



## **The Rules of Softball Carson City Softball League Play**

### **City Officials**

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### **Intent of the Rules**

Recognizing that the Carson City Softball is comprised of amateur and recreational players and is provided by the gratuity of the city of Carson City, it is the intent of these rules to afford participants and spectators alike with a safe and friendly environment for competition in adult softball. Many of the rules contained herein are designed to protect the safety of the contestants, the integrity of the game, and to allow the maximum number of people to enjoy the sport.

This rule book was written using the combined rules of National Associations as they apply to Carson City Softball League play. Also included in this publication are the many separate rules that have been created by and put into practice by the league and may not be applicable elsewhere.

The purpose of this document is to clarify and simplify the many variations in rules as they are practiced in other leagues and organizations as well as to omit those rules that do not apply in Carson City. And in doing so to create a comprehensive and consistent set of standards which can be applied uniformly.

When reviewing these rules it is important to note that they apply only to Carson City Softball League play and are not intended for use outside the program.

Carson City Parks and Recreation Department  
March 2, 2017

# The Rules of the Game

## Rule 1 – Definitions

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

1. The bat has had the surface of the barrel or the taper changed in any way such as by sandpapering or applying a solvent to the surface such as fingernail polish remover or by any other means,
2. The bat has had the plug or the knob removed/replaced or changed in any way, and
3. The bat has had anything removed or added or inserted to the inside or outside of the bat other than tape at the handle or knob. Other examples of an altered bat would be changing or replacing manufacturers' markings or replacing the handle of the metal bat with a wooden handle. Replacing the safety grip with another safety grip is not considered altering a bat.

**NOTE:** Cracked, worn, or damaged bats are not altered bats, but will also be removed from play by Directors and Umpires. Such cracked, worn, or damaged bats will not result in a player suspension unless the player returned the offending bat into USSSA play after it has been removed or the bat is also altered. Paint or lettering wear shall not result in a bat being considered an altered bat as long as the bat can be identified and has the appropriate BPF marking. However, the Director or Umpire may remove from play a cracked, worn, or damaged bat.

**APPEAL PLAY** refers to a play in which the Umpire cannot make a ruling until a decision is requested by the Defensive or Offensive Team. This appeal must be made before the next legal pitch, intentional walk, illegal Pitcher action, or before all Fielders have left Fair Territory.

**BALL** refers to a Pitch that does not enter the Strike Zone in flight, nor conforms to the fairly delivered Pitch stipulations, and is not struck at by the Batter.

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

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

**BASE ON BALLS** permits a Batter to gain First Base, without liability to be put out and is awarded by the Umpire when three pitches are adjudged to be balls.

**BASE-RUNNER OR RUNNER** is a Player of the Team at bat, who has hit a Fair Ball or who has been awarded First Base for any reason before he is put out.

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

**BATTER** refers to the Offensive Player who takes a position in the Batter's Box.

**BATTER-RUNNER** is the term identifying the Offensive Player who has just hit a Fair Ball and applies until he is either put out or until the play on which he became a Runner is ended.

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

**BATTING ORDER** is the official listing of Offensive Players in the order in which they must bat.

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

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

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

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

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

**CATCHER** refers to the Defensive Player who takes his position behind Home Plate.

**CATCHER'S BOX** is that area where the Catcher must remain while and until a pitched ball has reached or passed Home Plate, or is Batted.

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

**COACH** refers to a member of the Team at bat. Only one Coach is permitted in each Coach's Box, to direct the Players of his own Team while batting and running Bases.

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

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

**DEFENSIVE TEAM** is the Team that is playing Defensively in the Field.

**DOUBLE PLAY** is a continuous play by the Defense where two Offensive Players are legally put out without an intervening play or an error.

**FAIR BALL** is a Batted Ball that settles on Fair Territory between Home Plate and First Base, or Home Plate and Third Base, or that is over Fair Territory, including any part of First or Third Bases when bounding to the Outfield, or that first touches any base, other than Home Plate, or that first touches a Player or Umpire over Fair Territory, or which first touches the ground or an object in Fair Territory, or over Fair Territory, beyond First and Third Bases, or that while over and above Fair Territory passes out of the Playing Field, that is, over and beyond the outside fence.

**FAIR TERRITORY** is that part of the Playing Area within and including the First and Third Base Foul Lines, from the Home Plate to the bottom of the extreme playing area fence and then extending perpendicularly upward.

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

**FIELD COORDINATOR** The field coordinator is a league official assigned to oversee all activities which occur both on and off the field. The coordinator represents the league office and has the right to determine eligibility of players, change in rosters, and the general conduct of individuals while in the sports complex. The field coordinator has the right to remove individuals (players, representatives, and spectators) from participation in games and from the sports complex.

**FIELDER** refers to any Player of the Defensive Team playing in the field.

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

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

**FOUL BALL** is any Batted Ball that stops or settles in Foul Territory without first being touched in Fair Territory, or which is first touched in Foul Territory, or that first touches some out-of-play object or area in Foul Territory, or that first touches Foul Ground beyond First and Third Base, or which does not conform to the requirements that would make it a Fair Ball. NOTE: An untouched Batted Ball that strikes the Pitcher's Plate and rebounds into Foul Territory where it is touched or stops is a foul ball.

**FOUL TIP** is a Batted Ball that goes directly from the bat not higher than the Batter's head, to the Catcher's hands and is legally caught. First contact from bat must be Catcher's hands.

**HOME TEAM** is the Team on whose grounds the game is being played; or, if the game is scheduled on neutral grounds, it is decided by mutual agreement or a toss of a coin. Home Team bats in the last half of the innings.

**ILLEGAL BAT** refers to one that does not meet the requirement/specifications of Rule 3, Section 2

**ILLEGALLY BATTED BALL** is one Batted Fair or Foul by the Batter when either one or both of his feet are in contact with the ground COMPLETELY outside the lines of the Batter's Box, or when his foot is in contact with Home Plate, or when the ball is batted with an Illegal Bat.

**ILLEGALLY CAUGHT BALL** occurs when a Fielder catches a Batted or Thrown Ball with a glove, a mask, a cap, or with any part of his clothing detached from the proper position on the Fielder's body.

**IN FLIGHT** describes any Batted Ball, a Thrown or Pitched Ball, which has not yet touched the ground or some object other than a Fielder.

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

**INFIELD** is that portion of the Field within the Baselines and also includes the areas of the Field normally covered by Infielders in defensive positions.

**ILLEGAL PLAYER** Any player who is not on the legal roster submitted to Carson City Softball and takes a position in the batter's box or takes a position on the field for offensive or defensive purposes (except coaching) at any time during a game is illegal. Any player who is on two or more rosters at the same time is an illegal player. Note: It is permissible to be on a male M/W T or female team *and* a coed team at the same time. (CCRD will allow substitute players during regular season play. These players are subject to a \$5 per game fee and must sign the Waiver of Liability. During postseason play substitute players are not allowed.)

**INFIELD FLY** is a Fair Batted Ball (not a line drive) that can be caught in flight by an Infielder with ordinary effort. Any Defensive Player may catch the ball in the Infield Area.

**INNING** is that portion of a Game within which teams alternate on Defense and Offense, and each team is allowed three outs during its time at bat.

**INTERFERENCE** is an act where Players or others interfere with a Player's opportunities. There are three types of interference:

**A. Offensive Interference** - When a Player interferes with or impedes or confuses a Defensive Player while he is attempting to make a play. This can occur by either physical or vocal actions.

**B. Spectator Interference** - Occurs when a person not engaged in the game touches a live Batted or Thrown Ball which could prevent a Blocked Ball to occur, or when a person not engaged in the Game physically interferes with a Player's opportunities.

**C. Umpire Interference** - Occurs when a Fair-Batted Ball strikes the Umpire on Fair Ground before passing a Fielder other than the Pitcher.

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

**LINE DRIVE** is a Fly Ball that is batted sharply and directly into the Playing Field. **NOTE:** A Line Drive should never be considered an Infield Fly.

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

**MANAGER** refers to a person appointed by the Team to be responsible for the Team's actions on the Field. Also, the Manager represents the Team when communicating with the Umpire and the opposing Team. A Player may be designated as a Manager.

**OBSTRUCTION**

**A.** Obstruction is the act of a Fielder while not in possession of the ball, or not in the act of fielding a Batted Ball, or taking a proper position to receive a Thrown Ball (Thrown Ball must already be in flight) which impedes the progress of a Runner who is legally running the Bases.

**B.** Obstruction is the act of a Fielder which impedes the Batter from striking at a Pitched Ball.

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

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

**OUT** refers to one of the three requirements of an Offensive Team each inning.

**OUTFIELD** is that portion of the Field beyond the lines of the Infield and extending to the extremities of the Playing Field. This usually refers to the area between the Foul Lines.

**OUTFIELDER** refers to the Defensive Player occupying a position in the Outfield, which is the most distant from the Home Plate.

**OVER SLIDE or OVER SLIDING** is the act of a Runner when his slide to a Base is with such momentum that he loses contact with the Base, and he is thus placed in jeopardy. This does not apply to the Batter-runner, as he is first approaching First Base.

**OVERTHROW** is a ball thrown from one Fielder toward another and which, for any reason, goes into Foul Territory and stays within the boundaries of the Playing Field. This ball always remains live unless it becomes a Ground Rule Blocked Ball.

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

**PERSON** refers to an Umpire or Player includes all of his body, his clothing, or his equipment.

**PITCH** refers to any delivery of the ball to the Batter by the Pitcher.

**PITCHER** is the Fielder designated to deliver the Pitch to the Batter.

**PITCHER / INFIELDER** - The Pitcher becomes an Infielder when, after releasing the Pitch to the Batter, he has a reasonable opportunity to field a Batted Ball.

**PIVOT FOOT** is the foot, when placed on the Pitcher's Plate by the Pitcher that must be in contact with the Pitcher's Plate or six feet directly behind the pitcher's plate when the Pitched Ball is released.

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

**PROTESTS** A protest occurs when a team representative (player, coach, or manager) disagrees with a rule interpretation or believes an illegal or ineligible player has entered the game. Protests involving umpire judgements are not allowed. Protests shall be noted with the presiding league official (field coordinator) and the umpire immediately upon discovery. Protests require written notification with all appropriate facts entered into the report. Resolution of the protest will occur when the league office receives the report and makes a determination.

**QUICK RETURN PITCH** is a Pitch made by a Pitcher with the obvious attempt to catch the Batter off guard and balance. This could be when the Batter first takes his position in the Batter's Box and before he is ready, or when the Batter is still off balance from the previous pitch.

**RETOUCH** is the act of a Runner in returning a touch to a Base as legally required.

**ROSTER** The roster is a signed document which states names and addresses of all players eligible to appear in a legal league game. The roster is also used as a waiver of liability for all players who participate in CCS.

**RUN RULE** If a team is winning by 20 or more runs after the completion of a complete inning after the 5<sup>th</sup> inning the leading team will be declared the winner.

**SAFETY BASE / ORANGE BAG** CCS uses a two-bag system at first base. There is a white bag and an orange bag. On any play where an attempt is made to put out the batter-runner before he has touched first base, the defensive player is required to touch the white bag to obtain the put out. The batter-runner is required to touch the orange bag to acquire first base. Failure of the batter-runner to touch the orange bag on such a play constitutes an immediate out and the umpire shall signal accordingly stating the reason. The ball remains live and in play. The white bag is used in all instances following the first throw to first base. In instances where no attempt is made to put out the batter-runner before he reaches first base, the batter-runner may touch either bag.

