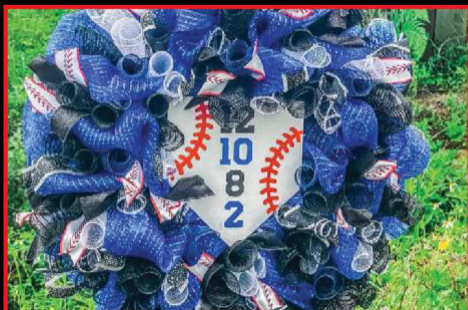


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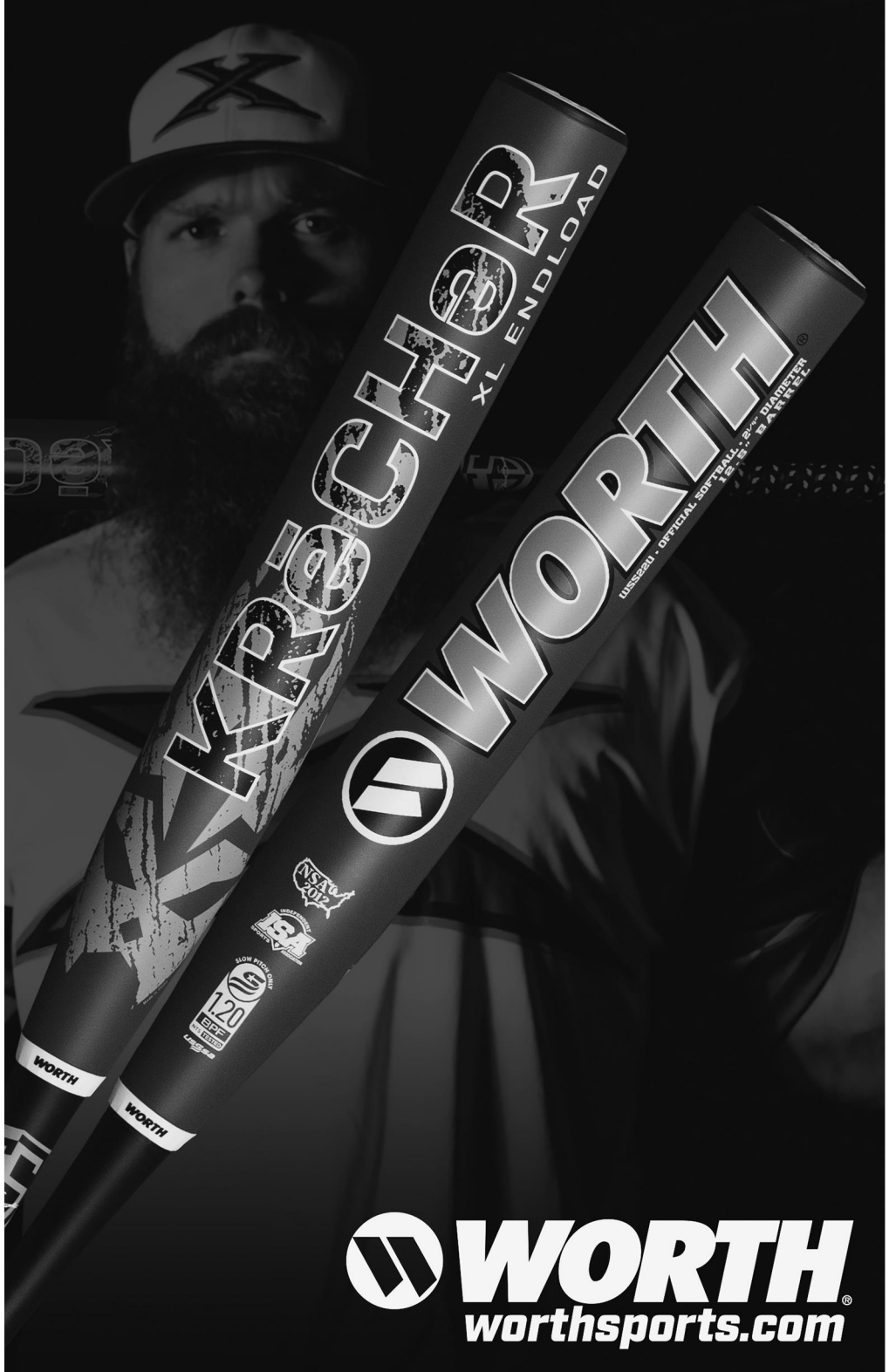
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GENERAL WSL GUIDANCE

Note: Printed Rulebooks may not contain the latest changes. For most current WSL rules, please consult www.PlayWSL.com.

WSL Age Requirement

Players must be at least 18 years of age or older to play in the adult programs.
Players younger than 18 years of age are invited to play WSL Youth programs.

WSL Guidelines for Building Teams

Sec 1. Roster Composition. WSL-affiliated league and tournament men's team rosters shall include only male players and women's team rosters shall include only female players. WSL offers a co-ed program which allows rosters to be a combination of men and women.

Sec. 2 Roster Classification.

Men’s Elite Series Teams = May have up to 2 or fewer RPL players on a roster from the WSL Men’s RPL.

Men’s B Teams = May have 2 - A Players, and can NOT have any from the WSL Men’s RPL & (NO - Men's Major Players, or NO – Men’s AA ranked Players)

Men’s C Teams = May Only have 3 - B Players or lower ranked Players (NO – B+ Players or Higher) **Note:** No player on an official and standing Conference Team roster may play in WSL C Worlds. **EXCEPTION:** Players who are Conference team tryouts

(no more than two weekends followed by documented releases), may be permitted with State Director approval to play with WSL C teams in World Tournaments.

Men's D Teams = May Only have 3 - C Players or lower ranked Players (NO – C+ Players or Higher)

Men's E Teams = May Only have 3 - D Players or lower ranked Players (NO – D+ Players or Higher)

Men's REC Teams = May Only have 2 - E Players or lower Ranked Players (NO – E+ Players or Higher)

Women's Elite Series Teams = May have up to 3 or fewer RPL players on a roster from the WSL Women's RPL.

Women's B Teams = May have (Only 1 Women's RPL on a Roster) Player from the WSL Women's

Women's C Teams = May Only have 3 - B Players or lower Ranked Players (NO – B+ Players or Higher)

Women's D Teams = May Only have 3 - C Players or lower Ranked Players (NO – C+ Players or Higher)

Women's E Teams = May Only have 3 D Players or lower Ranked Players (NO – D+ Players or Higher)

RULE 1. The Field of Play

Sec. 1. THE FIELD OF PLAY is the area where the ball may be legally played or fielded.

Sec. 2. GROUND RULES may be made by Tournament / League Directors to suit their field needs.

Sec. 3. THE OFFICIAL FIELD shall be:

A. 70-foot baselines shall be used in all programs. (Tournament / League director has the option of using 75' bases)

The distance from home plate to the center (peg) of 2nd base for 70-foot baselines is 98 feet 11 inches.

For 75-foot baselines, the distance from home plate to the center (peg) of 2nd base is 106 feet 1 inch.

B. Outfield Fence – Minimum recommended distance for men's and women's championship play is 300 feet.

C. Pitcher's distances of 53 feet for both men and women

Sec. 4. BATTER'S BOXES shall be on either side of home plate, with the inside line of this box 6 inches from home plate and parallel to the sideline. The batter's box shall be 7 feet long, extending 4 feet forward and 3 feet toward the back, measured from the center corner of home plate. The batter's box shall be 3 feet wide, thus forming a rectangle of 7 feet by 3 feet. The lines marking the batter's box are considered to be part of the batter's box.

Sec. 5. THE CATCHER'S BOX shall be 10' long from the rear outside corners of the batter's box on each side of home plate, forming a rectangle 10' by 8' 5" wide.

Sec. 6. THE RUNNING LANE shall be 3 feet wide and is drawn outside of and parallel to the first base foul line starting at the outside corner of first base and extending halfway toward home plate.

Sec. 7. THE COACHES' BOXES shall be established at first and third bases, 10 feet from and parallel to the base lines. They shall be 15 feet long starting at the outside corners of the bases and extending toward home plate. The width of the box shall be 3 feet, thus forming a rectangle 15 feet by 3 feet wide.

Sec. 8. Scoring plate (Seniors) – 8' from original home plate in line with 1st base.

RULE 2. Equipment

Sec. 1. THE OFFICIAL BAT shall be round in cross section, straight in length and measure 34 inches long, including tape or other grip additions to the bat, and not more than 2-1/4 inches in diameter at its largest part. Its weight shall be at least 24 ounces but not more than 30 ounces. The bat shall have a safety grip of tape or some other material to facilitate holding the bat during the batter's swing. The safety grip shall be not less than 10 inches long, nor extend more than 15 inches from the small end, or handle end, of the bat. Graphics, including the 1.20 BPF markings, must be permanent and cannot be decals or any other method that can be easily removed or added to the bat.

A. The performance standard for all non-wooden bats will be a Bat Performance Factor (BPF) of 1.20. **The new 240 bats are approved as long as they comply with Bat Compression Testing guidelines of 220.**

B. A WSL Director may at any time ask to inspect a bat that has been brought into the location of a WSL sanctioned event. Failure to cooperate with the WSL director will result in a team's forfeiture of the event and suspensions may occur, suspensions will be up to the WSL National Rules & Equipment Committee.

Sec. 2. THE OFFICIAL BALL to be used shall be of a spherical design with a smooth surface. The center or core of the ball shall be of a material and design traditionally used to make softballs or other materials or design as approved by the WSL. The cover shall be of a synthetic or composite. The ball must be a .44 COR, 400 compression, WSL-stamped Worth ball. 12" balls used in the men's program, 11" balls used in the women's program.

NOTE: It is the responsibility of the pitcher to ensure the ball being used is the correct ball. If a team continuously attempts to throw in an illegal ball, it should be considered unsportsmanlike, and penalties should be assessed. (Tournament director discretion.)

Sec. 3. THE HOME PLATE shall be made of rubber or other suitable materials. It shall be a five-sided figure, 17 inches across the front edge of the plate facing the pitcher. The two sides shall be perpendicular to the front edge and shall be 8-1/2 inches long, extending forward toward the pitcher's plate. The sides of the plate, from the rear corner, along with the base line, shall be 12 inches long and set completely within the base lines, where they form a 90-degree angle with the point pointing toward the catcher. The home plate is always a part of fair territory. The black border that outlines the plate is not to be considered home plate.

Sec. 4. THE PITCHER'S PLATE shall be made of rubber. It shall be 24 inches long and 6 inches wide. The front edge of this plate shall be centered on the direct line from home plate to second base. The top of the plate shall be level with the flat surface of the ground. The front edge of the plate shall be of legal distance as measured from the extreme rear corner of home plate.

Sec. 5. THE BASES other than the home plate shall be 15 inches square and not more than 3 inches high. They shall be made of canvas, plastic or other suitable materials filled with soft padding. They shall be white or orange in color. All bases must be securely fastened.

NOTE: A safety base is mandatory. The safety base shall be 15 inches by 30 inches and not more than 3 inches high. The safety base should be positioned such that the white portion is located where first base would normally be (in fair territory) and the colored portion (orange) should be in foul territory. Any batted ball hitting the white portion should be fair and any ball hitting only the orange portion should be foul. On the initial throw to first base from the infield or outfield, the batter-runner MUST TOUCH the orange portion of the base. If legally appealed by the defense during a live ball situation,

the runner will be called out. The defensive player **MUST** always touch the white portion. This rule is in effect only on the initial play at first base.

A. This does not include:

1. Returning to the base after over running,
2. Running on a base hit to the outfield (runner may touch the orange or white part) or
3. Re-tag to advance on a fly ball.
4. On any attempt to force the batter runner out at first base on the initial throw that pulls the defense off of first base into foul ground, the defense and the batter runner may use either the white or orange portion of the base for safety purposes.

EFFECT Sec 5. A.: If the base runner uses the orange portion at any time after the first attempt at first base and is not in contact with the white portion, then he is considered off the base.

Sec. 6. **LEGALLY ADOPTED GLOVES** may be worn by any fielder. Pitcher cannot wear a yellow-colored Glove.

A. Catchers and first basemen may wear a glove or mitt of any size; all other players are restricted to a finger-type glove with the space between the thumb and forefinger not to exceed 4-1/2 inches at the top. The webbing shall not be constructed to form any type of net or tray.

B. Multicolored gloves are legal.

Sec. 7. **SHOES**, no metal tipped or steel cleats! Molded rubber/plastic cleats, turf shoes, athletic shoes are legal footwear.

Sec. 8. Any player may wear protective masks / headgear.

Sec. 9. **UNIFORMS**, including similar headpieces or caps, when required, should be adopted using similar colors and materials. If caps are worn, they must be worn with the visor facing forward. Exception: The catcher, or any fielder wearing a protective mask, while playing defense. No Player may wear a shiny helmet.

A. All participants in a game should wear the adopted team uniform. Managers and coaches, when on the field should wear the adopted full uniform, or a cap and jacket, which include the team's emblems and colors, to readily identify them as a member of the team. Individual numerals on each uniform are required. You may not protest a uniform! Team's uniform shirts must be similar or alike. If one team is out of compliance, the team in compliance has the option of home team. If both teams are out of compliance, home team will be determined by a coin flip. Uniform compliance is the umpire's judgement and his/her decision is final. Protest on uniforms will not be allowed!

B. All exposed jewelry or items that are judged to be hazardous or potentially dangerous by the umpire must not be worn during the game.

C. In all programs, batting helmets may be worn by players/coaches at any time.

Sec. 10. **EQUIPMENT** shall not be allowed to remain on the playing field during the playing of the game, either in fair or foul territory, with the exception of an official warm up bat or official warm-up device which may be kept in proximity to the on-deck circle during a team's turn at bat.

A. A bat dropped by the batter-runner in foul territory, or any mask, cap, etc. dropped incidental to making a play will be considered as foreign to the normal playing area and foul ball rulings will be made accordingly.

RULE 3. Definitions

AGE REQUIREMENT Must be 18 years of age to play.

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

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

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

APPEAL PLAY refers to a play in which the umpire cannot make a ruling until a decision is requested by the defensive or offensive team. This appeal must be made before the next legal pitch, intentional walk, illegal pitcher action or before all fielders have left fair territory.

BALL refers to a pitch that does not enter the strike zone in flight, nor conforms to the fairly delivered pitch stipulations and is not struck at by the batter.

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

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

BASE ON BALLS permits a batter to gain first base, without liability to be put out and is awarded by the umpire when three pitches are adjudged to be balls.

BASE-RUNNER OR RUNNER is a player of the team at bat who has hit a fair ball or who has been awarded first base for any reason before he is put out.

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

BATTER refers to the Offensive Player who takes a position in the Batter's Box with a 1- 1 count. The batter walks on 4 balls and is out on 3 strikes.

BATTER-RUNNER is the term identifying an offensive player who has just hit a fair ball and applies until he is either put out or until the play on which he became a runner is ended.

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

BATTING ORDER is the official listing of offensive players in the order in which they must bat.

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

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

BUNT refers to a batted ball not swung at, but is intentionally met with the bat and tapped slowly with the intent of not getting the batted ball through the infield.

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

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

CATCHER refers to the defensive player who takes his position behind home plate.

CATCHER'S BOX is that area where the catcher must remain while and until a pitched ball has reached or passed home plate or is batted.

CHOPPED BALL is a batted ball that the batter strikes downward with a deliberate chopping motion so that the ball bounces high into the air allowing the batter-runner to beat the throw to 1st base.

COACH refers to a member of the team at bat. Only one coach is permitted in each coach's box to direct the players of his own team while batting and running bases.

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

COURTESY RUNNER: Only allowed once per inning. One player on the roster in/or out of the batting lineup may run for any one player in an inning. If the runner is in the active batting lineup and is on base as the runner and his/her turn at bat comes up, that batting position will be declared an out, cannot be substituted for at any time. May have a courtesy runner for the pitcher and does not count towards the 1 courtesy runner per inning. If a player is injured or ejected and courtesy runner is a substitute, the original player must resume to running the bases and courtesy runner now becomes part of the game as a substitute for said player.

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

DEFENSIVE TEAM is the team that is playing defensively in the field.

DOUBLE PLAY is a continuous play by the defense where two offensive players are legally put out without an intervening play or an error.

FAIR BALL is a batted ball that settles on fair territory between home plate and first base, or home plate and third base, or that is over fair territory, including any part of first or third bases when bounding to the outfield, or that first touches any base, other than home plate, or that first touches a player or umpire over fair territory, or which first touches the ground or an object in fair territory, or over fair territory, beyond first and third bases, or that while over and above fair territory passes out of the playing field, that is, over and beyond the outside fence.

