

# National Softball Association

## 2009 Online Case Book

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# FOREWORD

**This Softball Casebook** is based on the NSA Softball rules as adopted by the Association in convention.

**The play situations and comments** are based on questions that have been raised in administering the many games played each season. The purpose of play situations and rulings is to clarify the intent of the rules, since the rulebook does not include rules for every play or situation that could occur.

**Interpretations:** Rulings in this book were approved by the NSA case book committee, and are official for situations as outlined.

## CASE BOOK FORMAT

Teams are referred to as Team A and Team B.

For convenience, all players of the team in the field (on Defense) are given a number as follows: 1 - Pitcher, 2- Catcher, 3- First Base, 4- Second Base, 5- Third Base, 6- Shortstop, 7- Left Field, 8- Center Field, 9- Right Field, 10- (S.P.) Rover.

Any fielder is referred to as F with the appropriate proper number, i.e., F1 is the pitcher and F7 is the left fielder. A runner is referred to as R. If there is more than one runner, the one on a base is referred to as R1 for runner closest to home. R2 is the runner next closest to home. (i.e. R1 is on third, R2 is on first)

Each batter is referred to as B or B/R for batter-runner. In cases involving more than one batter the batters are numbered B1 is the first batter, B2 and so on.

When a runner (including the batter-runner) is touched with the ball by a fielder or with the glove or hand holding the ball, while such runner is not on a base, reference is made to a runner being tagged.

The statement B HITS TO F4 means the batter hits the ball in the direction of the second baseman. It should not be interpreted to mean a safe hit but merely a ball hit to fair ground in that direction.

## **GROUND RULES**

The field should be clearly marked. Markings should include screens on foul poles along the foul lines past first and third and vertical foul-line markings on any barrier that limits the outfield.

Softball parks, as well as crowd and weather conditions, differ. Hence, it is sometimes necessary to have special ground rules. The plate umpire must confer with the coaches prior to the game and then announce any ground rules on which the two coaches and the plate umpire agree. Ground rules may not supersede a rule in the NSA Softball Rule Book. If agreement cannot be reached, the plate umpire must establish needed ground rules and announce them to both coaches. Here is a list of ground rules that are often adopted in cases where the field does not meet the specifications as provided by Rule 2.

If there is a screen behind the catcher or other permanent obstruction in front of the stand, a batted ball that goes behind these becomes dead. It is recommended that no such obstruction be less than 25 feet from the diamond.

Wild pitches, overthrows and batted balls that go over or through a fence or into a dugout are governed by dead ball rules.

For special field conditions, such as an incline that makes a spot where it is impossible or very difficult for a fielder to safely retrieve the ball, the ball should become dead if it goes to that spot and each runner's advance should be limited to two bases.

For an unfenced field, a chalk or imaginary out-of-bounds line should be established to define live-ball area. If spectators are permitted in dead ball areas, umpires should consider these the same as bleachers and the ball becomes dead if it bounces into the fans. The umpires must anticipate such a situation and announce the ground rule in advance.

## **RULE 1 – DEFINITIONS**

1.1 The bat used in the last play was painted to resemble an approved/legal bat.

Ruling: Illegal, The batter is out and ejected, and baserunners may not advance. In Youth play the coach is also ejected. When testing confirms the bat was altered certain suspensions will be issued in accordance with the altered bat procedure.

1.2 The second baseman, not possessing the ball, after time has been requested and called, appeals to the umpire that the runner on first base left early.

Ruling: Legal. The umpire will deliver a decision on the dead ball appeal.

1.3 An approved/legal bat is equipment approved by NSA and listed on the approved bat list published on the website [www.playnsa.com](http://www.playnsa.com).

Ruling: Legal. Approved bats are listed on the website.

1.4 Game balls shall be rotated in the first inning if not placed in play by the events of the game during the first inning.

Ruling: Legal. Game balls will be placed in the game by the umpire during the first inning.

1.7 (SP), 1.8 (FP) The batter has both feet on the ground with the left foot on the batters box line and the right foot in side the lines of the box.

Ruling: Legal. Lines of the batters box are part of the batters box.

1.9 (SP), 1.11 (FP) The lineup card provided by the captain lists all batters in the order they are to bat. Only names and defensive positions are listed.

Ruling: Illegal. Player numbers must also be included.

1.10 (SP), 1.12 (FP) A batted ball comes to rest within a pile of bats in foul territory.

Ruling: Illegal. A blocked ball is enforced under rule 8.5e.

1.12 (SP), 1.15 (FP) A player makes a diving catch of fly ball. In (a) player drops ball when they land on ground, or (b) player drops ball while getting up.

Ruling: (a) No catch. (b) Legal catch if umpire judges player had control after falling to ground.

