal play.

NOTE: An appeal can be made after the third out in order to nullify a run. No run shall be scored if a "fourth out" is the result of an appeal of a base missed or left too soon on a runner who has scored.

SECTION 6. GAME WINNER. The winner of the game shall be the team that scores more runs in a regulation game.

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

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B. The score of a regulation tie game shall be the tie score when the game was terminated

C. The score of a forfeited game shall be 7- 0 in favor of the team not at fault.

SECTION 7. CONFERENCES.

A. **Offensive Conference.** There shall be only one charged conference between the manager and/or other team representative(s) and the batter, another team representative, and/or runner(s) in an inning. The umpire shall not permit any such conferences in excess of one in an inning.

EFFECT: Ejection of the manager or coach who insists on another charged conference.

B. **Defensive Conference.** There shall be only three charged conference(s) between the manager or other team representative from the dugout with any defensive player(s) in a seven inning game. For every inning beyond seven, there shall be one charged conference per inning between the manager or other team representative from the dugout with any defensive player(s).

EFFECT: The fourth, and each additional, charged conference in a seven inning game, or for any charged conference in excess of one per inning in an extra inning game, shall result in the removal of the pitcher from the pitching position for the remainder of the game. The removed pitcher can play another position on defense but cannot pitch again.

C. The following are not defensive conferences:

1. If the team representative enters the playing field and informs the umpire prior to verbal comments with any defensive player that the pitcher will be removed.
2. Shouting instructions from the dugout area to the pitcher.

SECTION 8. HOME RUN RULE. Over the Fence Home run limit is five per game per team. Any subsequent over the fence home runs is an out. All runners will return to the previous base. This applies to all divisions.

SECTION 9. RUN AHEAD RULE. There is no Run Ahead Rule in CCSSL. All games will be played to completion as noted in Sections C and D above. However, a team may only score 5 runs in innings one (1) through six (6). In the 7th inning and beyond there is no limit to the number of runs. All runners must complete their running responsibilities to the next base when the 5th run is scored. Exception: Home Run.

SECTION 10. DUGOUT CONDUCT. Coaches, players, substitutes, or other bench personnel shall not be outside the designated bench dugout area except when the rule allows or justified by the umpire.

EFFECT: The first offense is a team warning. Any repeat offense shall result in the ejection of that Team Member.

SECTION 11. TIE BREAKER. If, after the completion of seven (7) innings of play, the score is tied, the following tie-breaker rule will be played to determine a winning team.

A. Starting with the top of the eighth inning, and each half inning thereafter, the offensive team shall begin its turn at bat with the player who is scheduled to bat last in that respective half inning being placed on second base (e.g., if the number five batter is the lead off batter, the number four batter in the batting order will be placed

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on second base.

B. If a team is in the tiebreaker and the absent player (See Rule 4, Section 5) is the one who should begin the half inning at second base, do not declare an out. Instead, place on second base the player whose name precedes the absent player's name in the line-up.

SECTION 12. PROTEST.

A. The CCSSL will receive game protests in accordance with League Rules and Policies. Protests will not be received or considered if they are based solely on a decision involving the accuracy of judgment on the part of an umpire. Examples of protests which will not be considered are:

1. Whether a batted ball was fair or foul.
2. Whether a runner was safe or out.
3. Whether a pitched ball was a ball or a strike.
4. Whether a pitch was legal or illegal.
5. Whether a runner did or did not touch a base.
6. Whether a runner did or did not leave a base too soon on a caught fly ball.
7. Whether a fly ball was or was not caught legally.
8. Whether it was or was not an infield fly.
9. Whether there was or was not interference or obstruction.
10. Whether the field is or is not fit to continue or resume play.
11. Whether there is or is not sufficient light to continue play.
12. Whether a player or live ball did or did not enter a dead ball area or touch some object or person in a dead ball area.
13. Whether a batted ball did or did not clear the fence in flight.
14. Whether a batted ball was or was not touched by a fielder before clearing the fence in flight.
15. Any other matter involving only the accuracy of the umpire's judgment.

B. Protest types.

1. There are three types of protests:
 - a. Misinterpretation of a playing rule - must be made:
 1. before the next pitch,
 2. before the next play
 3. before all infielders have left fair territory,
 4. on the last play of the game, before umpires leave the playing field.
 - b. Illegal player - must be made while they are in the game and before the umpires leave the playing field.
- NOTE: An umpire cannot reverse a decision after a pitch (legal or illegal) to the next batter.
- c. Ineligible player - can be made any time. Eligibility is the decision of the CCSSL Protest Committee.
 - d. Protests may involve both a matter of judgment and the interpretation of a rule. EXAMPLE: With one out and runners on second and third, the batter flies out. The runner on third base tags up after the catch, but the runner on second does not. The runner on third crosses the plate before the ball is played at second base for the third out. The umpire does not allow the run to score. The questions as to whether the runners left their bases before the catch or whether the play at second base was made before the runner on third crossed the plate are solely matters of judgment may not be protested. It is a misinterpretation of a playing rule and a proper subject for protest however, if the umpire fails to allow the run to score.

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- C. The manager, acting manager of the protesting team shall immediately notify the plate umpire that the game is being played under protest. The plate umpire shall in turn notify the opposing manager. To aid in the correct determination of the issue, all interested parties shall take notice of the information, details and conditions surrounding the decision to protest.
- D. The manager's official written protest must be filed within 24 hours.
- E. The written protest should be sent/delivered/forwarded to the Division President who will then forward it to the CCSSL Commissioner. The Commissioner will then convene the Protest Committee in accordance with League policies. The written protest will contain the following information:
1. The date, time and place of the game.
 2. The names of the umpires and scorers.
 3. The rule and section of the official rules or ground rules under which the protest is made.
 4. The information, details and conditions pertinent to the decision to protest.
 5. All essential facts involved in the matter protested.
- F. The decision rendered on a protested game must result in one of the following:
1. The protest is considered to be invalid and the game score stands as played.
 2. When a protest is determined to be valid because of the misinterpretation of a playing rule, the decision will be corrected and the game shall be replayed from the point at which the incorrect decision was made. If the protesting team wins the game the protest then becomes meaningless.
 3. When a protest for ineligibility is determined to be valid, the offending team shall forfeit the game being played or the game last played to the offended team.

PITCHING RULES

RULE 6 - CCSSL PITCHING RULES

SECTION 1. PRELIMINARIES.

- A. The pitcher must take a position with *at least* one foot firmly on the ground inside the Pitching Zone (as defined in Rule 2 Section 3.)
 - B. The pitcher must come to a full and complete stop with the ball in front of the body. The front of the body must face the batter. This position must be maintained at least one second before starting the delivery.
 - C. The pitcher shall not be considered in the pitching position unless the catcher is in position to receive the pitch.
- EFFECT A-C:** A dead ball should be called, an illegal pitch ruled, a warning is issued, and repeated action would result in the pitcher ruled illegal, and removed from the pitching position.

SECTION 2. STARTING THE PITCH. The pitch starts when the pitcher makes any motion with the ball that is part of the delivery after the required stop.

SECTION 3. LEGAL DELIVERY.

- A. The pitcher must not make any motion to pitch without immediately delivering the ball to the batter.
 - B. The delivery is a continuous motion.
 - C. The pitcher must not use a delivery in which there is a stop or reversal of the pitching motion.
 - D. The pitcher must deliver the ball toward home plate on the first forward swing of the pitching arm past the hip with an underhanded motion. The palm of the hand can be over or under the ball.
 - E. One foot must remain inside the Pitching Zone until the pitched ball leaves the hand. If a step is taken, it can be forward, backward, or to the side, provided one foot stays within the Pitching Zone.
 - F. The pitcher must not pitch the ball behind the back or through the legs.
 - G. The pitch shall be released at a moderate speed. The speed is left entirely up to the judgment of the umpire. The umpire shall warn the pitcher who delivers a pitch with excessive speed. If the pitcher repeats such an act after being warned, the pitcher shall be removed from the pitcher's position for the remainder of the game.
 - H. The ball must be delivered with perceptible arc and reach a height of at least six feet from the ground, while not exceeding a maximum height of 12 feet from the ground.
 - I. The pitcher must not continue the pitching motion after the ball is released.
 - J. The pitcher has 10 seconds to release the next pitch after receiving the ball, or after the umpire indicates "play ball".
 - K. The pitcher shall not deliver a pitch from the glove.
 - J. If at any time during the game it is obvious to the umpire that the pitcher is not attempting to throw a strike the umpire may declare "no pitch" and direct the pitcher to deliver a "normal" pitch. This does not restrict the defensive team from intentionally walking an individual player once per game. In extra innings, the Intentional walk rules are reinstated as if it were the first inning.
- EFFECT: Section 3 A-K.** The umpire will call an illegal pitch and a ball will be called on the batter, but if the batter swings at or hits an illegal pitch it is nullified and all action stands.