FAIR TERRITORY is that part of the playing area within and including the first and third base foul lines, from the home plate to the bottom of the extreme playing area fence and then extending perpendicularly upward.

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

FIELDER refers to any player of the defensive team playing in the field.

FLY BALL refers to any ball batted into the air and before it strikes some object other than a fielder.

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

FOUL BALL is any batted ball that stops or settles in foul territory without first being touched in fair territory, or which is first touched in foul territory, or that first touches some out-of-play object or area in foul territory, or that first touches foul ground beyond first and third base, or which does not conform to the requirements that would make it a fair ball.

NOTE: An untouched batted ball that strikes the pitcher's plate and rebounds into foul territory where it is touched or stops is a foul ball.

FOUL TIP is a batted ball that goes directly from the bat not higher than the batter's head, to the catcher's hands or glove/mitt and is legally caught. First contact from bat must be catcher's hands or glove/mitt.

HOME Run any untouched ball that goes over the homerun fence in fair territory

HOME TEAM is the team on whose grounds the game is being played; or, if the game is scheduled on neutral grounds, it is decided by mutual agreement or a toss of a coin.

Home team bats in the last half of the innings.

ILLEGAL BAT refers to one that does not meet the requirement/specifications

ILLEGALLY BATTED BALL is one batted fair or foul by the batter when either one or both of his feet are in contact with the ground **COMPLETELY** outside the lines of the batter's box or when his foot is in contact with home plate, or when the ball is batted with an illegal bat.

ILLEGALLY CAUGHT BALL occurs when a fielder catches a batted or thrown ball with a glove, a mask, a cap or with any part of his clothing detached from the proper position on the fielder's body.

IN FLIGHT describes any batted ball, a thrown or pitched ball, which has not yet touched the ground or some object other than a fielder.

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

INFIELD is that portion of the field within the baselines and also includes the areas of the field normally covered by infielders in defensive positions.

INFIELD FLY is a fair batted ball (not a line drive) that can be caught in flight by an infielder with ordinary effort. Any defensive player may catch the ball in the infield area.

INNING is that portion of a game within which teams alternate on defense and offense and each team is allowed three outs during its time at bat.

INTERFERENCE is an act where players or others interfere with a player's opportunities.

There are three types of interference:

A. **Offensive interference** – When a player interferes with or impedes or confuses a defensive player while he is attempting to make a play. This can occur by either physical or vocal actions.

B. **Spectator interference** – Occurs when a person not engaged in the game touches a live batted or thrown ball which could prevent a blocked ball to occur or when a person not engaged in the game physically interferes with a player's opportunities.

C. **Umpire interference** – Occurs when a fair batted ball strikes the umpire on fair ground before passing a fielder other than the pitcher.

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

LINE DRIVE is a fly ball that is batted sharply and directly into the playing field.

NOTE: A line drive should never be considered an infield fly.

LIVE BALL occurs when the umpire signals play ball. The ball remains live until the ball becomes dead for any reason as stated in these rules.

MANAGER refers to a person appointed by the team to be responsible for the team's actions on the field. Also, the manager represents the team when communicating with the umpire and the opposing team. A player may be designated as a manager.

OBSTRUCTION

A. Obstruction is the act of a fielder while not in possession of the ball, or not in the act of fielding a batted ball or taking a proper position to receive a thrown ball (thrown ball must already be in flight) which impedes the progress of a runner who is legally running the bases.

B. Obstruction is the act of a fielder which impedes the batter from striking at a pitched ball.

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

OFFENSIVE EJECTION position in the batting line up that will be declared an out when position is up to bat due to exceeding HR limits, even if spot is substituted for.

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

OUT refers to one of the three requirements of an offensive team each inning.

OUTFIELD is that portion of the field beyond the lines of the infield and extending to the extremities of the playing field. This usually refers to the area between the foul lines.

OUTFIELDER refers to the defensive player occupying a position in the outfield, which is the most distant from the home plate.

OVER SLIDE or OVER SLIDING is the act of a runner when his slide to a base is with such momentum that he loses contact with the base and he is thus placed in jeopardy.

This does not apply to the batter-runner, as he is first approaching first base.

OVERTHROW is a ball thrown from one fielder toward another and which, for any reason, goes into foul territory and stays within the boundaries of the playing field. This ball always remains live unless it becomes a blocked ball.

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

PERSON refers to an umpire or player. This includes his body, his clothing, or his equipment.

PITCH refers to any delivery of the ball to the batter by the pitcher.

PITCHER is the fielder designated to deliver the pitch to the batter.

PITCHER - INFIELDER – The pitcher becomes an infielder when, after releasing the pitch to the batter, he has a reasonable opportunity to field a batted ball.

PITCHING AREA is the area in which the pitcher is restricted prior to and while releasing a pitch (See Rule 6, Sec 3). The Pitching Area is the width of the pitcher's plate (24 inches) and for pitching plates set at 53' up to three (3) feet behind the pitcher's plate (WSL-preferred) or for pitching plates set at 50' up to six (6) feet behind the plate. Teams and umpires must check prior to play.

PIVOT FOOT is the foot, when placed on the pitcher's plate or pitching area by the pitcher that must be in contact with the pitcher's plate or pitching area when the pitched ball is released.

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

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

RETOUCH is the act of a runner in returning to touch a base as legally required.

ROSTER – In all Regional and World Tournament play, a team shall not exceed 22 players. (See also Sec 1, in WSL Guidelines for Building Teams.)

SACRIFICE FLY is any caught fair fly ball that permits a runner to score a run after a caught fly ball is first touched.

STRIKE ZONE is that space directly above home plate that is not higher than the batter's highest shoulder, nor lower than the bottom of the batter's front knee, when the batter

assumes his natural batting stance. Any part of the pitched ball that passes through this zone is a strike.

SUSPENDED GAME is a game called before being completed which is to be completed at a later time and/or date.

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

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

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

TOSSED BAT and bat thrown that reaches above players shoulder height is considered a thrown bat. Player can/will be ejected from the game for un-sportsman like penalty

TOUCH refers to touching an umpire or player or person. This includes any part of his body, his clothing or his equipment.

TEAM REPRESENTATIVE is any person affiliated with the offensive or defensive team, including sponsors, managers, coaches and players in a game.

TRIPLE PLAY refers to any continuous play made by the defense in which three runners are put out, provided that there is no error made between the outs.

TURN AT BAT begins when it is any individual player's turn to bat, such as his name listed at the top of the offensive team's batting order at the beginning of an inning; or when the batter listed immediately preceding him in the batting order completes his turn at bat by being put out or becoming a runner.

RULE 4. The Game

Sec. 1. THE CHOICE OF FIRST OR LAST BAT in the inning shall be decided by a toss of a coin, unless otherwise stated in the rules of the organization under which the schedule of games is to be played. In championship play, the team coming out of the winner's bracket will have their option of home or visitors. The "if needed" game will go back to a coin flip.

Sec. 2. THE FITNESS OF THE GROUND for the beginning of the game shall be decided by the umpire, with the advice of the League or Tournament Director. After the umpire has started a game, he shall be the sole judge as to the fitness of the ground, or the intensity of the weather, for continuing play.

Sec. 3. A REGULATION GAME shall consist of seven innings, unless otherwise listed below.

A. Seven full innings are not played if the team second at bat scores more runs in six innings or before the third out is made in their half of the seventh inning.

B. A game that is TIED at the end of seven innings shall be continued, by playing additional innings until one team has scored more runs than the other at the end of a completed inning or the team second at bat scores more runs in their half of the uncompleted extra inning.

C. A game called by the umpire, during regular season play, which cannot be resumed within 30 minutes, may be regulation if four or more innings have been played or if the team second at bat has scored as many or more runs during the uncompleted fourth inning.

D. A regulation game shall be declared if the score is TIED when the game is called after four or more completed innings, or if the team second at bat has equaled the score of the first team at bat, while batting during any uncompleted inning.

EFFECT Sec. 3 C-D. The umpire is empowered to call a game at any time because of rain, darkness, panic or for any other cause which puts the umpire, players or the patrons in peril.

E. The run rules which award a win to a team that is ahead in a game are as follows: (See table below) At the State Program level a predetermined run rule may be adopted.

F. Mercy/Run Rule:

20 Runs after 3 innings

15 Runs after 4 innings

10 Runs after 5 innings

Sec. 4. THE WINNER OF THE GAME shall be the team that scores the most runs in a regulation game.

A. The total number of runs scored legally when the game is called at the end of any completed inning after three shall be the score.

B. When the team second at bat has equaled or scored more runs during any uncompleted innings after three, the runs are counted and the score is either tied or one team wins.

C. If the team second at bat has not scored more runs or does not score as many or more runs in the half of the uncompleted inning to tie or win the game, the game reverts to the last inning that was fully completed.

Sec. 5. ONE RUN SHALL BE SCORED each time a base runner legally touches first, second, third and home bases before the third out of an inning, unless the third out is the result of a force out or the batter-runner is out before reaching first base. Base runners may advance and a run may score only on a legally batted ball, on a play, on an overthrow or on an error resulting from plays that started with, and immediately follow the batted ball or when the bases are full, so that runners are forced to move up, or advance, by reason of the batter being awarded first base by the umpire in accordance with these rules.

Sec. 6. A RUN SHALL NOT BE SCORED if the third out of an inning is the result of:

A. The batter-runner being put out legally before touching first base.

B. A base runner forced out at any base.

C. A base runner being called out for leaving a base too soon on a pitched ball.

D. A preceding base runner being called out for failure to touch a base.

E. The batter-runner being called out for carrying his bat to first base or beyond.

Sec. 7. A BASE RUNNER SHALL NOT SCORE A RUN ahead of a base runner preceding him in the team's batting order if the preceding runner has not been put out.

EFFECT Sec. 7. A preceding runner appealed out for missing a base does not affect the following runners on a first or second out. However, no preceding runner crossing home plate may return to touch any missed base after a following runner has scored. If the defensive team appeals a preceding runner missing a base, which is allowed, the following runner's score is counted unless the appealed out is the third out of the inning. If no appeal is made, then all the runs scored are counted.

Sec. 8. THE FOLLOWING HOME RUN RULES WILL BE USED FOR DESIGNATED PROGRAMS.

A. Over-the-fence home runs are limited in all WSL programs. All fair untouched fly balls over-the-fence in excess of the limit will be ruled an out.

EFFECT Sec. 8. A.

1. Any time the batter is ruled out because of an over-the-fence home run in excess of the limit, the ball is dead and no runners can advance.

2. Any fair fly ball touched by a defensive player which then goes over the fence in fair territory will be declared a four base award and is not to be included in the total of over the fence home runs.

3. A home run will be charged for any untouched fair fly ball hit over the fence in fair territory, whether or not runs score.
4. On any Home Run or Four-Base Award, the batter-runner & other base runners are not required to run the bases.

The following are home run limitations per game and per team, by program

Men's Elite: 12 HR & Over the limit will be an out

Men's Class B: 7 HR & Over the limit will be an out

Men's Class C: 5 HR & Over the limit will be an out

Men's Class D: 3 HR & Over the limit will have inning ending penalty

Men's Class E: 1 HR & Over the limit will have inning ending penalty

Men's Class Rec: 0 Homeruns. Penalty for first homerun hit is Inning Ending Out; for every additional homerun, penalty becomes Inning Ending Out and Offensive Ejection.

Women's Elite Series: Unlimited Home Runs

Women's Class B: 5 HR & Over the limit will be an out

Women's Class C: 3 HR & Over the limit will have inning ending penalty

Women's Class D: 1 HR & Over the limit will have inning ending penalty

Women's Lower C/D: 2 HR & Over the limit will have inning ending penalty
(This is only if the divisions are combined)

Women's Class E: 0 HR & Over the limit will have inning ending penalty

Coed Upper: 6 HR & Over the limit will be an out

Coed Lower: 3 HR & Over the limit will be an inning ending penalty

Coed REC: 1 HR & Over the limit will be an inning ending penalty

B. At State & local levels HR limits and penalties may be modified.

Sec. 9. A FORFEITED GAME shall be declared by the umpire in favor of the team not at fault in the following cases: The score will be 7-0 in favor of the team not at fault.

A. If a team fails to appear on the field, or being on the field, refuses to begin the game for which it had been scheduled at the time the game was assigned.

B. If, after a game has begun, a team refuses to play (or resume play) as directed by the umpire.

C. If a team uses tactics noticeably designed to delay or hasten the playing of a game.

D. If an ejected player does not leave the field immediately when ordered to do so.

E. If for any reason a team does not have the designated number of players to begin or continue the game.

F. If, after a warning by the umpire, any one of these rules is willfully violated.

G. State Programs may adopt a grace period before a forfeit is declared in a tournament.

EFFECT Sec. 9. A-G. The umpire is instructed and cautioned to employ his best discretion to avoid forfeiture of any game, within the scope of good reasoning.

Sec. 10. A SUSPENDED GAME can result in tournament play, if the umpire stops play for any reason such as power failure of light, protested game in accordance with these rules, or any act of God, etc. that precludes immediate continuance of the game to the conclusion of the full seven innings, or as required.

EFFECT Sec. 10. When a suspended game is resumed, it must be resumed under the conditions that prevailed PRIOR to the interruption that caused the suspended game.

Sec. 11. A PROTESTED GAME can result when there is a difference of opinion on the field between the protesting team and the umpire regarding the application or interpretation of either Official Printed Playing Rules or Specially Adopted Ground Rules.

EFFECT Sec. 11. When a protest, not involving the umpire's judgment, is registered with the umpire on the field immediately and before any succeeding legal pitch, intentional walk, illegal pitcher action or before all fielders have left fair territory, the game assumes the status of a suspended game until the protest is allowed or disallowed.

A. Conditions governing acceptance of protests during playing of a game.

1. Based on an umpire's judgment such as whether a batted ball was fair or foul, a pitched ball was a ball or strike, a base runner was safe or out, or when any other situation is completely within the umpire's scope to make the decision, is not to be accepted for consideration.
2. Based on alleged misinterpretation or application of the playing rules should be accepted for consideration and decision.
3. The intention to protest a rule must be made known by the manager or captain of the protesting team to the umpire immediately and before the next legal pitch, intentional walk, illegal pitcher action and before all fielders have left fair territory. This is to enable all concerned, that is, umpires, scorekeepers, and the opposing team to take notice of the exact conditions prevailing on the field at the time of the protest. The umpire receiving the protest shall immediately notify all concerned, including the public announcer.
4. In tournament play, all protests must be settled before any play can be resumed as a suspended game except protests concerning player eligibility. If a player eligibility protest is lodged during tournament play and cannot be resolved at the time of the protest, the game shall be completed. If the eligibility question cannot be resolved until the tournament is completed and it is subsequently found that the involved player or players are ineligible, the team shall be placed last in the tournament standings and the standings shall be adjusted accordingly.
5. In tournament play, when an ineligible player is discovered during the game, the offending team loses the game. Player is ejected from the tournament. If this ineligible player is discovered after the completion of the game (but during the tournament) the game shall stand as played. However, the offending team's player is ejected from the tournament and play assumes as planned.
6. If a player is caught playing on multiple teams within the same tournament, team caught with said player will be disqualified from the event with no refund or compensation. Said player will be ejected from the tournament and not allowed to play any further.
7. Bat Protest Procedure: If a bat has a legal sticker on it and you want to protest the bat during a game, you must notify the umpire that you want the bat checked and pay a \$100 cash protest fee, the umpire will stop the game, both team managers & umpire will accompany the bat to the tester. The bat will be inspected and tested, if it passes, the protest fee is forfeit and the game will resume. If the bat fails, the sticker is removed and removed from the tournament and game continues. The bat will be kept under the guidelines of the Bat Testing Procedures. If a bat is used that has not been stickered, the batter is out & ejected from the game for using non-approved equipment. The bat will be inspected and tested, if it passes, the bat will be stickered and legal for future play in the tournament. If the said bat fails, we will keep the bat per the Bat Testing Procedures, but the team now must forfeit that game.

Bat Testing Procedures: All bats must be inspected and tested prior to play. If your bat passes inspection & testing, your bat will be given a WSL Holographic sticker. Sticker must be visible on a bat at all times for the bat to be legal. If the sticker falls off, you must have the bat re-inspected and tested. If passed, a new sticker will be issued. If the bat fails, the bat will be kept until your team is eliminated from the tournament. The bat will be tagged, and you will get a receipt for your bat. You will need this receipt to pick up your bat. Refusal to allow WSL to keep your bat until the completion of your team in

the tournament will result in your team being removed from the tournament with no refund, and you will be suspended from WSL for 1 year without the right to appeal.

