

INDEPENDENT SPORTS ASSOCIATION



OFFICIAL YOUTH FAST PITCH RULE BOOK

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Fast Pitch

ABIDE BY OFFICIAL ISA RULES, IF NOT SPECIFICALLY COVERED IN FAST PITCH RULES OUTLINES. THE FAST PITCH AND MODIFIED PROGRAM WILL:

The provisions of the General ISA Guidelines of this Rule Book apply to the Fast Pitch program. In the event an occurrence arises that is not covered under the official ISA Rules, or the Fast Pitch rules as listed, then good, common sense and judgment pertaining to fairness to both teams involved will be used by tournament officials. All teams will abide by their decision or forfeit the game and their entry fee.

NOTE 1: All teams entering any ISA sanctioned tournament will be required to pay the tournament entry fee unless that team withdraws from the tournament before the tournament schedule is drawn up. Any team that does not pay the tournament entry fee after entering will be suspended from ISA play until it pays that entry fee.

NOTE 2: The ISA accepts no responsibility and disclaims all liability for any bodily injury or property damage to ball players, fans, or other members of the public which arise from ISA sanctioned game play or any actions (whether physical or administrative) of ISA Directors or Umpires whether intentional or by accident.

NOTE 3: The ISA has been formed in order to try and provide a fair, impartial association for governing softball. We want

everyone involved in our program to be treated fairly. If for any reason you feel your team is being treated unfairly by an ISA State or Area Director, please contact the ISA National Office immediately.

NOTE 4: AGE/SUGGESTED PITCHING DISTANCE/BASE PATH DISTANCE/FIELD RADIUS DISTANCE

	Pitching Distance	Base Paths	Field Radius
8 & under	35 ft	60 ft	200 ft
10 & under	35 ft	60 ft	200 ft
12 & under	40 ft	60 ft	200 ft
14 & under	43 ft	60 ft	200 ft
16 & under	43 ft	60 ft	200 ft
18 & under	43 ft	60 ft	200 ft
19 & over	43 ft	60 ft	200 ft

NOTE 5: The fast pitch program will be divided into three divisions of play in each age group except 19 & over. Those divisions shall be class "A", "B" and "C".

NOTE 6: ISA reserves the right to move any team from a lower division to the higher division at any time the ISA State

Director feels that the team is too strong to play in the division they are in.

NOTE 7: A player may be released from a team upon notification to the state director, or appointed designee, using the approved ISA Player Release Form with the parent/guardian's signature under the player's name. A player shall be released immediately at the time the manager signs. If the manager does not sign, a player is released to play on another team after the release has been approved by the State Director or appointed designee. A player may only be released 2 times during normal qualifying season leading up to the ISA World Series. NOTE: The receiving coach must provide the player release form they have received from another team and keep it with the player's birth certificate for review as needed.

The Playing Field

Rule 1: The Playing Field

Section 1: The playing field is the area within which the ball may legally be played and fielded. The playing field shall have a clear and unobstructed area with the radius of the prescribed fence distances, from home plate between the foul lines.

Section 2: The playing field dimensions for ISA Fast Pitch Softball Program are described in Rule 4.

Section 3: Ground rules or special rules establishing the limits of the playing field may be agreed upon by leagues or opposing teams whenever backstops, fences, stands, vehicles, spectators or other obstructions are within the prescribed area.

Section 4: The playing field layout should include, in addition to marking for foul lines, the following:

- A. The base-runners path is drawn parallel to and three feet from the baseline, starting at a point halfway between home plate and first base.

- B. The batter's box on deck circle is a 5-foot circle placed between home plate and first base and between home plate and third base.
- C. The batter's box, one in each side of home plate, shall measure 3 feet by 7 feet. The inside lines of the batter's box shall be 6 inches from home plate. The front line shall be 4 feet in front of the center of the plate. The lines are considered as being in the batter's box.
- D. The catcher's box shall be 10 feet in length from the rear outside corners of the batter's boxes and shall be 8 feet 5 inches wide.
- E. The catcher's box is behind line 15 feet long drawn outside the diamond. The line is parallel to and 8 feet from the foul lines, extending from the bases towards home plate.

Section 5: If during the course of any game the base distance or pitching distance is found to be in error, the error should be corrected and the game should continue. This is not a point to be protested, and any corrections must be made when a full inning is completed.

NOTE: There shall be a 16-foot circle drawn around the pitcher's plate, 8 feet in radius. When the ball is in possession of the pitcher within the 16-foot circle, any runners between the bases must immediately advance to the next base or return to the last base touched, with

liability of being put out. If the runner fails to return or advance immediately, the runner will be declared out. This will also apply to a batter-runner who has been awarded a base on balls.

Section 6: The double base is optional for first base. If the double base is used, the white portion is where first base normally would be and the colored portion in foul territory. A batter-runner must touch the colored portion in foul territory. A batter-runner must touch the colored portion on the initial play to the base.

After the initial play, the base runner must always use the white portion of the base. A runner in contact with the colored portion is considered to be off base. NOTE: Whenever a play is being made on the batter-runner, the defense must use the white portion and the batter-runner the colored portion. The batter-runner is out when there is a play being made at first base and the batter-runner touches only the white portion, providing the defense appeals prior to the next pitch.

Player Substitution

Rule 2: Player Substitutions

Section 1: Lineups shall consist of a minimum of 8 and a maximum of 14 players (maximum of 12 batters), One Base Bandit, and Two Defensive Players are used. All other rostered players should be included on the line-up. Effect: Any player not listed on the line-up would be considered an illegal player and be removed from the game if protested by the offense, on defense, after an illegal player makes a play and before the next pitch, legal or illegal, or before the defense leaves the field, and before the umpires leave the field, the illegal player is disqualified, and the offense has the following options:

1. Take the result of the play.
2. Having the last batter return and assume the ball and strike count that batter had prior to the last pitch.
3. Disqualification of the illegal player. Each runner would return to the base occupied prior to the play.
4. After the next pitch legal or illegal, the illegal player is disqualified and all play stands.

If the illegal player is discovered by the defense:

5. While the illegal player is at bat, the illegal player is disqualified, and a replacement shall assume the ball and strike count, any advancement of runners while the illegal player is at bat shall be legal.
6. After the illegal player has completed a turn at bat and before the next pitch legal or illegal, the illegal player would be called out and all players return to the last occupied base. After the next legal or illegal pitch, the illegal player would be disqualified and replaced with a legal substitute.
7. A team may start with 8 players, but when and if another player arrives, they must immediately be inserted into the line-up in the 9th batting position. A vacant 9th batting position will be an automatic out.

Exception: If a team starts the game with an EP (s), that team must finish the game with the EP(s), or be penalized as follows:

1. If the (EP) or any other player is removed, injured or ejected from the game, with no substitutes to replace the player, the vacant spot automatically becomes an out each time the vacant spot comes to bat.

NOTE: When a team is left with a vacant spot in the line-up because of a player as described in the section above, the opposing team may not intentionally or unintentionally walk the previous batter, to get the “automatic out” created by the vacant spot in the batting order. If the previous batter is walked the vacant spot is skipped, the “automatic out” is waived, and the next batter is the name that follows the vacant spot, in the batting order. The game may end on an automatic out.