PITCHING RULES

SECTION 4. DEFENSIVE POSITIONING. The pitcher shall not deliver a pitch unless all defensive players, except the catcher, are in fair territory. A fielder shall not take a position in the batter's line of sight, or, with deliberate unsportsmanlike intent, act in a manner to distract the batter. A pitch does not have to be released. This does not prohibit the defensive player from making small adjustments in his defensive positioning as the pitch is released.

EFFECT: After an initial warning the umpire may eject the defensive player for repeated acts. If the ball is pitched it is an illegal pitch and a ball will be called on the batter. If the batter swings at or hits an illegal pitch it is nullified and all action stands.

SECTION 5. FOREIGN SUBSTANCE. A defensive player may not, at any time during the game, be allowed to use any foreign substance upon the ball, the pitching hand or fingers. The umpire may allow use of resin to dry the hands. The pitcher may wear tape on the fingers or a sweatband on the wrist or forearm. Batting gloves may NOT be worn on the pitching hand.

EFFECT: An illegal pitch shall be called on the first offense. If any defensive player continues to place a foreign substance on the ball he shall be ejected from the game.

SECTION 6. CATCHER. The catcher must remain in the catcher's box until the pitched ball is batted, touches the ground, plate, batter, or reaches the catcher's box. The catcher shall return the ball directly to the pitcher after each pitch once he has gained possession of the ball.

EFFECT: A ball on the batter.

SECTION 7. QUICK PITCH. The pitcher shall not attempt a quick return of the ball before the batter has taken a position in the batter's box or when the batter is off balance.

EFFECT: It is an illegal pitch and a ball will be called on the batter. If the batter swings at or hits an illegal pitch it is nullified and all action stands.

SECTION 8. WARM-UP PITCHES. *Before each half of the first inning and when a relief pitcher first enters the game he may throw up to five warm up pitches.* Thereafter, at the beginning of each half inning not more than one minute may be used to deliver not more than three warm-up pitches. A pitcher shall be penalized by awarding a ball to the batter for each excessive warm-up pitch. This does not apply if the umpire delays the start of play due to substitutions, conferences injuries and other umpire responsibilities. A pitcher returning to pitch in the same inning will not receive any warm-up pitches. There is no limit as to the number of times a pitcher may return to pitch.

SECTION 9. NO PITCH. No pitch shall be declared when:

- A. The pitcher pitches during suspension of play
- B. A runner is called out for leaving the base before the pitched ball:
 - 1. reaches home plate (is in the area immediately above the home plate area).
 - 2. Is batted.
 - 3. touches the ground before reaching home plate.
- C. A pitch is delivered before a runner has retouched their base after being legitimately off the base.
- D. The ball slips from the pitcher's hand during the delivery or during the backswing.
- E. A player, manager or coach calls time, employs any other words or phrase or commits an act while the ball is live for the obvious purpose of trying to make the

PITCHING RULES

pitcher commit an illegal pitch. A warning shall be issued to the offending team and a repeat act by any team member of that team shall result in the offender being ejected from the game.

F. A batted ball strikes the pitching screen.

EFFECT: Sections A-E: The ball is dead and all subsequent action on that pitch is cancelled.

SECTION 10. UNUSUAL CONDITIONS. If, in the opinion of the umpire, the wind or sun is having a discernible effect on the accuracy of both pitchers the umpire may declare only strikes count and there will be no base on balls. The umpire may also lower the height of the pitch requirement. If declared the umpire will remove the requirement with equal consideration.

SECTION 11. PITCHING SCREEN RULE.

- A. At the beginning of each half inning or when a pitching change is made during any half inning, the pitcher will position the screen, no more than four feet in front of the pitching rubber (measured to the end of screen legs), with its closer side no more than one foot from the middle of the rubber on the glove side of the pitcher. The pitcher will deliver all pitches to the side of the screen, not over the top,
- B. The CCSSL strongly encourages the pitchers in all divisions to move entirely behind the screen upon release of each pitch and before the ball reaches home plate.
- C. The pitcher may make a defensive play on any batted ball.
- D. A batted ball that hits the screen will be declared "No pitch, dead ball", with no penalty on the batter.
- E. A thrown ball that hits the screen will be a live ball, play on. A thrown ball that becomes lodged in the netting of the screen will be declared a dead ball, with runners returning to the last base touched.
- F. Umpire judgments on screen situations are not subject to appeal.

BATTING

RULE 7 – BATTING.

SECTION 1. ON-DECK BATTER.

- A. The on-deck batter shall take a position within the lines of the on-deck circle nearest the offensive team bench or, if no on-deck circle is marked, in a manner such that he may safely swing the bat and not be a hindrance to live ball action. The on-deck batter may loosen up with no more than two official softball bats, an approved warm-up bat, or a combination not to exceed two. Any detachable piece placed on the bat must be secured such that it is not in jeopardy of coming loose.
- B. The on-deck batter may leave the on-deck circle:
1. When the on-deck batter becomes the batter.
 2. To direct runners advancing from third to home plate.
- C. The on-deck batter may not interfere with the defensive player's opportunity to make an out:
- EFFECT:** If it involves a runner, the runner closest to home plate at the time of the interference shall be declared out. If it is with the defensive fielder fielding a fly ball, the batter is out.
- D. In order to speed up play, he may leave the on-deck circle to retrieve pitched balls that have evaded the catcher.

SECTION 2 BATTING ORDER

- A. The batting order consists of all active team players present for the game. The order is established before the first pitch of the game. (see Rule 1 Definitions). Player that arrive after the first pitch will be inserted last in the lineup (after pool players), with no penalty for missed at bats, if any.
- B. Managers of both teams are responsible for monitoring the batting order.
- C. Each manager will maintain a scorebook for at least his team's at bat and the opponent's runs scored. If a manager does not maintain a scorebook his team is at risk for penalties being enforced or decisions made based on the other team's scorebook.
- D. The first batter in each inning shall be the batter whose name follows that of the last player who completed a turn at bat in the preceding inning.
- E. Batting out of order is an appeal play that may be made only by the defensive team. If the error is discovered:
1. While the incorrect batter is at bat.
EFFECT: The correct batter must take the batter's position and legally assume any balls and strikes. The offensive team may correct a wrong batter at the plate with no penalty.
 2. After the incorrect batter has completed a turn at bat and before a legal or illegal pitch has been made to the following batter or before the pitcher and all infielders have clearly vacated their normal fielding positions and have left fair territory on their way to the bench or dugout area:
EFFECT:
 - a. The improper batter's time at bat is negated.
 - b. The player who should have batted is ruled out.
 - c. Any advancement or score of a runner as a result of the improper batter is negated. Runners not called out must return to the last base occupied at the time of the pitch. Any runner who is called out prior to the discovery of the infraction remains out.
 - d. The next batter is the player whose name follows that of the player called out

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for failing to bat.

EXCEPTION:

If the batter declared out under these circumstances is the third out, the correct batter in the next inning shall be the player who would have come to bat had the correct batter been put out by ordinary play.

3. If the error is discovered after the first legal or illegal pitch to the next batter, or after the pitcher and all infielders have clearly vacated their normal fielding positions and have left fair territory on their way to the bench or dugout are

EFFECT:

- a. The turn at bat of the incorrect batter is legal,
- b. All runs scored and bases run are legal
- c. The next batter in order shall be the one whose name follows that of the incorrect batter. EXAMPLE: Player A bats out of order and hits safely. The defense appeals his batting out of order AFTER a legal pitch has been thrown. The umpire will reject the appeal because it is not proper. Player A stays on base and the correct batter will be the batter who follows Player A in the batting order.
- d. No one is called out for failure to bat.
- e. Players who have not batted and who have not been called out have lost their turn at bat until reached again in the regular order.

F. When the third out in an inning is made before the batter has completed the turn at bat, the player shall be the first batter in the next inning. Exception: An incorrect batter at bat when the third out is made has not completed his time at bat and the correct batter will be the first batter in the next inning.

SECTION 3 BATTING POSITION.

A. The batter must take an initial position with his back foot no further forward than a line defining the front edge of home plate. The batter will be called out if the batter makes contact with the ball when the back foot is completely further forward than the line defining the front edge of home plate.

B The batter must take the batter's position within 10 seconds after being directed by the umpire.

EFFECT: The umpire will call a strike. No pitch has to be thrown and the ball is dead.

C. The batter shall not step directly in front of the catcher to the other batter's box while the pitcher is in position to pitch, or anytime thereafter prior to the release of the pitch.

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

D. After the ball is in play, the batter may not step out of the batter's box to stop play unless the umpire has granted time.

EFFECT: All action will continue and the pitch will be called. EXCEPTION: If special conditions warrant, such as a ball from another field, a wind gust putting dust in a batter's eyes, or car lights in the batter's eyes, time can be called.

SECTION 4. STRIKE IS CALLED BY THE UMPIRE: A strike shall be called by the umpire when:

- A. When a legally pitched ball strikes the Strike Mat
- B. For each legally pitched ball that the batter swings at and misses
- C. For each foul tip
- D. For each foul ball (including the third strike)
- E. For each pitch that is swung at and missed and subsequently hits the batter or his

BATTING

uniform.