7. Any rule protests must be made before the next legal pitch, intentional walk, illegal pitcher action, and before all fielders have left fair territory.

B. In the absence of a League Rule fixing a time limit, protests that arise, other than during the playing of the game must be filed within a reasonable time. Twenty-four hours from the end of a game is suggested as maximum time limit for filing a written protest.

1. A formal protest should contain the following information:

a. The date, time, and place of the game.

b. Names of the umpires and scorekeeper.

c. The rule & Sec. of the Official Rules, or local league or adopted rules under which the protest is being filed.

d. The decision and/or conditions surrounding the cause for the protest.

e. All essential facts involved in the matter of the protest.

2. The decision made on a protested game may result in:

a. The protest being found invalid, and game's score stands as played.

b. Protest allowed, game resumed at point of protest, as a suspended game.

c. Protest is allowed, game forfeited in favor of the team not at fault.

C. Highly technical protests and those which could or did not have any effect on the playing of or result of a game, the protest should be discouraged or disallowed.

RULE 5. The Players and Substitutes

Sec. 1. A TEAM shall consist of at least ten players, whose positions shall be designated as: (1) pitcher, (2) catcher, (3) first baseman, (4) second baseman, (5) third baseman, (6) shortstop, (7) left fielder, (8) center fielder, (9) right fielder, (10) short fielder (usually left center or a middle infielder), may have 11th or 12th additional hitters.

A. Other than the pitcher and catcher, players in the field may be stationed anywhere they choose on fair ground as each pitch is made.

B. The pitcher, in delivering the ball, must be in legal position at the pitcher's plate or in the pitching area.

C. As each pitch is delivered, the catcher must be in the catcher's box.

Sec. 2. A TEAM must have the designated legal number of players to start or to continue a game. Please see Rule 11 Sec 2. NOTE: Local governed leagues may designate this number during regular season play.

Sec. 3. A PLAYER or a SUBSTITUTE shall be officially in the game when his name has been entered on the Official Score Sheet, and in possession of the Official Scorer or who has been announced as a substitute by his manager. A substitute may take the place of a player whose name is on his team's batting order. The following regulations govern the substitution of players:

A. The substitute or the manager of the team making the substitution should immediately notify the umpire.

B. If for any reason the umpire is not notified of the substitution and the change is not announced, the substitute will be considered in the game as follows:

1. If the batter, when he takes his place in the batter's box.

2. If a fielder, when he takes the place of the fielder substituted for.

3. If a runner, when he takes the base runner's place on the base he was holding.

4. If a pitcher, when he occupies the pitcher's plate and delivers a practice pitch.

C. Whether a substitute is announced or not, when he assumes one of the above replacements of a player, any play made by or on this player shall be legal.

THERE IS NO PENALTY APPLIED FOR THIS UNANNOUNCED SUBSTITUTE.

D. Each pitcher whose name is entered on the original lineup and batting order, or who is announced as a substitute pitcher, or who takes a position on the Pitcher's Plate and delivers ONE PRACTICE PITCH, must then pitch to the first batter facing him until the batter has completed that turn at bat, or the side has been retired.

E. Any other player may be substituted for or removed from the game whenever the ball is dead.

F. If an ejected player is discovered participating in the game he was ejected from. The game is declared a forfeit.

Sec. 4. CONTINUED PARTICIPATION DUE TO INJURY, BLEEDING, OR OPEN WOUND.

Player/substitute, manager, coach, trainer or other team member or umpire who is bleeding or who has an open wound shall be prohibited from participating further in the game until the bleeding is stopped and the wound covered.

A. If treatment can be administered in a reasonable amount of time, the individual would not have to leave the game. The amount of time is determined by the umpire's judgment.

B. If excessive time is involved, the re-entry rule would apply to players.

C. If there is an excessive amount of blood on the uniform or if a bandage becomes blood soaked, in the judgment of the umpire, the uniform/bandage must be changed before the individual may participate.

Sec. 5. RE-ENTRY:

A. Is permitted in all programs. Any of the starting & substitute players may withdraw and re-enter once, provided such player occupies the same batting position whenever he is in the lineup.

EFFECT Sec. 5A. All re-entry by any starter or substitute must be reported to the umpire and scorekeeper at the time of re-entry. THERE IS TO BE NO PENALTY FOR UNANNOUNCED, PROPER RE-ENTRY.

B. IMPROPER RE-ENTRY: The act of an improper re-entry is handled as a protest by the offended team. Improper re-entry is a violation after a pitch is made. Examples of improper re-entry are:

1. Starter who re-enters in an incorrect batting position.

2. Starter who re-enters a second time.

EFFECT Sec. 5.B.

1. If an improper re-entry is discovered by the defense while the player is playing offensively, the following penalties will be enforced:

A. If the improper re-entry is discovered while he is at bat. The player will be removed and proper substitute assumes any accumulated balls and strikes.

B. If the improper re-entry is discovered after he has completed his time at bat, but before a pitch has been made to a succeeding batter, he is called out, and the player is ejected from the game. All base runners, if they have advanced, must return to the base occupied at the time the improper re-entry took a position in the batter's box.

C. If the improper re-entry is not discovered until a pitch is made to the next batter or the improper re-entry enters as a substitute runner, the player is ejected. All play that occurred while the improper re-entry was in the game will stand.

2. If an improper re-entry is discovered by the offense while the player is playing defensively, the following penalties will be enforced:

A. If the improper re-entry is discovered after he makes a play on a fair batted ball (catch or throw) or a play on a foul fly ball before the next pitch, revert back to the previous pitch, the batter and each base runner are advanced one base. The improper player is ejected.

B. If the improper re-entry is discovered after a pitch, which did not result in a batted ball on which the improper player made a play, the improper player is ejected (this includes the pitcher).

Sec. 6. COURTESY RUNNER. A team may insert a courtesy runner once per inning. The batting order must remain constant; However, any player on the roster may take a runner's position only once per inning. In the Mixed Program when the courtesy runner is used one Male and one Female courtesy runner may be used once per inning.

Sec. 7. NO DEFENSIVE PLAYER shall take a position in the batter's line of vision and with deliberate attempt, act unsportsmanlike in any manner in an effort to distract the batter.

EFFECT Sec 7. The umpire shall first warn the offender, and then eject any player from the game who repeats the offense.

Sec. 8. THERE SHALL BE not more than two coaches for the team at bat to give words of assistance and directions to the member of their own team. One coach shall be stationed in each coaching box at first and third bases. They may remain in that box. There shall not be more than one charged offensive conference between players and coaches or other players each inning. Any additional request shall be denied.

Sec. 9. MANAGERS, COACHES, PLAYERS, SUBSTITUTES, TRAINERS or other team members or occupants of the bench, SHALL NOT, from any place including coaches' boxes:

A. Incite, or try to incite by word, or sign, or demonstration either opponents and/or spectators.

B. Use language that in any manner refers to or reflects upon opposing players, the umpires, players, or spectators. NOTE: Use of profane or abusive language or taunting will not be tolerated.

EFFECT Sec. 9 A-B. Players violating sections A or B above can be ejected from the game without warning.

C. Argue balls and strikes calls.

D. Be outside the vicinity of the designated dugout (bench) area if not a batter, base runner, on deck batter, or in the coaches' boxes, or one of the ten players on defense.

E. Commit any act that could be considered unsportsmanlike conduct.

F. Carelessly throw a bat.

EFFECT Sec. 9. C-F. For a first offense, the violator may be warned that to repeat the offense will cause prompt ejection from the game. All flagrant offenses (including a first offense) shall cause the offender to be immediately removed from the game and playing area. An ejected player must leave the park / field area immediately and take no further part in the game, remaining away from his team's bench or bullpen.

Sec. 10. WHEN TEAM MEMBERS continue to harass the umpire from the bench, and he is unable to detect the offenders, the umpire shall first give warnings, and then if repeated, tell the manager to send all substitutes out of sight of the field, while giving the manager the privilege of sending for as many substitute players as he may need, as he needs them to finish the game.

RULE 6. Pitching Rule

Sec. 1. AT NO TIME during the progress of the game shall the pitcher be allowed to use tape or any other substance, including a glove, upon the pitching hand or fingers; nor shall any foreign substance be applied to the ball, provided that, under supervision and control of the umpire, a bag containing powdered resin may be used to dry the hands.

Sec. 2. AT THE BEGINNING of an inning or when a pitcher relieves another pitcher, one minute may be used to deliver not more than THREE PRACTICE PITCHES to the catcher or some other teammate.

Sec. 3. LEGAL POSITIONS OF THE PITCHER'S FEET.

A. The pitcher may pitch from the pitching plate or from the pitching area, an area the width of the plate and up to three (3) feet behind the pitcher's plate.

B. Preliminary to pitching, the pitcher shall take a position with his pivot foot firmly on the ground and in contact with the pitching plate or pitching area.

The pivot foot must be in contact with the pitcher's plate or pitching area when the pitched ball is released.

C. The other foot (free foot) has no restriction on position and may be placed on, in front of, to the rear of, or to the side of the pitcher's plate or pitching area. After taking the initial position, the pitcher may take more than one step with the free foot, in any direction of his choice, provided that it is taken prior to, simultaneously with or during the actions of delivering the pitched ball.

D. After the release of the pitch, there are no restrictions on pitcher's subsequent movements or the fielding positions he may assume as a defensive player.

Sec 4. PITCHING STYLES & HEIGHTS

A. **Option #1:** 6' from the ground to a maximum height of 10' from the ground. Pitcher's legal motions allowed in actual delivery of the pitch. After assuming the pitching position on the pitcher's plate, the pitcher must present the ball in front of his body (for at least one second) in either one or both hands before starting the delivery motions. Note: All pitching rules that apply to the pitcher's actions before and during the release of the pitch along with the restrictions on height, speed, etc., shall remain the same. The pitcher may hold or grip the ball in any manner before delivery. Only a definite underhand motion is permitted in the delivery of the pitch.

After the pitcher presents the ball, he must deliver the ball underhanded at a slow rate of speed, in front of his body without pausing. If the pitcher pauses, fakes, jukes, throws overhand, sidearm, behind the back, or any type of pitch that is not a deliberate underhanded motion in front of the body will be called illegal and will be a ball if the batter does not swing at the pitch. If the batter swings at the pitch, it is a live ball.

Once the pitcher begins his delivery motions; the umpire shall not give a call or signal for "time" unless something unusual occurs. The pitched ball must be released within 5 seconds from the time the pitcher has the ball and the batter has taken his position in the batter's box. From this point, the umpire shall not give a call or signal for "time" unless something unusual occurs. Pitcher must face home plate on delivery of pitch.

B. **Option #2:** 4' from the ground to a maximum height of 10' from the ground. Pitcher's legal motions allowed in actual delivery of the pitch. After assuming the pitching position on the pitcher's plate, the pitcher must present the ball in front of his body (for at least one second) in either one or both hands before starting the delivery motions. Note: All pitching rules that apply to the pitcher's actions before and during the release of the pitch along with the restrictions on height, speed, etc., shall remain the same. The pitcher may hold or grip the ball in any manner before delivery. Only a definite underhand motion is permitted in the delivery of the pitch. The pitcher may release the pitched ball in any manner when delivering the pitch. This includes any and all types of delivery.

After the pitcher presents the ball, he may make any windup or arm motions desired, either in front of his body, above his head or behind his back, including stops and pauses in these motions.

Once the pitcher begins his delivery motions; the umpire shall not give a call or signal for "time" unless something unusual occurs. The pitched ball must be released within 5 seconds from the time the pitcher has the ball and the batter has taken his position in the

batter's box. From this point, the umpire shall not give a call or signal for "time" unless something unusual occurs. Pitcher must face home plate on delivery of pitch. Realizing that the pitcher does not fool very many batters to the extent that they cannot hit the ball, it is desired that pitchers are not handicapped by technicalities, when they do develop a new technique or delivery that, perhaps, will add to the pleasure and appeal to the spectators, as long as the pitcher adheres to the basic pitching rules.

C. The speed of the pitch and height of the pitched ball are left entirely to the judgment of the umpire. (NOTE: For sake of uniformity in decisions, any doubtful pitch should be ruled as an illegal pitch). The umpire shall warn a pitcher who delivers a pitch with EXCESSIVE SPEED that repeating such EXCESSIVE SPEED PITCH will cause the pitcher's removal from the pitcher's position for the remainder of the game. A pitch that does not arc the full 4 or 6 feet as required (flat level pitch) may not be an EXCESSIVE SPEED PITCH, but merely an illegal pitch.

Sec. 5. THE CATCHER MUST:

A. Be in and remain in the lines of the catcher's box when the pitcher is in position and remain until a pitched ball has reached or passed home plate or is batted.

B. Immediately return each pitch not hit directly to the pitcher.

EFFECT Sec. 5. B. ball shall be awarded to the batter.

Sec. 6. NO PITCH shall be declared immediately when:

A. The pitcher pitches during a dead ball interval.

B. A base runner is called out for leaving a base too soon.

Sec 7. ILLEGAL PITCHER'S ACTIONS INCLUDE:

A. Holding the ball by the pitcher longer than 5 seconds.

B. Throwing the ball by the pitcher to any fielder, unless making preliminary warm-up pitches or making an effort to complete an appeal play, or while the ball is dead.

C. Throws a pitch that doesn't meet the minimum height requirements.

D. Throws a pitch that exceeds the maximum height requirement.

E. Excessive Speed

F. No Faking/Juking (Rule 6, Section 4, A, Option #1) & With Faking /Juking (Rule 6, Section 4, B, Option #2)

G. Any throwing motion that is not in front of the body

H. Any thrown pitch that is not a deliberate underhand motion.

EFFECT: If the batter takes the Illegal Pitch, the umpire will automatically call it a ball. The umpire is not required to signal or verbally say "Illegal."

Sec. 8. APPEALING WHILE THE BALL IS LIVE (before umpire calls "time"):

Any fielder can appeal a runner once. During a live ball appeal, the defensive team must verbally state their appeal and touch the runner or the base which they are appealing. Ball is live and all runners may advance with liability of being put out.

Sec. 9. APPEALING AFTER BALL IS DEAD:

Umpire signals "play ball"; the pitcher announces which runner and base he is appealing. The ball is now live only for the purpose of making an appeal.

EFFECT:

A. The defensive team can have only one attempted appeal per runner.

B. No runner may advance on an appeal play after time has been called.

C. No runner is out if he steps off the base during an appeal.

D. When a ball is thrown into a dead ball area, the team forfeits their right for a second appeal on any runner.

Sec. 10. Any second conference with the same pitcher in an inning will require the removal of that Pitcher from that position for the remainder of that inning.

RULE 7. Batting

Sec. 1. THE BATTING ORDER of each team must be listed and delivered to the OFFICIAL SCOREKEEPER, by the MANAGER or team representative. SHOULD an Official Scorekeeper not be assigned to the game, the BATTING ORDER must be delivered to the Umpire-In-Chief, prior to the starting time of the game. After each team has submitted its own batting order, both lineups shall be made available to both teams, for their inspection and knowledge. The lineups are considered official once the umpire puts the ball in play to begin the game.

EFFECT Sec. 1. Each manager must have submitted his own team's lineup before he can have access to the lineup of his opponent. The umpire may forfeit the game if there is unwarranted delay in providing a lineup for batting order purposes.

A. The batting order thus submitted must be followed throughout the game, unless a substitute replaces a player. When this occurs, the substitute must take the turn in the regular order at bat of the player he replaces.

B. Each player of the side at bat shall become the batter and enter the batter's box in the order in which his name appears on the score sheet.

C. The first batter in each following inning shall be the batter whose name follows that of the player who last completed a turn at bat in the preceding inning.

D. A batter completes a time at bat when he has either been put out or has become a base runner.

E. When a third out of an inning is made before the batter can complete his turn at bat, the same batter will be the first batter in the next inning and all previous called balls and strikes will be canceled.

EFFECT Sec. 1. A-E. Batting out of order is an appeal play by the defense.

1. If an incorrect batter is discovered before he completes his turn at bat, the correct batter may take his proper place, assuming any accumulated balls and strikes.

2. If the mistake is discovered after the incorrect batter has completed the turn at bat and before a pitch has been made to a succeeding batter, the batter who should have batted is called out. All base runners, if they have advanced, must return to the base occupied at the time the incorrect batter took a position in the batter's box. The next batter is the player whose name follows that of the batter called out for failure to bat. This may even be carried over to the first batter of the next inning, if the appealed out was the third out.