1.35 (SP) 1.41 (FP) A bat on the NSA Approved Bat List at the beginning of the year is approved for the entire year.

Ruling: No. A bat may be removed from the Approved Bat List at any time.

## **RULE 2 . THE PLAYING FIELD**

2.2 (SP), 2.3 (FP) Bleachers may be positioned in the outfield of an unfenced playing field.

Ruling: Legal.

2.3d (SP) 2.4d (FP) The Catchers box is 10 feet in length and 8 feet 5 inches in width positioned across the back of both boxes.

Ruling: Legal.

2.4a In the adult division game, the coach of the team on defense complains the base line distance is too short. When measured you determine that the distance to the bases is 60 feet.

Ruling: Illegal. Correct the error and resume the game at that point.

2.5 During the bottom of the first inning of an adult Slowpitch game the pitcher complains that the pitching rubber is too close to home plate. When paced off you determine the distance is 50 feet.

Ruling: Illegal. The pitching distance must be changed to 53 feet and play resumed at that point in the game.

2.6 (SP), 2.5 (FP) A batter complains that the pitcher is too far to one side when making the pitch. You determine the pitching rubber is 18 inches in width.

Ruling: Illegal. ( Diagram with dimensions is in slowpitch section). Correct the error and resume the game from that point.

## **RULE 3- EQUIPMENT**

3.1 In a Youth fastpitch game, catcher complains that batter is using a slowpitch bat.

Ruling: Legal. NSA does not differentiate between slowpitch and fastpitch bats. As long as bat meets requirements of 3.1 it is legal for all divisions of play.

3.1 A bat meets all the specifications of the Official Bat in the NSA Rulebook but is not on the playnsa.com Approved Bats list.

Ruling: Illegal. The bat may not be used for NSA play.

3.1a & d A metal bat is found to have no marking of BPF.

Ruling: Legal, as long as the bat can otherwise be identified as a bat listed on the Approved Bats list.

3.1b A bat may be used with no safety grip or tape on handle.

Ruling: Illegal.

3.1c A bat has a grip measuring 12 inches in length.

Ruling: Legal.

3.1d A well used bat has no legible marking to identify it.

Ruling: Illegal.

3.1f A bat is slightly dented but otherwise undamaged.

Ruling: Legal.

3.1j-k A bat has a cone grip which is taped to the bat and leaves ½ inch between the grip as taped and the outer edge of the knob, and otherwise meets all requirements of the equipment rules.

Ruling: Legal.

3.2 A replacement game ball is provided by a team, but has no legible markings.

Ruling: Illegal.

3.3 The first baseman is discovered using a glove that measures 15 inches top to bottom.

Ruling: SP-Illegal. FP-Legal.

3.4 A base coach is wearing sandals.

Ruling: Legal.

3.4 R1 is on second base when B2 hits a double to center field. B2 ends up on second and R1 scores. After the score the catcher points out to the umpire that the R1 is wearing metal cleats.

Ruling: Illegal in all divisions of SP, and in Youth FP 8U, 10U, 12U & 14U. R1 is out, ejected from the game, and the run does not score. B2 remains on 2B. Legal in Youth FP 16U, 18U, and all divisions of adult FP.

3.4 R1 is on 3rd base wearing metal cleats, R2 is on 2nd, B3 hits a double. After R1 scores, R2 advances to 3rd and the Batter runner is safe on 2nd base the umpire discovers that R1 is wearing metal cleats.

Ruling: Illegal in all divisions of SP, and in Youth FP 8U, 10U, 12U & 14U. R1 is out, R2 returns to second and the B/R is returned to 1st. Legal in Youth FP 16U & 18U divisions only, and all divisions of adult FP.

NOTE: Steel cleats may be banned from some parks, and, if so, in the two cases cited above they would then be illegal.

3.5 Team bats are stacked against the boundary fence next to the on deck circle.

Ruling: Illegal.

3.6 The team uniform shirt includes sleeves, but one player's team shirt sleeve has been removed.

Ruling: Legal.

3.6c A Youth division player is wearing a medical alert device necklace.

Ruling: Legal, Medical alert items are not jewelry under section 6c.

3.7 The pitcher is wearing protective arm guards on the both forearms.

Ruling: Legal.

## **RULE 4- PLAYERS & SUBSTITUTIONS**

4.1 A team is playing Slowpitch with 10 players and no available substitutes. In the second inning one of the players is ejected for unsportmanlike behavior. The coach desires to continue with nine players.

Ruling: Legal. Because the number of players was reduced to nine "for any reason" the game may continue.

4.1a The batting order lists an extra player (11) who is not in the team area at the beginning of the game.

Ruling: Illegal if no substitute available.

4.1a In a Fastpitch game the lineup card lists the DH and the person being DH for in the same batting position.