F. The batter does not take his position with both feet inside the batter's box within 10 seconds after being directed by the umpire.

G. When a pitched ball is prevented from entering the strike zone or hitting the Strike Mat by any actions of the batter

EFFECT: ball is dead and a strike will be called.

H. If the batter is hit anywhere on the body, including the hands, while swinging at a pitch, the ball is dead and a strike called. If it is strike three, the batter is out.

SECTION 5. THE UMPIRE CALLS A BALL. The umpire will call a ball:

A. For each legally pitched ball that does not hit the Strike Mat and the batter does not swing. The batter cannot legally swing at any pitched ball that hits the ground or plate. If the batter swings at a pitch after the ball hits the ground or plate, it is a dead ball.

EFFECT: The ball is dead and runners may not advance.

B. For an illegally pitched ball that is not swung at.

C. For each excessive warm-up pitch

SECTION 6. THE BATTER IS OUT

A. When the third strike is:

1. Swung at and the pitched ball touches any part of the batter's person
2. Not swung at and the pitched ball hits the batter preventing the ball from hitting the Strike mat.

B. When a batter enters the batter's box with or is discovered using an altered, doctored, loaded, or non-approved bat. The batter shall be disqualified from the game

C. When the batter enters the batter's box with or is discovered using an illegal bat.

EFFECT (B and C): If a previous batter has used the same altered or illegal bat, and a pitch has been thrown, ONLY the batter is out.

D. When an entire foot is touching the ground completely outside the lines of the batter's box when the ball makes contact with the bat.

E. When any part of a foot is touching home plate when the ball makes contact with the bat.

F. When a batter leaves the box and re-enters and hits the ball.

G. When the batter bunts or chops the ball.

H. When members of the team at bat, including those in the team area, other than runners interfere with a player attempting to field a fair or foul fly ball.

I. When the batter hits a fair ball with the bat a second time in fair territory.

EFFECT: Section 6D-I. The ball is dead and runners must return to the base occupied at the time of the pitch.

Exception:

1. When the batter is still in the batter's box and the bat is still in his hand.

EFFECT: Foul ball even if the ball is in fair territory.

2. When the batter drops the bat and the ball rolls against the bat in fair territory and, in the judgment of the umpire, there was no intent to interfere with the ball.

EFFECT: The ball is live.

3. When contact is made on the follow through after missing the pitch on the initial swing.

EFFECT: The ball is dead and a strike is called.

J. After a third strike, including a foul that is hit after two strikes.

K. When the batter due up has been ejected or has left the game for other than injury.

BATTER-RUNNER AND RUNNER

RULE 8 – BATTER-RUNNER AND RUNNER

SECTION 1. BATTER-RUNNER BECOMES RUNNER

A. As soon as the batter legally hits the ball.

B. When four balls have been called by the umpire. The batter runner is awarded first base.

1. The ball is dead and runners may not advance unless forced

2. If the defensive team desires to walk a batter intentionally they may by notifying the umpire and he shall award the batter first base. When two consecutive batters are to be walked intentionally the second walk may not be administered until the first batter touches first base. If the umpire mistakenly allows two walks at one time and the first batter fails to touch first base an appeal shall NOT be honored on the first batter. **An individual player may only be intentionally walked once per game.** If at any time during the game it is obvious to the umpire that the pitcher is not attempting to throw a strike the umpire may declare “no pitch” and direct the pitcher to deliver a “normal” pitch. In extra innings the Intentional walk rules are reinstated as if it were the first inning.

EFFECT: The ball is dead.

C. When the catcher obstructs the batter’s attempt to hit the ball.

EFFECT: Delayed dead ball.

1. If the batter hits the ball and all runners advance at least one base.

EFFECT: Obstruction is cancelled All action as a result of the batted ball stands. No option is given. Once a runner has passed a base the runner is considered to have reached the base.

2. If all runners, including the batter runner, do not advance at least one base.

EFFECT: The offensive manager has the option of taking the result of the play or enforcing obstruction by awarding the batter first base and advancing all runners that are forced.

3. The catcher steps in front of the plate and prevents the batter from hitting the ball.

EFFECT: Dead ball and the batter is awarded first base and all runners advance, if forced.

D. When a fair batted ball strikes the person, attached equipment, or clothing of an umpire or a runner. If the runner is hit with a fair batted ball while touching a base, the runner is not out.

EFFECT:

1. If, after touching a fielder (including the pitcher), the ball is in play.

2. If, after passing a fielder other than the pitcher, and no other infielder had a chance to make an out, the ball is in play.

3. If before passing a fielder without being touched, the ball is dead. If the runner is hit by the ball while off base and before it has passed an infielder, excluding the pitcher, or if it passes an infielder and another fielder has an opportunity to make an out, the runner is out and the batter-runner is entitled to first base without liability to be put out. Any runner not forced by the batter-runner must return to the base reached prior to the interference. When a fair ball touches a runner who is in contact with a base, the ball remains live or is ruled dead depending on the position of the fielder closest to the base.

4. If the fair batted ball hits an umpire before passing a fielder other than a pitcher, the ball is dead and the batter-runner is entitled to first base without liability to be put out.

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SECTION 2. BATTER-RUNNER IS OUT.

A. When after hitting a fair ball the batter-runner is legally put out prior to reaching first base

B. When, after a fly ball is hit, the ball is caught by a fielder before it touches the ground, any object or person other than a defensive player.

EFFECT - Section 2 A-B: The ball is in play.

C. When the batter-runner fails to advance to first base and enters the team area after a batted fair ball, a base on balls, or catcher obstruction.

EXCEPTION: The ball is dead when runners are not required to run bases on a home run or four base award, or on a base on balls, the ball is dead, the batter-runner is not out. Other than on a home run or four base award, runners cannot advance unless forced.

D. When the batter-runner runs outside the three-foot lane and, in the judgment of the umpire, interferes with the fielder taking the throw at first base; however, the batter-runner may run outside the three-foot lane to avoid a fielder attempting to field a batted ball. When the defensive player is pulled from the bag or causes the runner to veer in attempting to field the ball or because of an errant throw, or throw from foul territory the batter runner can run in fair territory and use the normal first base. If intentional interference is ruled, the runner would be out.

E. When the batter-runner interferes with:

1. A fielder attempting to field a batted ball or interferes with a fielder attempting to throw the ball,

2. Intentionally interferes with a thrown ball while out of the batter's box

3. Makes contact with a fair batted ball before reaching first base,

4. Discards their bat that prevents the defense from making a play on the ball.

NOTE: If this interference, in the umpire's judgment, is an obvious attempt to prevent a double play, the runner closest to home plate shall be called out. A batter-runner being hit with a thrown ball does not necessarily constitute interference.

F. When the batter-runner interferes with a play at home plate in an attempt to prevent an obvious out at home plate. The runner is also out.

G. When the batter-runner steps back toward home plate to avoid or delay a tag by a fielder.

EFFECT - Section 2 D-G: The ball is dead and runner(s) must return to the last base legally touched at the time of the interference

H. When an infield fly is declared and a fair batted ball hits the batter-runner before he reaches first base, the ball is ruled dead and the infield fly is invoked.

I. When an infielder intentionally drops a fair fly ball, including a line drive, which can be caught with ordinary effort with first; first and second; first and third; or first, second and third bases occupied with fewer than two outs. A trapped ball shall not be considered as having been intentionally dropped. If a ball is not caught and the defensive player guides the ball to the ground it is not considered an intentionally dropped ball.

EFFECT: Section 2 H-I The ball is dead, and each runner must return to the last base touched at the time of the pitch. If an infield fly is ruled, it has precedence over an intentionally dropped ball.

J. When the immediate preceding runner, who is not out, intentionally interferes, in the umpires judgment, with a fielder who is attempting to catch a thrown ball or throw a ball in an attempt to complete the play on the batter runner.

EFFECT: The runner shall also be called out.

K. When using the Safety Base at first, the following rules should be enforced:

L. A batted ball hitting or bounding over the white portion is declared fair and a batted ball hitting or bounding over the Safety Base is declared foul.

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1. *Whenever there is a legitimate throw in an attempt to put the batter-runner out at first base or an unassisted force out, the defense must use the white portion and the batter-runner the Safety Base.* This is NOT an appeal play and is a judgment by the umpire.

EFFECT J: Interference is ruled, the ball is dead, the batter runner is out, and all other runners are returned to the base last occupied at the time of interference.

2. On any force out attempt from the foul side of first base, or an errant throw pulling the defense off the base into foul ground, the batter-runner can use either the white or Safety Base.

3. On extra base hits or balls hit to the outfield, the batter-runner may touch the white or Safety Base. Should the batter-runner return, the runner must return to the white portion.

NOTE: If the runner returns to the Safety Base only and remains there until the pitched ball is released, no pitch is called and the runner is out, except in Division 4 where a safety base at first base or at third base may be used as a starting point for a runner when preparing to run on a batted ball.