3. If the mistake was not discovered until a pitch is made to the next batter, the turn at bat of the incorrect batter is then legal. All bases advanced or runs scored are counted, the next batter shall be the one whose name follows that of the incorrect batter who just finished a time at bat. No one is called out for failure to bat and players missing their turn at bat have lost that turn and do not bat again until reached in the regular batter rotation.

EFFECT Sec. 1. E. 2-3. For purposes of interpretation, an intentional walk to a next batter or illegal pitcher's action shall be considered the same as a pitch delivered to the batter.

4. If using a Courtesy Runner and runner is up to bat while occupying a base his position will be declared an out and may not be substituted for at any time.

Sec. 2. THE BATTER IS OUT IF:

A. He bats illegally. (Refer to RULE 3.)

B. He hits the ball with an illegal or altered bat. The umpire must discover this illegal action before the next pitch, either by observation or because of an appeal from the defensive team.

EFFECT Sec. 2B. If the batter hits the ball with an altered bat, the ball is dead, the batter is out, and he is ejected from the game/tournament, and immediately reported to the State Director for consideration of disbarment proceedings.

C. He bunts or chops the ball deliberately downward (either fair or foul).

D. He has a third strike.

Note: The batter is out on 3 strikes and walks on 4 balls.

1. He hits second foul after first strike, then the ball is dead.

E. He steps across the plate with the pitcher in pitching position.

F. He intentionally interferes with the catcher attempting a play.

G. Any member of his team interferes with a fielder attempting to make a play on a foul fly ball.

H. He hits a fair fly ball or line drive that an infielder intentionally drops, with a runner on first, runner on first and second, first, second and third, or on first and third with less than two outs. NOTE: A trapped ball that hits the ground is never ruled intentionally dropped.

EFFECT Sec. 2. H. The umpire shall immediately call the batter out (in a forceful manner) and the ball is dead.

I. He hits a fly ball that is legally caught.

J. He hits an infield fly, with runners on first and second, or on first, second and third bases with less than two out.

K. If Batter walks the box and back foot crosses the front of the plate.

EFFECT Sec. 2. I-J. The ball remains live and in play, and the runners are in jeopardy.

1. If a declared infield fly falls to the ground untouched and bounces foul before passing first or third bases, it is a foul ball.

2. If a fly ball falls to the ground untouched outside the foul lines then bounces fair, before reaching first or third bases it is an infield fly.

3. NOTE: Umpire should always call "INFIELD FLY- IF FAIR" to protect himself.

Sec. 3. A STRIKE IS CALLED BY THE UMPIRE:

A. For each fairly delivered pitched ball by the pitcher that passes through the strike zone before touching the ground.

EFFECT Sec. 3. A. An umpire should not let the batter's position, either in the front part, or the rear of the batter's box, be of influence in calling strikes. Each pitch should be adjudged according to the height of any part of the ball as it is crossing only above or over any part of the home plate. Any individual who repeatedly argues balls and strikes will be ejected.

1. The strike zone is only that part, or any part of the area, over home plate that is lower than the top of the batter's highest shoulder, or higher than the bottom of his FRONT KNEE.

B. For each pitch struck at and missed by the batter.

C. For a batted ball striking the batter, while he is in the batter's box with no strikes.

D. For each foul tip. The batter is out if this is the second strike.

E. For a foul ball not caught on the fly with no strikes.

F. The umpire shall not give a call or signal for "TIME" when a batter steps out of position after a pitcher has started his delivery motions.

EFFECT Sec. 3. F. If the pitcher pitches, the umpire shall call "STRIKE" on each such pitch. The batter may take his proper position after any such pitch (within 10 seconds) and regular ball and strike count shall continue.

G. When the batter delays entering the batter's box after the umpire signals play ball.

EFFECT Sec. 3. G. After 10 seconds the umpire shall declare dead ball and a strike shall be called on the batter.

Sec. 4. A BALL IS CALLED BY THE UMPIRE on each pitch not swung at by batter if:

A. The pitched ball does not enter the strike zone.

B. The ball strikes the ground before passing completely across home plate, or any part of the plate.

C. A pitched ball strikes any part of home plate.

D. Any unfairly delivered pitch is made and not struck at.

E. There is an illegal pitcher action.

F. A pitched ball is not released within 5 seconds from the time the pitcher has the ball and the batter has taken his position in the batter's box.

G. The catcher fails to return each pitch that is not hit directly to the Pitcher.

EFFECT Sec. 4. A-G. The pitched ball is dead after each ball, strike or illegal pitcher action and must be returned immediately to the pitcher (unless an out occurs). Any individual who repeatedly argues balls and strikes will be ejected.

Sec. 5. A FAIR BATTED BALL is a legally batted ball that is immediately in play.

EFFECT Sec. 5. 1. A batted ball which first falls to the ground in foul territory and then rolls or bounces into fair territory, before passing first or third bases, and without having touched some object other than the ground, is a fair ball. A batted ball first touching the ground in fair territory, then rolling into foul territory and then again rolling into fair territory, is also a fair ball provided the ball did not touch anything while over foul territory other than the ground.

2. A fair or foul ball shall be judged according to the position of the ball, relative to FOUL LINES including the FOUL POLE, and not whether the fielder is on or over the fair or foul territory at the time the ball is first touched.

3. When a batted ball passes out of the field over a fence the umpire shall declare it fair or foul, according to position of the ball, as it leaves the playing field.

4. When a batted ball hits any object including a fielder and is ruled a fair ball under the rules, it is always treated as a fair ball regardless of what happens to the ball or where it may go.

5. A fly ball falling beyond first or third base is judged at point of first contact.

Sec. 6. A FOUL BALL is a legally batted ball which does not conform to the provisions or rules that would cause it to be a fair ball.

EFFECT Sec. 6. A batted ball which first strikes any person, object, fence, bench, screen, bat or other equipment, or which goes into pre-determined out-of-play area in foul territory, remains a foul ball regardless of where it may go.

1. It is a strike unless the batter already has two strikes.

2. A foul fly may be caught, thus putting the runners in jeopardy. (Refer to 7-2D for exception).

3. A foul ball not caught is a dead ball, and the runners must return to their bases.

RULE 8. Base Running

Sec. 1. A BASE RUNNER WHILE ADVANCING OR RETURNING MUST TOUCH EACH BASE IN LEGAL ORDER: first, second, third and home base.

EFFECT Sec. 1. A base runner can only acquire the right to an advanced base by touching it before having been put out and shall be entitled to hold such base until he touches the next base legally or if forced to leave the base because the batter becomes a base runner and thus forces him to leave his base.

Sec. 2. THE BATTER BECOMES A BATTER-RUNNER INSTANTLY WHEN HE HITS A FAIR BALL.

EFFECT Sec. 2. The batter-runner is in jeopardy immediately:

1. If a fair batted ball strikes the umpire or base runner while off base before passing a fielder, other than the pitcher. The ball is dead immediately and the batter is entitled to first base without liability to be put out.

2. If the fair batted ball hits the umpire or base runner after passing a fielder other than the pitcher, or touches any fielder including the pitcher, it remains in play with all runners being in jeopardy.

3. The pitcher becomes an infielder after releasing the pitch to the batter and when, in the opinion of the umpire, has a reasonable opportunity to field a batted ball. (This will be considered an umpire's judgment.)

Sec. 3. THE BATTER IS AWARDED FIRST BASE:

A. When four balls are called by the umpire.

Note: The batter walks on 4 balls and is out on 3 strikes.

B. When the pitcher tells the umpire to intentionally walk a batter.

Effect Sec. 3. A-B. Batter is awarded first base only. The ball is dead.

C. If the catcher or other fielder obstructs or prevents him from striking at a pitched ball. The offensive manager has the option to accept obstruction or result of the play.

EFFECT Sec. 3. C. When a batter is obstructed, the batter is awarded first base because of the obstruction, EXCEPT that if the batter succeeds in hitting the pitch and reaches first safely and no preceding runner is put out before advancing at least one advanced base, the obstruction should not be called or enforced. If the obstruction is not enforced, the ball remains live and in play.

Sec. 4. A BATTER-RUNNER IS OUT under the following circumstances.

A. When he is hit by his own batted ball in Fair territory, after leaving batter's box.

B. When he drops the bat in fair territory and the bat makes contact with a fair ball by moving into the ball.

C. When a fly ball is legally caught, with the fielder's feet within the established boundaries of the field.

D. When, after a fair ball, a fielder holds the ball on first base before he touches or passes that base.

E. When, after reaching first base safely, he over runs or over slides that base and then makes an attempt to start to second base before returning to first base.

EFFECT Sec. 4. E. The runner is in jeopardy and must be tagged or put out.

F. When, after hitting a fair ball, and while the ball is still live, the batter-runner carries the bat and touches first base or runs beyond first base while carrying the bat. Note: If this action results in the third out of an inning, no runs shall score.

G. When, after hitting a fair ball, and while the ball is still live, the batter-runner goes into dead ball territory.

EFFECT Sec. 4. F-G. In these situations, the ball remains live and in play and other base runners are in jeopardy. This does not apply to walks and home runs as the ball is dead in those situations.

H. When he runs out of the 3-foot line and interferes with a fielder taking the throw or making a play at first base.

I. When he 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, the base runner closest to home plate shall also be called out.

EFFECT Sec. 4. H-I. Ball is dead.

Sec. 5. BASE RUNNERS ARE OUT under the following circumstances:

A. When a base runner fails to keep contact with the base to which he is entitled, until a pitched ball touches the ground, has reached or passed home plate, or is batted.

EFFECT Sec. 5. A. No pitch is declared, the ball is dead and the runner out.

B. When the base runner interferes with a fielder attempting to field a batted ball or intentionally interferes with a fielder catching a ball or throwing a ball, or with a thrown ball.

EFFECT Sec. 5. B. If the interference is not ruled intentional; the batter-runner is entitled to go to first base. If, in the opinion of the umpire, the interference is an obvious attempt to prevent a double play, the immediate succeeding runner shall also be called out. When a base runner interferes after he is out or after scoring, the most advanced runner shall be declared out.

C. When a base runner is struck by a fair batted ball on fair ground while off his base and before it touches a fielder or passes a fielder.

D. When a base runner intentionally kicks a live ball, or intentionally interferes with a ball in play, whether or not the runner is in contact with his base.

EFFECT Sec. 5. C-D. It is a dead ball immediately and the involved base runner is out.

E. When a base runner runs bases in reverse order other than when permitted to and with the intention to disrupt or confuse the defense.

EFFECT Sec. 5. E. The involved base runner is out.

F. When a base runner who has been put out continues to run the bases, thus simulating a live base runner, and thereby draws a throw to retire him a second time.

G. When members of the team at bat stand or collect at or around a base toward which a base runner is advancing, thereby confusing the fielders in adding to the difficulty in making a play.

H. When a coach intentionally interferes with a live batted ball or thrown ball.

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

J. When a base runner is attempting to score the next batter or other team members interfere with the attempted play.

K. When a member of the offensive team or their equipment causes a blocked ball.

EFFECT Sec. 5. F-K. The infraction constitutes INTERFERENCE. All play stops ball is dead, and the MOST ADVANCED RUNNER IS CALLED OUT. NOTE: In "G," immediately above, team members include all other persons who are on the team's bench.

L. When anyone other than another runner physically assists him while the ball is in play.

M. When, while the ball is in play, he is legally touched with the ball in the hands of a fielder while not in contact with a base.

N. When, on a force out, a fielder tags him with the ball (while on or off a base) or holds the ball on the base to which the base runner is forced to advance before the base runner can reach the base.

O. When running toward any base, he runs more than 3 feet from a direct line between a base and the base he is trying for to avoid being tagged with the ball in the hands of a fielder.

P. When a base runner PHYSICALLY PASSES a preceding runner before that runner has been put out.

Q. When a base runner fails to attempt to advance and goes into dead ball territory.

R. When he positions himself behind, and not in contact with, the base to get a running start.

EFFECT Sec. 5. L-R. In these situations, the ball remains live and in play, the involved base runner is declared out and other base runners are in jeopardy.

S. When a base runner fails to return to touch the base to which he is entitled when play is resumed after any suspension of play caused by a dead ball situation if the fielder legally holds the ball on that base.

T. When a base runner leaves his base to advance to the next base before a fly ball has been touched or touches some object, provided that if the fly ball is caught and returned

to a fielder and legally held on the base left, or if a fielder touches the runner with the ball before the runner returns to retouch his original base.

EFFECT Sec. 5. S-T. These are appeal plays and the defensive team loses its right to make an appeal on any of these situations if the appeal is not made known before the next legal pitch, or illegal pitcher action, intentional walk or before all fielders have left fair territory.

1. Unless there are two outs, this status of a following runner is not affected by a preceding runner's violation or failure to comply.

2. If, on appeal, a preceding runner is the **THIRD OUT** no following runner shall be allowed to score.

3. If the appealed out is the **THIRD OUT**, and is the result of a force out, neither the preceding nor following runners shall score.

4. If the appealed out is the **THIRD OUT** and is the result of the batter-runner not touching first base, preceding runners shall not score.

5. On any appealed play not a force out, all runners in advance of runner being appealed out who touch home plate legally before actual physical completion of the **THIRD APPEALED OUT** in any inning, shall be counted. Succeeding runners cannot score.

U. When a base runner fails to touch an intervening base or bases in regular or reverse order while the ball is in play and the ball is held legally on the missed base or the runner is legally touched with the ball while off the base.

V. When a defensive player clearly has the ball and is waiting for the runner and the runner deliberately and forcefully runs into the defensive player, the runner is declared out.

EFFECT Sec. 5.V. The offender shall be ejected, the ball is dead and all other runners must return to the last base touched at the time of the collision.

Sec. 6. BASE RUNNERS ARE ENTITLED TO ADVANCE WITH LIABILITY TO BE OUT:

A. When any live ball continues to be in play.

EFFECT Sec. 6. A.

1. The umpire shall call "TIME" when base runners cease to try to advance, because the fielders have the ball ahead of them and all immediate play is apparently completed.

2. Base runners must return to the last base touched and entitled to, immediately when play is stopped in accordance with the above stipulations, they are to remain until able to leave this base legally on the next pitched ball.

B. When, during a live ball play, following a batted ball, the ball is overthrown in either fair or foul territory and does not become a blocked ball.

C. When any legally caught fly ball is first touched by a fielder.

D. When a live thrown ball strikes the person of an umpire or base runner.

E. When a fair batted ball or a live thrown ball accidentally strikes a coach.

F. When another base runner physically passes a preceding base runner.

G. When a preceding base runner fails to touch a base as required.

EFFECT Sec. 6. B-G. In all these cases the ball remains live with all runners continuing to be in jeopardy.

H. When a fielder deliberately contacts or catches a batted or thrown ball with his cap, glove or any part of his uniform or equipment, while it is detached from its proper place on the fielder's person.

EFFECT Sec. 6. H.

1. On a fair batted ball, or a ball over foul ground in a situation that might become a fair ball, all base runners are entitled to advance 3 bases from the time of the pitch.

2. On a thrown ball, all base runners are entitled to advance 2 bases from the time of the throw.

3. In each case, the runners may advance further at their own risk, being in jeopardy after reaching the awarded bases. NOTE: If, in the opinion of the umpire, a fair batted ball would have cleared the outfield fence if not interfered with, the batter shall be awarded a home run.

Sec. 7. BASE RUNNERS ARE ENTITLED TO ADVANCE WITHOUT LIABILITY TO BE PUT OUT:

A. When a fair batted ball goes over the fence or into a stand without touching the ground, the batter shall be entitled to a home run.

EFFECT Sec. 7. A. A fair ball that clears the fence before touching anything which is not caught is a home run. This includes any ball hitting the top of the fence and going over the fence.

1. When a batted ball, either fair or foul, is legally caught on the fly while the fielder's feet are still within the established lines of the playing area, the batter is out even though the fielder's momentum may cause him to fall over the fence, into a dugout, or patron areas, or cross a line, or marking the out of play area, provided in the umpire's judgment the catch was completed. The ball is declared dead and each runner is advanced one base after the catch. If ball is carried intentionally into a dead ball area, two bases are awarded to each base runner.

B. When a fair batted ball bounds or rolls into a stand over, under, or through a fence or other boundary of the field, base runners are awarded two bases, from the time of the pitch.

EFFECT Sec. 7. B. This award is made whether or not the batted ball is first touched by a fielder.

C. When a fielder catches a ball with an illegal glove, the catch is nullified.

EFFECT Sec. 7. C. The umpire must discover this illegal action before a next pitch, either by observation, or because of an appeal from the offensive team. The result of this shall be to revert to the previous pitch, disallow the catch, and charge an error to the fielder. The ball is dead, and the batter and each base runner are advanced one base.