Ruling: Illegal. The DH is listed as position DH where the person is going to be batting. The player being batted for should be listed in the designated substitute box at the bottom of the card as Defensive Player, and should be the first name listed.

4.3, 4.10 SP Player A is substituted for by player B, who makes an out. Player C gets on base, and coach wants to re-enter Player A to courtesy run for Player C.

Ruling: Legal, all starters may re-enter once.

4.3, 4.6 FP Player A is substituted for by player B, who makes an out. Player C, who is the catcher, gets on base, and coach wants to re-enter Player A to courtesy run for Player C.

Ruling: Legal, all starters, and substitutes, may re-enter once. Player A could also courtesy run without re-entering, since coach has option of using anyone not currently in game.

4.3, 4.6 FP A pinch hitter is substituted for the pitcher (who physically played the position last half inning), and gets on base. Coach re-enters the pitcher, and after a pitch is thrown, then wants a courtesy runner.

Ruling: Legal. As long as pitcher has re-entry privileges they may re-enter, and as long as they were actually pitching when third out was made last half inning they may have a courtesy runner. (In example above, a pitch would not have to be made before inserting a courtesy runner.)

4.3 The coach wants to re-enter a substitute in the same place in the batting order.

Ruling: SP-Illegal. Only starters can re-enter. FP-Legal. Both starters and substitutes may re-enter once.

4.4b A team is playing with: (a) 9 players, (b) 10 players, (c) 11 players, or (d) 12 players, when R1 slides safely into third base and is injured. R1 is removed from the game, and has no substitute available.

Ruling: (a) In SP game is forfeited, must have 9 players to continue. In FP an out is recorded when R1 is removed from base with no legal substitute, and an out would be recorded each time R1's spot in batting order is due up to bat. (b) and (c) An out is recorded when R1 is removed from base with no legal substitute, and an out would be recorded each time R1's spot in batting order is due up to bat. (d) In SP an out is recorded when R1 is removed from base with no legal substitute, and an out would be recorded each time R1's spot in batting order is due up to bat. In FP, if R1 happens to be the DH, then the Defensive Player can replace them on base, and when they come up to bat. This would eliminate the DH position for the rest of the game. (Also refer to 4.4c regarding vacant spot in batting order.)

4.4c (SP & FP) 4.4d (SP) With two outs, the pitcher walks a batter to get to the spot vacated by an injured player with no substitute in the order for the third out.

Ruling: Illegal. The automatic out is waived.

4.1 (SP), 4.4 NOTE (FP) The team with a vacant spot in the batting order, due to injury, wants to insert a late arriving eligible player in the vacant spot.

Ruling: Legal. (The arriving player must enter the lineup immediately)

4.5 (FP) After a play has been made by F9, but before the next pitch, the opposing coach protests that F9 is an unreported substitute.

Ruling: Illegal. The offending team's coach is ejected, and the offended team has the option of 1) the result of the play, or 2) replaying the last pitch. F9 may remain in the game as a legal substitute at that time.

4.5b In the adult divisions, a team appeals an illegal player, who has taken a position in the field and been reported to the umpire, but a pitch, legal or illegal, has not been thrown.

Ruling: Since no pitch has been delivered this is correctable and, if corrected, no penalty shall be applied.

4.5a (FP) 4.5B (SP) An unreported substitute takes position in the field and a pitch is thrown or a play completed.

Ruling: (SP) Illegal Player, immediate ejection of player. (FP) Adult: Illegal player, immediate ejection of player and coach. (FP) Youth: Illegal. 1. If on offense, player is out. 2. If on defense, the offensive team has option of taking result of play, or replaying last pitch. Illegal player can be replaced by any eligible substitute. In Youth play coach is ejected, but not player (4.7).

4.6 FP, 4.10 SP R1, a courtesy runner, who was the last out, is on third base and due up to bat.

Ruling: Coach has following options: 1) Courtesy runner remains on base, and loses turn at bat with no penalty, and next batter is batter following that position. 2) Courtesy runner may be replaced on base by the player being run for, and then taking their turn at bat. (See also Rule 7.3)

4.6 In Fastpitch, a starter who has been taken out of the game, re-entered and taken out again is used as a courtesy runner.

Ruling: Legal. Any player not currently in the game can be used as a courtesy runner, as long as they have not been ejected.

4.6 In Fastpitch, a player is used as a courtesy runner for the pitcher in the first inning and the catcher in the second inning.

Ruling: Legal. A player is only restricted to being a courtesy runner once per inning.

4.6 In FP, the player who made the last out becomes a courtesy runner unreported.

Ruling: Legal. This act is not a substitution or an illegal player violation.

4.6 In Fastpitch, the opposing manager appeals that a wrong player has been used as a courtesy runner and there has been a pitch.