4. When tagging up on a fly ball, the white portion must be used.

5. If there is a play at first by an infielder on the batter-runner, who touches only the white portion (i.e. not the Safety Base) and collides with the fielder about to catch a thrown ball while on the white.

EFFECT J: Interference is ruled, the ball is dead, the batter runner is out, and all other runners are returned to the base last occupied at the time of interference.

M. If a spectator reaches into the field of play and interferes with a fielder's opportunity to catch a fly ball, the batter is out and runner(s) are awarded the base or bases in the umpire's judgment, they would have reached.

N. If the batter is hit anywhere on the body, including the hands, while swinging at a pitch, the ball is dead and a strike called. If it is strike three, the batter is out.

O. When, after hitting the ball, he initially slides into a base.

EFFECT: The umpire will immediately rule the runner out and the ball remains live.

SECTION 3. TOUCHING BASES IN LEGAL ORDER.

A. When a runner must return to a base while the ball is in play or dead, the runner must touch the base(s) in reverse order.

EFFECT: The runner would be called out, if properly appealed. **EXCEPTION:** On a foul ball.

B. When a runner or batter-runner acquires the right to a base by touching it before being put out, the runner or batter-runner is entitled to hold the base until legally touching the next base in order or is forced to vacate it for a succeeding runner.

When a runner passes a base, the runner is considered to have touched the base.

This also applies to awarded bases.

C. When a runner dislodges a base from its proper position, neither the runner nor the succeeding runner(s) in the same series of plays are compelled to follow a base out of position.

EFFECT - Section 3 B-C: The ball is in play and runners may advance or return with liability to be put out.

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

EFFECT: The ball is dead and the runner is out.

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

EFFECT: The runner who first legally occupied the base shall be entitled to it, unless forced to advance. The other runner may be put out by being touched with the ball.

F. Failure of a **PRECEDING** runner to touch a base or to legally tag up on a caught fly ball, and who is declared out, does not affect the status of a **SUCCEEDING** runner who touches bases in proper order. If the failure to touch a base in regular order or to legally tag up on a caught fly ball is the third out of the inning, no **SUCCEEDING** runner may score a run.

G. No runner may return to touch a missed base or one left too soon after a following runner has scored or once he leaves the field of play.

H. Bases left too soon on a caught fly ball must be retouched prior to advancing to awarded bases.

I. Awarded bases must be touched in legal order.

EXCEPTION: On any fair batted ball hit over the fence for a home run, or a four base award, the batter and all runners are credited with a score. The batter and any runners on base do not need to run the bases. This would eliminate any runner appeal play.

SECTION 4. RUNNERS ARE ENTITLED TO ADVANCE WITH LIABILITY TO BE PUT OUT.

A. When a pitched ball is batted.

B. On a thrown ball or a fair batted ball that is not blocked.

C. On a thrown ball that hits an umpire.

D. On a tag up, when a legally caught fly ball is first touched by any defensive player.

E. If a fair ball:

1. strikes an umpire or a runner after having passed an infielder other than the pitcher, and provided no other fielder had a chance to make an out,

2. has been touched by an infielder, including the pitcher, and the runner did not intentionally interfere with the batted ball or the fielder attempting to field the batted ball.

EFFECT - Section 4 A-E: The ball is in play.

F. Runners may advance when the ball is hit. The ball remains alive until a defensive player has possession of the ball in the infield and all immediate play has apparently

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completed. The umpire should signal and call "Time".

G. When a live ball becomes lodged in a defensive players uniform or equipment.

H. While the ball is in play or on awarded bases, the runner fails to touch a base before attempting to make the next base.

I. If, after overrunning first base, the runner attempts to continue to second base.

J. If, after dislodging a base, a runner attempts to continue to the next base.

K. When an infield fly is declared and caught, runners may tag up and advance. If it is not caught, runners may advance at their own risk.

L. A batter, who receives a base on balls, cannot advance past first base. If the batter-runner advances further, once the ball becomes dead, return the batter-runner to first base.

SECTION 5. RUNNERS ARE ENTITLED TO ADVANCE WITHOUT LIABILITY TO BE PUT OUT.

A. When forced to vacate a base because the batter was awarded a base on balls.
EFFECT: The ball is dead

B. When a fielder not in possession of the ball or not in the act of fielding a batted ball or *about to field a thrown ball*, impedes the progress of a runner or batter-runner who is legally running bases.

EFFECT: When obstruction occurs a delayed dead ball will be called. The umpire will verbalize "obstruction" and give the delayed dead ball signal (closed fist extended at shoulder level).

NOTE: Obstructed runners are still required to touch all bases in proper order, or they could be called out on a proper appeal by the defensive team.

EFFECT: Delayed dead ball the runner will be called out if properly appealed.

NOTE: Should any act of interference occur following any obstruction, enforcement of the interference penalty would have precedence.

1. An obstructed runner may not be called out between the two bases where obstructed the obstruction occurs.

EXCEPTIONS:

a. When an obstructed runner, after the obstruction, safely obtains the base they would have been awarded, in the umpire's judgment, had there been no obstruction and there is a subsequent play on a different runner, the obstructed runner is no longer protected between the bases where they were obstructed and may be put out.

b. An act of interference

c. If passing another runner.

EFFECT: 5.B.1 a- c. The obstructed runner is no longer protected between the bases where obstruction occurred.

d. Missing a base

e. Leaving a base before the fly ball was first touched.

EFFECT: The obstructed runner is out if properly appealed.

2. If the obstructed runner is put out prior to reaching the base which would have been reached had there not been obstruction.

EFFECT: A dead ball is called and the obstructed runner and each other runner affected by the obstruction will always be awarded the base or bases which would have been reached, in the umpire's judgment, had there not been obstruction.

3. If the obstructed runner is put out after passing the base that would have been reached had there not been obstruction or ran beyond the two bases where the obstruction occurred.

EFFECT: The obstructed runner will be called out. The ball remains live.

4. When a runner, while advancing or returning to a base:

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- a. is obstructed by a fielder who neither has the ball nor
- b. is attempting to field a batted or about to field a thrown ball, or
- c. a fielder who fakes a tag without the ball,

EFFECT: The obstructed runner, and each other runner affected by the obstruction, will always be awarded the base or bases which would have been reached, in the umpire's judgment, had there been no obstruction. If the umpire feels there is justification, a defensive player making a fake tag could be ejected from the game.

C. When forced to vacate a base because the batter was awarded first base.

D. When a fielder intentionally contacts or catches a fair batted, a thrown, or a pitched ball with his cap, helmet, mask, protector, pocket, detached glove or any part of the uniform which is detached from its proper place.

EFFECT: The batter and runners would be entitled to:

1. three bases from the time of the pitch if a batted ball.
2. two bases from the time of the throw if a thrown ball, or
3. one base from the time of the pitch if a pitched ball and
4. If the illegal catch or touch is made on a fair hit ball, which in the judgment of the umpire would have cleared the outfield fence in flight, the batter-runner shall be awarded a four base award.

E. When the ball is in play and is overthrown (beyond the boundary lines) or is blocked:

EFFECT: All runners will be awarded **two** bases, and the award will be governed by the **positions of the runners when the ball left the fielder's hand**. Runners may return to touch a missed base or base left too soon. If two runners are between the same bases, the award is based on the position of the lead runner. Once a base runner advances to the next awarded base, the runner may no longer return to touch any missed base or any base left too soon.

EXCEPTION:

1. When a fielder loses possession of the ball, such as on an attempted tag, and the ball enters the dead ball area or becomes blocked.

EFFECT: Each runner is awarded one base from the last base touched at the time the ball entered the dead ball area or became blocked.

2. When the ball becomes dead, runners may return to touch a missed base or a base left too soon if they have advanced, touched, and are a base beyond the missed base or the base left too soon. Runners must be given the opportunity to complete their base running responsibilities. A runner shall not be declared out if a fielder deliberately carries or throws the ball into dead ball territory to prevent that runner from returning to a missed base or a base left too soon. Once a runner has entered dead ball area, e.g. bench or dugout after scoring, they cannot return to touch a missed base or one left too soon.

3. If the ball becomes blocked due to offensive equipment not involved in the game, e.g. bats by fence or dugout.

EFFECT: The ball is ruled dead and runners are returned to the last base touched at the time of the blocked ball. If the blocked ball prevented the defense from making an out, the runner being played on is called out.

4. If an awarded base is in error, after one pitch is thrown (legal or illegal), the error cannot be corrected.

5. If an outfielder intentionally throws a ball into a dead ball area to prevent runners from scoring.

EFFECT: The ball is dead and the umpire may award bases that, in his judgment, the runners would have reached absent the throw by the outfielder.

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F. When a fair batted fly ball strikes the foul pole above the fence level or leaves the playing field in fair territory without touching the ground or going through the fence.

EFFECT: The batter-runner is entitled to a home run, unless it passes out of the grounds at a distance less than the prescribed fence distances from home plate, in which case the batter-runner would be entitled to only two bases.