Section 2: The DESIGNATED HITTER (DH) must be known prior to the start of the game and their name and number indicated on the line-up sheet or score card. The Designated Hitter (DH) may not play defense at any time during the game. The player listed as (DH) must remain in the same position in the batting order for the entire game. The DH may be substituted for at any time, either by a pinch hitter, pinch runner or by the player being hit for. If the substitute is the player being hit for, they must bat in the same order as the DH and use of the DH will be terminated. If the substitute is a pinch runner or pinch hitter, other than the player being hit for, it must be a player who has not yet been in the game, and that substituted then becomes the DH for the remainder of the game or until substituted for. The DH may not bat for a Defensive Only Player (DEFO).

Section 3: The EXTRA PLAYER (EP) can play defense. An (EP) is optional, but if one is used, it must be made known prior

to the start of the game and be listed on the line-up sheet or score card. If the EP is used, they must be used the entire game. The EP must remain in the same position in the batting order for the entire game. The EP may be substituted for at any time, either by a pinch runner or a pinch hitter who then becomes the EP. The substitute must be a player who has not played in the game.

Section 4: The BASE BANDIT/BASE BURGLAR is allowed to run once an inning. The BB must be made known prior to the start of the game and be listed on the line-up sheet or score card. If the (BB) enters the game, the BB position is eliminated. If the BB is injured while on base, the batter-runner that the BB ran for must take their prior place on base. Exception: If a team bats around in the batting order in the same inning, the BB can run a second time for the same batter, batting in the same position in the line-up.

- A. In the event the base burglar enters the game to run for a second player in the same inning and it is discovered by the defensive team prior to the runner scoring.

Effect: The runner is out, and the offending team forfeits their use of the base burglar for the remainder of the game. (The base burglar can still be used as a legal substitute.)

Section 5: The DEFENSE ONLY PLAYER (DEFO) is allowed to play in any position, in any inning at any time. If the DEFO

enters the game as a normal substitution, the DEFO position is eliminated.

Section 6: A COURTESY RUNNER will be allowed for the pitcher or catcher only. They can be anyone in the offensive line-up.

A. The courtesy runner may run a second time if the team bats around in the batting order and they are running for the same player in the same position.

B. If the courtesy runner's turn at bat comes while they are on base their at bat will be declared an out.

C. If the batter listed in front of the courtesy runner is walked, either intentionally or not, the courtesy runner's time at bat will be skipped and the proceeding batter will be the next legal batter.

Section 7: Any of the starting players, except the DH and BB may be withdrawn from the game and re-entered once. This includes the EP provided the player occupies the original position in the batting order whenever in the game. NOTE: The original player and their substitute cannot be in the game at the same time.

Section 8: Violation of the re-entry rule results in the use of an ineligible player. Penalty shall be the immediate ejection of the ineligible player when the violation is brought to the attention of the umpire by the offending team. A violation

of the re-entry is handled as a protest which can be made any time during the game.

Section 9: A Team must have the required number of players to start or continue a game.

- A. A team may start play with eight (8) players, but when and if another player arrives, they must immediately be inserted into the line-up in the 9th batting position. A vacant 9th batting position will be an automatic out.

Exception: See Note; or if a team starts the game with an EP, that team must finish the game with the EP or be penalized as follows:

1. If the EP or any other player is removed, injured or ejected from the game, with no substitutes to replace the player, the vacant spot automatically becomes an out each time the vacant spot comes to bat.

NOTE: When a team is left with a vacant spot in their line-up because of a player as described in this section, the opposing team may not walk, whether intentional or not, the previous batter in order to get the “automatic out”. If the previous batter is walked the vacant spot is skipped, the automatic out is waived, and the next batter is the name who follows the vacant spot in the batting order. The game may end on an automatic out.

Section 10: A player shall be officially in the game when their name has been entered on the official score sheet, or has been announced.

NOTE: A player's correct name supersedes an error, if an incorrect number has been entered on the score sheet. The following regulations govern the substitutions of players:

- A. The Manager of the team making the substitution, or the substitute should immediately, notify the umpire.
- B. If not reported, the substitute will be considered in the game as follows:
 - i. When a batter takes position in the box.
 - ii. When a fielder takes the place of a fielder substituted for.
 - iii. When a base runner takes a position on the proper base.
 - iv. If a pitcher, when they take their place on the pitcher's plate.
- C. Whether a substitute is announced or not, by assuming one of the replacements of a player, the substitute player is legal and has entered the lineup.

NOTE: PENALTY: If a manager/coach fails to report legal substitutes and umpire has knowledge he will issue a team warning on the first infraction and the manager/coach shall be ejected on the second infraction of the same game.

- D. Each pitcher (starter or substitute) must pitch until the first batter facing them has completed their turn at bat, the side has been retired, or they have been removed from the game. A pitcher removed from the game by rule or ejection is not subject to this rule. Any other player may be removed from the game at any time.
- E. A player substituted for in the game shall not participate in the game except as a coach.
EXCEPTION: The starting line-up, including the EP may re-enter once.
- F. All players on a team's roster must be on the line-up card, to be used as a substitute in a game.

Eligibility

Rule 3: Eligibility

Section 1: All minor age players will be required to have official notarized releases holding the ISA and all tournament authorities harmless in the event of any injuries incurred by that player during ISA play. This release must be signed by parents, or person(s) designated by a legal court of law as being legal guardian(s) of said minor player.

PENALTY FOR FAILURE TO OBEY, OR VIOLATION OF ALL SECTIONS OR RULES LISTED ABOVE: Forfeiture of game by offending team, immediate ejection from tournament and forfeiture of entry fee.

Section 2: Players age classification is based upon their age as of July 31st, for the previous calendar year.

- A. All players must play in only one age group.
- B. A player cannot play in two (2) age divisions in one tournament.
- C. Proof of age must be verified by one of the following:
 - a. Birth Certificate
 - b. Driver's License

Section 3: Teams may have no more than 22 players on their roster.

Illegal Player Protests: Must pay a \$125 fee. If the protest is won, the fee will be returned. If the protest is lost, the fee is kept by the director. No Refunds.

- A. Illegal player protests must be filed by the offended team during the game and under the following conditions: 1. If the player in question is a starting player, the protest must be made before the completion of the 3rd inning. 2. If the player in question is a substitute, the protest must be made before the completion of the inning that the player entered.
- B. If a player eligibility protest is filed during ISA tournament play and can not be settled at the time the protest is made, the game shall be completed
- C. If th eligibility protest can not be settled until the tournament is completed, and it is later found that the player in question was indeed illegal, the following shall occur: 1. The illegal player shall be suspended from ISA sanctioned play for the remainder of the year. 2. The offending team with which the player played will forfeit games won during that tournament, and forfeit any State, Regional or National berths won by that team during that tournament or any previous ISA tournament that season.

The Game

Rule 4: The Game

Section 1: A regulation game shall consist of seven innings. A time limit may be used if all teams are notified prior to playing.

Section 2: A pre-determined run rule in ISA will awarded a win to the team that is ahead by:

- A. 12 runs after 3 innings
- B. 10 runs after 4 innings
- C. 8 runs after 5 innings

Section 3: The choice of home team or visitors shall be decided by the toss of a coin in pool play games. The choice of home team or visitors shall be decided by higher seed in bracket being awarded home team in bracket play games. Except: If there is a "IF" game, then a coin toss will determine the home team in that game. Exception – C & Rec class could have to play in open bracket determined by the director, until the bracket is filled with higher seeds.

Section 4: The umpires and director shall make the decision as to the fitness of the field for playing. Once a game has started, the umpire shall be the sole judge as to the continuation of play because of weather conditions, darkness or other causes which place players or patrons in peril.

