

National Softball Association 2006 Online Case Book

Highlights indicate a change since the last edition.

Comments, recommendations, and concerns should be addressed to the Chairman
of the NSA Casebook committee
email - NSAWestZoneUIC@aol.com

Published by the
NATIONAL SOFTBALL ASSOCIATION
101 NSA Way (PO Box 7)
Nicholasville, KY 40340
Phone: (859) 887-4114 Fax: (859) 887-4874
www.playnsa.com

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.

1

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. 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, Section 2 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.

Ruling: Legal, section 3 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, section 4 Game balls will be placed in the game by the umpire during the first inning.

1.7 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, section 7 Lines of the batters box are part of the batters box.

1.9 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, section 9 Player numbers must also be included.

1.1 A batted ball comes to rest within a pile of bats in foul territory.

Ruling: Illegal, section 10 (FP 12) A blocked ball is enforced under rule 8.

2 **RULE 2 – THE PLAYING FIELD**

2.2 Bleachers may be positioned in the outfield of an unfenced playing field.

Ruling: Legal, section 2.

2.3 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, section 3 diagram (Correct the error and resume the game from that point)

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

Ruling: Legal, section 3d.

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

Ruling: Illegal, section 4a 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'.

Ruling: Illegal, section 5. The pitching distance must be changed to 53' and play resumed at that point in the game.

3 **RULE 3- EQUIPMENT**

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, 1.3, 3.1, 7.9.b. The bat may not be used for NSA play.

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

Ruling: Illegal, section 1a.

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

Ruling: legal, section 1c.

3.1d A well used bat has no marking stating "Official Softball".

Ruling: legal, section 1d.

3.1f A bat is slightly dented but otherwise undamaged.

Ruling: legal, section 1f.

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, section 1j & k.

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

Ruling: Illegal, section 2.

3.4 A base coach is wearing sandals.

Ruling: Legal, section 4.

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, section 4, R1 is out, ejected from the game, and the run does not score, B2 returns to 2B

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, Rule 3 section 4. R1 is out, R2 returns to second and the B/R is returned to 1st.

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

Ruling: Illegal, section 5.

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

Ruling: Legal, section 6.

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

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

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

Ruling: Legal, section 7

4 **RULE 4- PLAYERS & SUBSTITUTIONS**

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, section 1a.

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, 4.1.a. 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 and should be the first name listed.

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, 4.1 Because the number of players was reduced to nine "for any reason" the game may continue.

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

Ruling: Illegal, section 3. Only starters can re-enter.

4.4c 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, section 4c. The automatic out is waived.

4.4 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, section 4. (The arriving player must enter the lineup immediately)

4.5 In the adult divisions, a team appeals an illegal player, who has taken position in the field and been reported to the umpire, but prior to a pitch legal or illegal.

Ruling: Illegal, section 5. Since no pitch has been delivered this is correctable and if done no penalty shall be applied.

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

Ruling: Illegal Player, section 5b.

4.5f 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, section 5.f: Any player not currently in the game can be used as a courtesy runner.

4.5f 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, 5.f: A player is only restricted to being a courtesy runner once per inning.

4.5 (FP) The opposing coach protests that F9 is an unreported substitute.

Ruling: Illegal. The player remains in the game at F9, all play stands. The offending teams coach is ejected.

4.6 4.7 In the men's adult division, a women is placed in the lineup.

Ruling: Illegal, section 6 In Slowtpitch, section 7 In Fastpitch,

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

Ruling: Legal, section 6.f This act is not a substitution or an illegal player violation.

4.6f 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, section 6.f: Illegal Player violation. If the offending team identifies the problem, there is no penalty. 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.

4.6.f 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.f 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.

4.9 Due to blood on a player's shirt, the shirt is changed for a garment which does not match the team jersey.

Ruling: Legal, section 9 In Slowpitch, section 7 In Fastpitch,

RULE 5- THE GAME

- 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.
- 5.13 In Slowpitch, each untouched ball over the fence, exceeding a team's home run limit, will be scored as an out.
Ruling: Legal, section 13.
- 5.14 In Slowpitch, B1 hits a ball touched by a defensive player which then goes over the fence in fair territory.
Ruling: Legal, section 14. This four base award shall NOT be included in the total of over the fence homeruns.
- 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, section 12 No team may hit the one up homerun until both teams have reached the Class C home run limit, of two. B6 is out on a dead ball.
- 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, section 15.
- 5.1 note An alcohol beverage is discovered in the dug out of a team.
Ruling: Illegal, section 1, In Fastpitch, Note.

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

Ruling: Illegal, section 4, In Fastpitch, section 2. To be determined by the Director, UIC, and plate umpire.

5.4.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, 5.3 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, section 5, In Fastpitch, section 3.