D. When forced to advance because of the batter being awarded first base.

E. When he is obstructed by a fielder between the bases or as he rounds a base unless the fielder is trying to field a batted ball or has the ball in his possession ready to tag the runner.

EFFECT Sec. 7. E. The obstructed runner shall be awarded at least one base beyond the base he had last legally touched before the obstruction. The umpire should also award the runner all other advanced bases that he believes the runner would have made, had no obstruction occurred, without waiting for an appeal from the offensive team. If the runner continues beyond the base awarded by the obstruction, he then becomes in jeopardy. The ball remains live with all other runners in jeopardy, except any preceding runners, forced by the award as penalty for obstruction, shall advance without liability to be put out to the base which they are awarded.

F. When a ball is live after a batted ball and is overthrown into foul territory and is blocked.

EFFECT Sec. 7. F. In all cases, when a blocked ball occurs on an overthrown live ball, the ball is immediately dead. Each and every base runner is awarded two bases from last base occupied, unless required to retouch.

NOTE: For offensive equipment or team representative causing a blocked ball, the runner closest to home will be declared out and all other runners must return to the last base touched when the ball becomes blocked.

1. When a FIRST throw is made by an Infielder trying for a first play, the award is made from the batter's and a base runner's positions at the time of the pitch.

2. When an infielder makes any FIRST attempt at a play, and then makes a second attempted play or throw, or on any throw from the outfield, the award is made from the last base touched by a runner at the time this throw is released. NOTE: Should more than one runner be between the same bases, the advanced runner governs the award.

G. When an accident or incident occurs that prevents a base runner from proceeding to a base to which he is entitled, as on a home run or other awarded base, a substitute runner shall be permitted to take his place when a play is resumed to complete the play.

EFFECT Sec. 7. A-G. In each and every instance, when a batter or runner is awarded one or more bases, each base must be touched in regular order when advancing; otherwise, the team in the field may make an appeal on the runner at the missed base, which shall be allowed.

Sec. 8. A BASE RUNNER FORFEITS EXEMPTION FROM LIABILITY TO BE PUT OUT, IF:

A. While the ball is in play, he fails to touch each base in legal order before attempting to make the next base. Either the batter-runner at first base, or any other runner forced to advance because the batter became a base runner, is considered a force out, should an appeal be made.

B. After reaching first base, the batter-runner's momentum causes him to overrun or over slide first base; the batter-runner makes an attempt to start toward second base before returning to retouch first base.

C. After dislodging a base, the runner attempts to continue to the next base.

EFFECT Sec. 8 C. To avoid being in jeopardy, the runner must either remain with the dislodged base or remain stationary at the base's proper location; that is, where the base was originally located. If the base runner makes a start toward the next advanced base and then tries to return to the dislodged base, he is in jeopardy and it is entirely within the umpire's judgment whether or not the runner should be safe or out.

Sec. 9. BASE RUNNERS MAY AND SHALL RETURN TO BASES AT VARIOUS TIMES:

A. Base runners required to return, or attempting to return, when the ball is in play must touch each base in regular legal reverse order, which includes any intervening bases.

EFFECT Sec. 9. A. (NOTE: the below are APPEAL PLAYS.)

1. Base runners are in jeopardy until they return to their bases, in order to comply with the several sections of these rules, when the ball is live.

2. No base runner may return to a preceding base after the ball has been declared dead if the base runner touches any succeeding base, or after a following Runner has scored.

3. No base runner may return to retouch a missed base, after a following runner has scored.

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

EFFECT Sec. 9. B. The first runner touching a base shall be entitled to occupy it until he has touched the next base legally or is forced to leave the base due to the batter becoming a base runner. The following runner may be put out by being tagged with the ball even though both runners are in contact with the same base.

C. A base runner shall not run bases in reverse order to confuse the fielders nor to make a travesty of the game.

EFFECT Sec. 9. C. The base runner shall be declared out by the umpire and the ball is dead.

D. A base runner returning to a base to retag a base on a fly ball caught and thrown by a fielder to any base. If the ball is thrown by a fielder into the restricted area, the base runner shall be awarded the base he must retouch, plus one base.

Since the base runner is required to regain the base he first occupied, he is awarded that base and only one more.

EFFECT Sec. 9. D. If the base runner is in contact with the base, he will be awarded two bases from the time of the throw. If he leaves the base too soon, he will be awarded the base he must retouch plus one base. It may now become an APPEAL PLAY and the base runner may be put out. The determining factor shall be whether the base runner had possession of the base at the time of the throw.

E. A base runner returning to a base on a ground ball or any time runners are not required to retouch the bases; runners are awarded two bases from the last base occupied.

Sec. 10. BASE RUNNERS MUST RETURN TO THEIR BASES:

A. When any foul ball is not legally caught.

B. When any illegally batted ball occurs.

C. When a proper batter is out on appeal for failing to bat in order.

D. When an offensive player is called out for interference.

E. When an umpire or base runner is struck by a fair batted ball before it touches a fielder or passes any fielder other than the Pitcher.

F. When time out is called by the umpire.

EFFECT Sec 10. A-F.

1. The ball is immediately dead.

2. Base runners may be forced to advance if the batter is credited with a hit as per "E" above, thus awarded first base, thereby forcing other runners to advance.

3. Base runners need not touch intervening bases when required to return.

4. Base runners must be allowed sufficient time to return when required.

Sec. 11. BASE STEALING OR ADVANCING IS NOT PERMITTED AS A RESULT OF ANY PITCHED BALL NOT BATTED: Base runners must keep in contact with their base and may leave it ONLY when a pitched ball has reached or passed home plate, is batted or hits the ground.

NOTE: Base stealing is an option in all classes and may be used by the tournament director at their discretion.

EFFECT Sec. 11.

1. Each pitch not hit becomes dead and base runners must immediately return to their base, as the catcher is returning the ball to the pitcher at his position.

2. After a runner has returned to his base, he cannot leave it again, during a pitched ball situation until the pitched ball again reaches home plate, is batted or touches the ground.

Sec. 12. BASE RUNNERS ARE NOT OUT:

A. When a batter-runner overruns or over slides first base and immediately returns to that base.

B. When a base runner is required to return to a base and is not given sufficient time to return.

C. When a base runner is touched with the ball not securely held by a fielder.

D. When a defensive team does not attempt an appeal play until after a next pitch is made.

E. When a base runner holds his base until a fly ball is touched, and then attempts to advance.

F. When a base runner runs outside a baseline, and behind a fielder attempting to field a batted ball.

G. When a base runner runs outside the baseline, other than to avoid a fielder attempting to tag him with the ball.

H. When a base runner is hit by a batted ball that has passed or touched a fielder.

I. When a base runner makes contact with a fielder not entitled to field the ball, when more than one fielder is attempting to field a batted ball.

J. When a base runner sliding into a base dislodges it from its proper position.

EFFECT Sec. 12. J. If a runner sliding into a base is adjudged to be safe by the umpire before dislodging the base, he remains safe by either staying at the position the base is supposed to occupy or by remaining in contact with the base. The runner puts himself in jeopardy when he attempts to advance to the next base. If he then tries to return to the misplaced base, it is entirely within the umpire's jurisdiction to declare the runner safe or out, if he is tagged with the ball.

K. Following runners are not required to touch a base if the base is several feet removed from its proper location.

EFFECT Sec. 12. K. Following runners may either touch the dislodged base or touch the original position of the base as if the base were in its proper location.

L. When, while in contact with the base, the base runner is hit with a fair batted ball unless the umpire rules that the ball was intentionally interfered with, or a fielder interfered with, while attempting to field a batted ball.

M. When while in contact or off a base, the base runner is hit with a fair batted ball that first hits a base unless the umpire rules that the ball was intentionally interfered with, or a fielder with, while attempting to field a batted ball.

EFFECT Sec. 12 L-M. The ball remains live with all runners being to be in jeopardy.

RULE 9. Ball In Play and Ball Dead

Sec. 1. THE BALL IS LEGALLY PUT IN PLAY BY THE UMPIRE:

A. At the start of the game when the pitcher has the ball while standing at the initial pitcher position on the pitcher's plate or in the pitching area, the batter in the batter's box, the catcher in catcher's box and the umpire signals "play."

B. In each instance thereafter when the ball becomes dead and the above procedure is repeated.

Sec. 2. THE BALL IS LIVE AND IN PLAY:

A. When the pitcher has the ball in his possession at the pitcher's plate or in the pitching area.

B. When the pitcher delivers the pitch toward home plate.

C. When the batter hits the pitched ball legally.

D. As long as there is a play resulting from a legally batted ball.

E. When a live ball strikes a photographer, groundskeeper, policeman, or others when they are assigned to the field as part of the game.

F. When a fair ball is legally caught (unless it is the second foul caught after one strike.)

G. At all times during the enforcement of the infield fly rule.

H. When any thrown ball goes into foul territory and is not blocked.

I. When a fair-batted or thrown-live ball accidentally strikes the coach.

J. When a thrown ball strikes an umpire or offensive player.

K. When a fair-batted ball strikes an umpire or base runner after touching a fielder or after passing any fielder including the pitcher/infielder.

L. When a fair ball strikes the umpire or offensive player on foul ground.

M. When base runners have reached the base to which they are entitled because the fielder illegally touched or fielded a batted or thrown ball.

N. When obstruction is called but the runner obstructed cannot be put out until he reaches the base to which he is entitled because of the obstruction.

O. When a base runner must return to a base in reverse order while the ball is live and in play.

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

Q. When a base runner acquires the right to a base by legally touching it before being put out.

- R. When a base is dislodged while base runners are progressing around the bases.
 - S. When a base runner is called out for being out of the baselines.
 - T. When a base runner is forced or tagged out.
 - U. When an appeal play is involved or enforced.
- EFFECT Sec. 2. U. This applies during an appeal play situation, which is attempted before the umpire has called "TIME." However, after a DEAD BALL interval, base runners may not advance during the execution of an appeal play, made immediately after the ball is again put in play.
- V. Whenever the ball is not DEAD, as provided in section 3 of this rule.
- Sec. 3. THE BALL IS DEAD AND NOT IN PLAY:
- A. When no pitch is declared.
 - B. When an illegal pitcher's action is declared.
 - C. When a base runner is called out for leaving a base too soon on a pitched ball.
 - D. After each pitched ball and strike not batted.
 - E. When a pitched ball touches any part of a batter's person.
 - F. When a batter bats illegally, hits the ball with an illegal or altered bat.
 - G. When a batter deliberately BUNTS or CHOPS THE BALL DOWNWARD.
 - H. When the batter is hit by his own-batted ball, either fair or foul.
 - I. When a foul ball is not caught on fly.
 - J. When a batter steps completely across the plate, with the pitcher on the pitcher's plate.
 - K. Intentionally dropped fair fly ball or line drive, by an infielder. (See 7-2H)
 - L. When the batter hits a second foul after one strike. (See 7-2D)
 - M. When an offensive team member or their equipment causes a blocked ball.
- EFFECT Sec. 9. A-M the ball is immediately dead, and no runner may advance a base.
- N. When an offensive team member causes interference.
 - O. When the base runner deliberately crashes into a defensive player who is waiting to make a tag.
 - P. When a base runner is off a base and is hit with a fair-batted ball before the ball is touched by or passes through the infielders.
 - Q. When a blocked ball occurs.
 - R. When the ball gets outside the established limits of the playing field.
 - S. When a coach intentionally interferes with a batted or live-thrown ball.
 - T. When a ball is caught with an illegal glove in any manner.
 - U. When a spectator or other person not in the game causes interference.
 - V. When a batted ball hits an umpire before the ball is touched by, or passes through the infielder, the batter is awarded first base. No base runners may advance except to make room for the batter-runner.
 - W. When "TIME" is called for any reason by the umpire.
 - X. When there is obstruction on the batter, which is enforced.
- EFFECT Sec. 3. N-X. The ball is immediately dead; however, the runners are permitted to retain any bases they may have advanced to, or any bases they may be awarded at the time of, or because of, the interference.

RULE 10. Umpires

Sec. 1. **POWERS AND DUTIES:** Umpires are the representatives of the organization or league for which they have been engaged or assigned to for a particular game. As such, they are **AUTHORIZED AND REQUIRED** to enforce every section and all parts of these rules.

EFFECT Sec. 1. Umpires have the power and should use it with discretion to order a manager, coach, captain, or player to do or to omit to do any act which, in their judgment,

is necessary to give force and effect to one and all of these rules and to assess penalties as prescribed within the Rule Book.

Sec. 2. GENERAL INFORMATION AND REGULATIONS FOR UMPIRES:

A. The official umpire uniform, standard for sanctioned play, includes approved and licensed products.

NOTE: If more than one umpire is used per game, they must be dressed in a similar fashion.

B. The umpire working behind the catcher, judging balls and strikes shall be designated Umpire-In-Chief, with the umpire judging initial base decisions designated as the base umpire.

C. Neither umpire has the authority to set aside decisions made by the other umpire within the limits or scope of his respective duties as outlined in these rules.

D. Under no circumstances shall either umpire seek to revise a decision made by his associate, nor shall either umpire criticize or interfere with the duties of his associate, unless asked by him to do so.

E. An umpire may consult with his partner at any time he desires to do so or when requested to do so by a manager. However, the final decision shall rest with the umpire whose exclusive authority it was to make the decision and who requested the opinion of the other umpires.

F. If different decisions should be made on one play by different umpires, the Umpire-In-Chief shall call all umpires into consultation, with no other person present. After consultation, the Umpire-In-Chief shall determine which decision shall prevail, based on which umpire was in the best position and which decision was most likely to be correct. Play shall then proceed as if only one decision had been made.

G. The umpires shall declare the batter or base runner safe or out without waiting for an appeal for such decision, in all cases where such player is safe or out in accordance with this set of rules.

EFFECT Sec. 2. G. Unless appealed to, an umpire does not call a player out for having left a base too soon on a fly ball caught, failing to touch the base as required, batting out of order, or making an attempted start to go to second base, or after the batter-runner has crossed first base, as provided in these rules. No appeal will be considered or allowed after a next pitch is made to a batter, or during a suspension of PLAY, when "TIME" is in effect.

H. Umpires must make any necessary, pertinent, and proper report in writing after a game when requested and where a verbal report is not considered sufficient.

I. The duties of an umpire do not include the filing of a protest for either team, although the umpire is required to defend any decision protested, when requested.

Sec. 3. EITHER THE PLATE OR BASE UMPIRE SHALL HAVE EQUAL AUTHORITY TO:

A. Call illegal pitcher's actions or unfairly delivered pitches.

B. Call a base runner out for leaving a base too soon.

C. Remove a manager, coach, player, or team follower for violating these rules.

D. Call "TIME" when play should be suspended.

E. Ordering field lights turned on.

Sec. 4. SPECIFIC DUTIES OF THE UMPIRE-IN-CHIEF:

A. He shall have full responsibility for the proper conduct of the game.

B. He shall take his initial position behind the catcher's position.

C. He shall call each pitch not hit a ball or strike.

D. He shall by agreement with, and in cooperation with, the base umpire: call plays, batted balls fair or foul, illegally batted balls and legal or illegally caught balls.

EFFECT Sec. 4. D. On plays which necessitate the base umpire leaving the Infield, the plate umpire shall move out and assume the duties of the base umpire that are normally required such as runners tagging the bases, obstructions, interferences, etc.

E. He shall determine and declare whether:

1. A batter bats illegally.
2. A batter bunts or chops the pitched ball downward.
3. A fly ball is an infield or outfield fly.
4. A batted ball touches the person of the batter.
5. A batter strikes at the pitch.

F. He shall render base decisions in the following instances:

1. On plays on the base runner at home plate.
2. On an appeal, decide whether a base runner leaves third base too soon on a caught fly ball.
3. If there is more than one runner on base, take the plays and make the decision on the runner nearest the home plate, during plays on runners.
4. With only two umpires working, and there is a batted ball, go to third base for any subsequent decision at that base, after initial decision in the inning.

EFFECT Sec. 4. F. Plays at the home plate are always to receive first considerations; however, while the base umpire normally makes the FIRST DECISION at first, second or third if the FIRST DECISION or PLAY is made to either first or second base, the plate umpire should position himself to make all subsequent decisions at third base.

G. When a TIME LIMIT has been set prior to the game starting time, announce this fact before the game is started, and state the time set to end the game. The scorekeeper keeps this time and total playing time of games.

H. Check with the official scorer, advising that official to have managers advise the scorer about the official batting order and any subsequent substitutions made.

I. Should a dispute arise during or immediately following the game, assist the scorer to arrive at a correct decision and the score.