Section 5: These provisions do not apply to any acts on the part of the players or spectators which might call for the forfeiture of the game. The umpire may forfeit the game if attacked physically by any team member or spectator.

Section 6: The director may forfeit a game in favor of a team not at fault in the following cases:

- A. If a team fails to appear on the field, or, being on the field refuses to begin a game at the time the team is scheduled to play, or within a time set for forfeitures.
- B. If, after the game has started, one team refuses to continue to play, unless the game has been suspended or terminated by the umpire.
- C. If, after the game has been suspended by the Umpire, one team fails to resume playing within two minutes after the umpire has called "Play Ball".
- D. If a team uses tactics to delay or to hasten the game.
- E. If, after being warned by the umpire, any one of the rules is willfully violated.

- F. If the order for the removal of a player from the game is not obeyed within one minute.
- G. If, because of the removal of a player by the umpire, for any reason, there are less than required number of players to continue the game outlined under the general playing rules of the ISA.

Section 7: During all ISA tournament play towards world championship, in the event of rain or any other cause which interrupts a game, the game must be resumed at the exact point where it was stopped when postponed using the same line-up. NOTE: Games not considered legal or official shall be replayed from the beginning. Original line-ups may be changed, with substitutes, when the game is replayed.

Section 8: In the event that a game cannot be completed, an official game can be called after 5 innings of play, or 4 ½ innings if the home team is ahead.

Section 9: Players listed in the line-ups and not available at game time may be substituted for.

Section 10: The winner of the game shall be the team that scores the most runs in a regulation game. The score of a called regulation game shall be the score at the end of the last complete inning, unless the home team has scored more

runs that the visiting team in the incomplete inning. In this case, the score shall be that of the incomplete inning.

Section 11: A run shall not be scored if the third out of the inning is the result of:

- A. The batter being put out before legally touching first base.
- B. A base-runner being forced out due to the batter becoming a base-runner.
- C. A base-runner leaving the base before a pitched ball to home plate leaves the pitcher's hand.
- D. An appeal play at first base on the batter-runner for the third out of the inning.

Section 12: No succeeding runner scores a run when a preceding runner has been declared the third out of an inning.

Section 13: A base-runner shall not score a run ahead of the base-runner preceding them in the batting order if the preceding runner has been put out.

Section 14: A manager and/or team representative shall be allowed only one charged conference with a batter or base-runner in any one inning.

NOTE: A strike will be called on the batter if more than one conference occurs.

Section 15: At all levels of Youth Fast Pitch play, it is the team's responsibility to have a certificate of insurance and to present it to the director prior to participation in any ISA sanctioned event. ISA IS NOT RESPONSIBLE.

Section 16: BLOOD – HIV, AIDS PROTECTION – When a player is bleeding, or has an open wound, the bleeding must be stopped and the wound covered with a bandage/dressing strong enough to withstand the rigors of competition. This treatment must be immediate, and a suspension of play for a "Reasonable amount of time", the affected player must be substituted for. If no substitute is available, and the team is using the EP, the team may play on with nine players until the affected player can continue, with all penalties in place. When the affected player can continue, she may re-enter the line-up. Return to play will be determined by appropriate medical personnel, umpires or tournament director. Any player whose uniform is saturated with blood, regardless of the source, must follow the same guidelines as stated above for a person bleeding, and must have that uniform changed if determined necessary before re-entering to the game.

NOTE: A "Reasonable amount of time" will be determined by the tournament director and umpires and will be less than 5 minutes.

Section 17: A team forfeiting ALL of its seeding games, will be seeded last in their division.

Section 18: ISA pool play, tie breaker procedure:

1st – Win, Loss, Tie Record

2nd – Head to Head (Only in round robins will head to head be used)

3rd – Least Runs allowed

4th – Most runs scored

5th – Coin Toss

Section 19: Extra inning/Tie Breakers – If after completion of seven inning of play, or when the time has expired, and the score is tied, the following will take place:

A. Starting with the top of the next inning, and each half inning there after, the offensive team shall begin its turn at bat with the last player to have completed a turn at bat, being placed on second base.

B. Teams shall continue playing additional innings until one side has scored more runs that the other at the end of a complete inning, or until the home team has scored more runs in their half of the inning, before the third out is made.

C. Substitutions, Courtesy Runners (only if for pitcher or catcher) and a Base Bandit may be used for the last

completed batter of the previous inning in all Tie Breakers unless otherwise stated.

Section 20: Ejected player/coach:

A. Any player, coach, manager, or team representative that is ejected from a game must sit that game and the next game.

NOTE: Coaches coaching multiple teams in a event must serve the suspension with the team the infraction was committed with prior to coaching any other games.

Regulations

Rule 5: Fast Pitch Regulations

Section 1: Prior to starting the delivery (pitch), the pitcher must take a position with the pivot foot in contact with the pitching rubber and the non pivot foot in contact with or behind the pitching rubber. Both feet must be on the ground within or partially within the 24 inch length of the pitcher's rubber.

- A. The pitcher shall take, or simulate taking, a signal from the catcher.
- B. The pitcher, before pitching and after receiving the signal from the catcher, must take a position with the shoulders in line with first and third base, with the ball in both hands.
- C. After receiving the ball from the catcher, the pitcher must deliver the ball towards home plate in no less than one second or more than 10 seconds. The pivot foot must remain in contact with or push off and drag away from the pitching plate prior to the front foot touching the ground. A backwards step may be taken before the pitch with the non pivot foot, after the hands are

brought together and both feet are in contact with the pitching rubber.

- D. The pitching position may not be assumed by the pitcher on or near the pitching plate, without having possession of the ball.

PENALTY: Violation of rules A – E are illegal pitches.

Section 2: The pitch starts when the pitcher separates one of the hands from the ball after the hands are together.

Section 3: After taking the signal, the pitcher may step backwards or start back with the non-pivot foot.

- A. It is not considered a step, if the pitcher slides their foot on the pitching plate, provided contact with the plate is maintained.
- B. Such techniques as the “crow hop” and “leap” are illegal.

Section 4: A legal delivery is one in which the ball is delivered to the batter with an underhand straight line of the body.

- A. The follow through of the hand and wrist and the release of the ball must be forwards, past the straight line of the body.

B. A rocker action is NOT used; meaning, after the ball is in both hands in the pitching position, the pitcher removes one hand from the ball, takes a backward and forward swing, and returns the ball to both hands in front of the body.

C. No wind-up is used, meaning a stop or reversal of the forward motion.

D. There is no more than one revolution of the arm in the windmill pitch. The pitching arm may be dropped to the side and to the rear before starting the windmill motion. The ball does not have to be released the first time past the hip.

E. The pitcher makes no continuous wind up after taking the forward step, which is simultaneous with the release of the ball.

Section 5: While in the pitching position, the pitcher may not deliberately drop, roll or bounce the ball in order to prevent the batter from striking it.

Section 6: During the game, the pitcher may not use tar or other substances on the ball, pitching hand or fingers. Nor shall any player apply any foreign substance on the ball. With the umpire's approval, powdered resin may be used to dry the hand. The wearing of any item on the pitching hand, wrist or arm which may be distracting to the batter will not be allowed.