G. When a fair ball:

1. bounces over or rolls under or through a fence or any designated boundary of the playing field.
2. deflects off of a defensive player and goes out of play.
3. deflects off a runner or umpire and goes out of play after having passed an infielder excluding the pitcher and provided no other infielder had a chance to make an out.
4. hits the fence, deflects off of the defensive player and then goes over the home run fence.

EFFECT: G 1-4. The ball is dead, and all runners are awarded two bases from the time of the pitch.

H. When a live ball is unintentionally carried by a fielder from playable territory into dead ball territory.

NOTE: A fielder carrying a live ball into the dugout or team area to tag a player is considered to have **unintentionally** carried it there.

EFFECT: The ball is dead and each runner is awarded one base from the last base touched at the time the fielder entered dead ball territory.

I. In the judgment of the umpire, a fielder intentionally carries, kicks, pushes or throws a live ball from playable territory into dead ball territory.

EFFECT: The ball is dead. Each runner is awarded two bases from the last base touched at the time the fielder entered or the ball was kicked, pushed or thrown into dead ball territory.

J. When there is spectator interference with any thrown or fair batted ball.

EFFECT: the ball is dead at the moment of interference and the umpire should award the runners the bases in his judgment they would have reached.

K. When a ball gets lodged in:

1. umpire's gear or clothing or
2. in an offensive player's clothing.
3. The pitching screen on a thrown ball

EFFECT: The ball is dead and the umpire should award the runners the bases in his judgment they would have reached. Exception: if the ball is lodged in the pitching screen all runners will return to the last base legally held at the time the ball became lodged in the screen.

SECTION 6. A RUNNER MUST RETURN TO HIS BASE.

A. When a batted ball is foul.

B. When an illegally batted ball is declared by the umpire.

C. When a batter, batter-runner or runner is called out for interference. Each other runner shall return to the last base which, in the umpire's judgment, was legally touched by the runner at the time of the interference.

EFFECT: - Section 6 A-B: The ball is dead and each runner must return to his base without liability to be put out, except when forced to go to the next base because the batter became a batter-runner. Runners need not touch the intervening bases in returning to base.

D. When an intentionally dropped ball is ruled.

E. When a batted ball strikes the pitching screen.

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SECTION 7. THE RUNNER IS OUT.

A. When running to any base in regular or reverse order and the runner runs more than three feet from the base path to avoid being touched by the ball in the hand(s) of a fielder.

B. When the ball is in play and while the runner is not in contact with a base, the runner is legally touched with the ball in the hand(s) of a fielder.

C. When, on a force play, a fielder contacts the base while holding the ball, touches the ball to the base or tags the runner before the runner reaches the base. If the forced runner, after touching the next base, retreats for any reason toward the base first occupied, the force play is reinstated and the runner may again be put out if the defense tags the runner or the base to which the runner is forced.

EFFECT: A-C: The ball is in play and the runner is out.

D. When the runner physically passes a preceding runner before that runner has been put out. If this was the third out of the inning, any runs scoring prior to the out for passing a preceding runner would count.

EFFECT: The ball is live and the runner who passes the preceding runner is out.

E. When any offensive team member, other than another runner, physically assists a runner while the ball is in play.

EFFECT: The ball is in play and the runner being assisted is called out.

EXCEPTION - After a runner has scored and missed home plate and is physically assisted back to home, the ball is dead, the runner is out and the run is nullified.

F. When the runner leaves a base to advance to another base before a caught fly ball has touched a fielder, provided the ball is returned to an infielder and properly appealed.

G. When the runner fails to touch the intervening base or bases in regular or reverse order and the ball is returned to an infielder and properly appealed. If the runner put out is the batter-runner at first base, or any other runner forced to advance because the batter became a batter runner, this is a force out.

H. When the batter-runner legally overruns first base, attempts to run to second base and is legally touched while off base.

I. When running for any base and the runner fails to touch it, and a fielder properly appeals to the umpire for the decision.

EFFECT - Section 7 F-I:

1. These are appeal plays, and the defensive team loses the privilege of putting the runner out if any of the following occurred:

- a. the appeal is not made before the next legal or illegal pitch,
- b. the pitcher and all infielders have clearly vacated their normal fielding positions and have left fair territory on their way to the bench or dugout area, or
- c. on the last play of the game and the umpires have left live ball territory.

2. (Live Ball Appeal) If properly appealed by any defensive player during a live ball, the runner is out.

3. (Dead Ball Appeal) Once the ball has been returned to the infield and time has been called, any infielder (including the pitcher or catcher), with or without possession of the ball, may make a verbal appeal on a runner missing a base or leaving a base too soon on a caught fly ball. The administering umpire should acknowledge the appeal and then make a decision on the play. No runner may leave a base during this period as the ball remains dead until the next pitch.

- a. If the ball goes out of play, the dead ball appeal cannot be made until completion of all legal advancement of all base runners.
- b. If the pitcher has possession of the ball and is in contact with the pitching plate when making a verbal appeal, no illegal pitch is called.
- c. If "play ball" has been declared by the umpire and the pitcher then request an appeal, the umpire would again call "time" and allow the appeal process.

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J. When the runner interferes:

1. With a fielder attempting to field a batted fair ball, or
2. With a fielder attempting to field a fly ball over foul territory, or
3. With a fielder attempting to throw the ball, or
4. Intentionally with a thrown ball.
5. Intentionally with any defensive player having the opportunity to make an out with the deflected ball.

EFFECT: If this interference, in the judgment of the umpire, is an obvious attempt to prevent a double play and occurs before the runner is put out, the immediate succeeding runner shall also be called out.

EFFECT: The ball is dead and the runner is out. All other runners return to the base they last legally touched prior to the time of interference.

K. When the runner is struck with a fair untouched batted ball while not in contact with a base and before it passes an infielder, excluding the pitcher, or if it passes an infielder and any fielder has an opportunity to make an out.

EFFECT: The ball is dead and the runner is out. All other runners return to the base they last legally touched prior to the time of interference

L. When the runner intentionally kicks a fair ball that an infielder has missed.

EFFECT: The ball is dead and the runner is out. All other runners return to the base they last legally touched prior to the time of interference

NOTE: Section 7 J-L: When runners are called out for interference, the batter-runner is awarded first base and credited with a fielder's choice.

EXCEPTION: If the interference prevents the fielder from catching a routine fly ball (fair or foul) with ordinary effort, the batter is also out.

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

EFFECT: The ball is dead and the runner closest to home shall be declared out and all other runners will return to the base they last legally touched prior to the time of interference

M. When member(s) of the offensive team stand or collect around a base to which a runner is advancing, thereby confusing the fielders and adding to the difficulty of making the play. Members of a team include bat boy or any other person authorized to sit on the team's bench.

EFFECT: The ball is dead and the runner closest to home shall be declared out and all other runners will return to the base they last legally touched prior to the time of interference

N. When a coach intentionally interferes with a batted or thrown ball, or interferes with the defensive team's opportunity to make a play on another runner.

EFFECT: The ball is dead. The runner closest to home plate at the time of the interference shall be declared out. A batted or thrown ball that unintentionally hits a base coach is not considered interference.

O. When, after being declared out or after scoring, a runner intentionally interferes with a defensive player's opportunity to make a play on another runner.

EFFECT: The ball is dead. The runner closest to home plate at the time of the interference shall be declared out. A batted or thrown ball that unintentionally hits a base coach is not considered interference

P. When a defensive player has the ball and the runner remains upright and crashes into the defensive player. If the act is determined to be flagrant, the offender shall be ejected.

EFFECT: The ball is dead. The runner is out. All other runners will return to the last base legally touched. If the collision is deemed flagrant the runner will be ejected.

EXCEPTION: If an errant throw draws the defense into the path of the runner and

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there is contact, the runner has not committed interference.

Q. When the runner fails to keep contact with the base to which they are entitled until a pitched ball is batted, touches the ground, or reaches home plate.

EFFECT: The ball is dead, "no pitch" is declared when applicable, and the runner is out.

R. When a runner abandons a base and enters the team area or leaves the field of play.

S. When the runner positions himself behind and not in contact with a base to get a running start on any fly ball.

EFFECT: The ball remains alive.

T. Prior to a pitch (legal or illegal) to the next batter, if the runner was discovered having used an illegal bat or non-approved bat, the runner shall be declared out. If the bat was altered, the runner shall also be disqualified. In either case, if the altered/illegal bat is discovered prior to the next pitch, any runners put out prior to the discovery shall remain out. See Addendum A for bat procedures.

U. When, following any conference, base runners switch positions on the bases they occupied.

EFFECT: Each runner on an improper base shall be declared out. In addition, the head coach shall be ejected for unsportsmanlike conduct.

V. When he touches or jumps over the Strike Plate.

EFFECT: The umpire will immediately rule the runner out and the ball remains live.

SECTION 8. RUNNER IS NOT OUT

A. When a runner does not run in a direct line to a base, provided the fielder in the direct line does not have the ball in possession.