5.5b,5.3 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.

c *Ruling: Legal, section 5b, In Fastpitch, section 3c.*

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

5.3e6 *Ruling: Legal, section 5d (6), In Fastpitch, section 3e6.*

5.8g All preceding runners may score when a baserunner is called out for leaving a base early.

Ruling: Illegal, section 8g.

6 **RULE 6- PITCHING REGULATIONS**

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

Ruling: Illegal, section 1

6.1 The pitcher does not present the ball before delivering.

Ruling: Legal, section 1.

6.1 The third baseman questions the umpire about pitch location.

Ruling: Illegal, section 10.

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

Ruling: Legal 1.a

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

Ruling: Illegal, section 3d.

6.4e The pitcher delivers the ball from between the legs.

Ruling: Illegal, section 4e.

6.6 The first baseman prior to giving the ball to the pitcher rubs dirt on the ball.

Ruling: Illegal, section 6.

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

Ruling: Illegal, section 7. Up to 3 pitches.

6.9 During the same inning, a coach uses a second time out to replace the pitcher.

Ruling: Legal, section 9.

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 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.

6.15 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 before crossing the foul line 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.

7 **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, section 1a.

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, section 1b.

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

Ruling: Illegal, section 1c. the opposing team has the choice of the results of the play, or the ball is dead, batter is out, and no runners may 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, section 1d. Ball is dead, the batter is out, and without warning ejected from the game. Baserunners may not advance.

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

Ruling: Illegal, section 2.

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 1st base safely. The opposing coach now appeals, before the next pitch, that B4 should have batted in that place.

Ruling: Illegal, section 2b. B4 is out, B5 is removed from the 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, section 2b. Change for 2006 any outs made during the play now stand.

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.

7.2d R1, a courtesy runner, who was the last out, is on third base and due up to bat.

Ruling: Legal, section 2d. No runner shall be removed from the bases to bat in the proper order. The courtesy runner loses this turn at bat and the batter following the courtesy runner bats with no penalty.

7.2e B6 is at bat with a count of 1 ball and 2 strikes, when the 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, section 2e.

7.3 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, section 3, Interference. Batter is out.

7.4 In Fastpitch, 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, section 4 Foul ball.

7.4 In Fastpitch, 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, Section 4 The ball is dead, B1 is out and baserunners may not advance.

7.5 note In Slowpitch, the pitch hits the ground and bounds through the strike zone. B1 does not swing.

Ruling: section 5 note. 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.

7.5 note In Slowpitch, the batter swings and hits a pitch which touched the ground prior to reaching the plate.

Ruling: Illegal, section 5 note. This is a dead ball, strike on the batter.

7.5b 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 Slowpitch, 7.5.b strike three, batter out.

In Fastpitch, 7.5.b,7.9.i,8.2.d/e strike three, batter becomes batter-baserunner on drop third strike.

7.5b, 8.2d In Fastpitch, 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: section 7.5b & Rule 8 section 2d. The batter is out on strikes. First base is still occupied by R1 until they reach second base.

7.5e B1 swings and misses the pitch. The ball hits the batter.

Ruling: section 5e. A strike is called on the batter. The ball is dead and all runners must return without liability to be put out.

7.9d B1 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: Illegal, section 9d. The infield fly rule applies only to fair fly balls. A foul ball is declared. Strike on the batter, runners return.

7.9a With two strikes, B1 swings and the ball touches any part of the batter's person.

Ruling: section 9a. The ball is dead and the B1 is out on strikes.

7.9g In Slowpitch, the batter swings at the ball in a downward chopping motion and hits the ball into the ground in fair territory.

Ruling: Illegal, section 9g. The batter is out for chopping the ball.

7.9i (SP) The batter, with two strikes, hits a foul ball and the umpire declares the batter out.

Ruling: Legal, section 9i

7.11c The on deck batter warms up with a fan attached to a bat.

Ruling: Illegal, section 11c.

7.11e The on deck batter stands in the warm up circle during the play on a pop foul ball and the fielder attempting the catch the ball collides with the on deck batter.

Ruling: Illegal, section 11e. Interference, Batter is out.

8 **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, section 1a. 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, section 2a&b.

8.2c In Fastpitch, a pitched ball bounces in front of the batter's box and hits the batter who has made an effort to avoid contact.
Ruling Illegal 8.2.c Ball Dead. Batter is awarded first base.

8.2d In Fastpitch, R1 is on second base, R2 is on first base with one out. B1 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: section 2d. The batter is out because 1st base was occupied with less than two outs. Baserunners legally advanced with jeopardy to be put out.

8.3a.1.1 The baserunner advances when a thrown ball becomes blocked by bats left in the 0, 8.1.12 warm up circle.

Ruling: Illegal, In Slowtpitch, section 3a. 1.10. In Fastpitch, section 1.12. Dead ball; runner closest to home is out; all other runners return.