PENALTY: Any infraction of Section 1-6 constitutes an illegal pitch. If not previously covered, the umpire will indicate and declare a delayed dead ball. A ball is awarded to the batter, and the batter is awarded 1st base on pitch count resulting in ball four. Unless ball four is called on the batter, forcing the runners to advance, all runners must return to the base occupied at the time of the pitch. If the illegal pitch is hit, and all runners including the batter-runner advance one base, then the play stands. A warning is issued to the pitcher, and if the pitcher continues to throw illegal pitches, the umpire may remove the pitcher from the pitching position for the rest of the game.

Section 7: The umpire will declare “No Pitch” when:

- A. A pitcher pitches during suspension of play.
- B. A runner is declared out for leaving the base before the ball leaves the pitcher’s hand.
- C. The pitcher pitches before a base-runner has re-touched the base occupied after a foul ball and the ball is dead.

PENALTY: The ball is dead, and all subsequent action on that pitch is canceled.

Section 8: At the beginning of each half inning, or when a pitcher relieves another, no more than one minute may be

used to deliver more than 5 pitches to the catcher or teammates. Play shall be suspended during this time.

PENALTY: A pitcher will be penalized by awarding a ball to the batter for each pitch in excess of five.

NOTE: Under the discretion of the home plate umpire, the pitcher may be authorized more pitches due to inclement weather, injury or other circumstances.

Section 9: If the ball slips from the pitcher's hand during the wind-up or during the back swing, a ball shall be called on the batter and the ball remains in play. Runners may advance at their own risk.

Section 10: After assuming the pitching position, the pitcher may not throw to a base while their foot is in contact with the pitching plate. **PENALTY:** An illegal pitch is declared. **NOTE:** An illegal pitch will be declared if any fielder takes a position in the batter's line of vision, or with deliberate unsportsmanlike intent, act in a manner to otherwise distract the batter. A pitch does not have to be delivered or released.

Section 11: No player, manager or coach shall call "Time" or employ any other words or phrase, to commit any act while the ball is live and in play for the obvious purpose of trying to make the pitcher commit an illegal pitch. **PENALTY:** "No Pitch" will be declared and a warning issued to the offending

team. A repeat of this type shall result in the offender being removed from the game.

Section 12: There shall be only one charged conference between the manager or other team representative from the dugout, with each and every pitcher or defensive player in an inning. The second charged conference shall result in the removal of the pitcher from the pitching position for the remainder of the game.

Batting

Rule 6: Batting

Section 1: The batter shall take their position within the lines of the batter's box.

- A. The batter shall not have their entire foot touching the ground completely outside the lines of the batter's box or touching home plate when the ball is hit.
- B. The batter shall not step directly across in front of the catcher to the other side of the batter's box while the pitcher is in position to pitch. EFFECT: The ball is dead, the batter is out, and base runners may not advance.
- C. The batter must take their position within ten (10) seconds after the umpire has called "play ball". They must have both feet within the lines of the box before the start of the pitch. They may touch the line, but no part of their foot may be outside of the lines prior to the pitch.

EFFECT: The ball is dead. The umpire will call a strike on the batter and will also issue a warning to the batter to

take their position or risk being called out. If the batter refuses to take their position after the warning they will be called out. The warning will be given to a batter only one time per game. Any repeated violation during the game by that player will result in an out being called.

D. The batter may not intentionally wipe out any portion of the lines of the batter's box.

EFFECT: The umpire will call a strike.

Section 2: Each player of the side at bat shall become a batter in the order which their name appears on the score sheet. The batting order of each team must be on the score sheet and delivered by the manager or captain to the home plate umpire. The batting order must be followed throughout the entire game unless a player is substituted for. When this occurs, the substitute must take the place of the player they are replacing in the batting order. The first batter in each inning shall be the batter whose name follows that of the last player who completed a turn in the preceding inning.

EFFECT: Batting out of order is an appeal play which may be made by the defensive team only.

E. If the error is discovered while the incorrect batter is at bat, the correct batter takes their place and legally assumes any balls and strikes.

F. If the error is discovered after the incorrect batter has batted and before the next pitch to the following batter, the player who should have batted is out. Any advance or score made because of the batted ball and the improper batter's advance to 1st base on a hit, an error or a base on balls shall be nullified. The next batter is the player whose name follows that of the player called out for failing to bat.

G. If the error is discovered after the first pitch to the next batter, the turn at bat of the incorrect batter is legal; all runs scored and bases ran are legal and the next batter shall be the one whose name follows that of the incorrect batter. No one is called out for failure to bat. Players who have not batted and who have no been called out have lost their turn at bat until reached again in the regular order.

H. A base-runner shall be removed from the base they are occupying, and a out recorded to the base-runner, to bat in their proper place.

I. When the third out of the inning is made before the batter had completed their turn at bat, they shall be the first batter in the next inning and shall have the ball and strike count on them canceled.

Section 3: Members of the team at bat shall not interfere either physically or vocally with a player

attempting to field either a fair or foul ball. This includes the base coach.

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

Section 4: The batter shall not hit a fair ball a second time with the bat in fair territory. EFFECT: The ball is dead, the batter is out and base runners may not advance.

NOTE: If the batter drops the bat and the ball rolls against the bat in fair territory and in the umpire's judgment, there was no intention to interfere with the course of the ball, the batter is not out and the ball is alive and in play.

Section 5: A strike is called by the umpire:

J. For each legally pitched ball entering the strike zone before touching the ground and at which the batter does not swing.

K. For each pitched ball swung at and missed by the batter.

L. For each foul tip held by the catcher. The batter is out if it is the third strike.

M. For each foul ball not legally caught; this does not include a 3rd strike.

N. For each pitched ball swung at and missed which touches any part of the batter.

O. When any part of the batter's person is hit with their own batted ball when they are in the batter's box and they have less than two (2) strikes.

P. When a pitched ball hits the batter while the ball is in the strike zone.

Q. A strike will be called when a batter squares to bunt or slap and fails to pull the bat back prior to the ball entering the strike zone.

EFFECT: Section 5 (D-G): The ball is dead and base runners must return to their base without liability to be put out.

Section 6: A ball is called by the umpire:

A. For each pitch which does not enter the strike zone or touches home plate and which is not swung at by the batter.

B. For each illegally pitched ball.

C. When a pitch hits the batter outside of the strike zone. The batter is awarded 1st base.

D. When the catcher fails to return the ball directly to the pitcher as required.

E. When the pitcher fails to pitch within ten (10) seconds.

F. For each excessive warm-up pitch.

G. When the pitcher attempts a quick return pitch; the pitcher shall be given a warning.

Section 7: A fair ball is a legally batted ball which:

- H. Settles or is touched on fair ground between home and 1st base or home and 3rd base.
- I. Bounces past 1st or 3rd base on or over fair territory.
- J. Touches 1st or 3rd base.
- K. While on or over fair ground, touches the person or clothing of an umpire or player.
- L. First falls on fair ground beyond 1st or 3rd base, a fair fly ball must be judged according to the relative position of the ball and the foul line, regardless of whether the fielder is on fair or foul ground at the time they touched the ball.

EFFECT: The ball is in play and base runners are entitled to advance any number of bases with liability to be put out. The batter becomes a base runner unless the infield fly rule applies.

- M. While on or over fair ground, the ball lands behind a fence or into the stands beyond the outfield fence. This is a home run.
- N. Hits a foul pole on the fly. If the ball hits the pole above the fence level, it shall be a home run.

Section 8: A foul ball is a legally batted ball which:

- O. Settles on foul ground between home and 1st base or between home and 3rd base.
- P. Bounces past 1st or 3rd base on or over foul ground.
- Q. First touches on foul ground beyond 1st or 3rd.
- R. While on or over foul ground, touches the person or clothing of an umpire or player, or the ball is blocked.