B. When more than one fielder attempts to field a batted ball and the runner comes into contact with the one who, in the judgment of the umpire, could **not** have made an out.

C. When a runner is hit with a fair, untouched batted ball that has passed an infielder, excluding the pitcher, and, **in the judgment of the umpire, no other fielder had a chance to make an out.**

D. When a runner is hit with a fair untouched batted ball over foul territory that, in the judgment of the umpire, no fielder had a chance to make an out.

E. When a runner is hit by a fair batted ball after it touches, or is touched by, any fielder, including the pitcher, **and the runner could not avoid contact with the ball.**

F. When a runner is touched while off a base:

1. With a ball not securely held by a fielder.

2. With a hand or glove of a defensive player and the ball is in the other hand.

G. When the defensive team does not request the umpire's decision on an appeal play until after the next legal or illegal pitch, or until after the pitcher and all infielders have clearly vacated their normal fielding positions and have left fair territory on their way to the bench or dugout area, or after the last play of the game, the umpires have left the field of play.

H. When a batter-runner overruns first base after touching it and returns directly to the base.

I. When the runner is not given sufficient time to return to a base. The runner will not be called out for being off base before the pitcher releases the ball. "No pitch" will be called by the umpire.

J. When the runner has legally started to advance. The runner may not be stopped by a defensive player requesting time out.

K. When the runner stays on the base until a fly ball touches a fielder and then attempts to advance.

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L. When hit by a batted ball when touching the base, unless the runner intentionally interferes with the ball or a fielder making a play.

M. When the runner dislodges a base from its proper position. The base is considered to have followed the runner.

EFFECT: A runner reaching a base safely will not be out for being off that base if it becomes dislodged. The runner may return without liability to be put out when the base has been replaced. If a runner attempts to advance, and subsequently retreats to the base that he dislodged, he will retreat to the original position of the base. The umpire will use his judgment in determining the proper location of the base.

N. When a fielder makes a play (a pitch by the pitcher is not considered making a play) on a batter, batter-runner or runner while using an illegal glove, and it is discovered by the umpire before:

1. The next pitch (legal or illegal);
2. The pitcher and all infielders have left fair territory and the catcher has left his normal fielding position on the way to the dugout; or
3. The umpires have left the field,

EFFECT: The manager of the offended team is given two options:

- a. The manager may have the entire play nullified with each runner returning to their original base and the batter batting over again, assuming the ball and strike count prior to the pitch that was hit.
- b. The manager may take the result of the play and disregard the illegal act.

O. When a runner legally returns to a base left too soon or missed prior to an appeal being made, or is returning to a base during a dead ball.

P. Once a runner passes the commitment line it becomes a force play and he cannot be tagged out. Once a runner crosses the commitment line (20 foot marking from a second home plate), the runner cannot return to third base.

EFFECT: The runner will be called out if the runner returns back over the commitment line. The ball remains live.

SECTION 9. COURTESY RUNNER (also see Rule 4 Section 7)

A. A courtesy runner may not run for an existing courtesy runner except for an injury.

B. A runner who is replaced with a courtesy runner may not be used as a courtesy runner for the remainder of the inning.

C. Courtesy Runners are considered in the game when the offensive manager has announced his intent and the new runner touches the base to which he is entitled.

SECTION 10. PLAYS AT HOME PLATE.

A. Defensive players can only touch the original Strike Plate and runners can only touch the Safety home plate.

B. Runners must touch the runner's scoring line or touch the ground beyond the runner's home base scoring line or touch the ground beyond the runner's home base scoring line in order to be safe at home,

C Runners who have passed the commitment line and are tagged by a defensive player *will be safe and will be awarded home*

C. Should a defensive player touch homeplate before the runner reaches the runner's scoring line the runner would be out.

E If the runner has passed the commitment line and he continues to run on the original foul line, and interferes with the fielder taking a throw at (or in contact with the original home plate).

EFFECT: A dead ball should be declared. The runner is out and all other runners returned to the previously held base.

BATTER-RUNNER AND RUNNER

SECTION 11. SUBSTITUTE BATTER RUNNER FROM HOME PLATE

A Substitute Runner from Home Plate is a player that is allowed to run for a batter based upon an approved request from a player for a medical dispensation. See League Policies and Protocols.

For the player that has been approved for a Substitute Batter Runner from Home Plate under Special Medical Dispensation (SMD) guidelines, that Substitute will be the player on the offensive team that made the most recent out, provided that that player is not on base at the time of the at-bat or that the Substitute has not left the game due to injury. Should the player that made the most recent out be ineligible to serve as the Substitute Batter Runner, the Substitute Batter Runner shall be the player on the offensive team that made the next most recent out. This process shall be repeated for prior recent outs until an eligible Substitute Batter Runner is determined.

The Substitute Batter Runner from Home Plate is not a Courtesy Runner. There is no limit to the number of times a player can serve as a Substitute Batter Runner from Home Plate. None of these occurrences count against a player's ability to be a Courtesy Runner.

The starting position of a Substitute Batter Runner from Home Plate is determined by a line behind Home Plate drawn from Home Plate directly away from the pitching rubber beginning at 13 feet from the back corner of Home Plate to the Backstop. A Substitute Batter Runner can start from anywhere behind this line.

The Substitute Batter Runner must wait for the batter to make contact with the ball before advancing to first base. It is the responsibility of the catcher (or any defensive player) to avoid contact with the Substitute Batter Runner or Obstruction can be called by the umpire.

Once the batter makes contact with the ball, the Substitute Batter Runner now assumes all the rights, responsibilities and privileges of the batter. For example, the Substitute Batter Runner can be replaced with a Courtesy Runner if desired.

Substitute Batter Runner cannot run beyond first base, no exceptions including errant throw to first base. Clarification, in case of an over the fence homerun, this would be a home run.

RULE 9 - UMPIRES

Failure of umpires to adhere to Rule 9 shall **NOT** be grounds for protest. These are guidelines for umpires. Included in this rule are basic mechanics for positioning, signaling and moving during duties as an umpire

SECTION 1. POWER AND DUTIES. The umpires are the representatives of the CCSSL and, as such, are authorized and required to enforce each section of these rules. They have the power to order a player, coach, captain or manager to carry out or to omit any act which, in their judgment is necessary to give force and effect to one or all of these rules, and to inflict penalties as herein prescribed, The plate umpire shall have the authority to make decisions on any situations not specifically covered in the rules. The following is the general information for umpires.

- A. The umpire will not be a member of either team (i.e. player, coach, manager, or sponsor) However, if the game umpires do not show or have not been assigned to the game, each manager or his designated representative (s) will umpire the game during his team's at bat.
- B. The umpire should be sure of the date, time, and place of the game and should arrive at the playing field 20 to 30 minutes ahead of time, start the game at the designated time, and leave the field when the game is over. The umpire's jurisdiction begins when entering the field to check the bats and ends when leaving the field following the completion of the game.
- C. The umpire should be appropriately attired. This includes:
 1. The official CCSSL umpire shirt.
 2. Shorts, slacks or warm up trousers that present a neat professional appearance.
 3. The CCSSL approved umpiring hat
 4. A blue or grey ball bag (plate umpire), if desired,
 5. If conditions exist which necessitate a jacket, it should be a solid color.
 6. Umpires should have a game ball, a ball-strike-out indicator as well as a pad and pencil to record runs scored (by inning)
- D. The umpires should introduce themselves to the managers upon arrival at the field
- E. The umpires should inspect the playing field boundaries and equipment and clarify all ground rules for the representatives of both teams.
- F. Each umpire will have the power to make decisions on violations committed during playing time or during suspension of play.
- G. No umpire has the authority to set aside or question decisions made by another umpire within the limits of the respective duties as outlined in these rules.
- H. With or without an appeal an umpire may consult the other umpire at any time; however, the final decision will rest with the umpire whose exclusive authority it is to make the decision and who requests the opinion of the other umpire(s).
- I. In order to define respective duties, the umpire whose primary responsibility is the judging of balls and strikes will be designated as the **PLATE UMPIRE**, while the umpire whose primary responsibility is the rendering of base decisions will be designated as the **BASE UMPIRE**.
- J. The plate umpire and base umpire will have equal authority to:
 1. Call a runner out for leaving a base too soon.
 2. Call time for suspension of play.
 3. Eject or disqualify a player, coach, manager or other team member from the game for violation of rules or flagrant misconduct.

- 4. Call illegal pitches.
- 5. Forfeit any game.
- K. The umpire will declare the batter or runner out, without waiting for an appeal for such decision, in all cases where such player is retired in accordance with these rules. Unless appealed, the umpire will not call a player out for failure to touch a base, for leaving a base too soon on a caught fly ball, for batting out of order, making an attempt to go to second after reaching first base, or for courtesy runner violations, as provided in these rules.
- L. The umpire will not penalize a team for any infraction of a rule when imposing the penalty would be an advantage to the offending team.
- M. During dead ball periods umpire(s) will recognize an offensive manager's request for a courtesy runner. Both umpires will monitor the player replacement, recording the number of the courtesy runner and the replaced runner. The courtesy runner becomes official once documented by the umpire(s). Any violation of the courtesy runner rule is an appeal play and the decision of the umpire(s) is/are final.