*Interpretation: This rule is instituted purely as a safety issue. In order to prevent unnecessary contact between the batter-runner and the first baseman, the batter-runner is required to touch the orange (or safety) bag while the first baseman is required to touch the white bag on any play where an attempt is made to put out the batter-runner at first base. The use of two bags allows some distance to naturally occur between the two players and prevents accidental contact in cases where two people attempt to occupy the same space. The umpire shall call the batter-runner out if he touches only the white bag on the play. The umpire shall also call the batter-runner safe if the first baseman touches only the orange bag while executing the play. It is legal to touch both the white and orange bags at the same time.*

**SLIDE RULE** There is no slide rule in Carson City Softball.

*Interpretation: The league will not cause players to intentionally injure themselves by requiring sliding. If a player elects not to slide they must not in doing so cause interference.*

**SACRIFICE FLY** is any caught Fair Fly Ball that permits a Runner to SCORE a run after a caught fly ball is first touched.

**STRIKE ZONE** is an ball that touches the designated rubber mat. Any touch of the ball to the mat is designated as a strike.

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

**TAG** is the action of a Fielder touching a Base with any part of his body while holding the ball firmly and securely in his hand or glove. Also, Tag refers to touching the Runner with the ball, or with the glove holding the ball, while continuously holding the ball firmly and securely during and immediately following the tag.

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

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

**TOUCH** refers to touching an Umpire or Player or Person. This includes any part of his body, his clothing, or his equipment.

**TEAM REPRESENTATIVE** is any person affiliated with the Offensive or Defensive Team, including Sponsors, Managers, Coaches, and Players in a Game.

**TURN AT BAT** begins when it is any individual Player's turn to bat, such as his name listed at the top of the Offensive Team's Batting Order at the beginning of an inning; or when the Batter listed immediately preceding him in the Batting Order completes his turn at bat by being put out or becoming a Runner.

## **Rule 2 – The Playing Field**

### **Section 1. The Playing Area**

- A. The playing area is any area where ball may legally be played and fielded. The playing area is confined to all areas which are not out of bounds.

### **Section 2. Ground Rules**

- A. The out of bounds area is described as all areas outside of an imaginary line running down a line parallel to and even with the fences that inscribe the playing fields and extending to the outfield fences.
- B. There are several holes which are large enough for balls pass through in the fences which border the dugouts. When a ball passes through the fence, but not over the fence, it shall be declared a dead ball, runners will continue to the next base and all play will stop. Balls which bound or are thrown over the fence or pass into the dugout through the access opening will be subject to the overthrow rule. The umpire should note these holes during the pre-game introduction.

### **Section 3. The Official Layout of The Diamond**

- A. The dimensions of the field and the layout of the diamond are:
- B. The distance to the fence from the point of the plate should be 300 feet.
- C. Bases should be 70 feet apart.
- D. The pitching rubber should be 50 feet.
- E. A line three feet away from the foul line beginning at the half way point between home and first designates the legal running lane of the batter-runner. This lane is to the outside of the foul line and runs parallel to it extending to first base.
- F. The on-deck circle is not designated with striping. It should be considered to be close to the dugout opening and be prescribed by the umpire if required.
- G. The batter's box is all areas behind a line which shall be Three feet from the middle of the plate forward and parallel to it. The batter may stand in any position behind the line. The line shall be considered part of the box. Home plate shall not be considered part of the box.
- H. The catcher's box is all areas behind home plate three feet to either side of the plate and extending to the backstop. There are no lines to designate this area and the umpire should use discretion in invoking this rule.
- I. The coaching boxes are ten feet outside and parallel to the foul lines, even with first and third base, and extend ten feet towards home plate.
- J. The pitching plate is a rubber object 24 inches long and 6 inches wide. It is permanently attached in the ground and level with the playing field. The Front of the pitchers plate shall be fifty feet from the rear corner of home plate and midway between first and third bases.
- K. Home plate is a five-sided rubber object which is 17 inches wide with two perpendicular sides 8 ½ inches long and two other sides 12 inches long. Home plate is permanently attached in the ground and is level with the playing field. Home plate is considered part of fair territory.
- L. The bases are canvas and rubber objects 15 inches square and five inches tall. The bases used in Carson City Softball are "break away" bases which can become dislodged under duress. When a base is dislodged both the original location of the base and the base itself are considered legal objects.
- M. Carson City Softball uses double bases at first base. The second base is orange and lies outside of fair territory and is considered a "safety" base. The following rules apply to these bases:
- N. A batted ball which contacts the white bag will be declared fair. A batted ball which contacts the orange bag will be called foul.
- O. When a first attempt is made to throw out a runner at first base the defensive player must contact the white portion of the base. The batter-runner must contact the orange portion of the base. If the batter-runner fails to touch the orange bag on such a play he shall be called immediately out and the umpire shall signal accordingly, stating the reason. The ball remains live and in play. The white bag is used in all instances following the first throw to first base. In instances where no attempt is made to put out the batter-runner before he reaches first base, the batter-runner may touch either bag.
- P. Following the initial touch of the double base the batter-runner must use the white portion of the bag.
- Q. On any force out attempt in which the ball is thrown from the foul side of the base, the defense player and the batter-runner may legally use either side of the base. This would include attempts made as the result of an overthrow.
- R. Only the white portion of the bag may be used when tagging up on a fly ball.

## Section Four: The Batter's Box

- A. The batter's box is the area behind the front line and anywhere close to home plate.
- B. The batter should be given sufficient time to become set in the box and ready to swing at a pitch. The umpire should hold up play and allow the batter to become ready especially before the first pitch of an at bat and after any pitch the batter has swung at whether the ball was struck or not. Or after any pitch where the catcher fails to field the ball cleanly (discontinuous play). Pitchers should never gain an advantage due to confusion by the batter.
- C. The umpire should not allow a batter to leave the box after a pitch not swung at, except in unusual circumstances such as unclear vision due to dirt in the eye. Simply stepping out of the box with one foot does not constitute a request for time out by the batter. The batter must verbally request time out for the umpire to grant it.
- D. The umpire should grant time out when a batter requests it as long as the request is not designed to delay the game.
- E. The umpire should not grant time out after the pitcher has begun his motion.
- F. Stepping on the plate or with one foot completely in front of the front line becomes an issue of safety and the umpire should immediately call the batter out and the play dead. If any portion of the foot remains on the line, the batter is considered to be "in the box" and may legally strike the ball.

## Section Five: Catch And Carry

- A. The legal boundaries of play consist of the infield area bounded by fences, and an imaginary line down each of the right and left field fences and the outfield fence and all points in between. The out of play area consists of all area outside of the infield fences, including the dugouts.
- B. A catch and carry is a play in which a fielder legally catches a ball in the field of play and then, accidentally or intentionally, enters an out of play area.
- C. The catch and carry rule is in effect when a player touches one or both feet into the out of play area while in possession of the ball after catching a batted fly, fair or foul, ball. The catch and carry rule is in effect when a player possesses the ball and, for any other reason, enters the out of play area.
- D. If the catch and carry is ruled unintentional, time out should be called, all play stops and runners are awarded one base beyond the base last touched.
- E. If the catch and carry is ruled intentional, time out should be called, all play stops and runners are awarded two bases beyond the base last touched.
- F. Players may not intentionally carry or toss the ball out of play in order to prevent a runner who has missed a base or has left a base too soon from returning to the missed base. Runners may return to the missed base in this event.

## Rule 3 – Equipment

### Section One: Advancements

- A. Due to rapidly developing improvements and advanced technologies of softball equipment, all new equipment introduced to the game of Slow Pitch Softball must be reviewed and approved by the USSSA Equipment Performance and Safety Standards Committee. Each item approved shall be tested for one year. During this time the item can be further evaluated in actual game playing situations. CCPR reserves the right to disapprove any equipment due to failure to meet current safety standards as set by the USSSA, ASA, or NSA Equipment Performance and Safety Standards.

### Section Two: Official Bat

- A. **THE OFFICIAL BAT** shall be round in cross section, straight in length, and measure not more than 34 inches long including tape or other grip additions to the bat, and not more than 2-1/4 inches in diameter at its largest part and its weight shall not exceed 31-1/2 ounces, including tape or grip addition to the bat. The bat shall have a safety grip of tape or some other material to facilitate holding the bat during the batter's swing. The safety grip shall be not less than 10 inches long, nor extend more than 15 inches from the small end or handle end of the bat. Graphics, including BPF markings, must be permanent and cannot be decals or any other method that can be easily removed or added to the bat.
- B. The bat may be made of hard wood of one piece, or laminated from sections of hard wood bonded together with adhesive in such a way that the grain directions of all the pieces are essentially parallel to the length of the bat.
- C. The bat may also be made of aluminum or other metals, fiberglass, graphite, or a composite material. The bat may be made in pieces from different materials but must have a closed barrel end and may be modular with interchangeable parts, subject to additional safety and tampering requirements as set forth in the standard USSSA, NSA, or ASA bat standards. The knob portion must be welded, or mechanically attached to the bat. Only USSSA, ASA, NSA approved bats USSSA, ASA, NSA approved weighted bats, or USSSA, ASA, NSA approved bat weight attachments may be used in loosening up. Nothing such as a donut or fan may be used when loosening up.
- D. Authorized bat manufacturers shall mark their products with the words "Official Softball" or words to that effect. If the words "Official Softball" are illegible or it is a Little League bat, the bat should be declared legal if it is legal in all other respects. When a bat does not meet the specifications as defined, has flat spots or pronounced dents, or if in the Umpire's judgment, the bat has been altered, the Umpire shall prohibit the use of the doubtful bat.
- E. The performance standard for all non-wooden bats will be a Bat Performance Factor (BPF) of 1.20, or less under the ASTM BPF test as applied under the standard USSSA Bat License Agreement. A list of those bats licensed and complying with this standard and therefore legal in USSSA play shall be kept by USSSA and published and made available by means including, but not limited to, the USSSA Website. Only bats on the published list will be legal for USSSA play. In addition, no bat shall be legal in USSSA play unless it is marked "USSSA BPF 1.20"; bats manufactured before January 1, 2004, are to be marked "1.20 BPF" or BPF 1.20."
- F. A CCPR Supervisor, AWS Umpire, or CCPR Staff may at any time ask to inspect a bat that has been brought into the location of a AWS sanctioned event. The owner and/or user may either:
  - a. Allow the CCPR Staff or Umpire to inspect the bat and reach a conclusion as to whether or not the bat might be altered. If, after making the inspection, the CCPR Staff or Umpire in his/her discretion decides that the bat might be an altered bat, the suspected offending owner and/or user will be subject suspension.
    - i. Allow the CCPR Supervisor to send the bat to be pressure tested for a determination as to whether or not the bat is altered. **NOTE:** During the time of the examination of the bat, by the discretion of the CCPR, CCPR may suspend the suspected offending player pending the decision. If the Manufacturer or CCPR determines that the bat has been altered, CCPR may suspend a first time offender for up to life.
      - ii. Accept a one year (up to life for second time offenders) suspension from CCPR Softball.
  - b. Withhold the bat from inspection and accept a one year (up to life for second time offenders) suspension from CCPR Softball.
- G. After examination of a bat to determine if it is altered, the bat shall be returned to the owner. No owner and/or player altered bat suspensions will occur unless the bat is determined to be altered.
- H. Dented bats are considered altered and the umpire will not allow their use. If an umpire discovers a dent in a bat he should issue a warning to the offending team and disallow further use of the bat. If the bat is used again the offending player should be ejected from the game.