EFFECT: The ball is dead. A strike is called on the batter for each foul ball, and base runners must return to their bases without liability to be out.

Section 9: The batter is out:

- S. When the 3rd strike is struck at, missed and touches any part of the batter's person.
- T. When a batter appears in the batter's box with or is discovered using an altered or an illegal bat. The batter is also ejected from the game for using an altered bat. See Rule 2, Section 2, for penalty.
- U. When a fly ball is legally caught.
- V. Immediately when they hit an infield fly and the umpire has declared "Infield Fly".
- W. If a fielder intentionally drops or lets drop a fair fly ball, including a line drive, which can be caught by an infielder with ordinary effort with 1st, 1st & 2nd, 1st & 3rd, or 1st, 2nd, & 3rd bases occupied with less than 2 outs.

EFFECT: The ball is dead, the batter is out and base runners must return to the last base touched at the time of the pitch. This does not apply to an infield fly, the dropped ball remains alive on an infield fly.

NOTE: A trapped ball shall not be considered as having been intentionally dropped.

- X. If a preceding runner, in the umpire's judgment, intentionally interferes with a fielder who is attempting to catch a thrown ball, or is attempting to throw a ball in an attempt to complete a play; the preceding runner and the batter are both declared out.
- Y. Any batter-runner who carries the bat, during a live ball, and legally reaches or touches 1st base while still holding the bat, will be declared out. Should this be the 3rd out of the inning, no preceding runner shall score.

EFFECT: If less than two (2) outs, a delayed ball signal will be given and the ball will remain live.

- Z. When the batter attempts a bunt on the 3rd strike and bunts the ball foul.
- AA. On a legally caught 3rd strike, foul ball or foul tip.

BB. When hit by their own batted ball, in fair territory, outside the batter's box.

Section 10: The batter or base runner is not out if a fielder making a play on them uses an illegal glove. The manager of the offended team has the option of having the batter bat over and assuming that ball and strike count they had prior to the pitch they hit (base runners return); or taking the result of the play. The umpire will signal a delayed dead ball.

Section 11: On deck Batter:

CC. The on-deck batter is the offensive player whose name follows the name of the batter in the batting order.

DD. The on-deck batter shall take a position within the lines of the on-deck circle that is behind the batter that is in the batter's box.

EE. The on-deck batter may loosen up with two official softball bats, an official warm-up bat, or any other official warm-up bat or product that has been approved by the ISA National Office. Nothing else may be attached such as a donut, fan, etc. when loosening up.

FF. The on-deck batter may leave the on-deck circle when they become the batter or to direct base runners advancing from 3rd to home.

GG. When the on-deck batter interferes with the defensive player's opportunity to make a play on

a runner, closest to home plate at the time of the interference is declared out.

Base Running

Rule 7: Base Running

Section 1: The base runner must touch the bases in legal order (i.e. 1st, 2nd, 3rd, home plate.)

- HH. When a base runner is forced to return to a previous base while the ball is in play and base runners must return with liability to be put out.
- II. When a base runner acquires the right to a base by touching it before being put out they may hold the base until they have legally touched the next base in order, or is forced to vacate it for a succeeding runner.
- JJ. When a runner dislodges a base from its proper position, neither they nor the succeeding runner in the same series of plays are compelled to follow a base unreasonably out of position. The ball is in play and runners may advance without liability of being put out.
- KK. A base runner may not run the bases in reverse order, whether to confuse the fielders or to make a travesty of the game.
EFFECT: The ball is dead and the runner is out.

- LL. Two base runners may not occupy the same base simultaneously.
EFFECT: The runner who first legally occupied the base is entitled to it. The other runner may be put out by being touched with the ball.
- MM. Failure of a preceding runner to touch a base or leave a base legally on a caught fly ball and who is declared out, does not affect the status of a succeeding runner who touches the base in proper order; however, if the preceding runner were to be called out for the 3rd out of the inning, no succeeding runner may score a run.
- NN. No runner may return to touch a missed base or one left illegally after a following runner has scored.
- OO. When the ball is dead, no runner may return to touch a missed base, a base they have left illegally, even after the ball becomes alive; however, when a dead ball occurs, a runner may return to a missed base if they are required to by the umpire in the awarding or determination of bases. The runner is not liable to be put out for missing a base beyond the base they are required to return to.
- PP. No runner may return to touch a missed base or one left illegally once they enter their dugout or bench area.
- QQ. When four (4) balls have been called by the umpire. Base runners do not advance unless forced or successful in an attempt to steal.

RR. Bases left too soon on a caught fly ball must be re-touched before advancing to the next base. Bases must also be touched in proper order.

Section 2: The batter becomes a batter-base runner:

SS. As soon as they hit the ball.

TT. When four balls have been called by the umpire, either by pitch count or having been intentionally walked. Base runners do not advance unless forced or successful in an attempt to steal.

UU. When a (legal or illegal) pitched ball hits the batter's person or clothing; provided the batter does not strike at the ball. EXCEPTION: If the batter makes no effort to avoid being hit, or if the umpire calls the pitched ball a strike; the hitting of the batter is disregarded except that the ball is dead. The pitch will be called a strike or ball depending on the location of the pitch. Unless ball four is called on the batter, forcing runners to advance, all runners must return to the base occupied at the time of the pitch.

VV. When the catcher or any other fielder obstructs or hinders the batter from striking at or hitting a pitched ball.

EFFECT: The ball is dead, the batter is awarded 1st base, and runners advance only if forced.

a. The umpire shall signal "delayed dead ball."

- b. The offensive team manager has the option of taking the base awarded the batter for catcher obstruction, or may take the result of the play.
 - c. If the batter reaches 1st base safely and all other runners advance at least one base on the batted ball, catch obstruction is canceled and no other options are given.
- WW. When a fair ball strikes the umpire or base runner on fair ground.
- a. If the ball hits the umpire or base runner after passing an infielder, other than the pitcher, or touches an infielder, including the pitcher, the ball is in play.
 - b. If the ball hits the umpire or base runner before passing an infielder, the ball is dead and the batter is entitled to 1st base without liability of being put out. Runners not forced by the batter-runner must return.
- XX. When the catcher fails to catch the 3rd strike before it touches the ground, when there are two (2) outs, or there are fewer than two (2) outs and 1st base is not occupied, at the time of the pitch.

Section 3: Base runners are entitled to advance with liability to be put out:

- A. When, after the pitcher releases the ball, the runner attempts to advance to the next base without the aid of a base hit, put out or a fielding (including batter) error (stealing base).
- B. When the ball is batted into fair territory or foul territory and is not blocked.
- C. When a legally caught fly ball is first touched.
- D. If a fair ball strikes an umpire or a runner after passing an infielder other than the pitcher, or having been touched by an infielder, including the pitcher, the ball shall be in play.

Section 4: A player forfeits their exemption from liability to be put out:

- E. If, while the ball is in play, they fail to touch the base they are entitled to before attempting to make the next base. If the runner put out is the batter-runner at 1st base, or any other runner forced to advance because of the batter-runner, this is a force out.
- F. If after over running 1st base, the batter-runner attempts to continue to the next base.
- G. If after dislodging the base, the batter-runner attempts to continue to the next base.