J. He alone shall have the authority to declare a game forfeited.

Sec. 5. SPECIFIC DUTIES OF THE BASE UMPIRES:

A. He shall take such positions on the playing field which will give him the best angles and positions for using his judgment in rendering base decisions. This will be in agreement with and cooperation of the Umpire-In-Chief. Whenever there are any runners on base, he must position himself even with second base or outside the diamond.

B. When a ball is batted, he normally should render all FIRST decision to be made at any base, and then position himself to make all decisions at first and second base, as well as third base, should situations dictate the plate umpire remain or return to home plate.

C. He shall assist and cooperate with the plate umpire at all times to assure that all plays receive a proper and correct decision, and that the playing field is fully observed during the playing of the game.

D. He may and should be required to go into the outfield to call certain outfield decisions, when the plate umpire would be at a great disadvantage making the call. Some of these plays would involve a trapped ball catch, fly ball hitting or clearing a fence, a legal catch when a fielder runs or falls into a fence or obstruction and drops the ball because of such collision, and other plays, especially when light conditions are not the best.

Sec. 6. RESPONSIBILITIES OF AN UMPIRE ASSIGNED TO OFFICIATE BY HIMSELF extends to all parts of the field, his duties and jurisdiction encompasses all those duties normally covered when more than one umpire is assigned. While normally stationing himself behind the catcher to call balls and strikes and moving out on batted balls, he may and shall take any position on the field which will in his judgment enable him to best discharge his various miscellaneous duties.

Sec. 7. UMPIRES CANNOT BE CHANGED DURING THE PLAYING OF A GAME unless they become incapacitated due to any injury or illness.

Sec. 8. UMPIRE'S JUDGMENT DECISIONS MAY NOT BE APPEALED on grounds that he was not correct:

A. On a decision involving a ball or strike.

B. That a batted ball was fair or foul.

C. That base runner was safe or out.

D. When a game is called for darkness, rain, panic, or other logical reasons.

EFFECT Sec. 8. A-D. No decision shall be reversed by the umpire, involving his judgment, except if he is convinced he was in error. This could come from consulting another umpire working with him, as a result of his own requested conference.

Sec. 9. UMPIRES SHALL ENFORCE ALL THESE RULES:

A. All rules governing the playing of the game are to be followed to the letter with no deviations from the rule permitted.

EFFECT Sec. 9. A. After a warning by an umpire, the umpire should remove the offender from the game, if the offense is repeated. For major offense, remove offender at once.

B. Each umpire has AUTHORITY to rule on any point or situation, not specifically covered in these rules.

EFFECT Sec. 9. B. Umpires should not necessarily penalize an entire team because of the actions of one or more individuals. The violators are to be removed from the game.

C. Umpires may refuse to impose a penalty for a violation when the impositions of such a penalty would benefit the offending team.

EFFECT Sec. 9. C. As an example, a catcher's obstruction with the batter would result in a delay call.

D. Umpires should work together and cooperate in every effort to assure correct decisions and fair rulings.

EFFECT Sec. 9. D. This applies in all situations, such as sharply hit balls down the foul lines, tag plays on the batter-runner, batted ball hitting base runner, runner leaving any base too soon, or trap type catches; darkness or other weather conditions, players stalling or hastening the game or the pitcher and batter continuing to try to annoy the other excessively. Other times include plate umpire watching the runner at first base or other base, when more than one runner is on base for leaving too soon, or the plate umpire following a batted ball down the right field line, while observing the runners at first base, when the base umpire is in his proper position out near second base, when the ball was batted. Base umpire should adjust to cover third base as well as second base when the plate umpire is delayed in getting to the best position. On other cooperation positions, the base umpire should be prepared to cover home plate if the plate umpire gets trapped at third base while properly covering a play.

Sec. 10. SUSPENSIONS OF PLAY:

A. The umpire may suspend play when in his judgment, at any situation or condition, justifies such action.

B. WHEN IN THE OPINION OF THE UMPIRE ALL IMMEDIATE PLAY RESULTING FROM A BATTED BALL IS APPARENTLY COMPLETED, HE SHALL CALL "TIME."

EFFECT Sec. 10. B. It is not necessary to return the ball to the pitcher, after a batted ball, to stop the base runners from advancing. When the base runners have ceased trying to move forward, or trying for the next advanced base, because the fielders have the live ball ahead of or in such a position, so that the runners have stopped their advance. The umpire shall call "TIME" especially when working the game as a single umpire. In this case, the base runner, even though he is off his base, must then return to stay on the base which he has last touched and must remain on his base until he can legally leave the base.

- C. Play shall be suspended whenever the umpire leaves his proper position to brush the plate, or to perform other duties not directly connected with the calling of decisions.
 - D. The umpire shall suspend play whenever a batter or pitcher steps out of position for a legitimate reason; the umpire should not permit either to continually repeat this action.
 - E. The umpire shall not give a call or signal for "TIME" when a batter steps out of position after a pitcher has started his delivery motions.
 - F. In case of injury or some incident, unforeseen before a batter hits a FAIR BALL, "TIME" shall not be called with the ball in play until all plays in progress have been completed, or the base runners have stopped at their bases.
 - G. Umpires shall not suspend play for any reason, during live ball actions, at the request of players, coaches, or managers until all probable actions have been completed.
- Sec. 11. THE BEST UMPIRES KNOW THE RULES, HUSTLE WHILE COVERING EACH PLAY, AND ARE ABLE TO HANDLE DIFFICULT SITUATIONS WITH EASE AND DIPLOMACY.

RULE 11. Men's B, C, D, E, & Rec Programs

Sec. 1 Classification Rules: Your state director will classify you based on your team's overall strength offensively & defensively. If your name appears on the WSL Restricted Player List, you may not play in the WSL Men's Program. Exception: If a tournament director decides to hold a Men's Open division or a Men's Elite Series division.

A. No player may drop 2 classes within the same calendar year.

Exception: Player Classification Committee may allow team / player from 2 classes higher in special circumstances.

Penalty: If protested in championship play and found to be illegal, team will forfeit out of the event, forfeit any & all awards or travel money. Team will not be compensated in any way. Offending player and team manager will be subject to a 1-year suspension from WSL play.

Sec. 2. Teams must start with a minimum of 9 players; the 10th position is an out in the last spot in the batting order. You may add the 10th player at any time during the game. You may not add the 11th or 12th players once the game has started. If, for any reason, you drop below the number of players you started with and do not have a legal sub, that position is an out. Teams may not drop below 9 players; if you drop below 9 players and do not have a legal sub, the game is a forfeit.

Sec. 3. In all programs, the Tournament Director has the option of permitting the following: On a fair fly ball hit over the fence for a home run, the batter and all base runners are credited with a score. The batter and any runner on base do not need to advance and touch the bases. They may go directly to the dugout area. This will eliminate any base running appeals. This includes the four-base award.

Sec. 4. All playing rules not specifically covered in Rule 11 of this book shall be governed by other rules as outlined in Rules 1 through 10 of the WSL Rule Book.

Sec 5. For Team Classification, Rec teams cannot have any more than 2 players classified higher than E; E teams cannot have any more than 3 players classified D; D teams cannot have any more than 3 players classified higher than C; C teams cannot have any more than 3 players classified B; B teams cannot have any players classified higher than A.

Sec 6. National Bump Rules:

Men's B - Each player on the rosters of the Men's Class B World Champions must play at the Men's B level or higher for the next year with NO Right to Appeal

Men's C - Men's Class C World Champions must play at the Men's B level for the next year. Teams with 4 or more returning players, or any combination of bumped players and players from the B level will be bumped to Men's B.

Men's D - The Top 4 finishing teams, or the top 10%, whichever is greater, of the PCB World Championships in Men's Class D will be bumped to Men's C. Teams with 4 or more returning players, or any combination of bumped players and players from the C level will be bumped to Men's C.

Men's E - Each player on the rosters of the Men's Class E World Champions and Runner Ups will be locked at the Men's D+ level for the next two years with NO Right to Appeal. The 3rd and 4th place finishing teams, or the top 10%, whichever is greater, of the PCB World Championships in Men's Class E are bumped to the next level. Teams with 4 or more returning players, or any combination of bumped players and players from the D level will be bumped to Men's D.

Men's REC - Each player on the rosters of the Men's Class REC World Champions and Runner Ups will be locked at the Men's E+ level for the next two years with NO Right to Appeal. The 3rd and 4th place finishing teams, or the top 10%, whichever is greater, of the PCB World Championships in Men's Class REC are bumped to the next level for a minimum of 3 tournaments and can appeal down after that. Teams with 4 or more returning players, or any combination of bumped players and players from the E level will be bumped to Men's E.

Sec. 7. Tournament teams must put their roster online when they register, your roster will not freeze until either you win an NIT or higher-level event. If you did not win an NIT or higher-level event, your roster will freeze the first time you play on or after July 1st or your state tournament, whichever comes first. Changes can only be made by their state or regional directors. If the team doesn't have a state or regional director, the National office can make changes. Teams may add or release up to 6 players each from their frozen roster. Roster size is maxed out at 22 players.

Sec. 8. ID Check in for Regional & World Tournaments. Teams are required to arrive a minimum of 90 minutes prior to your first scheduled game with a Valid Government Issued Photo ID. Your ID will be verified with the name on the online roster; player will then sign the roster and will be issued an ID Band. The ID Band must be worn at all times throughout the tournament to be eligible to play. If the ID Band comes off, take your ID to the check in again and once verified, a new ID Band will be issued. If you play without an ID Band you will be ejected from the game. ID will then be checked and verified with the online roster, if the player is eligible, no further penalty will be applied. If the player is not on the team's legal roster, then the team will be forfeited out of the tournament with no compensation.

Sec. 9. At the WSL World Championships in the Men's program, players who play the first weekend, must play at the same level or higher the second weekend. Teams who win week 1 must play at the HIGHER level in week 2.

Sec. 10. Any player on the roster of a team being bumped will receive the auto bump. It is the Manager/Coach's responsibility to clean up the roster before September 1st. Any teams receiving bumps from WSL World Championships will take place on December 1st of the same calendar year.

RULE 12. Women's B, C, D, & E Programs

Sec. 1. Teams must start with a minimum of 9 players; the 10th position is an out in the last spot in the batting order. You may add the 10th player at any time during the game. You may not add the 11th or 12th players once the game has started. If you drop below the number of players you started with for any reason and do not have a legal sub, that position is an out. You may not drop below 9 players, if you drop below 9 players and do not have a legal sub, the game is a forfeit.

Note: The defensive team may walk the preceding batter or multiple batters to get to the position or positions in the lineup that is an out due to having started with 9 players or having dropped to 9, 10 or 11 players. There are no base appeals allowed when this results in the third out of the inning.

Sec. 2. All playing rules not specifically covered in Rule 12 of this book shall be governed by other rules as outlined in Rules 1 through 10 of this WSL Rulebook.

Sec. 3. Tournament teams must put their roster online when they register, your roster will not freeze until July 1st. Changes can only be made by their state or regional directors. If a team does not have a state or regional director, the National HQ can make changes. Teams may add or release up to 6 players from their frozen roster. Max roster is 22 players.

Sec. 4. ID Check in for Regional & World Tournaments. Teams are required to arrive a minimum of 60 minutes prior to your first scheduled game with a Valid Government Issued Photo ID. Your ID will be verified with the name on the online roster; player will then sign the roster and will be issued an ID Band. The ID Band must be worn at all times throughout the tournament to be eligible to play. If the ID Band comes off, take your ID to the check in again and once verified, a new ID Band will be issued. If you play without an ID Band you will be ejected from the game. ID will then be checked and verified with the online roster, if the player is eligible, no further penalty will be applied. If the player is not on the team's legal roster, then the team will be forfeited out of the tournament with no compensation.

Sec. 5. Female eligibility: When combining for a Women's Lower the C & D Teams may NOT have any players that appear on the Women's WSL Restricted Player List or Women's A players. Women's B Teams are restricted to 1 Player from the Women's WSL Restricted Players List.

Sec. 6. Top 10% of Women's divisions in all WSL Worlds in Sept. will be bumped to the next division for 1 year.

Sec. 7. Any player on the roster of a team being bumped will receive the auto bump. It is the Manager/Coach's responsibility to clean up the roster before September 1st. Any teams receiving bumps from WSL World Championships will take place on December 1st of the same calendar year.

RULE 13. Coed/Mixed Couples Rules

Sec. 1. Five male and five female players must be in the lineup at all times (six and six if A.H. is used). Any five male and any five female players must play defense. Exception: A minimum of 9 players can start a game. However, there must always be five female players in the lineup. An out shall be declared in the 10th position in the lineup when that position is scheduled to bat. A 10th player may be added in the 10th position of the lineup at any time before the end of the game. That added player must be male.

Sec. 2. The 11-inch softball will be used when a female is batting, and a 12-inch softball will be used when a male is batting. It is an appeal play when the wrong ball is pitched to a batter. If the appeal is allowed, then the batter returns to bat with the same ball and strike count he/she had at the time of the pitch. Also, any base runners must return to the base occupied at the time of pitch.

Sec. 3. In the Co-Ed/Mixed Program, teams starting with 12 players may drop down to 11 or 10 players but cannot have more males than females in the line-up. For example, if a female player is removed from the line-up, the male player following her in the line-up must be removed. All vacant spots in the line-up will be declared an out every time that position in the line-up is due to bat. If a team starts with 9 or 10 players, they are not allowed to add the 11th or 12th player at a later time. Any player that leaves the game for

any reason may not return to the game. (This does not apply to normal re-entry and substitution) Exception: A player who has left the game under the blood rule may return. Note: The defensive team may walk the preceding batter or multiple batters to get to the position or positions in the lineup that is an out due to having started with 9 players or having dropped to 11 or 10 players. No base appeals are allowed when this results in the third out of the inning. Male and female players must alternate in the batting order. Note: If a team starts with 9 players, a female player must occupy the first position in the batting order.

COURTESY RUNNER: One Male player & One Female player on the roster in/or out of the batting lineup may run for any one player of their gender in an inning. If the runner is in the active batting lineup and is on base as the runner and his/her turn at bat comes up, that batting position will be declared an out.

Sec. 4. When a male batter receives a base on balls or intentional walk, he will be awarded first and second base with the next female batter having the option to walk or bat.

NOTE: If the next female chooses to walk, it is not considered an intentional walk for the purpose of making an appeal.

Sec. 5. In the Mixed program, the Tournament Director has the option of permitting the following: On a fair fly ball hit over the fence for a home run, the batter and all base runners are credited with a score. The batter and any runner on base do not need to advance and touch the bases. They should go directly to the dugout area. This would eliminate any base running appeals. This includes the four-base award.

Sec.6. All playing rules not specifically covered in Rule 13 in this book shall be governed by the other rules in Rules 1 through 10 in the WSL rule book.

Sec. 7. Tournament teams must put their roster online when they register, your roster will not freeze until July 1st. Changes can only be made by their state or regional directors. If the team does not have a state or regional director, the National office can make changes. Teams may add or release up to 6 players each from their frozen roster. Maximum roster size is 25 players.

Sec. 8. ID Check in for Regional & World Tournaments. Teams are required to arrive a minimum of 60 minutes prior to your first scheduled game with a Valid Government Issued Photo ID. Your ID will be verified with the name on the online roster; player will then sign the roster and will be issued an ID Band. The ID Band must be worn during the tournament to be eligible to play. If the ID Band comes off, take your ID to the check in again and once verified, a new ID Band will be issued. If you play without an ID Band you will be ejected from the game. ID will then be checked and verified with the online roster, if the player is eligible, no further penalty will be applied. If the player is not on the team's legal roster, then the team will be forfeited out of the tournament with no compensation.

Sec. 9. Female COED eligibility for: REC COED – Only Women's E & D Players. LOWER COED – Only C or D or E Players. NO Female players from the Women's WSL RPL or Female players from any "A or B" class team or higher in the current year. UPPER COED - Open to all female players.

Sec. 10. Male COED eligibility for: REC COED – Only Men's REC & E Players. LOWER COED – For Men's D, E, or REC Players. But may have 1 Male C player per team that played at the "C" level in the current year. No Male players from the WSL RPL or Male players from any "A or B" class team or higher roster in the current year.

UPPER COED - Open to Men's A, B, C, D, E, and Rec players. No AA or NO players on the Men's WSL RPL.

Sec. 11. Any player on the roster of a team being bumped will receive the auto bump. It is the Manager/Coach's responsibility to clean up the roster before September 1st. Any

teams receiving bumps from WSL World Championships will take place on December 1st of the same calendar year.