- I. Any bat belonging to the batter or the on-deck batter is considered legal equipment and is part of the game. Contact between the ball and this equipment is legal and incidental. However, any bat left out of the dugout by the offensive team which does not belong to the batter or on-deck batter is not legal and contact would constitute interference by the offensive team and result in the lead runner being declared out. Bats left out by the defensive team would result in obstruction and may result in awarded bases. Umpires should insure that teams keep their equipment properly stored in the dugout.

### Section Three: The Ball

- A. The official ball to be used shall be of a spherical design with a smooth surface. The center or core of the ball shall be of a material and design traditionally used to make softballs or other materials or design as approved by AWS and CCPR. The cover shall be of horsehide, cowhide, or other material approved by CCPR or AWS and shall be cemented to the core and stitched with cotton, linen, or nylon or any other material approved by CCPR or AWS. A molded cover ball or a molded ball without separate cover, or a multiple layer core design or multiple material core design, may be approved by the discretion of CCPR or AWS on a case by case basis. The thread shall be in either flat seam or concealed stitch type which gives a flat surface. The stitch color must be blue. The internal composition of the core and the material of the cover must be
- B. Clearly printed on the ball and the words "Official Slow Pitch Softball" must be clearly printed on the ball.
- C. Umpires will provide league balls for use during the game, of which at least one should be a new ball. If balls are hit out of play, such as foul or over the outfield fence, the teams must and should retrieve them. Failure to do so is not a penalty, but the umpire may hold up play until the balls are retrieved and will do so with the clock running.

### Section Four: Legal Gloves

- A. Pitchers, Catchers and First Basemen may wear a glove or mitt of any size; all other Players are restricted to a finger type glove with the space between the thumb and forefinger not exceeding more than 4-1/2 inches at the top. The webbing shall not be constructed to form any type net or tray.
- B. Multicolored gloves are legal.
- C. Shoe shall be considered legal if it is made with either leather or canvas uppers or similar materials. The soles may have soft or hard rubber cleats. **Metal cleats are prohibited.** Shoe sole or heel projections other than the standard shoe plate are prohibited. The all-purpose molded cleat softball shoe is legal. All Players must wear shoes.
- D. **Players may wear MASKS TO PREVENT INJURY** it is strongly recommended that all protective equipment be worn.

### Section Five: Uniform

- A. A uniform is not required for league play.
- B. Players must wear clothing that will not inhibit athletic play or pose a danger to the player. Dresses are not legal.
- C. Jewelry may be worn as long as no danger to the player or other players is evident. The umpire reserves the right to have the jewelry removed or taped firmly to the body to insure compliance with this rule.
- D. For purposes of interpretation, medical alert bracelets or necklaces are not considered jewelry and are not required to be removed.
- E. Shoes must be worn by all players at all times. Shoes with metal cleats are not legal footwear and cannot be worn at any time. Shoes with plastic cleats are legal. Cleat length may not exceed 3/4 inch. Shoes with removable cleats must screw into the shoe and not onto the shoe, that is; the cleat must contain external threading.
- F. All casts, splints, and braces must be padded. Casts, splints, and braces that are potentially dangerous may not be worn. The umpire reserves the right to determine the risk the equipment poses.

## Rule 4 – Players, Coaches, Substitutes, and Representatives

### Section One: Players

- A. Each team must field a minimum of eight players.
- B. A maximum of ten defensive players and two additional hitters may define the official lineup.
- C. All players must be legally entered on the official roster held by CCPR.
- D. The official lineup card should contain a batting order and a complete list of eligible substitutes and should be entered prior to the first pitch of the game. No penalty is assumed if the lineup card is not completed prior to the start of the game. Eligible substitutes need not be present to be entered into the lineup card.
- E. Teams which begin play with less than twelve players may add to the batting order through and including the fourth inning until twelve spots are filled. The players added to the lineup must be added at the end of the lineup. The lineup becomes frozen at the beginning of the fifth inning.
- F. In the coed program all eligible players may bat as long as males do not bat consecutively. As with other programs, the lineup will be frozen to begin the fifth inning. Within the Coed Program, there must be two female and two male outfielders, two female, and two male infielders, and one female and one male pitcher and catcher (it does not matter which gender pitches or catches).
- G. All players in the lineup may change defensive positions as desired (including the additional hitter(s)) as long as the batting order remains the same and not more than ten defenders are in the field at one time.
- H. The lineup may be reduced at any time during the game if a player is unable to continue due to injury and as long as the eight-player minimum is met. The injured player may return, even after missing a turn at bat, without penalty at any time during the game, but must bat in the same position as when he left.
- I. The lineup may not be reduced if a player is ejected from the game for any reason. A substitute must replace an ejected player immediately. If a substitute is not available the team with the ejected player must forfeit the game. Depending on the severity of his actions, the ejected player may be asked to leave the sports complex entirely. Failure to do so, even with a substitute available, is grounds for forfeit. Enforcement of this portion of the rule is left to the field coordinator.

### Section Two: Americans with Disabilities Act Rule

- A. As determined by the American's With Disabilities Act of July 25, 1990, physically challenged players may not be prevented from participating in CCPR league games.
- B. The ADA player may choose to play either offense or defense or both.
- C. All other rules apply.

### Section Three: Re-entry Rule

- A. Starting players may be substituted for and re-enter the game once.
- B. When the starting player returns to the game, they must re-enter the batting order in the same position as when they left.
- C. The substitute who then leaves the game is not eligible to return.

- D. Once the starter re-enters the game he is no longer eligible for the re-entry rule. That is; the next time he is taken out of the lineup he is ineligible to return.

#### **Section Four: Substitutes**

- A. A substitute is a player who replaces a starting player in the lineup.
- B. A representative of the team should notify the umpire when a substitute enters the game. There is no penalty for failure to do so.
- C. Substitutes are not eligible for re-entry. Once they have left the lineup they may not return to the game. (Exception for the injury rule).
- D. Any player, offensive or defensive, may be substituted for at any time during a dead ball situation.
- E. Courtesy runners are not considered substitutes.
- F. If an accident or injury occurs to the batter-runner, or any other runner, that prevents that player from proceeding to an awarded base, and the ball is dead, the player may be substituted for. The substitute will be allowed to advance to the awarded base(s). The substitute must touch all required bases in legal order just as the injured player would have. This runner may or may not be a courtesy runner.

#### **Section Five: Illegal And Ineligible Players**

- A. **ILLEGAL PLAYER.** An illegal player is a player who takes a position in the lineup in either an offensive or defensive capacity and has no legal right to that position. Violation of the rule occurs when one pitch, legal or illegal, has been thrown. Any illegal player caught playing will receive a two (2) game suspension from Carson City Recreation Softball. Any coach caught using an illegal player will be suspended (1) one game.
- B. **ILLEGAL PLAYER PROTESTS.** The use of an illegal player is handled as a protest by the offended team. As soon as the violation occurs the offended team must notify the umpire who will suspend play until the matter is resolved. The CCPR Supervisor on site will determine eligibility. If the player is found to be illegal, he shall be disqualified and removed from the game. A substitute or starting player (guided by the re-entry rule) must be available to avoid a forfeit. If the illegal player has been entered into the game for more than one batter (including himself) the offending team is subject to forfeit. This determination will be handled by the league office.
- C. **ILLEGAL PITCHER.** An illegal pitcher is a player who returns to the pitch after having been removed from the pitching position by the umpire.
  - a. **EFFECT:** After being discovered, all play stands and the player shall be disqualified (ineligible for the remainder of the game).
- D. **ILLEGAL BATTER.** An illegal batter is a batter who is taking a turn at bat out of order.
- E. **ILLEGAL RUNNER.** An illegal runner is a runner who replaces an offensive player on the field, but is ineligible to be in the game. A courtesy runner is not considered an illegal runner.
- F. **ILLEGAL RE-ENTRY.** Illegal re-entry occurs when:
  - 1. A starting player attempts to return for a second time after having been substituted for twice.
  - 2. A starting player returns to the game, but not in his original position in the batting order.
  - 3. A substitute returns to the game after having been replaced.

**EFFECT:** Actions that have occurred while the illegal player is in the game are governed as follows:

##### **OFFENSE.**

- A. If discovery occurs while the illegal player is at bat, the player is disqualified and a substitute shall enter the game and assume the ball and strike count.
- B. If discovery occurs following a turn at bat, the player is disqualified, the illegal player is called out and all advancement of runners is nullified. (Runners must return to their bases). The discovery must occur before a pitch, legal or illegal, has next been delivered to the plate.
- C. If discovery occurs after a pitch has next been delivered to the plate, all play stands, the illegal player is disqualified, and a substitute must be sent into replace the player.

##### **DEFENSE.**

- A. If the illegal player is discovered in the field during a turn at bat, the player shall be disqualified and play continues.
- B. If the discovery occurs following a turn at bat, the player shall be disqualified and the offense has the option of accepting the results of the play, or having the last batter return and replay the turn at bat. All runners must also return to the base they occupied prior to the play. The discovery must occur before a pitch, legal or illegal, has next been delivered to the plate.
- C. If discovery occurs after a pitch has next been delivered to the plate, all play stands, the illegal player is disqualified, and a substitute must be sent into replace the player.

#### **Section Six: Coaches and Managers**

- A. A team coach (or manager) is a person responsible for the actions of his players both on and off the field. The team coach represents the team to the umpire and the opposing team in all communications. The team coach may or may not be an active rostered player. In the absence of the official team coach, any person may be designated as the team coach accepting the same responsibilities.
- B. A base coach is any team representative, player, coach, or assistant, who occupies the coaching box at first or third base for the purpose of directing the runners.
- C. Base coaches may have in their possession in the coaching boxes a scorebook, pen or pencil, and an indicator which shall be used for score keeping or record keeping purposes only.
- D. A base coach shall be obligated to remain in the coaching box with both feet at all times. A coach may leave the box to signal a runner to slide, advance, or return to a base or to move out of the way of a fielder's play as long as no interference occurs while out of the box.
- E. Base coaches shall not address opposing players in a manner which may interfere with play.
- F. Base coaches may not carry communication equipment on the field at any time.
- G. Base coaches may not have any beverages, or tobacco products on the field at any given time.
- H. Coaches are ultimately responsible for their team and teams actions and coaches will be held accountable.

#### **Section Seven: Disqualified and Ejected Players**

- A. Disqualified players are not permitted to serve as base coaches or to sit on the bench during games.
- B. Teams found allowing a disqualified player to participate in a game shall constitute a forfeit.
- C. Ejected players must leave the complex and may not return until a meeting is conducted between the ejected player and CCPR Management.

#### **Section Eight: Bodily Fluids on the Field**

- A. Any player, coach, assistant, or manager who is on the field of play and is bleeding or has blood on their uniform shall be prohibited from further participation until appropriate treatment can be applied.
- B. Treatment may consist of medical care and/or may involve changing clothing.
- C. Players, coaches, assistants, or managers may return to the field following treatment with no penalty provided that the eight-player minimum is met while the player is not participating. Players must re-enter the game in same batting order as when they left.