Section 5: Base runners are entitled to advance without liability to be put out:

- H. When forced to vacate a base because the batter was awarded a base on balls.
- I. When a fielder obstructs a base runner from making a base, unless the fielder is trying to field a batted ball, has the ball ready for a tag or is about to receive a thrown ball. EFFECT: When obstruction occurs, the umpire shall call and signal a delayed dead ball.
 - 1. If a play is being made on the obstructed runner or if the batter runner is obstructed before reaching 1st base, the ball is dead and all runners advance, without liability to be put out, to the bases they would have reached, in the umpire's judgment, if there had been no obstruction.
EXCEPTION: A base runner obstructed in a run down, shall be awarded the lead base at the time of obstruction. Any preceding runners forced to advance without liability to be put out.
 - 2. If no play is being made on the obstructed runner at the time of obstruction, the play shall proceed until the play is completed. The umpire shall call "time" and impose such penalties, if any, as in his judgment, will nullify the act of obstruction.
 - 3. If a fielder without the ball fakes a tag, the umpire may award the obstructed runner, and each other runner affected by the

obstruction, the bases they would have reached, had there been no obstruction.

NOTE: In the case of a fake tag, the fielder will be automatically ejected from the game.

- J. When forced to vacate a base because the batter was awarded a base for catcher obstruction.
- K. When a fielder contacts a batted or thrown ball with their cap, glove, or any part of their uniform, while detached from its proper place. EFFECT: A runner shall be entitled to three (3) bases if a batted ball or two (2) bases if a thrown ball; in either case, runners may advance further, at their own risk. If an illegal catch was made of a fair ball; that, in the judgment of the umpire, would have cleared the outfield fence in flight, a home run shall be awarded. The umpire will signal a delayed dead ball.
- L. When the ball is in play and is overthrown (beyond the established boundary lines), or is blocked.
EFFECT: Awarded bases shall be determined by the position of the base runner(s) at the time of the infraction. All base runners will be allowed to advance one (1) base on a pitched ball that goes directly out of play.
NOTE: For offensive equipment causing a blocked ball, the runner closest to home plate will be declared out and all other runners must return to the last base touched when the ball becomes blocked.

1. The ball is dead. In all cases where a thrown ball goes into the spectators seats; goes over, through or under any fence surrounding the playing field; hits any person or object not engaged in the game, goes into the player's benches, including bats lying near the benches, whether the ball rebounds into the playing field or not; or remains in the meshes of any wore screen, each and every base runner shall be awarded two (2) bases.
2. When the first throw is made by an infielder, two (2) bases shall be awarded. Award shall be governed by the position of each runner at the time the pitch was made. However, if all runners including the batter-runner have advance at least one (1) base, when an infielder makes a wild throw on the first play after a pitch, the award of the bases shall be governed by the position of the runners, when the wild throw was made.
3. When a throw is made by an outfielder or is the result of any succeeding play or an attempted play, the 2 base awards shall be governed by the position of each runner and the last base they have touched at the time the throw was made. If two runners

are between the same base, the award is based on the position of the lead runner. When a fielder loses possession of the ball, such as on an attempted tag, and the ball enters a dead ball area or becomes blocked, all runners are awarded one (1) base from the last base touched at the time the ball enters dead ball area or becomes blocked. If a runner touches the next base and returns to their original base, the original base they left is considered the “last base touched” for the purpose of an overthrow award.

- M. When a fair ball bounds or rolls into a stand; over, under or through a fence or bounds out of play unintentionally off a defensive player; or other obstruction marking the boundaries of the playing field. EFFECT: The ball is dead and all base runners are awarded two (2) bases from the time of the pitch.
- N. When a live ball is unintentionally carried by a fielder from the playable territory into a dead ball area, the ball becomes dead. All base runners are awarded one base from the last base touched at the time the fielder enters the dead ball territory. If, in the judgment of the umpire, a fielder intentionally carries a live ball into dead ball territory, the ball becomes dead and all base runners are awarded two

(2) bases from the last base touched at the time they entered the dead ball are.

NOTE: A fielder carrying a live ball into the dugout or team area to tag a player, is considered to have intentionally carried it there. A dead ball line is considered in play.

- O. When any pitched ball goes directly out of play (through, over, under fence/backstop). EFFECT: The ball is dead and all runners advance one base from the time of the pitch.

Section 6: A base runner must return to their base:

- P. When a foul ball is legally caught and so declared by the umpire.
- Q. When an illegally batted ball is declared by the umpire.
- R. When a batter or base runner is called out for interference. Other base runners shall return to the last base touched at the time of the interference.
- S. When any part of the batter's person is touched by a pitched ball that is swung at and missed.
- T. When a foul ball is not caught. EFFECT: The ball is dead and base runners must return to base, except when forced by the batter becoming a base runner. Base runners need not touch the intervening bases in returning, but must return promptly; however, runners must be allowed sufficient time to return.

Section 7: Batter-base runner is out:

- U. When, after a fair ball is hit, they are legally touched with the ball before they touch 1st base.
- V. When, after a fly ball is hit, the ball is caught by a fielder before the ball touches the ground or any object other than a fielder.
- W. When, after a fair ball is hit or a base on balls is awarded, they fail to advance to 1st base and enters their team area.
EFFECT: The ball is in play and the batter-runner is out.
- X. When they run outside the 3-foot line and in the judgment of the umpire, interferes with the fielder taking the throw at 1st base; however, they may run outside the 3 foot line to avoid a fielder attempting to field a batted ball.
- Y. When they interfere with a fielder attempting to field a batted ball or interferes (intentionally) with a thrown ball. If the interference, in the judgment of the umpire, is an obvious attempt to prevent a double play, the base runner closest to home plate, shall be called out.
- Z. When a batter-runner interferes with a play at home plate, in an attempt to prevent an obvious out at home plate. The runner is also out.

- AA. When they move back towards home plate to avoid or delay a tag by a fielder.
- BB. When they are discovered using an altered or illegal bat.
EFFECT: The ball is dead and the batter-runner is out. Other base runners must return to the last base legally touched at the time of the illegal action.

Section 8: The base runner is out:

- CC. When, in running to any base, they run more than 3 feet from a direct line between that base and the next, in regular or reverse order, to avoid being touched by the ball in the hands of a fielder. When a play, such as a rundown is made on a runner who had “rounded” a base, and that runner is outside a direct line between bases, the runner establishes their baseline as a direct line between her and the next base on regular or reverse order.
- DD. When, while the ball is in play, they are legally touched with the ball in the hands of a fielder while not in contact with the base.
- EE. When, on a force out, a fielder tags them with the ball or tags the base on a force out.
- FF. When the base runner fails to return to touch the base, they previously occupied when play is resumed after suspension of play.

- GG. When a base runner physically passes a preceding runner before that runner has been put out.
- HH. When the base runner leaves their base to advance to another base before a caught fly ball has been touched by a fielder, provided the ball is returned to a fielder and legally held on that base or a fielder legally touches the base runner before they return to their base.
- II. When the base runner fails to touch the intervening base or base in regular or reverse order and the ball is in play and legally held on that base; or the base runner is legally touched while off the base they missed.
- JJ. When the batter-runner legally overruns 1st base, attempts to run to 2nd base and is legally touched while off the base.
- KK. In running or sliding for home plate, they fail to touch home plate and make no attempt to return to the base, when a fielder holds that ball in their hands while touching home plate and appeals to the umpire for a decision.