RULE 14. Military Softball Rules

Sec. 1. The WSL Military Program shall feature 7 Divisions: Military “Open”, “Competitive”, “Intramural”, “Men’s Over 40”, “Men’s Seniors”, and Coed/Mixed Military.

Sec. 2. The Military Women’s Program shall feature 2 Divisions: Women’s Military and Women’s Over 35 programs.

Sec.3. A bona fide Men’s Military Team consists of Active Duty and dependents (18 and over with a valid dependent ID card), Reserves, ROTC, National Guard, retired military personnel and Department of Defense civilians. All Players must have a Department of Defense Identification card. A bona fide Women’s Military Team consists of Active Duty and dependents (18 and over with a valid dependent ID card), Reserves, ROTC, National Guard, retired military, and Department of Defense Civilians. All players must have a valid government identification card. Retired military personnel and retired Department of defense civilians are eligible to play with a team from the state where they retired or a team from the state of their permanent address. Only Contractors who have a DoD ID card or a common access card with a green color bar and computer chip (CAC) are eligible to participate. Persons who hold a Rapid Gate/Base Access Contractor card are NOT eligible to participate in the Military program. All cards with an EXPIRED date will not be allowed to participate.

Sec.4. Men’s Teams participating in the Military World Tournament, Players may participate in only one (1) division of play Open, Competitive, or Intramural. TDY personnel are eligible to compete in the World Tournament if the TDY assignment is 5 months or more in duration.

Sec.5. Men’s teams with players from two installations within 75 miles can play in men’s Open or Competitive division (Competitive combined are rosters subject to review and approval). Men’s teams with players from more than two installations or more than 75 miles MUST play in the men’s Open Division.

Sec.6. Police Officer teams can compete in the applicable WSL Division based on their current registration in Police Softball Association (Gold or Silver).

A. Player Eligibility:

1. Men’s Open rosters must provide a valid CAC or DoD card to participate at this level.
 - a. Each team can only pick up two DD214 / U.S. Dept. of Veterans Affairs (VA) Card or Contractor ID who is on the Major Player List or Major Watch List. This does not include those members who meet the Eligibility rules in Sec.3.
 - b. Men’s Open rosters are limited to six (6) player(s) who possess a DD214 / Veterans Affairs (VA) Card with an Honorable Discharge or General (Under Honorable Conditions), Three (3) DoD Civilians and two (2) Contractors.
 - c. Men’s Open Roster are limited to four (4) First Responders who are current or retired Police Officers, EMT Personnel and Fire Fighters.
 - d. Men’s Open Rosters are limited one (1) Correctional Officer or Federal Agents (FBI, DEA etc.)
 - e. Gold Division Police Teams
2. Men’s Competitive rosters must provide the following documents:
 - a. Guard and reservists must provide documentation showing they are assigned to an armory and/or unit within 120 miles of the military installation or command they are competing for. Guard and reservists outside 120 miles must get the permission of the WSL Military National Director.

- b. Active-duty reservists must provide a copy of PCS orders with Military ID at registration, which places them at current military installation or command.
- c. Other eligible players including retirees, Dependent(s) and DoD contractors (which must provide DoD Common Access Card with green bar) and dependents must show proof of ID and residency from the state/local region they are playing in to prove eligibility. Men's Competitive teams are limited to four (4) player(s) who possess a DD214 with an Honorable Discharge or General (Under Honorable Conditions) or a Veterans Affairs (VA) Card, Three (3) DoD Civilians, and two (2) Contractors. No Competitive team can pick up a DD214 / Veterans Affairs (VA) Card or Contractor who is on the Major Player List or Major Watch List. This does not include those members who meet the Eligibility rules in Sec.3.
- d. Players who competed on a Men's Competitive but have been transferred to a base which does not have a team may request a waiver from the WSL National Military Program Directors to play for their former team for a period of one year from the date of transfer.
- e. Men's teams that cannot provide player eligibility documents will be removed from the Competitive program.
- f. Exception: Any player receiving PCS orders within 90 days of the WSL Military World Tournament can request an exception from the WSL National Military Program Directors.
- g. Men's Open Roster are limited to two (2) First Responders who are current or retired Police Officers, EMT Personnel and Fire Fighters. Men's Competitive rosters are limited one (1) Correctional Officer or Federal Agent (FBI, DEA etc.)
- h. Silver Division Police Teams

3. Men's Intramural rosters must provide the following documents:

- a. Guard and reservists must provide documentation showing they are assigned to an armory and/or unit within 120 miles of the military installation or command they are competing for. Guard and reservists outside 120 miles must get the permission of the WSL Military National Director.
 - b. All other eligible players including retirees, Dependent(s) and DoD contractors must show proof of ID and residency from the state/local region they are playing in to prove eligibility. Men's Intramural teams are limited to Three (3) players who possess a DD214 with an Honorable Discharge or General (Under Honorable Conditions) or a Veterans Affairs (VA) Card. Two (2) DoD Civilians, One (1) Contractor. No Intramural team can pick up a DD214 / Veterans Affairs (VA) Card or Contractor who is on the Major Player List or Major Watch List. This does not include those members who meet the Eligibility rules in Sec.3.
 - c. Men's teams that cannot provide player eligibility documents will be removed from the Men's Intramural program.
 - d. Male players whose name appeared on any "Open" Roster the current or previous year are not eligible to compete in the Men's Intramural program. Any player who participated in only one (1) tournament with a registered "Open" team in the current season can seek a waiver to this rule from the WSL National Military Program Director.
 - e. Any Player who has played for any All-Armed Forces Service team in the past 3 years is not eligible to participate in the Intramural program.
 - f. Exception: Any player receiving PCS orders within 90 days of the WSL Military World Tournament can request an exception from the WSL National Military Program Director.
- ### 4. Women's Open Military rosters must provide the following documents:

- a. All other eligible players including retirees must show proof of ID and residency from the state/local region they are playing in to prove eligibility.
 - b. Each team can only pick up two DD214 / Veterans Affairs (VA) Card or Contractor who is on the Major Player List or Major Watch List. This does not include those members who meet the Eligibility rules in Sec.3.
 - c. Women's Open rosters are limited to six (6) player(s) who possess a DD214 with an Honorable Discharge or General (Under Honorable Conditions) or a Veterans Affairs (VA) Card. Three (3) DoD Civilians and two (2) Contractors.
 - d. Women's Open Roster are limited to four (4) First Responders who are current or retired Police Officers, EMT Personnel and Fire Fighters.
 - e. Women's Open Rosters are limited one (1) Correctional Officer or Federal Agents (FBI, DEA etc.)
5. Over 40 program – Over 40 teams division open to unlimited Active Duty, Retirees, DD214 with an Honorable Discharge or General (Under Honorable Conditions) or a Veterans Affairs (VA) Card. Teams are limited to Two (2) Contractor and One (1) First Responder. (Each team is allowed 3 players between the ages 35 -39 years of age).
 6. COED program – WSL Mixed rules (Rule 13) apply to the Military COED program. Military Coed division open to unlimited Active Duty, Retirees, DD214 with an Honorable Discharge or General (Under Honorable Conditions) or a Veterans Affairs (VA) Card. Teams per gender are limited to Two (2) Contractor, One (1) First Responder and One (1) Contractor.
 7. Men's Senior Division 50&O teams division open to unlimited Active Duty, Retirees, DD214 with an Honorable Discharge or General (Under Honorable Conditions) or a Veterans Affairs (VA) Card, Dependents. Teams are limited to Two (2) Contractor and One (1) First Responder. (Each team is allowed 3 players between the ages 45-49 years of age).
 8. DD214 / Veterans Administrations (VA) Card players must provide a valid Member 4 (original) or Member 2 copy of their DD214 with an Honorable or General (Under Honorable Conditions) or Veterans Affairs (VA) Card.
 9. Contractor, DD214 / Veterans Affairs (VA) Card and First Responder personnel minimum level of play eligibility will be based on their WSL non- military level of play or equivalent for OTHER Sanctions if player is not on a WSL roster.
 - a. WSL B – Must play WSL Open division (see exception)
 - b. WSL C or D – Can play Military Open and Competitive divisions
 - c. WSL E and Rec – Can play Military Open, Competitive, or Intramural

*Exception – If an Open player cannot find a Military Open team to play with then they may be allowed to play on a Military Competitive team with approval from the WSL Military National Director.
- Sec.6. Teams must play in at least one WSL Military Tournament or participate in a WSL sanctioned tournament to be eligible to advance to the WSL Military World Tournament. A team that is unable to participate in a Military WSL tournament prior to Military Worlds can request an exception by providing a written request to the WSL National Military Director.
- Sec.7. The top two (2) finishing teams in the Men's Military Competitive and Intramural World tournaments must move up to the next higher classification the following year. Additional teams, identified by the WSL National Military Program Directors, will also be required to compete the following year in the next highest classification. Teams reclassified by the By-Laws will remain in the higher classification until the team is reclassified by the WSL National Military Director. Note: Any team reclassified by the By-Laws with four (4) or more players from the previous year's roster must participate in their new classification for a period of one (1) year.

**All rules not covered please reference WSL rule book

Run Rule and when to Flip/Flop: 20 after 3; 15 after 4; 10 after 5

Military Home Run Rules

Military Men's Open = 10

Military Competitive = 5

Military Men's Intramural = 2

Military Women Open = 6

Military Men's Over 40 = 10

Military Women's Over 35 = 10

Military Coed + 5 for Men & 5 for Women

Military Men's Senior = 8

RULE 15. Senior Softball Rules

REGISTRATION & CLASSIFICATION: A team's registration classification is subject to change by the Team Classification Board based on review of team rosters and history of tournament play during course of year. No team will be re-classified without a chance for an official appeal and reviewed by classification board. No teams will be reclassified once tournament play begins but may be subject to reclassification afterwards following review.

DIVISIONS OF PLAY

35 & Over AA, AAA, Major, & Major + (For Women Only)

Then for Men's & Women WSL offers these other Divisions below from 40 to 75 Years & Older.

40 & Over AA, AAA, Major, & Major +

50 & Over AA, AAA, Major, Major +

55 & Over AA, AAA, Major, Major +

60 & Over AA, AAA, Major, Major +

65 & Over AA, AAA, Major, Major +

70 & Over AA, AAA, Major, Major +

75 & Over AA, AAA, Major, Major +

80 & Over AA, AAA, Major, & Major + (For Men Only)

NOTE: All pickup players must come from same level or lower.

Only 3 AAA players on a AA team and (No Major or Major Plus Players on Roster)

Only 3 Major players on a AAA team and (No Major Plus Players on Roster)

Only 3 Major plus players on a Major team

Team classification will be based on current ratings overall across other senior associations. If not classified anywhere it will be determined by State director and Classification Committee with approval from National office.

OFFICIAL TEAM ROSTERS

Rosters consist of up to 20 players to be submitted online prior to tournament. Roster may include 3 players from an upper classification in the same age group without being reclassified by the upper certification. Any upper player that is 10 years or older playing down two age groups does not impact a team's classification status. i.e. (a 60 major plus

player could play on a 50 AAA team without an impact on the AAA status of the 50&Over team.)

Border State rule:

Age 40 – 65

AA & AAA Teams: All Players must be from Team’s State of Registration, or Bordering States.

Major Teams: Are Allowed 1 Non-Bordering Player that is outside a Team’s State of Registration, or outside of that team’s Bordering States. That 1 player must be from same side of the Mississippi River of their team registration state.

Major Plus Teams: Are Allowed 2 Non-Bordering Players that are outside a Team’s State of Registration, or outside of that Team’s Bordering States & Those 2 players must be from same side of the Mississippi River of their team registration state. Plus teams can have 2 more Players that could be from anywhere else.

Age 70, 75 and 80 over & All Women's Divisions; NO BORDER restriction with regards to residency regardless of classification.

AGE RESTRICTIONS:

Age groups 50, 55 & 60 - All players must be appropriate age for division of play within the calendar year.

65 & Over Division: 2 players 64 years old.

70 & Over division: 3 players 69 years old.

75 & Over division: Up to 1-2 73-year-old players and 1-5 74-year-old players. Total 73/74 players may not exceed 5.

80 & Over division: Up to 2 players 78 years old & up to 7 players 79 years old. Total 78/79 players may not exceed 7.

LEGAL LINE UP:

Divisions Age 60 and below / 10 defensive fielders

Divisions Age 65 – 70 -75 allowed 11 defensive fielders.

Division Age 80 is allowed 12 defensive fielders.

All divisions must have at least 9 players to start game. May add legal roster players to end of line up at any time as they arrive until they reach maximum allowed for their division. A team is permitted to finish with minimum roster players in case of injury and no other roster player available to replace the injured player. In case of an injury the injured player would be an out the first time their place in the batting order becomes available. After that the lineup would compress and would no longer be an out.

EXCEPTION: In case of a player ejection, with no other roster player being available to replace them, the game would be forfeited. The ejected player would be allowed to play in the teams next scheduled game.

GAME TIME LIMITS:

All games will be NO TIME LIMIT.

POOL GAMES: 5 innings. At the end of the 4th inning, teams will play an open inning unless a run rule has been determined to be in effect prior to playing the open inning.

BRACKET GAMES: 7 innings. At the end of the 6th inning, teams will play an open inning unless a run rule has been determined to be in effect prior to playing the open inning.

TIE BREAKER: If the game is tied at the end of regulation play, open scoring innings will be played until we have a winner.

OFFICIAL PITCH:

The official pitching rubber will be between 50 and 53 ft from home plate. Distance at the discretion of the park management. The pitcher box would extend from the width of the pitching rubber back toward second base to include but not to exceed 6 ft past the pitching rubber.

The pitcher must have at least one foot on or behind the pitching rubber and within the pitching box at the time of release of the ball. The pitcher may not fake a pitch or any distractive type pitching motion. The pitching arc must be 6 to 12 feet. If the pitcher chooses to use a pitcher protection screen, the pitcher may not pitch directly over top of the pitcher protection screen as could be deemed a deceptive pitch. The pitcher will be awarded a 3 ball / 2 strike format with the batter having one courtesy foul.

PITCHER PROTECTION SCREEN:

The pitcher may have the option of using a pitcher protection screen. This screen is to be used for the protection of the pitcher and not to be used as a defensive advantage. The pitcher's team should provide the screen if requested. **The screen not to exceed 4ft wide and must be positioned at least one half of the pitching rubber to the left or right but no further than 4ft in front of the pitching rubber.**

The pitcher, if using a pitching screen, may not be the first defensive player to field a batted ball. If the pitcher is the first player to make contact with the ball, it shall be declared a dead ball and the batter will be awarded first base. All other base runners will advance one base.

In the case where a batter has used up the Courtesy foul if he or she hits the pitching screen they shall be declared out.

All balls that are thrown by the defensive team that hit the protection screen will be ruled a live ball.

HOME RUN RULES:

AA: 1 Home run. / NO WSL Bomber – NO Unlimited Home run hitter

Extra home runs over the limit would be an OUT.

AAA: 3 Home runs / + WSL Bomber (Unlimited Home run hitter)

Extra home runs over the limit not hit by the home run hitter would be an OUT.

MAJOR: 6 Home runs / + WSL Bomber (Unlimited home run hitter)

Extra home runs over the limit not hit by the home run hitter would be an OUT.

MAJOR Plus: 9 Home runs / + WSL Bomber (Unlimited home run hitter)

Extra home runs over the limit not hit by the home run hitter would be an OUT.

WSL Bomber: Unlimited Home run hitter. If the WSL bomber, walked intentionally or even unintentionally, the WSL BOMBER would be granted second base with all existing runner/runners advancing accordingly when being forced.

SCORING / RUN RULE / FLIP FLOP RULES:

AA & AAA & Major = 5 runs max per inning

MAJOR + = 7 runs per inning

RUN RULE: 15 runs after 4 innings / 10 runs after 5 innings

FLIP FLOP RULE:

If the home team is down by 10 runs or more going into the open inning, they would become the visiting team and bat first in the open inning. If they do not catch up or go ahead the game would be over. If they do the team flipped to home would get their chance to bat and remain the home team for the remainder of the game.

OFFICIAL BALL:

Official WSL-Stamped ball only.

COURTESY RUNNER:

Courtesy runners are unlimited. Player can run as many times as he or she wants per inning. Courtesy runners can only be used for the batter runner. All courtesy runners must be changed before the first pitch to the next batter. If a courtesy runner is not used before the next pitch, you may not use a courtesy runner for that batter runner unless of injury.

Any rostered player can be a courtesy runner. A courtesy runner does not have to be in the batting lineup however must be listed on the lineup card as at least a substitute player. Any player not on the lineup card cannot be used as a courtesy runner. If the courtesy runner is in the batting order and is stranded on base when their turn in the lineup is due, an out will be recorded at the base where the courtesy runner is stranded at and the former courtesy runner will now take their turn at bat. If the out recorded at the base is the third out of the inning, the inning would be complete and lead off the next inning.