- D. Should extended treatment be necessary and a substitute brought in, an official substitution will not be incurred by the bench player, neither will the re-entry rule be applied to the returning player, provided the re-entry occurs within one inning (six consecutive outs).
- E. Upon discovery of the blood, the umpire shall immediately signal for time to be out and call a trainer, coach, assistant, manager, or other authorized person over to examine and treat the player. A reasonable amount of time should be allowed for treatment before continuing the game. The clock shall not stop during this process, instead if the time of treatment becomes too long, the player should be removed from the game and play should continue. As defined by Rule 4: Section Four: Letter F.

## **Rule 5 – The Game**

### **Section One: The Teams**

- A. The home team is designated by the league office for all regular season games. The home team shall occupy the field first.
- B. The visiting team is designated by the league office for all regular season games and shall bat first.
- C. Dugouts are on a “first come, first serve” basis and are not designated as “home” or “away”.
- D. “Home” and “away” for all playoff games will be determined by end of season seeding.
- E. In a single game playoff the team with the better seed gets home field advantage.

### **Section Two: Fitness of the Playing Grounds**

- A. Determination of the fitness of the grounds will be made through consensus between the umpire, CCPR Field Supervisor, and CCPR Program Supervisor.
- B. Should games be cancelled due to unfavorable field conditions (rain, sleet, snow, lightning, or other) “make up” games will be played as announced by the league office. Games that do not affect championship standings are not required to be made up, but may be made up as time permits.

### **Section Three: Regulation Game**

- A. A regulation game may consist of seven innings, provided the visiting team has more runs than the home team, or six and one-half innings provided the home team has more runs than the visiting team.
- B. A regulation game may consist of any number of innings as played when 70 minutes has expired. The current inning will be completed, regardless of time when 70 minutes has passed. In coed play no new inning shall begin after 60 minutes have elapsed. The time clock will be run by the umpire and will not be stopped unless an injury or accident, a protest, a natural disaster, or any other unforeseeable stoppage in play. The start of the time clock is left to the discretion of the umpire who shall announce the starting time and allow the first pitch shortly after the time clock is started. Note: Championship play shall not be subject to a time limit and all games shall be seven innings long.
- C. A game which is tied at the conclusion of seven innings or at the end of the inning following a time limit shall continue for a maximum of no more than two additional innings. If, after the first additional inning, the score is not tied, the game will be ended. If, at the end of the second additional inning, the score remains tied, the game will be declared tied and over. At the discretion of the field coordinator and the umpire the game may continue beyond the allotted two additional innings until the tie is broken. Institution of this caveat should only occur if the game is the last of the night scheduled on the field, or if some time exists under the time limit, or if the outcome of the game is important to the standings. Additional innings may be scheduled to resolve the tied game at a later date by the league office if the outcome is important to the standings.
- D. A regulation game may be declared if five innings (four and one-half if the home team is ahead) have been played and, by consensus between the umpire and the Recreation Site Supervisor, the fitness of the field has been deemed unacceptable due to conditions beyond the control of CCPR (such as rain, sleet, snow, lightning, or other). The umpire and Recreation Site Supervisor are empowered to suspend play at any time due to darkness, inclement weather, fire, panic or any other reason which makes continued play perilous or unsafe for participants and spectators alike. The score of a game which is in the sixth or seventh inning and is suspended reverts back to the score as it stood at the end of the previous inning and shall be declared regulation and legal.
- E. Games which have been suspended and do not meet the minimum inning requirement will be rescheduled and replayed from the beginning of the game.

### **Section Four: Forfeited Games**

- A. A forfeited game shall be declared by the umpire, in agreement with the Recreation Site Supervisor, in favor of the team not at fault under the following conditions:
  1. If an umpire is physically attacked or verbally threatened by a player, coach, or spectator associated with a team.
  2. If a team fails to appear at the scheduled game time in sufficient numbers to play. There is no grace period in CCPR Softball.
  3. If the umpire in agreement with the Recreation Site Supervisor and opposing teams coach desires, the clock may be started while awaiting additional players. If enough players do not arrive after no more than **ten** minutes a forfeit shall be declared. Both teams must also agree that the outcome of the “shortened” game will be legal.
  4. If one team refuses to continue play, unless the game has been suspended by the umpire.
  5. If a team employs obvious tactics designed to slow or hasten the game in order to gain an advantage or prevent the continuation of play.
  6. If, after a warning by the umpire (which may occur in the “pre-game”), any one or more rule of the game is willfully violated.
  7. If, after a player has been ejected, he refuses to leave the field of play in a timely manner. Or, after a flagrant ejection, he refuses to leave the sports complex in a timely manner.
  8. If, after a player has been ejected (either flagrant or not), no legal bench player exists to replace him.
  9. If, after an accident or injury, a team is left with less than eight players.
  10. If disqualified player is found to have participated in a game.
- B. League rules state that a team may be dropped from participation in CCPR for the remainder of the year if they have had three or more games forfeited during the course of a season. Every effort will be made to avoid dropping a team by the league office, but participation in the games is essential to the welfare of the sport and teams should attempt to field a full team for every game.

### **Section Five: Scoring Of Runs**

- A. One run shall be scored after a player has touched first, second, and third bases and then home plate in order prior to the physical making of the third out of the turn at bat.
- B. No run shall score if home plate is touched after the third out of the inning.
- C. No run shall score if the batter-runner does not safely reach first base. This rule includes force outs at any other base due to the batter becoming a runner.
- D. No run shall score if a live ball appeal occurs in which a runner is declared out for leaving a base too early and becomes the third out of the inning and before the runner physically touches home plate.

- E. No run shall score if a dead ball appeal occurs following a turn at bat and results in the third out of the inning and the appealed runner who was called out was a runner which preceded another who scored. Note: An appeal may be made after three outs and before the defensive team leaves the field of play in order to nullify any runs which may have scored.

### Section Six: Winning the Game

- A. The winner of the game shall be declared in favor of the team with the most runs at the end of regulation play.
- B. The winner of a forfeited game shall be declared in favor of the team not at fault by a score of seven to zero.

### Sections Seven: Conferences

- A. Offensive Conference:
  - 1. An offensive conference occurs when a team representative, from the bench, stops play in order to communicate with a batter or a runner.
  - 2. Only one charged conference per inning is allowed.
  - 3. A second charged conference shall result in the ejection of the team representative who stops play.
  - 4. Communication between a base coach, who remains in his coaching box, and a runner or batter, shall not constitute a charged conference.
  - 5. Communication between a base coach, who leaves his coaching box, and a runner or batter after a first pitch shall constitute a charged conference.
- B. Defensive Conference:
  - 1. A defensive conference occurs when a team representative, from the bench, stops play in order to communicate with any member of the defensive team on the field of play.
  - 2. Only one charged conference per inning is allowed.
  - 3. A second charged conference shall result in the removal of the pitcher from the pitching position for the remainder of the game. Subsequent conferences in the same inning will result in the removal of the subsequent pitchers from the pitching position.
  - 4. *Interpretation: For every conference after the first, every player in the pitching position must be removed from the game or must move to another defensive position. A player removed from the pitching position by rule may not resume pitching at any time for the remainder of the game.*
  - 5. If a pitcher is removed from the pitching position during the first charged conference, the pitcher remains eligible to pitch again.
  - 6. Charged conferences are cumulative during an inning regardless of position changes.
- C. Coach-Umpire Conference
  - 1. Any communication between a team representative and the umpire which causes play to be delayed shall constitute a coach-umpire conference.
  - 2. There are no limits to the number of conferences which may occur.
  - 3. If a team employs conferences as an obvious tactic to slow the game in order to gain an advantage or prevent the continuation of play the umpire may refuse to allow them. Or the umpire may declare a forfeit.

### Section Eight: Homerun Rules

- A. There are no limits to the number of homeruns which may be hit in the Women's program.
- B. In the Men's and Coed program, the homerun equalizer rule begins at one. No team may have a total number of homeruns more than one greater than their opponent at any time during the game. Any homerun in excess of the rule will result in the batter being out.
- C. A batted ball which first contacts the ground and then bounds over a fence shall be considered a two base hit and not a homerun.
- D. A batted ball which first touches a defensive player in fair territory and then bounds over the outfield fence shall be declared a four base award (error given to the fielder). The batter-runner shall be awarded four bases and the turn at bat shall not count as a homerun.
- E. A homerun will be charged for any fair ball hit over the fence whether runs are scored or not.
- F. The player hitting the home run will walk off the field, even in the event of a "walk off homerun". It is not necessary to touch first base.

### Section Nine: Run Rules

- A. If a team is winning by 20 or more runs after the completion of a complete inning after the 5<sup>th</sup> inning the leading team will be declared the winner.
- B. In the coed program only seven runs per inning are allowed. This rule applies to every inning including the final inning. The implication is that a team which is eight or more runs behind in the last inning cannot score enough runs to win, however they may take their time at bat anyway.

### Section 10: Time Limits

- A. All regular season games in CCPR Softball are subject to a time limit. The time limit defines, not the maximum amount of time available, but the maximum number of innings which will be played.
- B. Games will be considered regulation, regardless of the number of innings played, if the time limit has expired.
- C. In the men's and women's program the time limit is 70 minutes.
- D. In the coed program the time limit is 60 minutes.
- E. The time limit is defined as; no new inning shall begin after the expiration of the time limit. The current inning may be concluded to its fullest extent, but no new inning shall be played (unless a tie exists).
- F. If the home team is ahead and currently at bat when the time limit is reached, the game shall be stopped without regard to concluding the inning.
- G. The time clock will be run by the umpire and will not be stopped unless an injury or accident, a protest, a natural disaster, or any other unforeseeable stoppage in play. The start of the time clock is left to the discretion of the umpire who shall announce the starting time and allow the first pitch shortly after the time clock is started.
- H. Championship play shall not be subject to a time limit and all games shall be seven innings long.

### Section 11: Conduct In The Sports Complex

- A. The sports complex is owned and operated by the City of Carson City and is subject to the laws and regulations of the City. Players, spectators and official personnel should respect the laws, grounds and people who frequent the park.
- B. Dogs are not allowed in the complex at any time (Service Dogs are permitted).
- C. Outside beverages are not permitted, except water.
- D. The consumption of alcohol by game participants during the game is not allowed. Participants should be clean and sober. Violation of this rule will subject the participant to ejection.

- E. While the consumption of alcohol is legal by spectators, spectators should use discretion and avoid becoming intoxicated. Violation of this rule is also a violation of state law and the violator is subject to arrest.
- F. Participants and spectators alike should treat the umpire and all official personnel with respect at all times. Violation of this rule will subject the participant to ejection.
- G. Persons ejected from the complex must leave the area, including the parking lot, immediately. Violation of this rule will subject the person to arrest.
- H. Use of illegal drugs or substance of any kind will lead to removal from the complex and arrest.
- I. Use of charcoal grills, Barbeques, fire pits, or barrel fires are not permitted in the complex or its surrounding parking lots.
- J. Music is tolerated in the complex however it may not be heard from any distance greater than 10ft. Violators will be asked to turn the music off should this policy be broken. Failure to do so will result in removal from the complex.