Ruling: Illegal Player violation. If the offending team identifies

the problem, there is no penalty, just correct mistake and continue. If the opposing team appeals the problem, the courtesy runner is out and ejected from the game. The coach is also ejected. All runners return to the last base occupied at the time of the pitch. **In Youth play, player is not ejected.**

4.6 FP The pitcher struck out to end the 13th inning. In the 14th inning under Tie Breaker rules the last out (pitcher) would be placed on 2nd base. The coach wants a courtesy runner.

Ruling: Legal.

4.6 FP Pat makes the first out of the inning. The pitcher makes the second out of the inning. The catcher gets on base. Pat is used as a courtesy runner for the catcher.

Ruling: Legal. When the pitcher or catcher has made the last out, the team has the additional option of going back outs from the pitcher/catcher to the next out.

4.6 SP, 4.8 FP In the men's adult division, a woman is placed in the lineup.

Ruling: Illegal.

4.9 Note (SP) & 4.11 (FP) Due to blood on a player's shirt, the shirt is changed for a garment which does not match the team jersey.

Ruling: Legal. See also (SP) 3.6 Exception.

4.11 SP Team A uses a courtesy runner for R1 in first inning. In same inning, B/R2 is injured sliding into 2<sup>nd</sup> base, and Team A requests a courtesy runner for same.

Ruling: Illegal. Only one courtesy runner may be used per inning.

## **RULE 5- THE GAME**

5 Note (FP), 5.1 (SP) An alcohol beverage is discovered in the dugout of a team.

Ruling: Illegal.

5.4 (SP), 5.2 (FP) The fitness of the ground for play shall be decided by the Plate umpire alone.

Ruling: Illegal. To be determined by the Director, UIC, and plate umpire.

5.3.e.7 (FP) A player is ejected from the game for unsportsmanlike play. The team has no eligible substitutes and can only field 8 players.

Ruling: Illegal, the game is a forfeit

5.5 (SP), 5.3 (FP) A regulation game shall consist of (7) innings: unless the home team is ahead after the completion of 6 and one half innings.

Ruling: Legal.

5.5b (SP), 5.3c (FP) The umpire is empowered to call a game at any time because of darkness, rain, fire, panic, or other causes that place the patrons or players in peril.

Ruling: Legal.

5.5d(6) (SP), 5.3e(6) FP The game may be forfeited by the umpire if an ejected player fails to vacate within one minute.

Ruling: Legal.

5.7c (SP), 5.5c (FP) With two outs, all preceding runners may score when a baserunner is called out for leaving a base early.

Ruling: Illegal. See also 8.8u.

5.12 In a Slowpitch Class D game, the first four batters hit over the fence home runs. The umpire rules the visitors' turn at bat is over and even though the home team has not batted, the home team leads 3-1.

Ruling: Legal. Class D has a one home run limit. The first home run over the limit is an out and then the progressive home run rule is in effect. The lead off batter's home run scores one run for his team.

5.12 In a Slowpitch Class D game, the visiting team hits its limit of one over the fence home run in the top of the first inning. The umpire rules that, under the one up rule, the home team can now hit two home runs without penalty.

Ruling: Incorrect, The One Up Home Run Rule does not apply to Class D.

5.12 In Slowpitch, Team A in a class C game has hit two homeruns. Team B has hit one homerun. Team A B6 hits a homerun to go one up with a total of three homeruns for team A.

Ruling: Illegal. No team may hit the one up homerun until both teams have reached the Class C home run limit of two. B6 is out, ball is dead.

5.13 In Slowpitch, each untouched ball over the fence, exceeding a team's home run limit, will be scored as an out.

Ruling: Legal.

5.14 In Slowpitch, B1 hits a ball touched by a defensive player which then goes over the fence in fair territory.

Ruling: Legal. This four base award shall NOT be included in the total of over the fence homeruns.

5.15 In Slowpitch, the tournament director can declare that the homeruns do not have to be run out for all divisions C and higher.

Ruling: Legal.

## **RULE 6- PITCHING REGULATIONS**

6.1 The pitcher while taking the pitching position, without hesitation or pause delivers the pitch.

Ruling: Illegal.

6.1 The pitcher does not present (show) the ball before delivering.

Ruling: Legal.

6.1a In Fastpitch, the pitcher does not have both feet on top of the rubber.

Ruling: Legal.

6.3d (SP) The catcher is standing to the side of the batters box and behind the batter when a pitch is delivered.

Ruling: Illegal.

6.4e (SP) The pitcher delivers the ball from between the legs.

Ruling: Illegal.

6.6 (SP), 6.8 (FP) The first baseman prior to giving the ball to the pitcher rubs dirt on the ball.

Ruling: Illegal.

6.7 In Slowpitch, the pitcher when relieving another may take up to one minute to deliver up to 5 pitches.

Ruling: Illegal; up to 3 pitches.