EFFECT: Section 8 (F-I), these are appeal plays and the defensive team loses the privilege of putting the base runner out if the appeal is not made before the next legal or illegal pitch. If an appeal is made after the ball is dead and before the next pitch is made, the ball remains dead and runners may not advance. The pitcher must have the ball in their possession inside the 16' circle. Any manager, coach or

player may then make an appeal by announcing to the umpire which runner is being appealed; which base has been missed or which base has been left too soon. Any player may also make an appeal while the ball is still alive and before the ball becomes dead, by tagging the runner or the base being appealed, with the ball.

- LL. When the base runner interferes with a fielder attempting to field a batted ball or intentionally interferes with a thrown ball. If this interference, in the judgment of the umpire, is an obvious attempt to prevent a double play and occurs before the base runner is out, the immediate succeeding runner shall also be called out.
- MM. When a base runner is struck with a fair batted ball in fair territory while off base and before it passes an infielder, excluding the pitcher, or if it passes an infielder and another infielder has an opportunity to make a play.
- NN. When a runner intentionally kicks a ball which an infielder has missed.
- OO. When, with a base runner on 3rd base the batter interferes with a play being made at home plate with less than two (2) outs.
- PP. When anyone, other than another base runner, physically assist a base runner while the ball is in play.
- QQ. When the coach near 3rd base runs in the direction of home plate on or near the baseline while a fielder

is attempting to make a play on a batted or thrown ball, and thereby draws a throw to home plate. The base runner nearest to 3rd base shall be declared out.

- RR. When one or more members of the offensive team stand or collect at or around a base which a base runner is advancing, thereby confusing the fielders, and adding to the difficulty of making the play. This includes the batboy, or any other person authorized to sit on the team's bench.
- SS. When any base runner runs the bases in reverse order to confuse the defensive team or to make a farce of the game. This includes the batter-runner moving backwards towards home plate to avoid or delay a tag.
- TT. If a coach intentionally interferes with a thrown ball.
- UU. When a runner, after being declared out or after scoring, interferes with a defensive player's opportunity to make a play on another runner. The runner closest to home plate at the time of the interference shall also be called out.
EFFECT: Section (J-S) The ball is dead and the base runner is out. Other runners must return to the last base legally touched at the time of the illegal action.
- VV. When a defensive player has the ball and is waiting for the runner and the runner remains on their feet and deliberately, with great force, crashes into the defensive player; the runner is declared out.

EFFECT: The ball is dead and all other runners must return to the last base touched at the time of the collision, unless Section 8(J) or Section 8 (S) applies.

NOTE: If the act is determined to be flagrant, the offender is ejected from the game.

- WW. When the base runner(s) fail to keep contact with their base until a legally pitched ball leaves the pitcher's hand. The ball is dead, "NO PITCH" is declared and the base runner(s) is declared out.
- XX. When they abandon a base, do not attempt to advance to the next base and enters the team area or leaves the field of play; the base runner shall be called out immediately upon entering the team area or upon leaving the field of play.
- YY. If hit by an infield fly when not in contact with the base. The ball is dead, and the runner and the batter are both declared out. Other runners must return to the base occupied, without liability to be put out, at the time of the pitch.
- ZZ. Look back rule: Fast Pitch Only
 - a. When a runner is off a base after a pitch or as a result of a batter touching first base, and while the pitcher has possession of the ball within the 16-foot pitching circle, the runner may stop once, but then must immediately return to the base or attempt to advance to the next base.
 - b. Once the runner stops at a base for any reason, they will be declared out if they leave the base.

- c. Responsibilities of the batter-runner after completing a turn at bat, and while the pitcher has the ball within the 16-foot pitching circle, including a base on balls or a dropped third strike are as follows:
- i. A batter-runner who rounds first base towards second base may stop, but they must immediately return to first or attempt to advance non-stop to second base.
 - ii. A batter-runner who overruns first base toward right field, turns left and immediately stops, must then return non-stop to first or attempt to advance non-stop to second base.
 - iii. A batter-runner who overruns first base towards right field, turns left and moves directly towards second base and stops is committed to second and must attempt to advance non-stop to second base.
 - iv. A batter-runner who overruns first base toward right field, turns left and moves back toward the infield in any direction except directly towards second base is committed to first and must return to first base.
 - v. A batter-runner who overruns first base toward right field, and turns right, is committed to first base and must return to first base.

PENALTY: (a-c) The ball is dead, “No Pitch” is declared when applicable, and the runner is out. If two

runners or more are off their bases, when one is called out, the ball is dead, and runners are returned to the last base touched. Only one (1) runner may be called out.

EXCEPTION: The runner will not be declared out if a play is made on another runner, (a fake throw is considered a play), the pitcher no longer has possession of the ball within the 16-foot circle, or the pitcher release the ball on a pitch to the batter.

Section 9: Base runner is not out:

- AAA. When a base runner runs behind or in front of a fielder and outside the baseline in order to avoid interfering with a fielder who is attempting to field the ball in the baseline.
- BBB. When a base runner does not run a direct line to the base, providing the fielder in the direct line does not have the ball in their possession.
- CCC. When more than one fielder attempts to field a batted ball and the base runner comes into contact with one who, in the umpire's judgment, was not entitled to field the ball.
- DDD. When the base runner is hit with a fair batted ball that has passed through an infielder, excluding the pitcher, and in the umpire's judgment, no other infielder has an opportunity to make a play.

- EEE. When a base runner is touched with a ball not securely held by a fielder.
- FFF. When the defensive team does not request the umpire's decision on an appeal play until after the next pitch.
- GGG. When a batter-runner overruns 1st base after touching it and makes no attempt to advance to the next base.
- HHH. When the base runner is not given sufficient time to return to a base, they shall not be called out for being off the base before the pitcher pitches the ball. No pitch shall be called by the umpire.
- III. When a runner, who has legally started to advance, cannot be stopped by the pitcher receiving the ball while on the pitching plate nor by stepping on the pitching plate with the ball in their possession.
- JJJ. When a base runner holds their base until a fly ball touches a fielder, then attempts to advance.
- KKK. When a runner is in contact with the base, and is hit by a batted fly or ground ball in fair territory, (unless the runner intentionally interferes with the ball), the base runner is not out and the ball is dead.
EFFECT: Ball is dead, and all runners advance one base if forced.

- LLL. When a base runner slides into a base and dislodged it from its proper place. The base is considered to have followed the runner.
- MMM. When a fielder makes a play on a batter or base runner while using an illegal glove.
- NNN. When the base runner is hit by a fair batted ball after it touches any fielder, including the pitcher.

Dead Ball / Ball in Play

Rule 8: Dead Ball/Ball in play

Section 1: The ball is dead and not in play:

OOO. When the ball is batted illegally.

PPP. When a batter steps from one side of the box to the other when the pitcher is ready to pitch.

QQQ. When “No Pitch” is declared by the umpire.

RRR. When a pitched ball touches any part of the batter’s person or clothing, whether or not the ball is struck at.

SSS. When a foul ball is not caught.

TTT. When a base runner fails to keep in contact with their base until the pitched ball leaves the pitcher’s hand.

UUU. When the offensive team causes interference.

VVV. When the ball is outside the playing limits of the playing field. A ball is considered “out of play” when it touches the ground, person on the ground, or object outside the playing area.

WWW. If an accident to a runner prevents them from proceeding to a base which they are awarded. A

substitute runner shall be permitted for the injured runner.