## Rule 6 – Pitching Regulations

### Section One: Pitching

- A. At no time during the progress of the Game shall the Pitcher be allowed to use tape or any other substance, including a glove, upon the pitching hand or fingers; nor shall any foreign substance be applied to the ball, provided that, under supervision and control of the Umpire, a bag containing powdered resin may be used to dry the hands.
- B. At the beginning of an inning or when a Pitcher relieves another Pitcher, one minute may be used to deliver not more than THREE PRACTICE PITCHES to the Catcher or some other Teammate.
- C. LEGAL POSITIONS OF THE PITCHER'S FEET.
  - 1. Preliminary to Pitching, the Pitcher shall take a position with his/her pivot foot firmly on the ground and in contact with the pitching rubber or six feet directly behind the pitcher's plate. The pivot foot must be in contact with the Pitcher's Plate or within six feet directly behind the pitcher's plate when the pitched ball is released.
  - 2. The other foot (free foot) has no restriction on position and may be placed on, in front of, to the rear of, or to the side of the Pitcher's Plate. After taking the initial position, the Pitcher may take more than one step with the free foot, in any direction of his choice, provided that it is taken prior to, simultaneously with or during the actions of delivering the pitched ball.
  - 3. After the release of the Pitch, there are no restrictions on Pitcher's subsequent movements, or the fielding positions he may assume as a Defensive Player.
- D. PITCHER'S LEGAL MOTIONS ALLOWED IN ACTUAL DELIVERY OF THE PITCH.
  - 1. After assuming the pitching position, the Pitcher must present the ball in FRONT OF HIS BODY (for at least one second) in either one or both hands before starting the delivery motions.
  - 2. The Pitcher may hold or grip the ball in any manner before delivery.
  - 3. Only a definite underhand motion is permitted in the delivery of the Pitch.
  - 4. The Pitcher may release the pitched ball in any manner when delivering the Pitch. This includes any and all types of delivery.
    - EFFECT Sec. C-D.** After the Pitcher presents the ball, he may make any windup or arm motions desired, either in front of his body, above his head or behind his back, including stops and pauses in these motions.
      - A. Once the Pitcher begins his delivery motions; the umpire shall not give a call or signal for "Time" unless something unusual occurs.
      - B. The pitched ball must be released within 5 seconds from the time the Pitcher has the ball and the batter has taken his position in the Batter's Box. From this point, the Umpire shall not give a call or signal for "Time" unless something unusual occurs.
      - C. Pitcher must face Home Plate on delivery of pitch.
        - NOTE-** that the Pitcher does not fool very many batters to the extent that they cannot hit the ball, it is desired that Pitchers not be handicapped by technicalities, when they do develop a new technique or delivery that, perhaps, will add to the pleasure and appeal to the spectators, as long as the Pitcher adheres to the basic Pitching Rules.
- E. TYPE OF PITCH PERMITTED.
  - 1. The ball must be pitched underhanded at slow speed.
  - 2. The Pitched Ball must be at least 4' off the ground after the release from the pitchers hand
  - 3. The Pitched Ball shall not rise higher than 10 feet above the ground.
    - EFFECT-** The speed of the Pitch and height of the pitched ball are left entirely to the judgment of the Umpire (NOTE: For sake of uniformity in decisions, any doubtful Pitch should be ruled as an unfairly delivered pitch). The Umpire shall warn a Pitcher who delivers a Pitch with EXCESSIVE SPEED that repeating such EXCESSIVE SPEED PITCH will cause the Pitcher's removal from the Pitcher's position for the remainder of the Game. A Pitch that does not arc the full 3 feet as required (flat level pitch) may not be an EXCESSIVE SPEED PITCH, but merely an unfairly delivered Pitch.

## Rule 7 – Batting Regulations

### Section One: Batting Order

- A. The batting order of each team must be listed and delivered to the umpire by the MANAGER or team representative. After each team has submitted its own batting order, both lineups shall be made available to both teams, for their inspection and knowledge.
  - 1. **EFFECT-** Each Manager must have submitted his own team's lineup, before he can have access to the lineup of his opponents. The umpire may forfeit the Game if there is unwarranted delay in providing a lineup for batting order purposes.
    - I. The batting order thus submitted must be followed throughout the Game, unless a Substitute replaces a Player. When this occurs, the substitute must take the turn in the regular order at bat of the player he replaces.
    - II. Each player of the side at bat shall become the batter and enter the batter's box in the order in which his name appears on the score sheet.
    - III. The first batter in each following inning shall be the batter, whose name follows that of the player who last completed a turn at bat in the preceding inning.

- IV. A batter completes a time at bat when he has either been put out or has become a base runner.
  - V. When a third out of an inning is made before the batter can complete his turn at bat, the same batter will be the first batter in the next inning, and all previous called balls and strikes will be canceled.
2. **EFFECT-** Batting out of order is an appeal play by the defense.
- I. If an incorrect batter is discovered before he completes his turn at bat, the correct batter may take his proper place, assuming any accumulated balls and strikes.
  - II. If the mistake is discovered after the incorrect batter has completed the turn at bat, and before a pitch has been made to a succeeding batter, the batter who should have batted is called out. All base runners, if they have advanced, must return to the base occupied at the time the incorrect
  - III. Batter took a position in the batter's box. The next batter is the player whose name follows that of the batter called out for failure to bat. This may even be carried over to the first batter of the next inning, if the appealed out was the third out.
  - IV. If the mistake was not discovered until a pitch is made to the next batter, the turn at bat of the incorrect batter is then legal. All bases advanced or runs scored are counted, the next following batter shall be the one whose name follows that of the incorrect batter who just finished a time at bat. No one is called out for failure to bat, and players missing their turn at bat have lost that turn and do not bat again until reached in the regular batter rotation.
3. **EFFECT-** For purposes of interpretation, an intentional walk to a next Batter or illegal Pitcher's action shall be considered the same as a Pitch delivered to the Batter.
- I. No Base Runner shall be removed from the base he is occupying to bat in his proper place. He just misses his turn at bat with no penalty. The Batter following him in the batting order becomes the legal Batter.

## Section Two: The Batter is Out If

- A. He bats illegally.
- B. He hits the ball with an illegal or altered bat. The umpire must discover this illegal action before the next pitch, either by observation or because of an appeal from the defensive team.
  - 1. **EFFECT Sec. 2B.** If the Batter hits the ball with an altered bat, the ball is dead, the batter is out, and he is ejected from the game/tournament, and immediately reported to the Recreation Site Supervisor for consideration of suspension.
- C. He bunts or chops the ball deliberately downward (either fair or foul).
- D. He has a second strike.
- E. He hits second foul after one strike, then the ball is dead.
- F. He steps across the plate with the Pitcher in pitching position.
- G. He intentionally interferes with the catcher attempting a play.
- H. Any member of his team interferes with a fielder attempting to make a play on a foul fly ball.
- I. He hits a fair fly ball or line drive that an infielder intentionally drops, with a runner on first, runner on first and second, first, second and third, or on first and third with less than two outs. **NOTE:** A trapped ball that hits the ground is never ruled intentionally dropped.
  - 1. **EFFECT-** the umpire shall immediately call the Batter out (in a forceful manner) and the ball is dead.
- J. He hits a fly ball that is legally caught.
- K. He hits an infield fly, with runners on first and second, or on first, second and third bases with less than two out.
  - 1. **EFFECT-** The ball remains live and in play, and the Runners are in jeopardy.
- L. If a declared infield fly falls to the ground untouched and bounces foul before passing first or third bases, it is a foul ball.
- M. If a fly ball falls to the ground untouched outside the foul lines then bounces fair, before reaching first or third bases it is an infield fly. **NOTE:** Umpire should always call "INFIELD FLY- IF FAIR" to protect himself.

## Section Three: A Strike is Called

- A. For each fairly delivered pitched ball by the pitcher that passes through the strike zone before touching the ground.
  - 1. **EFFECT-** An umpire should not let the batter's position, either in the front part, or the rear of the batter's box, be of influence in calling strikes. Each pitch should be adjudged according to the height of any part of the ball as it is crossing only above or over any part of the home plate. Any individual who repeatedly argues balls and strikes will be ejected.
- B. The Strike Zone is only that part, or any part of the area, over Home Plate that is lower than the top of the Batter's highest shoulder, or higher than the bottom of his FRONT KNEE.
- C. For each Pitch struck at and missed by the batter.
- D. For each foul tip. The batter is out if this is the second strike.
- E. For a foul ball not caught on the fly with no strikes.
- F. The Umpire shall not give a call or signal for "TIME" when a batter steps out of position after a pitcher has started his delivery motions.
  - 1. **EFFECT-** If the pitcher pitches, the umpire shall call "STRIKE" on each such pitch. The batter may take his proper position after any such pitch (within 10 seconds) and regular ball and strike count shall continue.
- G. When the batter delays entering the batter's box after the umpire signals play ball. After 10 seconds the umpire shall declare dead ball and a strike shall be called on the batter.

## Section Four: A Ball is Called

- A. The pitched ball does not enter the strike zone.
- B. The ball strikes the ground before passing completely across home plate, or any part of the plate.
- C. A pitched ball strikes any part of home plate.
- D. Any unfairly delivered pitch is made and not struck at.
- E. There is an illegal pitcher action.
- F. A pitched ball is not released within 5 seconds from the time the pitcher has the ball and the batter has taken his position in the batter's box.
- G. The catcher fails to return each pitch that is not hit directly to the pitcher.
  - 1. **EFFECT-** The pitched ball is dead after each ball, strike or illegal Pitcher action and must be returned immediately to the Pitcher (unless an out occurs). Any individual who repeatedly argues balls and strikes will be ejected.

## Section Five: A Fair Batted

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

- C. A fair or foul ball shall be judged according to the position of the ball, relative to FOUL LINES including the FOUL POLE, and not whether the fielder is on or over the fair or foul territory at the time the ball is first touched.
- D. When a batted ball passes out of the field over a fence the umpire shall declare it fair or foul, according to position of the ball, as it leaves the playing field.
- E. When a batted ball hits any object including a fielder and is ruled a fair ball under the rules, it is always treated as a fair ball regardless of what happens to the ball or where it may go.
- F. A fly ball falling beyond first or third base is judged at point of first contact.

## Section Six: A Foul Ball

- A. A foul ball is a legally batted ball which does not conform to the provisions or rules that would cause it to be a fair ball. A batted ball which first strikes any person, object, fence, bench, screen, bat or other equipment, or which goes into pre-determined out-of-play area in foul territory, remains a foul ball regardless of where it may go.
  - 1. It is a strike unless the Batter already has one strike.
- B. A Foul fly may be caught, thus putting the Runners in jeopardy.
- C. A Foul ball not caught is a dead ball, and the Runners must return to their bases
- D. Positioning:
  - 1. A fair or foul ball is called by the umpire dependent upon the position of the ball only. When the ball is touched by a fielder it is NOT the position of the fielder, but whether the ball itself was fair or foul when touched. The position of the ball is relevant when it leaves the field of play over the outfield fence for a homerun. If a ball is touched in foul territory by a fielder and not caught then subsequently lands in fair territory it is a foul ball because the ball was foul when it was first touched. If a fielder is standing clearly in fair territory and reaches across to foul territory and touches a ball, but fails to catch it, and then the ball subsequently lands in fair territory it is a foul ball because the ball was foul when it was first touched without regard to the position of the defensive player.
  - 2. In play and out of play is determined by the position of the player. The position of the player is denoted by the position of his feet when his feet were last in touch with the ground. A player is considered to be legally in the field of play when his feet have not yet made contact with the ground outside of the field of play. This means that a player may jump over a fence, onto a fence, or into the out of play area and catch a ball so long as he has not yet come down and made contact with the ground. The position of the ball is irrelevant for purposes of determining in play or out of play.