6.9 (SP), 6.15 (FP) During the same inning, a coach uses a second time out to replace the pitcher.

Ruling: Legal.

6.9 (SP), 6.15 (FP) The manager comes out to talk with the pitcher and is charged for a conference. Later in the same inning, the manager requests time and goes out to talk to the pitcher.

Ruling: This is a second charged conference in the same inning with the same pitcher. The pitcher may remain in the game but can no longer pitch in the game.

6.10 (SP) The third baseman questions the umpire about pitch location.

Ruling: Illegal.

6.15 The manager comes out to talk with the pitcher and is charged for a conference. Later in the same inning, the manager requests time and informs the umpire that he is changing pitchers.

Ruling: This is NOT a charged conference. The pitcher may return to pitch later in the game.

## **RULE 7- BATTING**

7.1a The batter hits the ball with half of the left foot outside the batters box and on the ground at the time of contact.

Ruling: Legal.

7.1b The batter steps across in front of the catcher to the other batters box while the pitcher is in position to pitch.

Ruling: Illegal.

7.1c The batter strikes out and before the next pitch, legal or illegal, is discovered to have used an illegal bat.

Ruling: Illegal. In SP the ball is dead, batter is out and ejected, and no runners may advance. In FP the ball is dead, the batter is out (but not ejected), and runners may not advance.

7.1.c R1 is on second base, R2 is on first base with no outs. Batter has a count of 2 balls and 2 strikes. Batter requests and is granted a "time out". Batter changes her metal bat for a wooden bat.

Ruling: Legal. As long as the bats are approved and not altered the batter may use whichever bat he or she prefers.

7.1d The batter strikes out and before the next pitch legal or illegal is discovered to have used an altered bat.

Ruling: Illegal. Ball is dead, the batter is out, and without warning ejected from the game (in Youth play the coach is also ejected). Baserunners may not advance.

7.2 The Extra Player does not take a turn at bat.

Ruling: Illegal.

7.2b With no runners on base following B3's turn at bat, B5 completes the turn at bat by hitting a single and reaching 1<sup>st</sup> base safely. The opposing coach now appeals, before the next pitch, that B4 should have batted in that place.

Ruling: Illegal. B4 is out, B5 is removed from base, runners advance is nullified, B5 is the next batter.

7.2b With no outs, runners on 2nd and 3rd base, B3 strikes out. B5 bats next and completes a turn at bat with a single to right field and is safe on first base. The runner from second base is thrown out at the plate attempting to score. The opposing coach, before the next pitch is delivered, appeals that B5 batted out of order. The umpire calls B4 out for not batting in the proper position and returns the runner from 3rd base to third base and the out made at home on the runner from 2nd base remains an out. Two outs, runner on 3rd, B5 at bat.

Ruling: Correct.

7.2b With no outs, R1 on 1<sup>st</sup> base, B3 bats out of order into a double play. Defensive team now appeals, before next pitch, B3 batting out of order.

Ruling: Illegal. B2, who should have batted, is called out. Both outs made on double play stand, and you now have three outs.

7.2b With no outs, bases are loaded. B5 bats out of order into a 3<sup>rd</sup> to 2<sup>nd</sup> double play, runner from 3<sup>rd</sup> scores. Defensive team now appeals, before next pitch, B5 batting out of order.

Ruling: Illegal. B4, who should have batted, is called out. Both outs made on double play stand, and you now have three outs. Runner from 3<sup>rd</sup> base does not score.

7.2c Following B3's turn at bat, B5 completes a turn at bat with a walk. B6 enters the batters box and receives a pitch. The opposing coach now appeals that B4 should have batted when B5 batted.

Ruling: Legal, section 2c. All play as a result of B5's walk is now legal. B6 is the next batter.

7.3 R1, a courtesy runner, who was the last out, is on third base and due up to bat.

Ruling: Coach has following options: 1) Courtesy runner remains on base, and loses turn at bat with no penalty, and next batter is batter following that position in the order. 2) Courtesy runner may be replaced on base by the player being run for, and then taking their turn at bat. (See also SP Rule 4.10, FP Rule 4.6)

7.4 B6 is at bat with a count of 1 ball and 2 strikes, when R1 on first is called out for leaving the base early for the third out of the inning. B6 returns to bat at the beginning of the next inning for that team with no count.

Ruling: Legal.

7.5 The base coach, feeling he is protected in the coach's box, impedes a defensive player from reaching a fly ball in foul territory.  
Ruling: Illegal. Interference. Ball is dead, batter is out, and baserunners return to base occupied at time of pitch.

7.6 In FP, B1, while standing in the batters box, bunts the ball and the ball rebounds up against the bat a second time while being held by the batter, still in the batters box.  
Ruling: Legal. Foul ball.