- XXX. In case of interference with the batter or fielder.
- YYY. When time is called by the umpire.
- ZZZ. When time is called by the umpire and an appeal play follows; the ball remains dead throughout the appeal.
- AAAA. When any part of the batter's person is hit by their own batted ball while in the batter's box.
- BBBB. When a runner runs the bases in reverse order.
- CCCC. When, in the judgment of the umpire, a coach touches or physically helps a runner; or when a coach near 3rd base, runs in the direction of home plate on or near the baseline, while the fielder is attempting to make the play, and thereby draws a throw to home plate.
- DDDD. When a play is being made on an obstructed runner, or if the batter-runner is obstructed before they reach 1st base.
- EEEE. When a blocked ball is declared.
- FFFF. When the batter enters the batter's box with or uses an illegal bat or an altered bat.
- GGGG. When a caught fair ball, including a line drive, which can be handled by an infielder with ordinary efforts, is intentionally dropped with less than two (2) outs and with runners on 1st, 1st and 2nd, 1st and 3rd, or 1st, 2nd, and 3rd bases.

HHHH. When a fielder carries a live ball into dead ball territory.

IIII. When the batter is hit by their own batted ball, in fair territory, outside the batter's box.

Section 2: The ball is in play:

JJJJ. At the start of each half inning when the pitcher has the ball in their pitching position and the umpire has called "Play ball".

KKKK. When the infield fly rule is enforced.

LLLL. When a thrown ball goes past a fielder and remains in playable territory.

MMMM. When a fair ball strikes an umpire or base runner on fair ground after passing or touching an infielder.

NNNN. When a fair ball strikes an umpire on foul ground.

OOOO. When the base runners have reached the bases which they are entitled, when the fielder illegally fields a batted or thrown ball.

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

QQQQ. When no play is being made on an obstructed runner. The ball shall remain alive until the play is over.

RRRR. When the batter legally hits a fair ball.

SSSS. When a base runner must return in reverse order while the ball is already in play.

- TTTT. When a base runner acquires the right to a base by touching it before being put out.
- UUUU. When a base is dislodged while runners are running the bases.
- VVVV. When a runner runs out of the base line in regular or reverse order to avoid a tag by a fielder.
- WWWW. When a runner is forced or tagged out.
- XXXX. When the umpire calls the base runner out for failure to return and touch the base, when play is resumed after a suspension of play.
- YYYY. When a live ball strikes a grounds keeper, photographer, policeman, etc. assigned to the game.
- ZZZZ. When a thrown ball strikes an offense player.
- AAAAA. If the batter drops the bat and the ball rolls against the bat in fair territory, and in the judgment of the umpires, there was no intention to interfere with the course of the ball. The batter is not out, and the ball is alive and in play.
- BBBBB. When a thrown ball strikes an umpire.
- CCCCC. When a thrown ball strikes a base coach.
- DDDDD. As long as there is play as a result of the hit by the batter. This would include an immediate live ball appeal before the umpire has called "time". Once the umpire has called "time", however, the ball will continue to be dead during a subsequent appeal play.

THE COACH PITCH PROGRAM WILL ABIDE BY OFFICIAL ISA RULES IF NOT SPECIFICALLY COVERED IN YOUTH RULES.

Section 1: A regulation game shall consist of 60 minutes or 6 innings, or if a team is being run ruled with the following pre-determined run rule: 20 runs after 3, 15 runs after 4, 12 runs after 5 (or amount of batters in line-up) Example: If a team has less than 12, then it would go by one more than amount of batters. Whichever comes first. This also applies to the Championship game.

Section 2: The offensive team may bat a minimum of nine (9) and maximum of twelve (12) batters. In the event a team does not have 9 or more players present at game time, that team may start with 8 players, of which one must be a pitcher and another a catcher. The remaining players positions are as desired on the field of play, provided that they do not violate any other rule in this program.

Team may bat a minimum of 8 and a maximum of 12 batters, but must bat the same amount of batters as the opposing team. Exception: The team that has more than 9 players will bat 9 batters per inning and the opposing team will bat 8 batters until the 9th batter arrives. If the opposing team doesn't have the same batters of 9 thru 12, then the team with extra batters must start the next inning.

Example: One team has 9 batters, and the other team has 12 batters, then the team batting 12 must start the next

inning with batters 10, 11 and 12. Then bat 9 players per inning with the extra 3 batters starting each new inning.

NOTE: The 9th player must be put in the defensive line-up immediately upon appearing at the ball field and is placed in the 9th batting position. If a player is removed, injured or ejected from the game, and no substitutes are available to replace that player, an out will be declared whenever the players turn at bat comes around in the batting order.

Section 3: An offensive representative shall pitch anywhere within the circle as long as one foot stays in the circle after delivering the pitch. The defensive pitcher must take a position behind the pitcher's rubber, to the side, but within the 16' circle. The offensive representative is not allowed to coach or speak to the batter or base-runners. After a warning, the offensive representative will be removed from the game.

Section 4: The batter will receive five pitches or three strikes, whichever comes first. No Walks or called strikes are allowed. A 5th pitch can be fouled and continue at bat.

Section 5: Three outs or the team bats through the line up.

Section 6: Each team may have two defensive coaches, and two offensive coaches on the playing field. All players playing in an outfield position must be positioned behind the

bases. (NOTE: For 6 & Under, two defensive coaches, and two offensive coaches are allowed).

Section 7: Ten defensive players are permitted. Before the ball is batted, no more than six may take a defensive position on the infield. Unlimited defensive substitutions are permitted.

Section 8: No infielder will be closer than 30 feet (halfway between home and 1st and 3rd), prior to the release of the ball by the coach-pitcher.

Section 9: Bunting, slapping (chop swing), or half swings are not permitted. In the umpire's judgment, if a batter intentionally takes a half swing, slaps or bunts, the ball is dead, a strike is called, and the offensive team manager is given one warning. If it happens again, the umpire will declare the batter out.

Section 10: The infield fly rule is not in effect. The ball remains alive with all runners in jeopardy of being put out.

Section 11: On an overthrown ball in fair or foul territory, all runners may advance at their own risk, until time is called.

Section 12: The ball is considered dead during an appeal.

Section 13: Time will be called by the umpire when one of the following has occurred:

- A. The player-pitcher has the ball under control inside the circle, and the lead runner has stopped.
- B. When the ball is held in front of the lead runner.
- C. When an infielder has control of the ball in the in-field, and the runners have stopped. Note: Runners more than half way to a base will be awarded the next base when any of the above occurs, if not more than half way, runners must return to the base they came from.

Section 14: Any player may be used one time per inning as a courtesy runner. No stealing is allowed.

Section 15: Runners may lead off up to the 10 foot hash mark, once the pitcher releases the ball. If the runner passes the 10 ft line (hash mark) and the ball is batted into play, the runner must tag up prior to advancing to the next base. If the runner does not pass the hash mark and the ball is batted into play, the runner may continue to the next base without tagging up.

Section 16: The official softball used for the Coach Pitch Program shall be the 11 inch softball.

Section 17: Refer to the chart on page 2 for Pitching Distances, Suggested Base Path, and Playing Field Radius.

NOTE: All Coach Pitch fields must have the following: A 10 foot hash mark after 1st base, 2nd base and 3rd base and a batting arc that measures 20 feet up the first and third base line are mandatory.

Section 18: If a batted ball hits the offensive representative, (coach-pitcher), the ball is dead, all runners return to their previous base, it is a no pitch.

Section 19: Catcher's Protective Equipment: Catcher's must wear helmet, mask and chest protector.

Section 20: Pitchers must wear minimum of headgear.

Section 21: All offensive players must wear a helmet with a mask.



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