## Section Seven: Batting Clauses

- A. There is no rule in slow pitch softball, in any league, in any organization that requires a “full swing”. A batter is not required to hit a ball as hard as he can every time at bat. Sometimes a batter will attempt to “place” the ball into a gap in the outfield and utilize a light swing. This IS legal.
- B. It is not legal to purposely strike at the ball and drive it into the ground directly in front of home plate for the purpose of creating a ground ball which bounds so high in the air that the batter-runner crosses first base before the ball returns to earth. This constitutes a “chopped ball”. Purposely hitting a ground ball designed to roll through and between infielders and into the outfield is legal.
- C. There are no courtesy fouls in CCS. The batter must hit the ball in the field of play and fair after two strikes. A batter who hits a foul ball for a third strike is out, the ball remains live and in play, and runners may advance at their own risk (provided the ball is caught and they legally tag up).

# Rule 8 – Running the Bases

## Section One: Batter/ Runner

- A. The batter becomes a batter-runner:
  - 1. As soon as he legally hits a ball whether fair or foul.
  - 2. When four balls have been called by the umpire. The batter is awarded first base, the ball is dead, and runners advance only if forced. Note: In the coed program when a male batter is given a base on balls, whether intentional or unintentional, he shall be granted a two base award. The female batter following in the lineup then has the option of batting or being awarded first base. This rule is applicable in all innings, with any number of outs, and in all circumstances. As with all awarded bases, the male batter-runner is required to touch first base before advancing to second base. If the female batter-runner chooses to be awarded first base, she need not touch home plate, but may take her position at first following the males advance to second.
  - 3. When the pitcher indicates that the batter should be intentionally walked and the umpire signals the batter to proceed to first base. Note: In the coed program male batters are awarded second base.
  - 4. When the catcher obstructs, hinders, or otherwise prevents the batter from properly striking at or hitting a pitched ball.
  - 5. The umpire should signal a delayed dead ball and the play proceeds.
  - 6. If the batter-runner reaches first base, the obstruction is nullified and all results of the play stand.
  - 7. If the batter-runner fails to reach first base, the offensive team has the option of accepting the results of the play, or having the batter awarded first base, advancing runners only if forced.
  - 8. When a fair batted ball strikes the person or clothing or attached equipment of a runner or an umpire.
  - 9. If the batted ball strikes a runner while the runner is in contact with a base, the batter and the runner are not out and the ball remains live and in play.
  - 10. If the batted ball strikes a runner while the runner is not in contact with a base and before a member of the defense has had an opportunity to field the ball, the runner shall be declared out, the ball is dead, the batter-runner is awarded first base, and runners advance only if forced.
  - 11. If the batted ball strikes a runner while the runner is not in contact with a base and after a member of the defense has had an opportunity to field the ball, the runner shall not be declared out, the ball is live and in play.
  - 12. If the batted ball strikes a runner while the runner is not in contact with a base and after a member of the defense has touched the ball, the runner shall not be declared out, the ball is live and in play.
  - 13. If the batted ball strikes an umpire, the ball is dead, the batter is awarded first base, and runners advance only if forced.
- A. **The Batter-Runner Is Out:**
  - 1. When, after hitting a fair ground ball, a member of the defensive team touches first base with the ball or with his person while in possession and in control of the ball before the batter-runner touches first base.
  - 2. When, after hitting a fair ground ball, a member of the defensive team touches the batter-runner with the ball while in possession and in control of the ball before the batter-runner touches first base.
  - 3. When, after hitting a fair fly ball, a member of the defensive team legally catches the ball before it touches the ground.
  - 4. When the batter-runner leaves the playing area before touching first base after batting a fair ball or after being awarded first base.

5. When, after batting a fair ground ball, the batter-runner does not run in the three foot designated lane at first base and interferes with a thrown ball or a defender about to throw or receive a thrown ball at first base because of his position on the field.
6. When he does not touch the orange safety bag when a first play is being made at first base. **Note:** The umpire shall immediately signal the batter-runner out. The ball is live and in play and runners may advance at their own risk.
7. When the batter-runner interferes with a fielder attempting to field the ball. **Note:** The batter-runner may run out of the lane to avoid interference.
8. When the batter-runner touches the ball in any manner while not in the batter's box and before the defense has had an opportunity to field the ball.
9. When he intentionally interferes with a play at home plate in an attempt to prevent an obvious out.
  - i. **EFFECT-** Both the batter-runner and the most advanced runner shall be called out.
10. When, after batting a fair ground ball, the batter-runner moves back toward home plate to avoid or delay being tagged by a fielder. It is legal for the batter-runner to remain stationary.
  - i. **EFFECT-** The ball is dead and runners must return to the last legally acquired base when the interference was called.
11. When an infield fly is declared.
12. When an infielder intentionally drops a fair fly ball, including a line drive, which could have been caught with ordinary effort with runners on first and second, or first and third, or first, second, and third with zero or one outs. A trapped ball is not considered intentionally dropped.
  - i. **EFFECT-** The ball is dead and all runners must return to the base they occupied at the time of the pitch. This rule follows the same procedures as the infield fly rule. **Note:** If the infield fly rule has been invoked this rule shall be voided.
13. When a spectator reaches onto the field of play and interferes with a fielder's opportunity to catch a fly ball.
  - i. **EFFECT-** The ball is dead, the batter-runner shall be called out, and the umpire shall award as many bases to the runner(s) on base as he feels they may have acquired had there been no interference.

## Section Two: Touching the Bases

- A. In order to legally score a run, runners must touch first base, second base, third base, and home plate in order.
- B. In foul weather circumstances, the umpire may allow players to cross, without touching, home plate on plays in which no attempt is made to put the runner out at home plate. In situations where the defense is attempting to put out the runner who is trying to score, the runner must touch home plate. The application of this rule must be stated at the beginning of the game by the umpire during the pre-game ground rule discussion. **Note:** This rule may be invoked solely for the safety of the participants when home plate is slippery.
- C. When a runner must return to a base while the ball is live or dead, he must touch the bases he has reached in reverse order, except following a foul ball.
- D. A runner acquires a right to a base by touching it before being put out. The runner is entitled to hold the base until he touches and, therefore, acquires the next base, unless he is forced to vacate the base and advance to the next one by a runner behind him.
- E. When a runner dislodges a base while legally running the bases, succeeding runners may touch either the dislodged base or the legal position of the base.
- F. **EFFECT-** The ball is live and in play and runners may advance or return with liability to be put out.
- G. **EXCEPTION-** Runners may not lift and/or carry the dislodged base, nor move it intentionally.
- H. Runners may not intentionally run the bases in reverse order to confuse or misdirect the defense or to make a travesty of the game.
- I. **EFFECT-** The ball is dead, the runner is out, and all other runners must return to their last legally attained base.
- J. Two or more runners may not legally occupy the same base simultaneously.
- K. **EFFECT-** The first runner to touch the base legally holds the rights to the base (unless force to advance) and the other runner(s) are liable to be put out by being touched with the ball.
- L. Failure of a preceding runner to touch a base or to legally tag on a caught fly ball does not affect succeeding runner(s) rights to acquire and hold a base.
- M. No succeeding runner may score a run when a runner who fails to touch a base or legally tag on a caught fly ball and who is called out on appeal becomes the third out of an inning. Runners who preceded the appealed runner may score.
- N. No runner may return to touch a missed base or one left too soon after he has once left the field of play.
- O. No runner may return to touch a missed base or one left too soon after a succeeding runner has scored.
- P. Bases left too soon on a caught fly ball must be retouched prior to advancing to awarded bases.
- Q. Base runners may run the bases without regard to the base paths as long as no attempt is being made to put them out.
- R. There is no such thing as a "slide rule". CCPR will not mandate that players must slide for any reason. The runner does, however, have an obligation to be out of the way of an attempted double play, whether by sliding, ducking, or by simply running out of the way. If, in the opinion of the umpire, the runner did not make a reasonable attempt to get out of the way and the defense did not attempt a double play because of this, a double play may be called by the umpire. It should be noted that the offensive player does not have an obligation to attempt to get out of the way until the defense has actually and physically put him out.
- S. Base stealing is not allowed in CCPR. A runner who attempts to steal a base should be sent back to the base occupied at the time of the pitch, unless the runner is called out for leaving the base too soon.
- T. Interference.
  1. Interference is described as the act of an offensive player who hinders, impedes, or otherwise confuses a member of the defensive team attempting to execute a play.
  2. Interference may be physical, verbal, or any other type of distraction which prevents or hinders a fielder in an attempt to field the ball.
  3. Interference by a runner is a) being hit by a fair batted ball while not in contact with a base and before the defense can field it, b) blocking or running into fielder attempting to field a batted ball, c) intentionally being hit by a thrown ball, d) not moving out of the way of a fielder attempting to execute a play (including a double play).
  4. In all cases of runner's interference, the runner who causes the interference will be called out. In the case of a runner interfering with an attempted double play, both the offending runner and the runner who would have been put out by the attempt will be called out.
  5. A runner who maintains contact with his base and is run into by a fielder attempting to field a ball is not called out unless, in the judgement of the umpire, the contact was intentional and could have been avoided.
  6. Batter interference is described as the act of batter who hinders, impedes, or otherwise confuses a member of the defensive team attempting to execute a play. Specifically, batter interference occurs when a) a batter releases his bat in such a manner that a member of the defensive team is prevented from making a play, b) remains in or near the batter's box after batting a ball, fair or foul, and prevents a member of the defensive team from fielding the ball. The batter shall be called out and all runners must return to their bases.
  7. Coaches interference occurs when a coach hinders, impedes, or otherwise confuses a member of the defensive team attempting to execute a play. Interference may be verbal or may occur when the coach does not try to move away from a player attempting to field a ball. The coaching box is not a sanctuary and the coach may vacate the box to avoid interference. Inadvertent contact with the ball or

with a member of the defensive team does not necessarily constitute interference. If the contact could not have been avoided no interference shall be called.

8. Spectator interference occurs when a fan hinders, impedes, or otherwise confuses a member of the defensive team attempting to execute a play. The umpire should call the play dead, declare the batter out, and award runners any and all bases that he thinks they would have made had not the interference occurred. It is never considered spectator interference when the fielder reaches beyond the field of play to attempt to execute a play.
9. Umpire interference can only occur on the rare occasion when two or more umpires are officiating the game. The field umpire may be hit with a batted ball. The batter is awarded first base and runners advance only if forced. A thrown ball which strikes the umpire is not interference and the ball remains live and in play.

### Section Three: Runners Are Entitled To Advance WITH Liability To Be Put Out

- A. A pitched ball is batted.
- B. A fair batted ball has been hit and is not blocked.
- C. A thrown ball is live and in play and not blocked.
- D. A thrown ball hits the person of an umpire.
- E. A legally hit ball first touches a member of the defensive team, whether caught or not.
- F. A fair batted ball touches an umpire after passing through the infield and provided no infielder has an opportunity to make a play.
  1. **EFFECT-** The ball is live and in play.
- G. A fair batted ball touches an umpire after having been touched by a member of the defensive team.
  1. **EFFECT-** The ball is live and in play.