7.6 In FP, B1, while in the batters box, bunts the ball and drops the bat between the ball and the foul line. The bat rolls into the ball on fair territory.  
Ruling: Illegal. The ball is dead, B1 is out and baserunners may not advance.

7.6 In FP, B1, while in the batters box, bunts the ball and drops the bat between the ball and the foul line. The ball rolls into the bat (as opposed to bat rolling into ball) on fair territory.  
Ruling: Legal if umpire judges batter did not intentionally throw bat at ball. Umpire would then rule fair or foul based on where fielder first touched ball or where ball comes to rest.

7.7 Note In SP, the pitch hits the ground and bounds through the strike zone. B1 does not swing.  
Ruling: A balled is called. A pitch that hits the ground or home plate is a dead ball and may not be hit by the batter.

7.7b 2 strikes on B1, bases empty, the batter swings & misses a pitch that bounced in front of the plate and then is caught by the catcher.  
Ruling: In SP, 7.7.b strike three, batter out. In FP, 7.7.b, 7.11.i, 8.2.d/e strike three, batter becomes batter-baserunner on drop third strike.

7.7b, 8.2d In FP, with one out, R1 is on first, B2 is batting with 2 strikes. Pitcher delivers the pitch, R1 attempts to steal 2nd base on the pitch. The batter swings and misses, catcher drops the ball.  
Ruling: The batter is out on strikes. First base is occupied by R1 at the time of pitch.

7.7e B1 swings and misses the pitch. The ball hits the batter.  
Ruling: A strike is called on the batter. The ball is dead and all runners must return to base occupied at time of pitch without liability to be put out.

7.7 Note In SP, the batter swings and hits a pitch which touched the ground prior to reaching the plate.

Ruling: Illegal. This is a dead ball, strike on the batter.

7.11a (FP), 7.11b (SP) With two strikes, B1 swings and the ball touches any part of his/her person.

Ruling: The ball is dead and B1 is out on strikes.

7.11d (FP), 7.11e (SP) B3 with no count on the hitter, hits a pop fly toward the first baseman, with R1 on second and R2 on first. The ball is not caught and falls to the ground in foul territory.

Ruling: The infield fly rule applies only to fair fly balls. A foul ball is declared. Strike on the batter, runners return to bases occupied at time of pitch. (In infield fly situations when ball is hit near either foul line, umpire should declare "Infield fly, batter is out if fair.")

7.11h In SP, the batter swings at the ball in a downward chopping motion and hits the ball into the ground in fair territory.

Ruling: Illegal. The batter is out for chopping the ball.

7.13c The on deck batter warms up with a fan attached to a bat.

Ruling: Illegal.

7.13e The on deck batter stands in the warm up circle during the play on a pop foul ball and the fielder attempting to catch the ball collides with the on deck batter.

Ruling: Illegal. Interference, runner closest to home is called out.

## **RULE 8-BASERUNNING**

8.1a The runner returning from the area of third base to touch first base because the base was missed runs directly to first base without touching second.

Ruling: Illegal. The runner is subject to being called out on appeal for not retouching 2B.

8.2a & b The batter becomes a batter-baserunner as soon as they hit a fair ball, or upon being awarded a base on balls.

Ruling: True.

8.2c In FP, a pitched ball bounces in front of the batter's box and hits the batter who has made an effort to avoid contact.

Ruling: Ball Dead. Batter is awarded first base.

8.2d In FP, R1 is on second base, R2 is on first base with one out. B3 swings and misses at 3rd strike which is not caught by the catcher. F2 retrieves the dropped ball and throws to first base. R1 scores and R2 reaches third safely. Ruling: The batter is out because first base was occupied with less than two outs. Baserunners legally advanced with jeopardy to be put out.

8.3d (SP), 8.3e (FP) The baserunner advances and is hit by a ball after the pitcher makes contact with the batted ball. Ruling: Legal. Baserunner is entitled to advance.

8.4c The base runner dislodges a base, continues toward the next base and is tagged out. Ruling: Legal.

8.5d The bases are loaded with one out. B4 pops up to the third baseman who lets the ball fall to the ground untouched. The umpire declares "Infield Fly Rule, batter is out if fair." Spin on the ball starts the ball toward the foul line between home and third base. The third baseman throws the glove which contacts the ball on fair ground and the ball comes to rest on fair ground. Ruling: Illegal. Under detached equipment this is a three base award, all runners score and the B/R is out on the infield fly.

8.5d B1 hits a slow roller toward 1st base. Pitcher quickly fields the ball but cannot get the ball out of his glove. He removes his glove and with the ball still in his glove shovels the glove and ball to the 1st baseman who catches the glove while in contact with the base. Ruling: Legal. This is not detached equipment. The ball was fielded with the glove in place. B1 is out.