8.3d, 8.3e The baserunner advances and is hit by a ball after the pitcher makes contact with the batted ball.

Ruling: Legal, section 3d. In Fastpitch, section 3e Baserunner is entitled to advance.

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

Ruling: Legal, section 4c.

8.5d The bases are loaded with one out. B1 pops up to the third baseman that 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, section 5d. 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 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 8.5.d 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 the F8 throws his glove up in the air hits the ball and the ball carries over the outfield fence. The batter is awarded a four base error and no homerun shall be recorded against the team at bat.

Ruling: Legal, section 5d effect. New for 2006 a "homerun" caused by detached equipment shall not count against the homerun count of the team batting.

8.5e No outs, R1 on First, B2 lines out to F6. As R1 returns to 1B, F6 throws the ball out of play.

Ruling: 8.5.e R1 is awarded 3B (2 bases from last base touched, the fact R1 is returning to 1B does not matter)

8.5e 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: 8.5.e 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, In Fastpitch, The batter-runner on continuing to second base touches both the white and orange first base safety bag.

Ruling: Legal, section 7note. In Fastpitch, section 8 end note.

- 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: Legal, The runner is out in both fastpitch and slowpitch.
- 8.8x In Fastpitch, 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: 8.8.x 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 Fastpitch, 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: 8.8.x Legal
- 8.8x In Fastpitch, Look Back Rule: R1 leaves 3B legally, B1 walks, F2 returns the ball directly to F1 who is in the circle, R1 stands still off base as B1 proceeds to 1B.
Ruling: 8.8.x Legal. The look back rule does not go into effect until the batter-baserunner reaches 1B.
- 8.8x In Fastpitch, Look Back Rule: R1 leaves 3B legally, R2 leaves 2B legally, B1 walks, F2 returns the ball directly to F1 who is in the circle, R1 & R2 stand still off base as F1 watches B1 round 1B.
Ruling: 8.8.x Dead Ball, R1 is out. Once B1 reaches 1B both R1 & R2 must return or advance. However, only one out may be recorded on this play.
- 8.8x In Fastpitch, 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: 8.8.x Dead Ball, B1 is out. When B1 turned right, B1 was committed to returning to 1B.
- 8.8x In Fastpitch, The pitcher leaves the circle; does not have the ball in hand or glove which is on the hand; fakes a throw (raises hand or makes move).
Ruling: 8.8.x The Look Back Rule is not in effect.

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, Illegal. 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, section 9b.

8.9k R1 on first base advances toward second base when B1 hits the ball toward F4. The ball bounces off F4's chest and B1 collides with F4 who the drops the ball.

Ruling: Illegal, section 9k. This is interference the baserunner is out.

9 **RULE 9- DEAD BALL – BALL IN PLAY**

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

Ruling: Illegal, section 1a.

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

Ruling: Illegal, section 1c.

9.1s The baserunner advances to home when the batter-baserunner is obstructed during the play at first base.

Ruling: Illegal, section 1s.

9.1x In Slowtpitch, The baserunner advances to home when a foul ball is caught for the third strike.

Ruling: Illegal, section 1x.

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, section 2c.

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, section 2h.

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

Ruling: legal, section 2n.

9.2v, 9.2w The Third Base coach grabs a runner and shoves him back to the base

Ruling 9.2.v In Fastpitch, and 9.2.w In Slowtpitch, Delayed dead ball. The assisted runner is out.

10 **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: Section 1. If the umpire agrees the reflection is distracting the removal is appropriate.

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

Ruling: illegal, section 1 note.

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

Ruling: legal, section 5. Judgment call, the runner is safe.

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

Ruling: illegal, section 3a.

10.3c The base umpire call infield fly ball.

Ruling: legal, section 3c.

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

Ruling: legal, section 6a. 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, section 6c. The act of stepping out must be for a legitimate reason.

10.8(12) The plate umpire wears a grey ball bag.

Ruling: illegal, section 8(12).

10.8 In a Slowpitch game, the umpire wears black sweat pants.

Ruling: illegal, section 8 note.

10.8 The tournament director determines if the umpires will wear shorts or trousers during post season competition.
Ruling: legal, section 8.

11 **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, Section 1.
- 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, section 1h.
- 11.2c A protest is made because the coach believes the umpire awarded too few bases in a given situation.
Ruling: legal, section 2c.
- 11.4 Coach lodges a protest on a play which occurred prior to the latest illegal pitch.
Ruling: illegal, section 4.
- 11.4 In the fourth inning a protest is received concerning one of the team starters being ineligible.
Ruling: legal, section 4.
- 11.7b A protest upheld would result in the game being resumed or re-played from the point of the protest.
Ruling: legal, section 7b.
- 11.7c When a protest for eligibility is upheld the game will be forfeited in favor of the offended team.
Ruling: legal, section 7c.