EQUALIZER RULE:

ONE DROP RULE: If play is in a mixed bracket, the lower classified team would get an extra player.

Example, if AA team plays a AAA team the AA team would get an extra player and follow the AAA home run rule.

If it is a ONE DROP between a Major team and a AAA team, the AAA team would be awarded the extra player. The teams would play with the AAA run rule but the Major home run rule.

TWO DROP RULE: If play is between teams with 2 classifications, the lower class team would get both an extra player and an extra 5 runs, (1 run per inning for the first five innings.) Teams would play by the lower classified team's run rule and the average of the difference between the team home run rules.

All classes that already have 11 fielders, the lower classified team will be awarded 5-run equalizer.

SEEDING PROCESS: The tournament director is authorized to place teams in each division or class based on overall strength and skill set of the teams. Other seeding will use the following guidelines:

WIN / LOSS RECORD IN POOL PLAY

HEAD-TO-HEAD (applies when all teams play each other)

RUNS ALLOWED

RUN DIFFERENTIAL

TOTAL RUNS SCORED

COIN FLIP.

WEATHER CONTINGENCY:

Plans will be in place and games may require modifying playing rules and playing times due to weather conditions. Every attempt will be made to return all games to the most reasonable format as time permits. Player safety is first.

RULE 16. Youth SP Program

Note: As with adult rules, these rules are intended for championship play and leagues and invitational tournaments at the local level may alter rules to better fit their circumstances.

Sec 1. The Youth Program will be divided into the following age classifications:
Any boy or any girl who on or before 1 January reaches the birthday listed below is not eligible to participate in that Division

Age Divisions

<u>Boys, Girls & Mixed 6 & Under</u>	<u>Seventh Birthday</u>
<u>Boys, Girls & Mixed 7 & Under</u>	<u>Eighth Birthday</u>
<u>Boys, Girls & Mixed 8 & Under</u>	<u>Ninth Birthday</u>
<u>Boys, Girls & Mixed 9 & Under</u>	<u>Tenth Birthday</u>
<u>Boys, Girls & Mixed 10 & Under</u>	<u>Eleventh Birthday</u>
<u>Boys, Girls & Mixed 11 & Under</u>	<u>Twelfth Birthday</u>
<u>Boys, Girls & Mixed 12 & Under</u>	<u>Thirteenth Birthday</u>
<u>Boys, Girls & Mixed 13 & Under</u>	<u>Fourteenth Birthday</u>
<u>Boys, Girls & Mixed 14 & Under</u>	<u>Fifteenth Birthday</u>
<u>Boys, Girls & Mixed 15 & Under</u>	<u>Sixteenth Birthday</u>
<u>Boys, Girls & Mixed 16 & Under</u>	<u>Seventeenth Birthday</u>
<u>Boys, Girls & Mixed 17 & Under</u>	<u>Eighteenth Birthday</u>

Sec 2. Any player can play in the next older age classification but cannot play in any lower age classification.

Sec 3. Teams are permitted to play in 2 age categories: their own and one age category older. Individual players, solely when needed to complete a team, may also play up one age level.

Sec 4. The Youth Program is designed for Girls, Boys and Mixed Teams; however, the Boys' Program, Girls' Program and the Mixed Program should be entirely separate from each other.

Sec 5. Youth Program field dimensions: (These are guidelines, you may have to make exceptions for your fields)

DIVISION	PITCHING	BASE PATH	PLAYING FIELD RADIUS
All Programs 6-7 Under	35'	55'	200'
All Programs 8 – 9 Under	35'	60'	200'
All Programs 10 - 11 Under	40'	65'	225'

All Programs 12-13-14 Under	46'	65'	225'
All Programs 15-16 Under	50'	65' or 70'	250'
All Programs 17 Under	50'	65' or 70'	300'

Note: Double safety bases at first base are highly recommended.

Sec 6. A Team cannot be composed of more than 20 players.

Sec 7. Equipment: refer to Adult Rule 2 for all youth play equipment standards and regulations.

Sec 8. The Catcher must wear a mask and protective helmet, and it is strongly recommended to wear a chest protector.

Sec . 9. All programs will use 11" WSL-approved softballs, **except** boys 13 and up in Boys and Mixed programs will use 12" WSL-approved softballs.

Sec 10. Pitching Style and Height: Pitchers are not permitted to juke or fake. Pitches must be made on the first pass of the pitching arm/hand by the hip and in a clear underhand motion (not side arms or overhand). Legal height on pitched balls must reach no less than 4-ft from the ground and not exceed more than 10-ft from the ground.

Note: It is the intent of the slow pitch game for pitched balls to have a perceptible arc and not be thrown too high. All pitching heights are adjudged by the umpires and are not subject to argument.

Sec 11. The Batter is out if he/she has three strikes, no courtesy foul allowed

A. Third strike foul ball, batter is out, and dead ball is called.

B. The Batter is awarded First Base when four balls are called by the Umpire.

Sec 12. Numbers on all uniforms are required at World Tournaments. In all programs, non-duplicating numbers on all jerseys are required at all World Tournaments. The numbers must be a minimum of 3 inches.

Sec 13. In all Youth Programs, Offensive Players must wear a "NOCSAE" approved batting helmet with extended earflaps, which cover both ears and temples when in the live ball area.

Sec 14. The Run Rule in the Youth Program awards a win to a team that has a 12-run lead after 3 completed innings or 2 ½ innings if the Home team is ahead, or a 10-run lead after 4 completed innings, or 3 ½ innings if the home team is ahead, or 8 run lead after 5 completes innings or 4 ½ innings if the home team is ahead. Flip-Flop rule is not used in WSL Youth play.

Sec 15. In the Youth Programs a minimum of 9 players can start a game. However, an out shall be declared when the tenth position in the lineup is scheduled to bat. A tenth player may be added to the tenth position any time before the end of a game. Any team that starts a game with 10 or 11 or 12 players may drop to the minimum of nine players to finish the Game. All vacant spot(s) in the lineup will be declared an out every time that lineup position is due to bat unless it is due to an injury. If a Team starts with 9 or 10 players, they are not allowed to add the 11th or 12th player later in the game. Any player that leaves the game for any reason may not return to the game. Exception: A player, who has left the game under the blood rule, may return.

Sec 16. The following rules will be used in all divisions:

A. Courtesy Runner is allowed for injured batter/runner one time per player. Once the courtesy runner is used to complete the play that injured player cannot return to the current game in progress.

B. Courtesy Runner application in League Play and Non-Championship Tournament

Play can be administered at the discretion of each Community League Director.

C. The Short-Handed rule will be allowed in Youth Slow Pitch when an injury has occurred to either an offensive batter/runner or a defensive player. This is only allowed for an injured player when the injury is severe enough that the player cannot continue. Under this situation, the team may play with one less player in the batting order without an out being taken. This injury exception can be allowed down to 9 active players. If a team is using the AH, then multiple injuries can be incurred without an out being taken when that player's batting spot comes around.

Sec 17. A Coach, Player, attendant, or bench personnel shall not use tobacco products in any form in the confines of the playing field. **Penalty:** The Umpire shall issue a warning to the team involved, any subsequent offenders on that team can be ejected.

Sec 18. All playing rules not specifically covered herein shall be governed by the other playing rules as outlined in this rulebook.

Sec 19. Courtesy runners are not permitted in the Youth Program. Exception: injury rule.

Sec 20. League Rules may be modified at a local site to best fit participation.

Sec 21. The following rules will be used in all programs 6-7-8&Under Coach-Pitch Program:

A. The Game will consist of 6 innings, with a "Run Rule" being declared if a Team is ahead by 12 runs after 4 innings (3-½ if the Home Team is ahead), or 8 runs after 5 innings (4-½ if the Home Team is ahead).

B. There will be no Infield Fly Rule in effect.

C. Each position in the batting order will be allowed at bat a maximum of once per inning. The end of an inning will be declared when either 3 outs are recorded or all Batters have batted one time.

D. Each Team will name a Coach to act as "Designated Pitcher" to pitch to their Team.

E. The Designated Pitcher may be changed at any time during the Game so long as another Coach takes that position, and the change is made without excessive delay of the Game.

F. The Designated Pitcher may carry a glove onto the field while pitching. It is to be used for his own protection only.

G. While pitching, the Designated Pitcher may not coach his/her own team in any way. The Designated Pitcher may not distract the defensive players in any way, either by action(s) or verbally. Violations of this rule will result in the Designated Pitcher receiving one warning from the Umpire, and should a second violation occur, he would be removed from the designated pitching position for the remainder of the game.

H. If the Designated Pitcher attempts to field/play the batted ball, or he is hit by the batted ball before it passes a fielder a dead ball will be declared, the Batter-Runner is called out, and the runners may not advance.

I. Should the Designated Pitcher be hit by a thrown ball the infraction constitutes interference. All play stops, the ball is declared dead, the most advanced Runner is called out, and remaining Base Runners must return to the last base touched unless forced to advance.

J. Before any pitch is delivered, a Defensive Player must be positioned parallel to the Pitcher's Plate, to the left or right of the Designated Pitcher, maintaining sufficient distance so not to interfere with the delivery of the pitch. Neither this Defensive Player nor any other Defensive Player in the Game, other than the Catcher, shall be positioned closer to Home Plate than the Pitcher's Plate. Any Defensive Player may move ahead

of the pitcher's plate to field a ball once hit or thrown. There must be a line drawn in an arc from Foul Line to Foul Line at the pitching distance to indicate this distance.

K. Balls and Strikes will be called by the Umpire, although no base-on-balls will be awarded by the Umpire due to thrown pitches or intentional walks. The batter will be allowed 3 strikes or 5 pitches to hit the ball in fair territory. If third strike results in a Foul Ball, the pitch is counted, but the batter is not out. After 3 strikes or 5 pitches, the batter is out.

L. Any pitch that does not meet the minimum 4 feet from the point of release requirement will be declared an **ILLEGAL PITCH/DEAD BALL**. The pitch counts as one of their 5 pitches.

M. If the teams are tied after 6 innings of play, they will begin the next inning with the last batter of the previous inning on second base and 2 outs.

WSL Men's & Women's Elite Series Championships

Both events will be played during PCB I with pitching option 1. This is no faking or juking.

WSL World Tournament Qualifying & Entry Procedures

WSL World Tournament Entry & Classification:

- Win a WSL qualifier (must validate this by playing in your state or regional tournament)
- Finish top 5 in a qualifier (must validate this by playing in your state & regional tournament)
- Play in 2 WSL events (must validate this by playing in your state & regional tournament)
- Win a state tournament (2nd –5th qualify for PCB if they have played in 1 other WSL event)
- Win a regional tournament (2nd—5th qualify for PCB if they have played in 1 other WSL event)
- States may require you to participate in your State and Regional tournament, check with your state director.

Weather

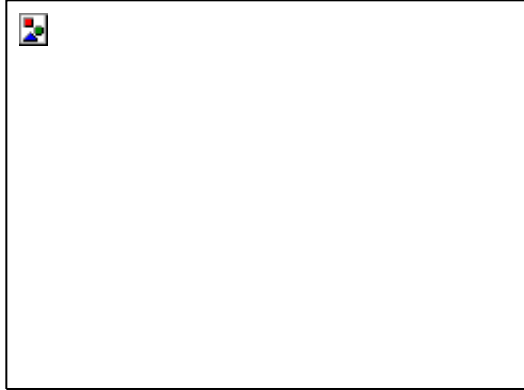
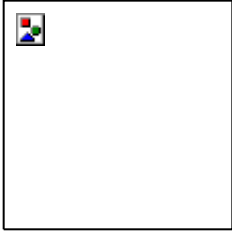
Should we encounter unforeseen weather, Game Delay will be first option. Option 2 - adjusted by time and count. Should the tournament be deemed unsafe to continue by UIC and Tournament Director, Tie Breaker rules apply, undefeated teams will not be dropped to loser's bracket. Team advanced furthest in winner's bracket declared winner, then 1 – Head-to-Head, 2 -Total Runs allowed, 3 - Total Runs Scored, if still tied then coin flip will be used. Should there be a delay in play Official word will come from UIC and Tournament Director.

Communicable Disease Procedures

While risk of one athlete infecting another with HIV/AIDS during competition is close to non-existent there is a remote risk that other blood borne infectious diseases can be transmitted. For example, Hepatitis B can be present in blood as well as in other body fluids. Procedures for reducing the potential for transmission of these infectious agents are, but not limited to, the following:

1. The bleeding must be stopped, the open wound covered, and if there is an excessive amount of blood on the uniform, it must be changed before the athlete may participate.
2. Routine use of gloves or other precautions to prevent skin and mucous membrane exposure when contact with blood or other body fluids is anticipated.
3. Immediately wash hands and other skin surfaces if contaminated (in contact) with blood or other body fluids. Wash hands immediately after removing gloves.
4. Clean all blood contaminated surfaces and equipment with a solution made from proper dilution of household bleach (CDC recommends 1- 100) or other disinfectants before competition resumes.
5. Practice proper disposal procedures to prevent injuries caused by needles, scalpels, and other sharp instruments or devices.
6. Although saliva has not been implicated in HIV transmission, to minimize the need for emergency mouth-to-mouth resuscitation, mouthpieces, resuscitation bags or other ventilation devices should be available for use.
7. Athletic trainers/coaches with bleeding or oozing skin conditions should refrain from all direct athletic care until the condition is resolved.
8. Contaminated towels should be properly disposed of/disinfected.
9. Follow acceptable guidelines in the immediate control of bleeding and when handling bloody dressings, mouth guards, and other articles containing body fluids.

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Northside Knights of Columbus Council 1683 Cincinnati

Sports Complex

Baseball/Softball/Sand Volleyball - Activities for all Ages

BASEBALL FIELDS

2 Regulation size lighted diamonds
Game times available
Rainout Hotline - 513-923-3144
Field Manager - Mark Grimm 513-460-2255
email: kofcsports@gmail.com
NO PETS or OUTSIDE FOOD/ DRINKS

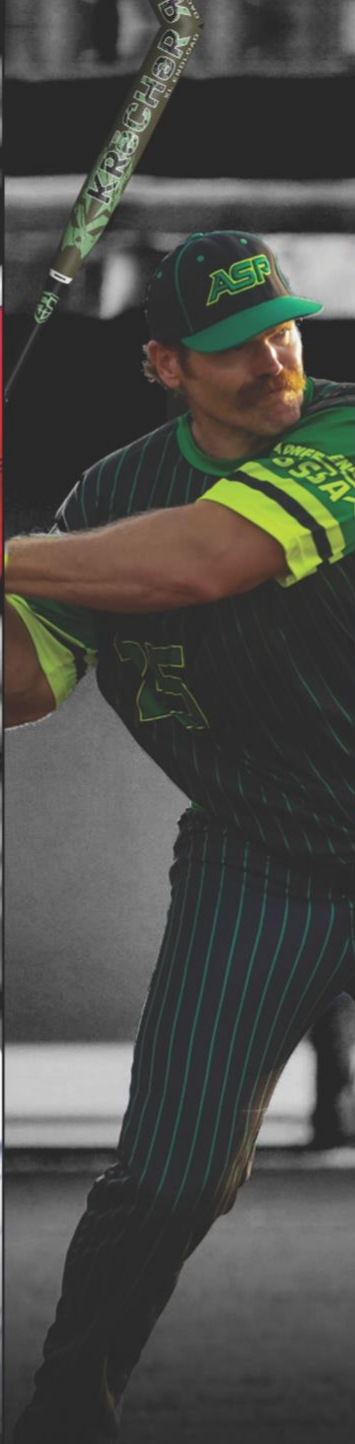
SOFTBALL LEAGUES

Men's Softball - Monday & Friday Nights
Women's Softball - Wednesday night fall league
Rainout Hotline - 513-923-3144
League Coordinator - Mark Grimm 513-460-2255
email: kofcsports@gmail.com
NO PETS or OUTSIDE FOOD/ DRINKS

PAVILION - ROOM RENTAL

Shelter with picnic tables and 800 sq ft. indoor carpeted
and a/c room with TVs
Contact: Margie at 513-607-2712
email: kofcsports@gmail.com
NO PETS or OUTSIDE FOOD/ DRINKS

THIS AND THAT: This is a family friendly facility. No unruly behavior will be tolerated. NO PETS or OUTSIDE FOOD/DRINKS ALLOWED. Concession and gate fees keep the lights bright!



M

WORTH

EASTON

THE SLOWPITCH POWERHOUSE