8.5d B1 hits a line drive apparent home run. However, F8 throws his glove up in the air hits the ball and the ball carries over the outfield fence. a) In FP, the batter is awarded a home run. b) In SP, the batter is awarded a four base error and no homerun shall be recorded against the team at bat. Ruling: Legal in a) and b).

8.5e EFFECT (SP), 8.5e NOTE (FP) The baserunner advances when a thrown ball becomes blocked by bats left in the warm up circle. Ruling: Illegal. Dead ball; runner closest to home is out; all other runners return to last base touched when ball became blocked.

8.5e(2) No outs, R1 on First, B2 lines out to F6. As R1 returns to 1B, F6 throws the ball out of play. Ruling: R1 is awarded 3B (2 bases from last base occupied at time of pitch).

8.5e(3) R1 is on 1B when B2 hits a fly ball. The ball is caught as R1 rounds 2B on way to 3B. R1 returns to 1B as F8 throws ball out of play. (a) R1 was between 3B and 2B when the ball was thrown, or (b) R1 was between 2B and 1B when the ball was thrown.

Ruling: Because R1 was retreating to 1B he is allowed to continue and retouch. In (a) R1 is awarded home, in (b) R1 is awarded 3B.

8.7 Note (SP), 8.8z (FP) The batter-runner on continuing to second base touches both the white and orange first base safety bag.

Ruling: Legal.

8.8c With 2 outs, and R1 on first, B4 hits a high lazy fly ball to right field. R1, not realizing there are 2 outs, retreats to 1<sup>st</sup> base, while B4, thinking ball will be caught, just stands and watches. F9 drops ball, then picks it up and throws to 1<sup>st</sup> base. 1<sup>st</sup> baseman tags R1, who is now standing on 1<sup>st</sup> base, and defensive team members head for their dugout, while R1 advances to 2<sup>nd</sup> base and B/R4 advances to 1<sup>st</sup> base.

Ruling: R1 is out on the tag at 1<sup>st</sup> base for 3<sup>rd</sup> out of inning. (See also 1.21 SP, 1.25 FP)

8.8c With no outs, and R1 on first, B2 hits a sharp ground ball to 1<sup>st</sup> baseman, who scoops up ball and touches R1, who is still standing on 1<sup>st</sup> base, then touches 1<sup>st</sup> base.

Ruling: R1 is out on tag, B2 is out on force, double play. (See also 1.21 SP, 1.25 FP)

8.8.i The batter walks. The catcher throws the ball to first base as the batter-runner is jogging down the line toward first base. The batter-runner after touching first base and becoming a runner breaks toward 2nd base then attempts to return to first, however before reaching first base is tagged by the defender with the ball.

Ruling: The runner is out.

8.8k R1 on first base advances toward second base when B2 hits the ball toward F4. The ball bounces off F4's chest, landing in front of F4 who then attempts to pick ball up. R1 collides with F4 who the drops the ball.

Ruling: Illegal. This is interference the baserunner is out. If umpire judges that the interference was intentional to break up a double play attempt, he would also call batter/runner out.

8.8x In FP, Look Back Rule: The pitcher has both feet on the lines of the 16 foot circle. The feet are partially within and partially outside the circle.

Ruling: The pitcher is in the 16 foot circle unless at least one foot is

completely outside the line. The pitcher is in the circle when both feet are within or on the lines of the circle.

8.8x In FP, Look Back Rule: B1 walks, F2 returns the ball directly to F1 who is in the 16 foot circle, B1 rounds 1B and without any hesitation or stopping continues toward 2B. B1 stops 5 feet from 2B and immediately returns to 1B.  
Ruling: Legal. After rounding base, a runner may stop once. If pitcher has ball in circle, runner then must immediately proceed to next base, or return to previous base without stopping.

8.8x In FP, Look Back Rule: R1 leaves 3B legally, B2 walks, F2 returns the ball directly to F1 who is in the circle, R1 stands still off base as B2 proceeds to 1B.  
Ruling: Legal. The look back rule does not go into effect until the batter/baserunner reaches 1B.

8.8x In FP, Look Back Rule: R1 leaves 3B legally, R2 leaves 2B legally, B3 walks, F2 returns the ball directly to F1 who is in the circle, R1 & R2 stand still off base as F1 watches B3 round 1B.  
Ruling: Dead Ball, R1 is out. Once B3 reaches 1B both R1 & R2 must return or advance. However, only one out may be recorded on this play.

8.8x In FP, Look Back Rule: B1 hits the ball to F4; B1 is safe at 1B; B1 overruns 1B and circles to the right. The ball is returned to F1 in the 16 foot circle. B1 breaks toward 2B.  
Ruling: Dead Ball, B1 is out. When B1 turned right, B1 was committed to returning to 1B.