SECTION 2. THE PLATE UMPIRE SHOULD.

- A. Take a position behind the catcher or just to the side to allow a good view of the Strike Plate. The plate umpire will have full charge of and be responsible for the proper conduct of the game.
- B. Call balls and strikes, unless requesting the help of another umpire.
- C. By agreement, and in cooperation with the base umpire, make decisions on plays, fair or foul balls and legally or illegally caught balls. On plays that would necessitate the base umpire leaving the infield in a two umpire system, the plate umpire will assume the duties normally required of the base umpire.
- D. Determine and declare whether:
 - 1. a batter bunts or chops a ball.
 - 2. a batted ball touches the person or clothing of the batter.
 - 3. a fly ball is an infield or an outfield fly.
 - 4. a batted ball is fair or foul
- E. Render base decisions as necessary on lead runners advancing on hits, tag ups or throwing errors.
- F. Assume all duties when assigned as a single umpire to a game.

SECTION 3. THE BASE UMPIRE SHOULD.

- A. Take such positions on the playing field approximately 20 feet off the first base foul line and clear of (behind) any infielder and not blocking the view of an outfielder.
- B. Assist the plate umpire in every way to enforce the rules of the game.

SECTION 4. RESPONSIBILITIES OF A SINGLE UMPIRE.

If only one umpire is assigned, the duties and jurisdictions will extend to all points. The umpire's starting position for each pitch should be from behind home plate. On each batted ball or play that develops, the umpire must move out from behind the plate and into the infield to obtain the best position for any play that develops.

Section 5. CHANGE OF UMPIRES.

Teams may not request a change of umpires during a game unless an umpire is incapacitated by injury or illness.

SECTION 6. UMPIRE'S JUDGMENT.

- A. There will be no appeal on any decision of any umpire on the grounds that the umpire was not correct in the conclusion as to whether a batted ball was fair or foul, a runner safe or out, a pitched ball is a ball or strike, or on any play involving accuracy of judgment. No decision rendered by any umpire will be reversed except when the umpire is convinced it is in violation of one of these rules. In case the manager or acting manager of either team does seek reversal of a decision (appeal) based solely on a point of rules, the umpire whose decision is in question will, if in doubt, confer with the other umpire before taking any action; but under no circumstances will any player or person, other than the manager or acting manager of either team, have any legal right to protest any decision and seek its reversal on a claim that it is in conflict with these rules.
- B. Under no circumstances will any umpire seek to reverse a decision made by an associate, nor will any umpire criticize or interfere with the duties of their associate unless asked to do so by their associate.
- C. The plate umpire may rectify any situation in which the reversal of an umpire's decision or a delayed call by an umpire places a batter-runner, a runner or the defensive team in jeopardy. This correction is not possible after one legal or illegal pitch has been thrown, or after the pitcher and all infielders have clearly vacated their normal fielding positions and have left fair territory on their way to the bench or dugout area, or after the last play of the game, the umpires have left the field of play.

SECTION 7. SIGNALS. Umpires should **NEVER** rush a signal or call. **Let the play come to completion, pause and give the proper signal.** Ordinary calls should be "understated". Save the "sell call" (see below) for the tough call to display confidence.

- A. **Safe.** Body upright, eyes on the ball, and arms extended straight out with the palms down. A verbal call of "safe" is made as the arms are snapped to this position from the upper chest.
- B. **Safe Sell.** The same as the safe call but as the arms are extended straight out with the palms down a step should be taken towards the play.
- C. **Out.** Body upright, eyes on the ball and right arm extended straight up as an extension of the shoulder. The elbow is bent at a 90-degree angle and the fist closed with the fingers facing the right ear. A verbal call of "out" is made as the right arm is extended into the air.
- D. **Out Sell.** Come to upright position and take a step with left foot directly at the play. Your head should remain in position looking at the play. Raise right arm with an open hand behind your head into a throwing position as you move your right foot behind the left. Plant right foot and transfer weight, bringing right arm over the top of your head with a closed fist, and make a vigorous "out" call.
- D. **Strike.** Body upright, eyes on the pitcher and right arm extended straight up as an extension of the shoulder. The elbow is bent at a 90-degree angle and the fist is closed with the fingers facing the right ear. A verbal call of "strike" is made as the right arm is extended. If the Strike call is done properly there is no need to signal a "ball". A soft "ball", loud enough for the batter and catcher is all that is needed
- E. **Fair Ball.** Body upright, eyes on the ball and point toward fair territory with the arm toward the infield. **There is no verbal call on a fair ball.**
- F. **Foul Ball.** On all foul balls, the ball is dead and the dead ball signal should be given. For balls touched close to the foul line over foul territory, the arm should be extended straight out toward foul territory away from the playing field. If caught, follow with a verbal "out" call and the "out" signal. If not caught, follow with a "dead ball" signal and a verbal "foul ball" call.
- G. **Time Out/Dead Ball/No Pitch/Foul Ball.** Body upright and both arms extended high into the air with the palms of the hands open and facing away from the umpire's

body. A verbal call of "time out", "dead ball" or "no pitch" is made at the same time the arms are going up.

H. **Play Ball.** Body upright, eyes on the pitcher and the umpire makes a motion toward the pitcher. On a right handed batter use the right hand. On a left-handed batter use the left hand. A verbal call of "play" or "play ball" is made as the umpire motions toward the pitcher.

I. **Hold Up Play.** Body upright and raise either hand with the palm facing the pitcher. On a right-handed batter use the right hand. On a left-handed batter use the left hand. "No pitch" shall be declared if the pitcher pitches while the umpire has a hand in this position.

J. **Delayed Dead Ball.** Body upright, the left arm is extended straight out to the side of the body as an extension of the shoulder and the left hand is in a fist. This position is held long enough for the players to see that the umpire has observed the act that caused this call.

K. **Infield Fly.** Body upright, eyes on the ball and right arm extended into the air with a closed fist. Make verbal call of "Infield Fly". If the ball is near a foul line, call "Infield Fly if Fair."

L. **Trapped Ball.** Same as safe signal. The umpire makes a verbal call of "no catch".

M. **Foul Tip.** Body upright and eyes on the ball. The fingers of both hands are touched together and then the umpire gives the strike signal with no verbal call. This indicates that the bat tipped the ball and was caught by the catcher. It is very rare to give this signal in the CCSSL.

N. **Ball/Strike Count.** Body upright. Have eye contact with the pitcher. Both hands are extended high above the head. Consecutive fingers are used to indicate the ball and strike count on the batter. Use the fingers of the left hand for balls and the fingers of the right hand for strikes. A verbal description of the count on the batter is given while the hands are overhead. Balls are always mentioned first and strikes second. This should be announced when the next pitch is critical (a walk or strikeout is imminent) or if there has been a delay between pitches.

O. **Double.** Body upright. Raise the right hand high above the head indicating with two fingers the number of bases awarded. A verbal call of "two bases" is made while the hand remains overhead.

P. **Home Run.** Body upright. Raise the right hand high above the head with a closed fist. Make a counter-clockwise circling motion with the raised fist. A verbal call of "home run" is made at the same time the fist is overhead.

Q. **Four-Base Award.** Body upright. Raise the right hand above the head with four fingers shown. A verbal call of "four-base award" is made at the same time the hand is overhead.

SECTION 8. SUSPENSION OF PLAY.

A. Umpires may suspend play when, in their judgment, conditions justify such action.

B. Play will be suspended whenever the plate umpire leaves the umpires position to brush the plate or to perform other duties not directly connected with the calling of plays.

C. The umpire will suspend play whenever a batter or pitcher steps out of position for a legitimate reason.

D. An umpire will suspend play if a fair batted ball hits the umpire prior to passing an infielder.

EFFECT: The batter-runner is awarded a base hit. No runners are advanced unless forced to advance.

E. An umpire will NOT call time while any play is in progress, including when a

thrown ball hits an umpire.

EXCEPTION: See 8.G Exception

F. An umpire will not call time after the pitcher has started the delivery.

G. In case of injury, time will not be called until all plays in progress have been completed or each runner has been held at his base.

EXCEPTION: In case of apparent **severe** injury the umpire may immediately suspend play to have the injured player attended to. After the aid is administered the umpire will place the runners at the appropriate base predicated on the bases they would have attained absent the time for injury.

H. Umpires will not suspend play at the request of players, coaches or managers until all action in progress has been completed.

I. When, in the judgment of an umpire, all immediate play is apparently completed the umpire should call time.

SECTION 9- INSPECTION OF BATS

A. Umpires may remove from competition any bat that exhibits cracking, burrs, dents, sharp edges, or audible rattles, whether or not arising solely from normal wear and tear

B. Umpires may inspect all bats prior to use to identify any unsafe or illegal bat. If one is found prior to the game the player will be warned and the bat will be removed from the game. If there is a reasonable doubt that a bat has been altered the umpire will remove the bat from the game and will notify the Division President for further review.