### Section Four: Runners Are Entitled To Advance WITHOUT Liability To Be Put Out

- A. A runner is forced to vacate a base and advance to the next base because the batter was awarded a base on balls.
- B. A runner is forced to vacate a base and advance to the next base because the batter was awarded a first base for any reason.
- C. A fielder who not in possession of the ball, who is not about to receive a thrown ball, or who is not in the act of fielding the ball impedes the progress of a runner or batter-runner who is legally rounding the bases, whether the act was intentional or not. **Note:** Obstructed runners who are advancing to awarded bases must touch, in order, all bases awarded. Failure to do so subjects the runner to appeal by the defensive team where the runner may be called out.
- D. If the obstructed runner is put out prior to reaching a base, a dead ball is called and the runner and all other runners are awarded the base or bases they would have acquired, in the judgment of the umpire, had the obstruction not occurred.
- E. If the obstructed runner is put out after passing the base he would have acquired had obstruction not occurred, he shall be called out and the ball remains live and in play.
  1. **EFFECT-** If an obstructed runner continues to round the bases and goes farther than he reasonably would have gone without being obstructed, he is liable to be put out.
- F. Obstruction may be called whether the runner is attempting to advance or return to a base. An obstructed runner attempting to return to a base may be awarded that base only, since the award is for the base that he would have acquired without the obstruction.
- G. The catcher may be called for obstructing a batter. A delayed dead ball shall be called and play continues. This falls under Rule 8: Section Eleven- D.
- H. A fielder intentionally contacts a fair ball with his glove, clothing, or other equipment which is detached from its proper position on his person. There is no penalty for unintentional contact. If a fielder intentionally detaches a piece of equipment from his person and attempts to contact the ball with the equipment, but fails to do so, there is no penalty.
- I. If the obstruction occurs after a batted ball, the batter-runner and all other runners are awarded three bases.
- J. If the obstruction occurs after a thrown ball, the batter-runner and all other runners are awarded two bases from the time of the throw.
- K. If the obstruction occurs while a batted ball is in flight and, in the judgment of the umpire, would have cleared the outfield fence, four bases shall be awarded and the award shall not count as a home run.
- L. A fair batted ball leaves the field of play, not over the outfield fence, and becomes blocked, or a batted ball first contacts the ground in fair territory and bounds over any fence, including the outfield fence. The batter-runner and all other runners shall be awarded two bases from the time of the pitch. **Note:** Contact between the ball and a runner who is in contact with a base or between the ball and an umpire, shall constitute contact with the ground.
  1. **EFFECT-** Untouched balls which roll or bound through a fence, roll or bound out of play beyond the infield fences, roll or bound into the dugout, become lodged in a fence, or hit the ground and bounce over any fence, infield or outfield, shall be considered a "ground rule double" and the batter-runner and all runners given a two base award.
- M. A fair batted ball leaves the field of play over the outfield fence in fair territory while in the air or first contacts a foul pole the batter-runner shall be awarded four bases and a home run.
- N. A thrown ball leaves the field of play and becomes blocked. The batter-runner and all other runners shall be awarded two bases from the time of the throw. If two or more runners are between the same two bases at the time of the throw, the award shall be based on the position of the lead runner.
- O. A fielder loses possession of a ball when attempting to tag an advancing runner and the ball becomes blocked, the runners shall be awarded one base from the last base touched at the time the ball becomes blocked.
- P. Runners may not return to touch a base missed or a base left to soon if they have advanced to one or more bases beyond that base when the ball becomes blocked.
  1. **EXCEPTION-** If the ball is intentionally carried out of play by a defender, the runners may return to legally acquire a base or bases.
- Q. A piece of offensive equipment which is not part of the game interferes with the ball, the ball will be declared dead and all runners must return to the last base touched at the time of the interference. If the interference prevents an out from being made, the runner shall be called out and all other runners must return to the last base touched.
  1. **EFFECT-** Offensive equipment not legally belonging to the batter, on-deck batter, or a base coach is not considered to be equipment belonging to the game. The bats belonging to the batter-runner and on-deck batter are considered to be part of the game. Equipment that the base coach may legally have and which may become loose during a play is also considered belonging to the game. If a ball, batted or thrown, contacts offensive equipment which is not legal then play stops and all runners must return to the base last touched at the time of the interference. **Note:** Examples of equipment not belonging to the game are extra bats left outside the dugout, gloves placed on top of a fence, or fielding gloves possessed by a base coach.
- R. The ball is carried out of the field of play by a fielder.
- S. If the carry is unintentional, runners shall be awarded one base.
- T. If the carry is intentional, runners shall be awarded two bases.
- U. If a fielder carries the ball into the dugout to put out a runner who has left the field of play, the act shall be considered unintentional and one base shall be awarded.

- V. A defensive player intentionally, in the judgment of the umpire, causes a ball to leave the field of play, by kicking, throwing, pushing, or other means; all runners shall be awarded two bases from the time of the act.
- W. A spectator touches a live ball on the field of play the ball shall be declared dead and the umpire shall award as many bases as he thinks the runners would have achieved had the interference not occurred.
- X. The ball becomes lodged in an umpire's clothing the ball shall be declared dead and the umpire shall award as many bases as he thinks the runners would have achieved had the interference not occurred.
- Y. In all cases of awarded bases, runners who miss a base or leave a base too soon on a caught fly ball while advancing to an awarded base are liable to be put out if the defensive team appeals the play. As with all appeals, the appeal must occur before the next pitch, legal or illegal. Runners who physically pass preceding runners while advancing to an awarded base may also be called out by the umpire, without appeal.

### Section Five: Overrunning first base.

- A. The batter-runner is allowed to overrun first base without liability to be put out provided that he does not attempt to advance to second base.
- B. Presumption that the batter-runner is attempting to advance is not based on a turn to the left or a turn to the right.
- C. The batter-runner even may step toward second during his return to first base.
- D. The batter-runner must clearly and evidently show intent to advance before becoming liable to be put out after crossing first base.

### Section Six: A Runner Forfeits His Exemption From Liability To Be Put Out

- A. A runner, while advancing to an awarded base, fails to touch an intervening base.
- B. The batter-runner, after passing first base, attempts to advance to second base.  
*Interpretation- The batter-runner may turn either left or right after crossing first base without liability. However, if the batter-runner clearly appears, in the judgment of the umpire, to be considering advancing to second base or beyond, he is liable to be put out. In other words, to become liable, the batter-runner must show clear intent and actually begin to advance to second base whether or not he later changes his mind and attempts to return to first base.*
- C. After dislodging a base, a runner leaves the base in an attempt to advance to the next base.

### Section Seven: A Runner Must Return To His Base:

- A. A batted ball is declared foul.
- B. An illegally batted ball is declared by the umpire.
- C. A batter-runner or runner is called out for interference. All runners must return to the last base touched at the time of the interference.
- D. When an intentionally dropped ball is ruled by the umpire.

### Section Eight: A Runner Is Out

- A. A runner is running to any base, whether in regular or reverse order, and is outside of the base path in an attempt to avoid being touched by a fielder in possession of the ball. The base path is defined as a straight line between two consecutive bases and three feet to either side. **Note:** It is legal for a runner to be outside the base path in all other circumstances.
- B. The ball is live and in play and a runner is touched by the ball which is in the possession and control of a fielder while the runner is not in contact with a base.
- C. On a force play, a fielder makes contact, with any part or portion of his body, with the base that a runner is required to attain while in possession and control of the ball before the runner first touches the base.
- D. A runner physically passes a preceding runner before that runner has been put out. **Note:** If this is the third out of the inning, any and all runs which have scored prior to the umpire declaring the runner out shall count.
- E. Any teammate physically assists a runner in running the bases.
- F. A runner leaves a base on a caught fly ball before the ball has touched a fielder.  
**EFFECT-** Runners must maintain contact with their base until a fly ball is touched by a member of the defensive team. Once the ball is touched, whether caught or not, whether control is established or not, runners may leave the base and advance to the next base. Failure to maintain contact is an appeal play by the defense. The appeal may occur with the ball live or with the ball dead and must occur prior to the next pitch, legal or illegal.
- G. A runner fails to touch an intervening base while running the bases in regular or reverse order and the missed base is appealed by the defense. The appeal may occur with the ball live or with the ball dead and must occur prior to the next pitch, legal or illegal.
- H. The batter-runner overruns first base and attempts to advance to second base and is touched by the ball which is in the possession and control of a fielder while the runner is not in contact with a base.
- I. A runner attempts to score a run and fails to touch home plate and the play is appealed by the defense. The appeal may occur with the ball live or with the ball dead and must occur prior to the next pitch, legal or illegal.
- J. A runner interferes with a fielder attempting to field a batted or thrown ball, or a fielder throwing a ball or intentionally interferes with a thrown ball. If the interference is, in the opinion of the umpire, a deliberate attempt to prevent a double play, the umpire shall call both the interfering runner out and the runner out who would have been put out had not the interference occurred.
- K. A runner is struck with a fair batted ball while not in contact with a base and before an infielder, excluding the pitcher, has had an opportunity to field the ball. If the ball touches a runner after an infielder has had an opportunity to field the ball, the runner is not out and the ball is live and in play.
- L. A runner intentionally touches, in any manner, a ball that an infielder has missed. When a runner is called out for interference, the batter-runner is awarded first base and runners may advance only if forced. **Note:** The ball does not have to be fair. A foul fly ball which could have been fielded by a defensive player and is intentionally touched by a runner on or off the base constitutes interference. The runner is out and the batter is credited with a strike.
- M. A base coach simulates a runner and draws a throw from the defense. The ball shall be dead, the runner closest to the coach shall be declared out, and all other runners must return to the base last touched.
- N. When one or more members of the offensive team, which are not actively running the bases collect around a base to which a runner is advancing, thereby causing, intentionally or not, the defense to become confused. Coaches, batboys, on-deck hitters, and any other member of the offensive team may not gather around a base during a live ball.
- O. A base coach intentionally interferes with a live thrown ball while in the coaching box. Or intentionally interferes with the defensive's team opportunity to make a play on a runner. The runner closest to home at the time of the interference will be declared out.
- P. When an offensive player crashes into a defensive player with the ball, or about to receive the ball, with unnecessary and undue force. The player shall be declared out and, if the act is considered to be flagrant, will be ejected from the game. The act of unnecessary and undue force does not have to be intentional; the intent of the rule is prevent injury.

- Q. When, after being declared out or after having scored, a runner interferes with the defensive team's opportunity to make a play on another runner. The runner closest to home at the time of the interference will be declared out. Note: A runner who continues to run and draws a throw after being called out may be considered a form of interference.
- R. When a runner fails to maintain contact with his base until the ball is batted. When a runner leaves a base before the ball is batted, or is not in contact with the base when the ball is pitched, the runner should be declared immediately out, all play stops and the pitch is declared no pitch. There is no penalty for failure to maintain contact with the base if the pitch is not swung at, except when the attempt is to deliberately confuse or disrupt the pitcher.
- S. When a runner abandons a base and leaves the field of play.
- T. Prior to a pitch, legal or illegal, to the next batter, a runner is discovered having used an altered or illegal bat. The runner shall be declared out and disqualified from the game.
- U. Failing to touch the orange bag at first base on a force out is an automatic out and should be called by the umpire immediately and without appeal.