8.8x In FP, the pitcher a) leaves the circle, b) does not have the ball in hand or glove which is on the hand, c) fakes a throw (raises hand or makes move).  
Ruling: The Look Back Rule is not in effect in a, b, or c.

8.8x (SP) With R1 on 1st base, the batter hits a double to left field and R1 is tagged out at 3rd base. It is discovered, prior to the next pitch that B2 used an altered bat.  
Ruling: B2 is out and ejected. The out called on R1 stands.

8.9b The base runner runs outside the direct baseline to avoid a fielder on the baseline without possession of the ball.  
Ruling: Legal.

## **RULE 9- DEAD BALL . BALL IN PLAY**

9.1a The baserunner advances from first to second when the ball is batted illegally.

Ruling: Illegal.

9.1c The baserunner advances from second to third when an illegal pitch is declared.

Ruling: In SP ball is dead and a ball is called on batter, unless they swing at pitch, in which case a strike will be called. In FP, a delayed dead ball is called. If the illegal pitch is hit, and all baserunners, including the batter/baserunner, advance at least one base, then the play stands. If not, then the offensive coach has the option to accept the play as stands, or to accept the ball awarded to the batter. (See also 6.1 through 6.8 Penalty, and 7.8b)

9.1w In SP, the baserunner advances to home when a foul ball is caught for the third strike.

Ruling: Illegal.

9.2c The baserunner advances to home when a thrown ball goes past a fielder and remains within the confines of the field.

Ruling: Legal.

9.2h The baserunner advances to home when the runner from first is obstructed at second during a play on the Batter-runner at first base.

Ruling: Legal.

9.2n The baserunner at third advances to home when the runner from first is tagged between first and second for the first out.

Ruling: Legal.

9.2v (FP), 9.2w (SP) The Third Base coach grabs a runner and shoves him/her back to the base.

Ruling: In FP and in SP, Delayed dead ball. The assisted runner is out.

9.2v (FP), 9.2w (SP) Coaches at first base and/or third base "high five" runner who has just hit a home run over the fence.

Ruling: Legal. An encouraging or congratulatory slap should not be interpreted as an illegal act as long as no assistance is rendered.

## **RULE 10- UMPIRES**

10.1 In adult Slowpitch, the batter complains that the sun reflecting from the pitchers ear rings is distracting, and the umpire requires the pitcher to remove the ear rings.

Ruling: If the umpire agrees the reflection is distracting the removal is appropriate.

10.1 NOTE The umpire is a member of one of the teams on the field.

Ruling: Illegal.

10.3a The base umpire takes position contrary to the Umpire Manual requirements.

Ruling: Illegal. However, this shall not be a point to protest.

10.3c The base umpire calls an infield fly ball.

Ruling: Legal.

10.5 Runner approaching second base is apparently tagged by the defender but the umpire calls the runner safe.

Ruling: Legal. Judgment call, the runner is safe.

10.6a The umpire suspends play because of wet conditions over the objection of the tournament director.

Ruling: Legal. However Rule 5.4(SP) and 5.2 (FP) require the tournament director, UIC and Plate umpire make the final decision. The Plate umpire should call time, summon the UIC and director for a joint decision.

10.6c The umpire suspends play each time the batter or pitcher step out of position.

Ruling: Illegal. The act of stepping out must be for a legitimate reason.

10.8(13) (SP), 10.9(13) (FP) The plate umpire wears a grey ball bag.

Ruling: Illegal.

10.8(13) SP, 10.9(13) FP Umpire is wearing an Official NSA black ball bag on each hip.

Ruling: Legal. Do not interpret the singular "bag", as stated in the rule, to mean only one ball bag may be worn.

10.8(2) NOTE In a SP game, the umpire wears black sweat pants.

Ruling: Illegal.

10.9(4) (FP) The tournament director determines if the umpires will wear shorts or trousers during post season competition.

Ruling: Legal.

## **RULE 11- PROTESTS**

11.1 The tournament director allows a protest on the accuracy of the umpires judgment call for out or safe.

Ruling: Illegal.

11.1h A coach protests an umpire call of obstruction because the interpretation of the play may call for the application of the interference rule.

Ruling: Illegal.

11.2c A protest is made because the coach believes the umpire awarded too few bases in a given situation.

Ruling: Legal.

11.4 Coach lodges a protest on a play which occurred prior to the latest illegal pitch.

Ruling: Illegal.

11.4 In the fourth inning a protest is received concerning one of the team starters being ineligible.

Ruling: Legal.

11.7b A protest upheld would result in the game being resumed or re-played from the point of the protest.

Ruling: Legal.

11.7c When a protest for eligibility is upheld the game will be forfeited in favor of the offended team.

Ruling: Legal.