RULE 10 – BAT CHALLENGE AND PENALTY

SECTION 1 BAT CHALLENGE

A. During a game the opposing Manager, who reasonably thinks that a bat may not be an approved bat, or is damaged in any way, may request that the umpire inspect the bat.

B. The umpire will perform the initial inspection limited to bat certification, signs of damage, and signs of bat altering. **NOTE: Signs of Bat Altering include tooling marks, screwdriver marks around end cap, excessive adhesive around end cap, hole in knob, vise marks, and paint on or near end cap.**

C. If the umpire determines that the bat is legal, the bat is allowed. The bat will be removed from the game if the umpire determines it is illegal by inspection.

D. If in the judgement of the umpire the bat needs further inspection or review the challenge is referred to the Division President.

E. Managers who reasonably think that a bat being used in league play is illegal may submit a challenge to the Division President.

F. The Division President will review the bat to determine if the bat is legal, damaged, or has signs of altering. If the bat passes inspection and does not need additional review the bat is ruled legal.

G. If the Division President determines that the bat requires additional examination or testing due to inspection or performance issues, the challenge is referred to the Commissioner for review. The bat is banned from use until resolved.

H. The Commissioner after review may allow the bat, ban the bat, or have the

bat examined/or tested by a bat testing facility, the manufacturer, or with a barrel compression tester. The Commissioner may take whatever action is deemed appropriate. If the bat passes the test it is ruled legal. If the bat fails the test the bat is ruled illegal and is banned from play. **NOTE: The only way to verify that a bat has been altered is by bat testing, i.e. barrel compression, internal inspection, or batted ball speed (BBS) testing**

I. Players are expected to voluntarily release their bat for inspection or testing when requested by umpires or league officials.

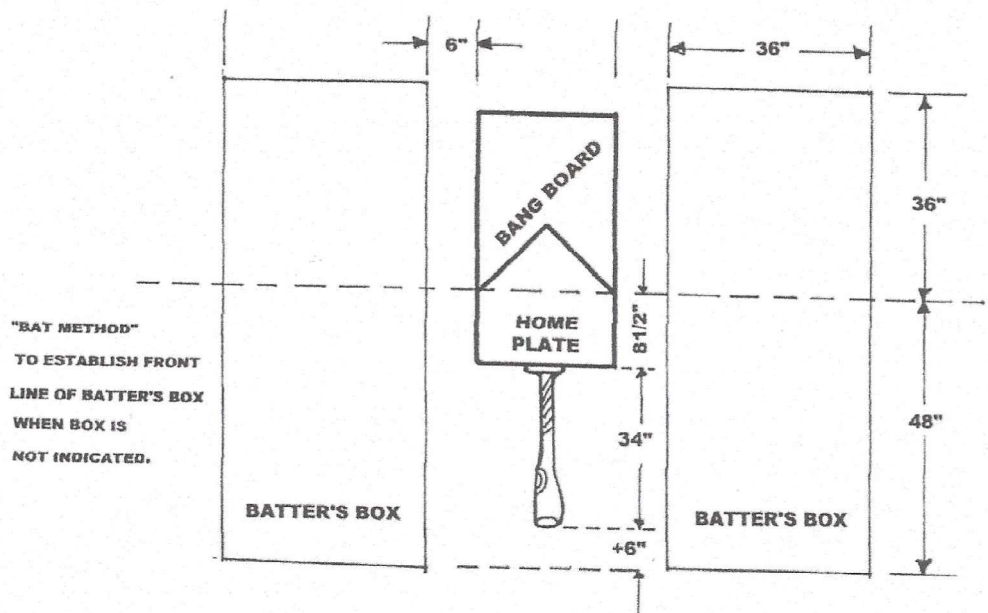
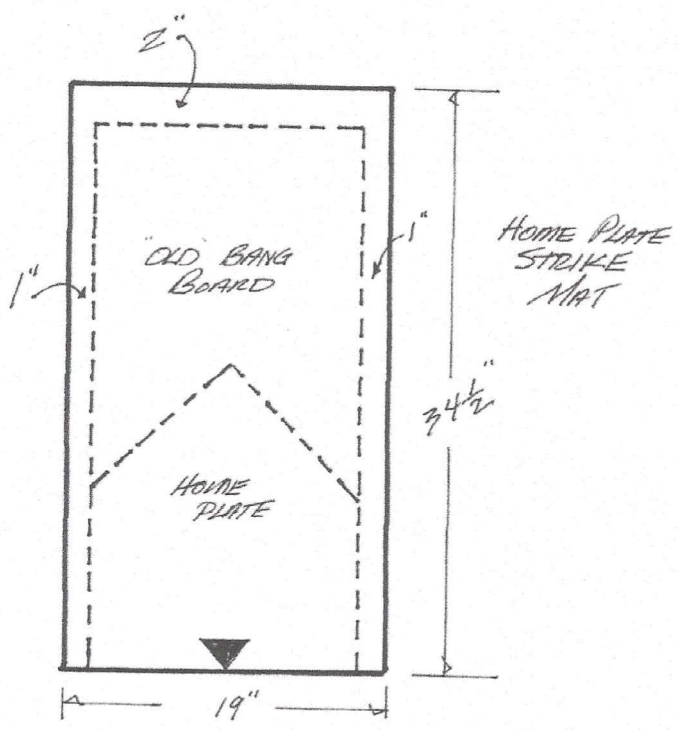
J. Decisions of the Commissioner are final and not subject to appeal.

SECTION 2 PENALTIES FOR USING ALTERED BAT

A. If a player refuses to immediately surrender the bat to league officials, the player will be suspended for four years.

B. If a player voluntarily surrenders the bat and it is found to be altered to enhance performance, the player will be suspended for two years.

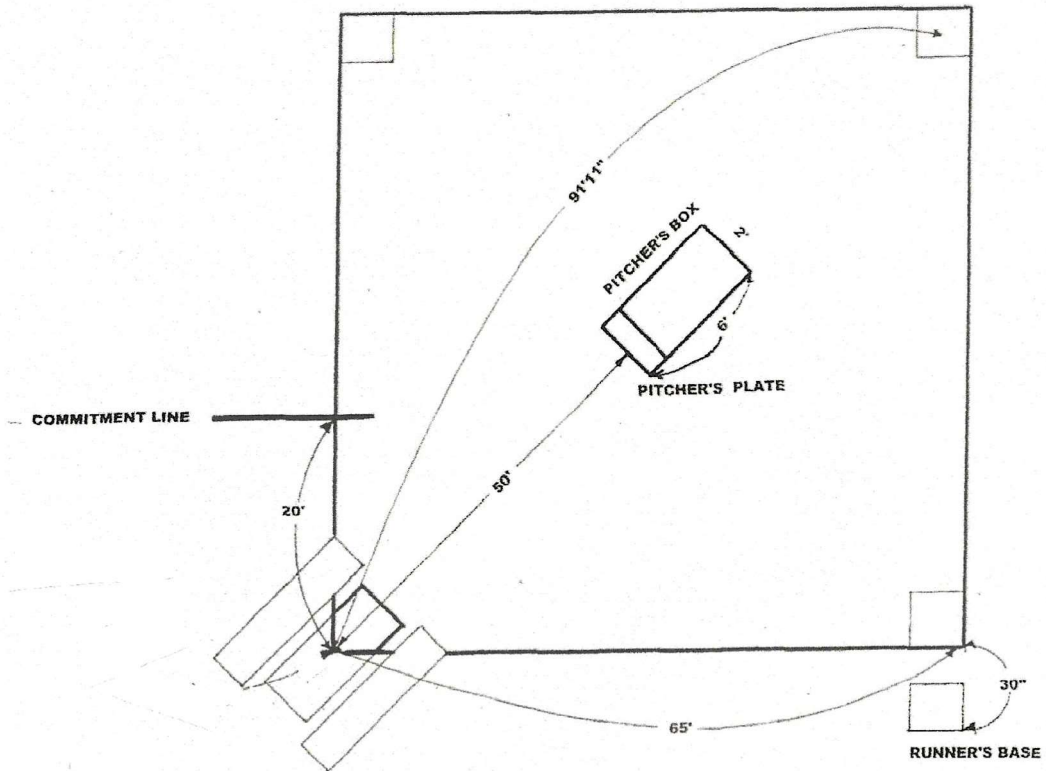
Field Diagrams
 Courtesy of Mr. Tom Burke



"BAT METHOD"
 TO ESTABLISH FRONT
 LINE OF BATTER'S BOX
 WHEN BOX IS
 NOT INDICATED.

Field Diagrams
Courtesy of Mr. Tom Burke

Home Plate, Pitcher's Box



Note: Pitchers Box Depth now 10 feet, not 6 feet (Revised 4/29/2022)

OFFICIAL DIMENSIONS

SENIOR SOFTBALL DIAMOND
Batter's Boxes, Catcher's Box, Scoring Line/Plate