### Section Nine: A Runner Is Not Out

- A. A runner runs in front of, behind of, or out of the base path to avoid interfering with a fielder attempting to field a batted or thrown ball.
- B. A runner does not run in a straight line and/or in the base path provided no attempt is being made to put the runner out.
- C. A runner does not run in a straight line to a base unless a fielder has the ball in his possession.
- D. A runner comes into contact with a fielder when two or more fielders are attempting to field a ball and, in the judgement of the umpire, the contact was with a fielder who would not have fielded the ball. Contact with a fielder who would have fielded the ball constitutes interference.
- E. When a runner is hit with a fair batted ball after a fielder has had an opportunity to field the ball and provided that no other fielder will have an opportunity to field the ball.
- F. A runner is hit by a fair batted ball after the ball has touched a member of the defensive team. Provided that the contact is unintentional.
- G. A runner is hit by a batted ball while the ball is in foul territory, whether or not the runner is in contact with a base. Provided that the runner is not intentionally interfering with a fielder attempting to field the ball.
- H. A runner is touched by the ball while not in contact with a base and the ball is not held securely by the fielder.
- I. A runner, while not in contact with a base, is touched by the hand or glove of a fielder and the ball is in the other hand.
- J. The defensive team does not request an appeal before the next pitch, legal or illegal, or until after having left the field of play, or until after the umpire(s) has left the field of play following the end of a game.
- K. The batter-runner overruns first base after having touched it and makes no attempt to advance to second base.
- L. A runner maintains contact with a base until after a fly ball, fair or foul, touches a fielder and then attempts to advance to the next base.
- M. A runner is not given sufficient time to return to a base. The umpire shall declare no pitch and the runner will not be declared out for being off the base.
- N. When a runner is hit by a fair batted ball while the runner is in contact with a base, unless the contact with the ball is determined to be intentional. If contact was ruled intentional, the ball is dead, the runner is out, the batter is awarded first base, and runners advance only if forced.
- O. When a runner, while in contact with a base, intentionally interferes a fielder attempting to field a ball. If interference occurs, the ball is dead, the runner is out, the batter is awarded first base, and runners advance only if forced. Note: Runners should make every effort, short of abandoning a base, to avoid interfering with a fielder attempting to field a ball and then if contact occurs it can and should be ruled incidental.
- P. A runner slides into a base, or steps on a base, and the base becomes dislodged. The runner is considered to be in contact with the base if he a) has contact with the dislodged base, or b) has contact with the foundation where the base would normally be. The runner forfeits exemption from being out when he abandons contact with the base or original position of the base. A following runner who passes a dislodged base is not out when he touches either the dislodged base or the original position of the base. A runner who vacates a dislodged base and then returns to either the dislodged base or the original position of the base without being touched by the ball is not out.  
*Interpretation- When a base becomes dislodged, both the base and the original position of the base are considered legal touch points for all base runners, provided the dislodged base is not intentionally moved about the field.*
- Q. A fielder makes a play on a runner while using an illegal glove and it is discovered before the next pitch, legal or illegal, or before the defensive team has left the field of play, or before the umpire(s) has left the field of play at the end of a game. Upon discovery the offensive team has two options:
  1. Have the entire play nullified with all runners returning to their original bases and the batter returning to bat assuming the pitch count prior to the play, or
  2. Accept the results of the play and disregard the illegal act.
- R. A runner legally returns to a base left too soon and then advances to the next base or beyond.
- S. A runner is returning to a base during a dead ball.
- T. A runner fails to touch home plate to score when the foul weather safety rule is invoked..

### Section Ten: Base running

- A. A courtesy runner is legal in league play.
- B. Any player in the batting order may be used as a courtesy runner except the current batter, the on-deck batter, and any player who occupies a base.
- C. While it is not mandatory, it is recommended in the spirit of fair play that the player who made the last out should be used as the courtesy runner (provided they too do not require a courtesy runner).
- D. There is no limit to the number of courtesy runners available in a game. Any number of courtesy runners may be used in any inning or in any game.
- E. The courtesy runner rule is considered a safety rule and the intent of this rule is to avoid injury or harm to players participating in the game who may not be physically capable or may cause harm to themselves by running the base paths. The use of courtesy runners shall be entirely left to the discretion of the offensive team and no penalty shall be incurred for the use of these runners.

### Section Eleven: Obstruction

- A. Obstruction is described as the act of a defensive player who hinders, impedes, or otherwise confuses a member of the offensive team. Fielders not in possession of the ball or about to gain possession of the ball have an obligation to stay clear of the base paths. Fielders may not obstruct a runner attempting to advance. The umpire may award as many bases as he thinks the runner would have gained had the obstruction not occurred.
- B. It is considered obstruction when the fielder a) is not in possession of the ball, b) is not in the act of fielding a ball, c) or is not about to receive a thrown ball.

- C. The term “about to receive a thrown ball” means that the ball must be even with or between the runner and the fielder who is about to make the catch and play. If the thrown ball is behind the runner the fielder is committing obstruction and must vacate his position. When the ball is between the runner and the fielder and contact occurs, it is neither obstruction nor interference, but should be considered incidental and the ball remains live and in play.
- D. When obstruction occurs, the umpire should signal a delayed dead ball. After the play the umpire shall award the obstructed runner and any affected runners the base or bases they would have made had obstruction not occurred. If, during the course of the play, the runner has passed the base if would have been awarded because of the obstruction he is liable to be put out. This may occur, for instance, on an overthrown ball.
- E. Provided no other violation occurs, a runner may not be put out between the two bases where the obstruction occurred. An overriding violation would be missing a base or leaving a base too soon on a caught fly ball. As an example, if a runner leaves a base too soon he is liable to be put out for that violation even if he was obstructed later in the play.
- F. Catcher obstruction. Catcher obstruction may be called when the batter, in the course of swinging the bat, contacts the catcher or the catcher's glove. If the batter reaches first base and all runners advance at least one base safely, the obstruction is nullified and all action as a result of the batted ball stands. If the batter or a runner is put out as a result of the obstruction, the offensive team has the option of accepting the results of the play or the having the batter awarded first base with runners advancing if forced.
- G. Fake Tag. A fake tag occurs when a fielder without the ball hinders, impedes, or otherwise obstructs a runner advancing to a base by means of acting or pretending as if he is about to receive the ball which then causes the runner to slide, slow down, or stop running the bases. When a fake tag happens, the umpire should call a delayed dead ball foul, allow play to continue and rule obstruction at the conclusion of the play. The umpire will award the impeded runner, or runners, as many bases as he thinks they would have obtained had the obstruction not occurred. If the violation results only in a runner slowing down or stopping, the player who made the fake tag should be warned that a second occurrence will result in ejection. If the runner slides into a base to avoid being tagged, the player who made the fake tag should be immediately ejected from the game. This rule is invoked solely as a safety issue. Recreational softball does not allow unnecessary actions or plays that may result in injury.

## **Section Twelve: Overthrown Balls**

- A. An overthrow is a thrown ball that passes out of play and becomes blocked for any reason.
- B. Runners are awarded two bases beyond the base last touched from the time of the throw, not from the time the ball passes out of play. The direction the runner was running will have no bearing on the award.
- C. If an overthrow occurs on a first play to first base, the time of the throw will be considered the time of the pitch, meaning that the batter-runner will be awarded first and second base and all runners will be awarded two bases from the base they occupied when the pitch was delivered.
- D. A runner who has missed a base will not have been considered to have touched, nor occupied that base and one of the two awarded base must be the missed base.
- E. It is not considered an overthrow when a fielder loses possession of the ball and the ball subsequently becomes blocked during an attempted tag. Runners shall receive one base from the base last touched at the time the ball becomes blocked in this case.

## **Rule 9 – Protests**

### **Section One: Legal Protests**

- A. Illegal players. Teams may not allow players who are not on their legal roster to participate in a game. Offended teams who protest the use of an illegal player must do so before the last out of the game. Once the game is ended no protest for an illegal player shall be allowed and the game will be considered legal. Offended teams who protest a player should first notify the umpire who will then inform the Recreation Site Supervisor who will determine the legality of the player. If a determination cannot be made immediately, the game shall continue under protest and a determination will be made by the league office in due course.
- B. Ineligible player. A player who is legally on a team roster, but has been suspended by the league office is considered an ineligible player and may not participate in his team's games during the length of his suspension.
- C. Misinterpretation of any rule of play. Teams may protest the incorrect enforcement of a rule by an umpire. The protest must occur before the next pitch, legal or illegal.
- D. If a runner is called out on an appeal for leaving the base too early, all runs which scored ahead of the appealed runner and which physically scored before the appeal count. Runners which may have scored behind or following the appealed runner do not count.

### **Section Two: Illegal Protests**

- A. Any judgment call by an umpire.
- B. Fair or foul balls.
- C. Balls or strikes.
- D. Legal or illegal pitches.
- E. Height of a pitch (too low or too high).
- F. Whether a runner did or did not touch a base.
- G. Whether a batted ball was or was not an infield fly.
- H. Obstruction or interference.
- I. Condition of the field.
- J. Weather conditions.
- K. Whether a ball is has or has not left the field of play.
- L. Whether a player has or has not left the field of play.
- M. Whether a batted ball did or did not clear the outfield fence in flight while fair.
- N. Whether a ball was touched by a member of the defensive team before leaving the field of play or not.
- O. Whether a ball was legally caught or not.
- P. Whether a runner left a base too soon or not.
- Q. Whether a player was touched by the ball or not.
- R. Whether a player was forced out or not (safe or out call).
- S. Ejection of a player for any reason.

### **Section Three: Handling a Protest**

- A. The team manager should inform the umpire that he wishes to protest the game.
- B. The umpire should then inform the Recreation Site Supervisor.

- C. The umpire should write on the scorecard the current game situation including:
  1. Score.
  2. Time of game. (Remaining time left on the clock).
  3. Runners on base.
  4. Batter of record.
  5. Number of outs.
  6. Team at bat.
  7. Reason for the protest. This should be a simple statement of what rule is being protested.
- D. The Recreation Site Supervisor will attempt to make a determination of the validity of the protest. If a judgment cannot be rendered immediately, the game should continue.
- E. Following the game both the umpire and the protesting team should write a statement of the circumstances citing the specific rule(s) and reasoning for the interpretation and any other relevant information pertinent to the protest.
- F. CCPR will provide a final ruling on the protest within five (5) working days and inform the team of its decision. Upheld protests will be replayed if the outcome affects the final standings in divisional play.

**Section Four: Resolution of Protests (After review by the league office, the outcome of all protests shall result in one of the following)**

- A. Misinterpretation of a rule by the umpire: The protest is determined to be invalid, no misinterpretation has occurred. The result of the game stands as played.
- B. Misinterpretation of a rule by the umpire: The protest is determined to be valid, the umpire misinterpreted a rule. The ruling will be overturned and the game will be replayed from the point of the violation. Time and place to be determined by the league office.
- C. Misinterpretation of a rule by the umpire: The protest is determined to be valid, the umpire misinterpreted a rule. If the outcome of the game favors the protesting team, the game need not be replayed. The result of the game stands as played.
- D. Ineligible or illegal player: The protest is determined to be invalid. The result of the game stands as played.
- E. Ineligible or illegal player: The protest is determined to be valid, a player who was ineligible or illegal was found to have participated in the game. The offending team will forfeit the game to the offended team.
- F. Ineligible or illegal player: The protest is determined to be valid, a player who was ineligible or illegal was found to have participated in the game. The game will be replayed from the point the player entered the game. Note: If the player started the game this may cause the entire game to be replayed.

**Section Five: Replaying Protested Games**

- A. If the game is replayed in its entirety, the lineup of each team may consist of any and all eligible rostered players available at the time the game is replayed.
- B. If the game is replayed in its entirety, the original batting order on the scorecard is invalidated and a new lineup may be used.
- C. If the game is replayed from the point of the protest, the lineup of each team may consist of any and all eligible rostered players available at the time the game is replayed.
- D. If the game is replayed from the point of the protest, the same batting order must be used to complete the game. However, substitutions may be made as necessary to comply with current roster eligibility.